

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: MINOTAUR TRUE I.D.: Mason Lapointe
 SIDE: Evil BIRTHPLACE: London, England, UK
 SPECIES: Human CULTURE: Modern
 AGE: 28 GENDER: Gay Cis Male
 WEIGHT: 250 lbs MASS: d6
 BACKGROUND: Professional wrestler and bodyguard
 STORY: Mason Lapointe used to wrestle under the stage name of The Minotaur. While working as a bodyguard, he was exposed to alien nanomachines that transformed his body into its current state. He hires himself out as extra muscle.
 MOTIVATION: Mercenary / Servitor WEALTH: d4
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Wanted; Has a criminal record

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	INVENTING: <u>6 Unspent</u>	
<u>20</u>	ARMOUR: <u>Tough Hide, 15 Pts Total (27.5), Can't Hold Back (-7.5)</u>	
<u>21</u>	DURABILITY: <u>+21 (21)</u>	
<u>25</u>	EXPERIENCE LEVELS: <u>+2 Hit Bonus, +3 Defense Bonus, +3 Task Bonus (25)</u>	
<u>8</u>	HEIGHTENED AGILITY: <u>+8 (8)</u>	
<u>10</u>	HEIGHTENED ATTACK: <u>+4 damage with ram attacks (10)</u>	
<u>6</u>	HEIGHTENED COOL: <u>+6 (6)</u>	
<u>10</u>	HEIGHTENED DEFENSE: <u>+4 Physical defense only (10)</u>	
<u>10</u>	HEIGHTENED ENDURANCE: <u>+10 (10)</u>	
<u>10</u>	HEIGHTENED STRENGTH: <u>+10 (10)</u>	
<u>25</u>	HEIGHTENED SENSES: <u>Analytical Scent Sense (15), +6 Acute (+5), +6 Tracking (+5)</u>	
<u>15</u>	NATURAL WEAPONRY: <u>Horns, +4 Hit Bonus (10), +7 Sharp Kinetic damage (12.5), Body Part: Head (-5), Can't Hold Back (-2.5)</u>	
<u>-20</u>	DISTINCTIVE: <u>Minotaur appearance, Impossible to disguise (-10), -4 Reaction penalty (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>16</u>		<u>26</u>		<u>3,048 lbs</u>	<u>2d6</u>				
<u>18</u>		<u>EN 28</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>10</u>		<u>AG 18</u>	<u>12-</u>	<u>Horns</u>	<u>21-</u>	<u>2d6+7</u>	<u>Sharp Kinetic</u>	<u>N</u>	Physical Mental
<u>12</u>		<u>IN 12</u>	<u>11-</u>	<u>Punch</u>	<u>17-</u>	<u>2d6</u>	<u>Blunt Kinetic</u>	<u>Y</u>	9 4
<u>14</u>		<u>CL 20</u>	<u>12-</u>	<u>Kick</u>	<u>15-</u>	<u>2d6+2</u>	<u>Blunt Kinetic</u>	<u>Y</u>	
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Armour</u>	<u>4</u>	<u>4</u>	<u>3</u>	<u>4</u>	
V	SPENT	<u>60</u>	< <u>60</u>						
210	TOTAL	210							

INITIATIVE: d8+1 MOVE: Ground 24 Leaping 12.192
 POWER (84): _____
 HIT PTS (54): _____ HEALING: 4.5
 CAPS: BCs: 52 Ability: 42 Dmg: 19 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 20