

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: THE LIVING DEAD TRUE I.D.: The Living Dead
 SIDE: Neutral BIRTHPLACE: Varies
 SPECIES: Monster CULTURE: Primitive
 AGE: Adult GENDER: Varies
 WEIGHT: 175 lbs MASS: d4
 BACKGROUND: Undead zombies +3
 STORY: These are zombies that have been created by an ancient incantation. They do not need to eat but are driven by the urge to eat the living. Those killed by a zombie bite become zombies.
 MOTIVATION: Survival WEALTH: d4
 ORIGIN TYPE: Mystical Project LUCK: 10-
 LEGAL STATUS: Minions of the Cult of the Living Sepulchur

CPs:

ABILITIES

CPs	INVENTING: <u>4 Unspent</u>	IPS:
<u>28</u>	<u>ADAPTATION: Asphyxiation (5), Blood Loss (5), Disease (5), Poison/Venom (5), Sleep Deprivation (5), Starvation (2.5)</u>	
<u>33</u>	<u>DEATH TOUCH: Zombie Infection, d6+1 Entropy damage, PR 5 per use (17.5), Carrier Attack: Bite (+7.5), Poor Penetration (-5), Reduced PR (+5), Those killed become zombies (+7.5)</u>	
<u>25</u>	<u>ENERGY: +50 (25)</u>	
<u>15</u>	<u>EXPERIENCE LEVELS: +1 Hit Bonus, +2 Defense, +2 Task Bonus (15)</u>	
<u>10</u>	<u>HEIGHTENED SENSES: Basic Life Energy (5), Ranged (+5)</u>	
<u>18</u>	<u>NATURAL WEAPONRY: Bite, +2 Hit Bonus (5), +4 Sharp Kinetic damage (5), Carrier Attack: Death Touch (+7.5)</u>	
<u>10</u>	<u>WILLPOWER: B) Pain Resistance (10)</u>	
<u>-10</u>	<u>DISTINCTIVE: Undead appearance, -4 Reaction penalty (-10)</u>	
<u>-10</u>	<u>NON-SENTIENT (-10)</u>	
<u>-10</u>	<u>UNLIVING: Zombie, Lose Body Parts (-5), 50% Self-Repair (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:
<u>18</u>	<u>18</u>	<u>18</u>	<u>11-</u>	<u>480 lbs</u>	<u>d8+1</u>	
<u>15</u>	<u>15</u>	<u>15</u>	<u>11-</u>	<u>ATTACKS:</u>	<u>To Hit</u>	<u>Damage</u>
<u>10</u>	<u>10</u>	<u>10</u>	<u>10-</u>	<u>Bite</u>	<u>16-</u>	<u>d8+5</u>
<u>7</u>	<u>7</u>	<u>7</u>	<u>9-</u>	<u>Slam</u>	<u>14-</u>	<u>d8+1</u>
<u>11</u>	<u>11</u>	<u>11</u>	<u>10-</u>	<u>Death Touch</u>	<u>n/a</u>	<u>d6+1</u>
V	BASE	150	EARNED	Kinetic	Energy	Bio
V	SPENT	20	20	Entropy	Psychic	Other
<u>170</u>	TOTAL	<u>170</u>				

INITIATIVE: d4

MOVE: Ground 14

Leaping 2.7429

POWER (100):

HIT PTS (14):

HEALING: 2.2

CAPS: BCs: 44 Ability: 34 Dmg: 16 GEAR: Break: 11 Take: 12 Disarm: 9 GBC: 17