						PLAYER: NPC Villain						
	NAN					TRUE I.D.: Harold Garvin						
	SIC	DE: Evil	Evil			BIRTHPLACE:			Philadelphia, PA			
	SPECIE	S: Hun	Human			CULTURE: Modern						
AGE: 31				GENDI			ENDER:	: Straight Cis Male				
WEIGHT 188				lbs			MASS:					
BACKGROUND: Former police officer												
										LTH: <u>d4</u>		
ORIGIN TYPE: Physical Training									LL	JCK: <u>10-</u>		
LEGAL STATUS: Wanted; no criminal record												
CPs: ABILITIES												
•••••	INV	ENTING	:	Unspent							IPs:	
15		ARMOUR: 12 Pts Total Armour (20), Ablative (-5)										
25		EXPERIENCE LEVELS: +2 Hit Bonus, +3 Defense, and +3 Task Bonus (25)										
10		HEIGHTENED AGILITY: +10 (10)										
10		HEIGHTENED COOL: +10 (10)										
12	·	HEIGHTENED ENDURANCE: +12 (12)										
15		HEIGHTENED EXPERTISE: +3 Hit bonus with all attacks (15)										
5	· · · · · · · · · · · · · · · · · · ·	HEIGHTENED STRENGTH: +5 (5)										
15	·	NATURAL WEAPONRY: Martial Arts, +2 Hit Bonus (5), +4 Damage Bonus (10)										
		SPECIAL WEAPONS: C) Standard Weapons										
5		Knife (Short Blade): Range touch, +d6 sharp Kinetic damage (5)										
5		Pistol: 44" Range, d10+1 sharp Kinetic damage, 12 charges (5)										
13	·	Shuriken: 10" Range, +3 Hit bonus, +1 sharp Kinetic damage, 12 charges (13)										
10		Truncheon (Club): +2 Hit bonus, range touch, +d3 blunt Kinetic damage (10)										
-5	CAN	CAN'T FEEL PAIN (-5)										
-10	CAN	CAN'T HOLD BACK (-10)										
-5	PRE	PREJUDICE: -3 Reaction penalty (-10)										
CPs		SCORE										
16	ST											
18	EN	30	14-	ATTACKS:	To Hit	Damage	IDS Dmg 1		(В	DEFEN		
12	AG	22	12-	Punch	24-	d10+5	Blunt Ki		Y	Physical	Mental	
10	IN	10	10-	Pistol	20-	d10+1	Sharp K		N			
14	CL	24	14-	Truncheon	22-	d10+d3+1	Blunt Ki	netic	Y	5	3	
V	E	EXPERIENCE:		PROTECTION:	Kinetic	Energy	Bio	Entropy	<u> </u>	Psychic	Other	
V	Base	150	EARNED	Armour	4	3	2	3				
V	Spent		< 40									
190	Total	190						·				
190	I L		246				Crounder				5 10629	
		(TIVE: <u>2</u> 83)	200			MOVE:	Ground: 2	4		Leaping:	5.10638	
POWER (<u>83</u>):												
CAPS:	BUS:	45	Ability:	<u>ο</u> υ mg: 1/ Gl	AK: Brea	ак: <u>12</u> Так	e: <u>13</u> D	isarm:	10	_ BGC: _	17	

STORY: <u>Harold Garvin is a former Philadelphia Police officer whose family were killed during a drive-by</u> shooting. His family were in the wrong place at the wrong time when a street gang decided to deal with a rival street gang.

The day his family died is the day that Garvin stopped having empathy for anyone around him. This lack of empathy caused him to become extremely violent in his dealings with others, criminals and non-criminals alike. He eventually resigned from the force and vowed to get payback against the criminals that took his family from him.

His first action as the vigilante known as Payback was to hunt down the street gang that killed his family. He caught the gang members who killed his family and he beat them into a pulp. The gang members survived the encounter with Payback but were severely crippled as a result. Payback has left a pile of mangled bodies in his quest for vengeance.

Payback isn't going to allow any bleeding heart hero get in his way for vengeance. In fact, any who gets in his way will suffer the same fate as the criminals he hunts. In Payback's warped mind, you are either with him or against him. If you're against him then that means you're an enemy and he knows how to deal with enemies.

Payback is currently wanted by various regional Police departments and the F.B.I. for questioning in relation to the various criminals that the authorities believe were injured by Payback. The authorities are unaware that Payback is actually former police officer, Harold Garvin.