

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: KRAL TOKK TRUE I.D.: Kraltokk
 SIDE: Evil BIRTHPLACE: Abomination Realm
 SPECIES: Monster CULTURE: Fantasy
 AGE: Ageless GENDER: Genderless
 WEIGHT: 240 lbs MASS: d6
 BACKGROUND: Demonic servitor +3
 STORY: A demon from the Abomination Realm in service to Lord Veklaris. It currently serves as Lord Diabolok's familiar under the orders of Veklaris.
 MOTIVATION: Mercenary / Servitor WEALTH: _____
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: No legal status; citizen of the Abomination Realm

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	<u>INVENTING: 5 Unspent</u>	
<u>30</u>	<u>ADAPTATION: Asphyxiation (5), Disease (5), High Temperatures (5), Poison/Venom (5), Sleep Deprivation (5), Starvation (2.5), Time (2.5)</u>	
<u>33</u>	<u>ARMOUR: Exoskeleton, 16 Total Points (30), Hardened: 3 Pts (+2.5)</u>	
<u>20</u>	<u>EXPERIENCE LEVELS: +2 Hit Bonus, +2 Defense Bonus, +2 Task Bonus (20)</u>	
<u>5</u>	<u>HEIGHTENED ENDURANCE: +5 (5)</u>	
<u>7</u>	<u>HEIGHTENED STRENGTH: +7 (7)</u>	
<u>20</u>	<u>NATURAL WEAPONRY: Claws, +4 Hit Bonus (10), +6 Sharp Kinetic damage (10)</u>	
<u>15</u>	<u>SPECIAL WEAPON: A) Special Melee Weapon: Infernal dagger, +2 Hit Bonus, +d8+1 Sharp Kinetic damage (10), Accuracy (+5)</u>	
<u>-10</u>	<u>DEMONIC FAMILIAR: Agent of Lord Veklaris (-10)</u>	
<u>-20</u>	<u>DISTINCTIVE: Demonic appearance, Impossible to disguise (-10), Repulsive: -4 reaction penalty (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:		BASE HTH DMG:	DEFENSES:	
<u>17</u>		<u>24</u>		<u>1,920 lbs</u>		<u>2d6</u>		
<u>17</u>		<u>EN 22</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB
<u>13</u>		<u>AG 13</u>	<u>11-</u>	<u>Claws</u>	<u>20-</u>	<u>2d6+7</u>	<u>Sharp Kin.</u>	<u>N</u>
<u>10</u>		<u>IN 10</u>	<u>10-</u>	<u>Kick</u>	<u>18-</u>	<u>2d6+9</u>	<u>Sharp Kin.</u>	<u>N</u>
<u>13</u>		<u>CL 13</u>	<u>11-</u>	<u>Dagger</u>	<u>16-</u>	<u>2d6+d8+1</u>	<u>Sharp Kin.</u>	<u>N</u>
V				PROTECTION:	Kinetic	Energy	Bio	Entropy
V	BASE	<u>150</u>		<u>Armour</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
V	SPENT	<u>20</u>	<					
	TOTAL	<u>170</u>						

INITIATIVE: d6 MOVE: Ground 20 Leaping 8
 POWER (69): _____
 HIT PTS (24): _____ HEALING: 3.4
 CAPS: BCs: 44 Ability: 34 Dmg: 16 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 17