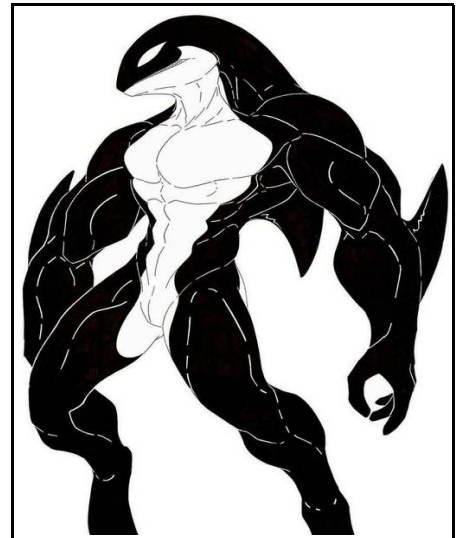


# MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: KILLER WHALE TRUE I.D.: Brennan Halford  
 SIDE: Evil BIRTHPLACE: Cordova, Alaska, USA  
 SPECIES: Human CULTURE: Modern  
 AGE: 33 GENDER: Straight Cis Male  
 WEIGHT: 250 lbs MASS: d6  
 BACKGROUND: Deep-sea salvager and treasure hunter/pirate  
 STORY: While in prison, Brennan Halford was experimented on in an attempt to create a better diver for ocean exploration. The result was the super-villain known as Killer Whale. With his new found powers, he escaped from prison.  
 MOTIVATION: Survival WEALTH: d4  
 ORIGIN TYPE: Science Project LUCK: 10-  
 LEGAL STATUS: Wanted; Criminal record

CPS:

## ABILITIES

	INVENTING: <u>5 Unspent</u>	IPs:
<u>13</u>	<u>ADAPTATION: Drowning (2.5), High Pressure (5), Low Temperature (5)</u>	
<u>20</u>	<u>ARMOUR: Hide, 13 Pts Total (22.5), Can't Hold Back (-7.5)</u>	
<u>40</u>	<u>EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>25</u>	<u>HEIGHTENED SENSES: Full Sonar (10), Global (+10), Ranged (+5)</u>	
<u>12</u>	<u>HEIGHTENED STRENGTH: +12 (12)</u>	
<u>10</u>	<u>NATURAL WEAPONRY: Sharp Teeth, +6 Sharp Kinetic damage (10)</u>	
<u>20</u>	<u>SPEED: 128/512 (174 mph / mach .23), PR 1 per hour (20), Fast Swimming (0)</u>	
<u>-15</u>	<u>DISTINCTIVE: Killer whale appearance, Impossible to disguise (-10), -2 Reaction Penalty (-5)</u>	
<u>-5</u>	<u>SPECIAL REQUIREMENT: Water (Common) (-2.5), About once per week (-2.5), Discomfort (0)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>18</u>		<u>30</u>		<u>7,680 lbs</u>	<u>2d8</u>	Physical	Mental		
<u>16</u>		<u>EN 26</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	
<u>12</u>		<u>AG 12</u>	<u>11-</u>	<u>Punch</u>	<u>18-</u>	<u>2d8</u>	<u>Blunt Kinetic</u>	<u>Y</u>	
<u>10</u>		<u>IN 10</u>	<u>10-</u>	<u>Kick</u>	<u>16-</u>	<u>2d8+2</u>	<u>Blunt Kinetic</u>	<u>Y</u>	
<u>14</u>		<u>CL 14</u>	<u>11-</u>	<u>Bite</u>	<u>22-</u>	<u>2d8+6</u>	<u>Sharp Kinetic</u>	<u>N</u>	
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Armour</u>	<u>4</u>	<u>3</u>	<u>2</u>	<u>4</u>	
V	SPENT	<u>50</u>	<						
	TOTAL	<u>200</u>							

INITIATIVE: d6

MOVE: Ground 23

Leaping 30.72

POWER ( 78 ):

HIT PTS ( 31 ):

HEALING: 3.9

CAPS: BCs: 50 Ability: 40 Dmg: 19 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 19