

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: POWER THIEF TRUE I.D.: Fausta Herzog
 SIDE: Evil BIRTHPLACE: Brunswick, Germany
 SPECIES: Human CULTURE: Modern
 AGE: 35 GENDER: Bisexual Cis Male
 WEIGHT: 175 lbs MASS: d4
 BACKGROUND: Particle physicist and super-villain mercenary
 STORY: An accident with a particle accelerator caused Fausta to gain his incredible abilities. He knew he was destined for greater things (and wealth). He now hires himself out to those who can afford his extravagant fee.
 MOTIVATION: Mercenary / Servitor WEALTH: d6+d8
 ORIGIN TYPE: Science Accident LUCK: 10-
 LEGAL STATUS: Not wanted; Has no criminal record

CPs:

ABILITIES

CPs	ABILITIES	IPs:
	INVENTING: <u>11 Unspent</u>	
<u>5</u>	ARMOUR: <u>Costume, 9 Pts (15), Gear (-5), Heavy Partial Coverage (-5)</u>	
<u>15</u>	ENERGY: <u>+30 Power (15)</u>	
<u>30</u>	EXPERIENCE LEVELS: <u>+5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>15</u>	HEIGHTENED ATTACK: <u>+6 damage with Siphon (15)</u>	
<u>19</u>	HEIGHTENED COOL: <u>+12 (12)</u> HEIGHTENED ENDURANCE: <u>+7 (7)</u>	
<u>10</u>	HEIGHTENED EXPERTISE: <u>+4 Hit Bonus with Siphon (10)</u>	
<u>18</u>	HEIGHTENED INTELLIGENCE: <u>+9 (9)</u> HEIGHTENED STRENGTH: <u>+9 (9)</u>	
<u>3</u>	KNOWLEDGE: <u>C) Lang.: German (0), Accented English (2), D) Literacy: German (0), English (1)</u>	
<u>40</u>	SIPHON: <u>Traditional super abilities, 23" Range, 5" Area, 2d8 Entropy damage, Gain 1 CP per Pt. of damage (20), Adjustable Area Effect (+15), Increased Rng.: ENx1" (+10), Suppress (-10)</u>	
<u>20</u>	TELEPORTATION: <u>1.5 Miles Teleport Range, PR 4 per use (25), Increased PR (-10), Penetrates Force Fields (+5)</u>	
<u>15</u>	WEALTH (15)	
<u>-15</u>	COMPULSION: <u>Overconfident, Very Common (-10), CL save (-5)</u>	
<u>-5</u>	PREJUDICE: <u>No one likes a power thief, 7- Interaction task check (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>13</u>	<u>22</u>			<u>1,210 lbs</u>	<u>d10+1</u>					
<u>16</u>	<u>23</u>	<u>12-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>15</u>	<u>15</u>	<u>11-</u>		<u>Siphon</u>	<u>23-</u>	<u>2d8+6</u>	<u>Entropy</u>	<u>N</u>	Physical	Mental
<u>12</u>	<u>21</u>	<u>12-</u>		<u>Punch</u>	<u>19-</u>	<u>d10+1</u>	<u>Blunt Kinetic</u>	<u>Y</u>	6	7
<u>14</u>	<u>26</u>	<u>13-</u>		<u>Kick</u>	<u>17-</u>	<u>d10+3</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
V				PROTECTION:	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>90</u>	<							
	TOTAL	<u>240</u>								

INITIATIVE: 2d6 MOVE: Ground 20 Leaping 6.9143
 POWER (111): _____
 HIT PTS (25): _____ HEALING: 3.4
 CAPS: BCs: 58 Ability: 48 Dmg: 22 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 22