MELTE PROTECTORE								PLAYER:				
NAN	/IE: <i>GR</i>				.: Takaha	shi Rvoii		Hr J	and a	the r	X I	
	NAME: GREEN SPIDER TRUE I.D.: Takahashi Ryoji SIDE: Evil BIRTHPLACE: Japan								Ser .	\mathbb{X}	TTP	
SPECIES: Human CULTURE: Mixed										5.1-	N AND	
AGE: 36 GENDER: Straight C								KAX !!				
	IT: 18	0		lbs MASS						1-2		
				ssassin and Historia				L'Attal	ATTER S	102	A A	
STORY: Takahashi Ryoji (Japanese family name first) is a master with multiple martial arts. His training also allowed him to expand his												
				. His training also a mystical incantatioi				- KABE			est!	
	hir								A la sa	3V		
N	ΙΟΤΙVΑ	TION:	Twisted Ho	nor	WEA	WEALTH: <u>d4</u>						
ORIGIN TYPE: Mystical Training LUCK: 10-										和	a A	
LEGAL STATUS: No criminal record												
CPs:	CPs: ABILITIES											
	IN	INVENTING: 6 Unspent IPs:										
	ANIMAL/PLANT ABILITIES: Insect Totem											
10		HEIGHTENED AGILITY: +10 (10)										
10		HEIGHTENED ENDURANCE: +10 (10)										
10		NATURAL WEAPONRY: Talons, + 2 Hit Bonus (5), +4 sharp Kinetic damage (5)										
-10	PHOBIA: Ornithophobia (fear of birds) (-10)											
<i>50</i>	EX	EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)										
15	HEIGHTENED ATTACK: Martial Arts, +5 damage in unarmed combat (15)											
15	HE	HEIGHTENED DEFENSE: Martial Arts, +3 Defense Bonus (15)										
15	HE	HEIGHTENED EXPERTISE: Martial arts, +5 Hit Bonus (15)										
15	HE	HEIGHTENED STRENGTH: +15 (15)										
10	PH	PHYSICAL ABILITY: A) Ambidexterity (2.5), F) Super Leap x2 (2.5), I) Wall-Crawling (5)										
25	PO	POISON/VENOM: A) Damaging Poison: Spider's Sting, 12" Range, 5 Poison/Venom Biochemical										
	dai	damage, PR 2 per use (15), Increased Range: EN" (+7.5)										
-10	PR	PREJUDICE: Known assassin, 4- intereaction task checks (-10)										
- 10 CPs	PU	BLIC ID	DENTITY (- 1	10)								
10	ѕт	25	SAVE	CARRYING CAPAC	ITY:	2,419		bs BAS	E HTH D	MG:	2d6	
14	EN	24	13-	ATTACKS:	To Hit	Damage		Dmg Type	e KB	DEF	ENSES:	
18	AG	28	13-	Talons	26-	2d6+9		Sharp kine	tic N	Physical	Mental	
12	IN	12	11-	Kick	24-	2d6+7		Blunt Kine	tic Y	11	0	
16	CL	16	11-	POISON/VENOM	21-	5		Biochemic	al N	11	9	
V	•	FXPF	RIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychi		Other	
V	BASE	150	EARNED	TROTEOTION.	Kinetie	Energy	ыо	Littopy	T Sycill	C	other	
V	SPENT	100	< 100									
215	TOTAL	250										
INITIATIVE: d6+1 MOVE: Ground 26 Leaping 26.878												
		-					Ground	20	L	capiliy	20.070	
HIT PTS (33): HEALING:3.9 CAPS: BCs: 60 Ability: 50 Dmg: 23 GEAR: Break: 15 Take: 16 Disarm: 13 GBC: 22												
CAPS:	BCS:	60	Ability:	<u>50</u> Dmg: <u>23</u>	GEAR: BI	геак: <u>15</u>	l ake:	<u>16</u> Di	sarm:	<u>13</u> GI	BC: <u>22</u>	

© 2017 Monkey House Games. Permission granted to copy for private use. Mighty Protectors is a registered trademark of Monkey House Games.