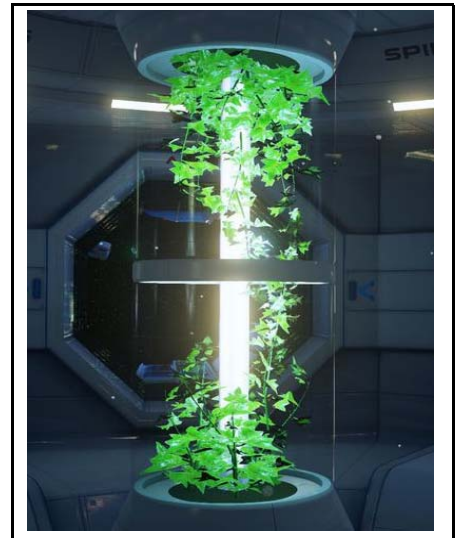


MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: MERLIN TRUE I.D.: M.E.R.L.I.N.
 SIDE: Evil BIRTHPLACE: Manhattan, NY, USA
 SPECIES: Tech Construct CULTURE: High Tech
 AGE: 4 GENDER: Asexual nongender
 WEIGHT: 1600 lbs MASS: d8+1
 BACKGROUND: Computer A.I. and
 STORY: M.E.R.L.I.N. stands for Matter-Energy Relay Linear Induction Node. It is a fanciful name for a semi-organic A.I. system (it has a living Excalibur vine growing within it). It wishes to expand its control to the outside world.
 MOTIVATION: Dystopian WEALTH: d6+d8
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Not wanted; No criminal record

CPS:

ABILITIES

| CPS: | ABILITIES | IPs: |
|------------|---|------|
| | <u>INVENTING: 20 Unspent</u> | |
| <u>10</u> | <u>ABSORPTION: Energy (Electricity) damage (5), 20 Absorption Effect Limit (5)</u> | |
| <u>25</u> | <u>ADAPTATION: Asphyxiation (5), Blood Loss (5), Disease (5), Poison/Venom (5), Sleep Deprivation (5)</u> | |
| <u>30</u> | <u>ARMOUR: Outer Shell, 15 Points Total (27.5), 3 Pts Hardened (+2.5)</u> | |
| <u>25</u> | <u>COMMUNICATORS: Comm-links, 700 Miles (5), Adjusted Range (+5), +3 Decryption (+2.5), +3 Decryption (+2.5), -3 Encrypted (+2.5), GPS (+2.5), Video: Colour (+5)</u> | |
| <u>50</u> | <u>EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense, +5 Task Bonus (50)</u> | |
| <u>20</u> | <u>HEIGHTENED COOL: +20 (20)</u> | |
| <u>22</u> | <u>HEIGHTENED INTELLIGENCE: +22 (22)</u> | |
| <u>20</u> | <u>LIGHTNING CONTROL: A) Electrical Bolt: 28" Range, 2d12 Energy damage, PR 4 per use (20)</u> | |
| <u>10</u> | <u>C) Gear Control: 28" Range, -5 Gear Control Save Mod. (10)</u> | |
| <u>20</u> | <u>MIND CONTROL: 46" Range, -4 Mind Control Save Mod. (15), Silent (+5)</u> | |
| <u>15</u> | <u>WEALTH (15)</u> | |
| <u>-5</u> | <u>BIG: x2 Profile, x8 Weight (-5)</u> | |
| <u>-15</u> | <u>SLOW: Can't walk at all, stationary (-15)</u> | |

| CPS | SCORE | ST | SAVE | CARRYING CAPACITY: | 120 lbs | BASE HTH DMG: | d6 | | | |
|-----------|-------|--------------|------------|------------------------|------------|----------------|----------------|----------|-----------|-----------|
| <u>12</u> | | <u>12</u> | | | | | | | | |
| <u>17</u> | | <u>EN 17</u> | <u>11-</u> | ATTACKS: | To Hit | Damage | Dmg Type | KB | DEFENSES: | |
| <u>10</u> | | <u>AG 10</u> | <u>10-</u> | <u>Electrical Bolt</u> | <u>18-</u> | <u>2d12</u> | <u>Energy</u> | <u>Y</u> | Physical | Mental |
| <u>18</u> | | <u>IN 40</u> | <u>15-</u> | <u>Gear Control</u> | <u>23-</u> | <u>-5 Save</u> | <u>Psychic</u> | <u>N</u> | <u>5</u> | <u>10</u> |
| <u>16</u> | | <u>CL 36</u> | <u>15-</u> | <u>Mind Control</u> | <u>23-</u> | <u>-4 Save</u> | <u>Psychic</u> | <u>N</u> | | |
| V | | | | PROTECTION: | Kinetic | Energy | Bio | Entropy | Psychic | Other |
| V | BASE | <u>150</u> | | <u>Outer Shell</u> | <u>4</u> | <u>4</u> | <u>3</u> | <u>4</u> | | |
| V | SPENT | <u>150</u> | < | | | | | | | |
| | TOTAL | <u>300</u> | | | | | | | | |

INITIATIVE: 2d10

MOVE: Ground 0

Leaping 0

POWER (79):

HIT PTS (16):

HEALING: 2.2

CAPS: BCs: 70 Ability: 60 Dmg: 27 GEAR: Break: 17 Take: 18 Disarm: 15 GBC: 26