

# MIGHTY PROTECTORS®

PLAYER: NPC Hero



NAME: NIGHTSTICK TRUE I.D.: Kaitlyn Schroder  
 SIDE: Good BIRTHPLACE: The Bronx, NY, USA  
 SPECIES: Human CULTURE: Modern  
 AGE: 28 GENDER: Gay Cis Female  
 WEIGHT: 128 lbs MASS: d4  
 BACKGROUND: Martial artist (eskrima) and police detective  
 STORY: Kaitlyn uses her self-defense training to fight crime on the streets. She grew tired of seeing the criminal element preying on the weak and defenseless so she decided to do something about it as Nighstick.  
 MOTIVATION: Justice WEALTH: d4  
 ORIGIN TYPE: Physical Training LUCK: 10-  
 LEGAL STATUS: Licensed

CPs:

## ABILITIES

CPs	ABILITIES	IPs:
	<u>INVENTING: 6 Unspent</u>	
<u>5</u>	<u>ARMOUR: Costume, 9 Pts Total (15), Gear (-5), Heavy Partial Coverage (-5)</u>	
<u>12</u>	<u>DURABILITY: +12 Hit Points (12)</u>	
<u>40</u>	<u>EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>15</u>	<u>HEIGHTENED AGILITY: +10 (10)</u>	<u>HEIGHTENED COOL: +5 (5)</u>
<u>16</u>	<u>HEIGHTENED DEFENSE: +4 Physical Defense (10)</u>	<u>HEIGHTENED ENDURANCE: +6 (6)</u>
<u>10</u>	<u>HEIGHTENED EXPERTISE: +4 Hit Bonus with eskrima sticks (10)</u>	
<u>10</u>	<u>HEIGHTENED SENSES: Full Audible Hearing (5), +6 Acute Audible Hearing (+5)</u>	
<u>7</u>	<u>HEIGHTENED STRENGTH: +7 (7)</u>	
<u>5</u>	<u>KNOWLEDGE: A) Careers &amp; Tasks: +3 Acrobatics (5)</u>	
<u>20</u>	<u>NATURAL WEAPONRY: Self-Defense Training, +4 Hit Bonus (10), +4 Blunt Kinetic damage (10)</u>	
<u>35</u>	<u>SPECIAL WEAPON: A) Melee Weapon: Eskrima sticks, 19" Range Thrown, +d10+1 Blunt Kinetic damage (17.5), Multitudes (+20), Reduced Range (-2.5), Throwable (+0)</u>	
<u>-10</u>	<u>COMPULSION: Hates bullies/those who prey on the weak, Uncommon (-5), CL save (-5)</u>	
<u>-5</u>	<u>EMPLOYEE: NYPD Police Detective (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	605 lbs	BASE HTH DMG:	d8+1			
<u>12</u>		<u>19</u>								
<u>15</u>		<u>EN 21</u>	<u>12-</u>	<b>ATTACKS:</b>	To Hit	Damage	Dmg Type KB	<b>DEFENSES:</b>		
<u>15</u>		<u>AG 25</u>	<u>13-</u>	<u>Eskrima Sticks</u>	<u>24-</u>	<u>d8+d10+2</u>	<u>Blunt Kinetic Y</u>	Physical Mental		
<u>12</u>		<u>IN 12</u>	<u>11-</u>	<u>Punch</u>	<u>24-</u>	<u>d8+5</u>	<u>Blunt Kinetic Y</u>	<b>11</b> <b>5</b>		
<u>16</u>		<u>CL 21</u>	<u>12-</u>	<u>Kick</u>	<u>22-</u>	<u>d8+7</u>	<u>Blunt Kinetic Y</u>			
V				<b>PROTECTION:</b>	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Armour</u>	<u>3</u>	<u>2</u>	<u>2</u>	<u>2</u>		
V	SPENT	<u>80</u>	<	<u>80</u>						
<b>230</b>	TOTAL	<b>230</b>								

INITIATIVE: d10+1

MOVE: Ground 22

Leaping 4.7266

POWER ( 77 ):

HIT PTS ( 38 ):

HEALING: 3.4

CAPS: BCs: 56 Ability: 46 Dmg: 21 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 21