

**NAME:** GRENADIER  
**SIDE:** Evil  
**SPECIES:** Human  
**AGE:** 27  
**WEIGHT:** 240 lbs

**PLAYER:** NPC Villain  
**TRUE I.D.:** George Preston  
**BIRTHPLACE:** Canterbury, England, U.K.  
**CULTURE:** Modern  
**GENDER:** Straight Cis Male  
**MASS:** d6

**BACKGROUND:** Ex-Soldier (+3 bonus on task checks)  
**MOTIVATION:** Twisted Honour **WEALTH:** d4  
**ORIGIN TYPE:** Physical Training **LUCK:** 10-  
**LEGAL STATUS:** Wanted. Criminal record (assault and attempted murder)

CPs:	ABILITIES	IPs:
	<b>INVENTING:</b> 7 <i>Unspent</i>	
25	ARMOUR: Body Armour & Helmet, 18 Total armour (35), Gear (-5), Heavy Partial Cover (-5)	
10	EXPERIENCE LEVELS: +2 to hit bonus, +2 defense bonus, and +2 task bonus (20)	
5	FLIGHT: 8/128 (44 mph / mach .06). Gear (Rocket boots). Reduced charges: 12. Reduced Duration: 20 minutes/charge. Specialized training required and restricted use.	
4	HEIGHTENED AGILITY: +4 (4)	
10	HEIGHTENED ATTACK: +2 Damage on all attacks (10)	
3	HEIGHTENED COOL: +3 (3)	
7	HEIGHTENED ENDURANCE: +7 (7)	
10	HEIGHTENED INITIATIVE: +4 to initiative (10)	
6	HEIGHTENED STRENGTH: +6 (6)	
25	SPECIAL WEAPON: C) Blast Rifle: 34" range, +2 to hit, 2d8 energy damage, 2-Handed, 12 charges (15), Accuracy (5), Field Reloading (3 rounds) (5). Specialized training required and restricted use (modern military training).	
-10	LOW SELF-CONTROL: Can't hold back (-10)	
-10	PSYCHOSIS: Believes Parliament and the royal family have been infiltrated by shape-changing reptilian aliens. In his warped mind, by attacking the U.K. government, he is saving it from its "true" enemies. Common (-10)	

CPs	SCORE	SAVE	CARRYING CAPACITY:	lbs	BASE HTH DMG:	DEFENSES:			
15	<b>ST</b> 21	12-	960		d10+1				
15	<b>EN</b> 22	12-	<b>ATTACKS:</b>	<b>To Hit</b>	<b>Damage</b>	<b>Dmg Type</b>	<b>KB</b>		
14	<b>AG</b> 18	12-	Punch	17-	d10+3	Blunt Kinetic	Y	Physical	Mental
13	<b>IN</b> 13	11-	Kick	15-	d10+5	Blunt Kinetic	Y	4	3
13	<b>CL</b> 16	11-	Blaster Rifle	19-	2d8+2	Energy	Y		
V	<b>EXPERIENCE:</b>	<b>PROTECTION:</b>	Kinetic	Energy	Bio	Entropy	Psychic	Other	
V	Base	150	Armour	5	5	4	4		
V	Spent	15							
	Total	165							
	<b>INITIATIVE:</b> d6+5		<b>MOVE:</b> Ground: 20		Fly: 8/128				
	<b>POWER</b> ( 74 ):								
	<b>HIT PTS</b> ( 25 ):					<b>HEALING:</b> 3.4			
	<b>CAPS:</b> BCs: 43	Ability: 33	Dmg: 16	GEAR: Break: 11	Take: 12	Disarm: 9	BGC: 17		

