

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: MADAME DREAD TRUE I.D.: Josephine Bayne
 SIDE: Evil BIRTHPLACE: Cambridge, England, UK
 SPECIES: Human CULTURE: Modern
 AGE: 31 GENDER: Straight Cis Female
 WEIGHT: 122 lbs MASS: d4
 BACKGROUND: Architect, antiquarian, and occultist
 STORY: Josephine Bayne discovered the mystical rare tome called the Fragments of I'shka. The book revealed the location of two mystical relics (the Mask and Vambraces of I'shka). With these relics, she became Madame Dread.
 MOTIVATION: Conquest WEALTH: d10+1
 ORIGIN TYPE: Mystical Training LUCK: 10-
 LEGAL STATUS: Wanted; Has no criminal record

CPS:

ABILITIES

CPS	SCORE	ABILITIES	IPs:
		<u>INVENTING: 14 Unspent</u>	
<u>15</u>		<u>ADAPTATION: Asphyxiation (5), Poison/Venom (5), Starvation (2.5), Time (2.5)</u>	
<u>60</u>		<u>EXPERIENCE LEVELS: +6 Hit Bonus, +6 Defense Bonus, +6 Task Bonus (60)</u>	
<u>15</u>		<u>EMOTION CONTROL: 30" Range, -4 IN save, PR 3 per attack (15)</u>	
<u>18</u>		<u>HEIGHTENED AGILITY: +8 (8)</u>	<u>HEIGHTENED COOL: +10 (10)</u>
<u>25</u>		<u>HEIGHTENED DEFENSE: +3 (15)</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>
<u>22</u>		<u>HEIGHTENED INTELLIGENCE: +15 (15)</u>	<u>HEIGHTENED STRENGTH: +7 (7)</u>
<u>30</u>		<u>HEIGHTENED SENSES: Amplified (3 Levels) Visible Light Vision (+15), Full Magic Sense (10), Ranged (+5)</u>	
<u>40</u>		<u>INVULNERABILITY: Kinetic (20), Energy (20)</u>	
<u>10</u>		<u>KNOWLEDGE: A) Careers & Tasks: Occultist (5), B) Cultural Background: Mixed (5)</u>	
<u>25</u>		<u>LIGHTNING CONTROL: A) Electrical Bolt: 50" Range, 2d8+d10 Energy damage, PR 4/shot (20)</u>	
<u>15</u>		<u>MENTAL ABILITY: C) Translation: Fluent (15)</u>	
<u>10</u>		<u>WEALTH (10)</u>	
<u>-5</u>		<u>COMPULSION: Collector of rare books, Rare (-2.5), Character Hook (-2.5)</u>	
<u>-15</u>		<u>COMPULSION: Ruthless, Very Common (-10), CL save (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>10</u>		<u>17</u>		<u>381 lbs</u>	<u>d6+1</u>					
<u>15</u>		<u>EN 25</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>12</u>		<u>AG 20</u>	<u>12-</u>	<u>Emotion Contr.</u>	<u>23-</u>	<u>-4 IN save</u>	<u>Psychic</u>	<u>N</u>	Physical Mental	
<u>18</u>		<u>IN 28</u>	<u>13-</u>	<u>Electrical Bolt</u>	<u>21-</u>	<u>2d8+d10</u>	<u>Energy</u>	<u>Y</u>	11 12	
<u>15</u>		<u>CL 30</u>	<u>14-</u>	<u>Punch</u>	<u>21-</u>	<u>d6</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
V				PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Invulnerability</u>	<u>(1/4)</u>	<u>(1/4)</u>				
V	SPENT	<u>185</u>	<							
	TOTAL	<u>335</u>								

INITIATIVE: 2d8 MOVE: Ground 21 Leaping 3.123
 POWER (90): _____
 HIT PTS (28): _____ HEALING: 3.9
 CAPS: BCs: 77 Ability: 67 Dmg: 29 GEAR: Break: 18 Take: 19 Disarm: 16 GBC: 28