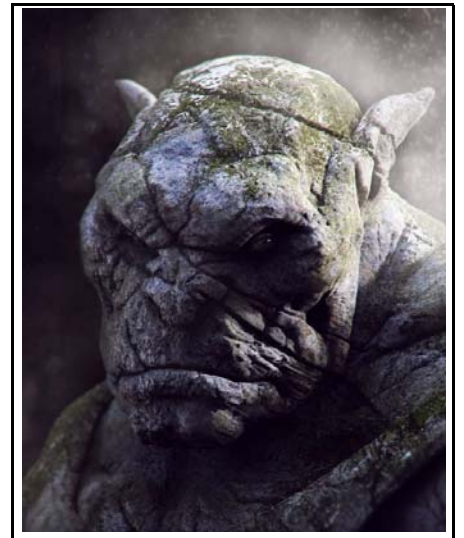


MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: PROMETHEUS TRUE I.D.: Corvus
 SIDE: Evil BIRTHPLACE: Athens, Greece
 SPECIES: Mystical Construct CULTURE: Mixed
 AGE: 126 GENDER: Asexual Male
 WEIGHT: 270 lbs MASS: d6
 BACKGROUND: Mystical artifact and warrior
 STORY: Prometheus is a stone golem that was animated by a secret cult known only as The Crows of Apollo. He was meant to be a slave for the Crows but his indomitable willpower and broke their hold over him. He now acts as a free agent.
 MOTIVATION: Survival WEALTH: d4
 ORIGIN TYPE: Mystical Project LUCK: 10-
 LEGAL STATUS: Wanted; No criminal record

CPs:

ABILITIES

CPs	ABILITIES	IPs:
	<u>INVENTING: 8 Unspent</u>	
<u>35</u>	<u>ADAPTATION: Asphyxiation (5), Blood Loss (5), Disease (5), High Pressure (5), High Temperature (5), Poison/Venom (5), Starvation (2.5), Time (2.5)</u>	
<u>15</u>	<u>ARMOUR: Stone-like skin, Total Armour: 13 (22.5), Can't Hold Back (-7.5)</u>	
<u>30</u>	<u>EXPERIENCE LEVELS: +3 Hit Bonus, +3 Defense Bonus, +3 Task Bonus (30)</u>	
<u>10</u>	<u>HEIGHTENED ATTACK: +3 Damage with unarmed attacks (10)</u>	
<u>4</u>	<u>HEIGHTENED COOL: +4 (4)</u>	
<u>10</u>	<u>HEIGHTENED ENDURANCE: +10 (10)</u>	
<u>6</u>	<u>HEIGHTENED INTELLIGENCE: +6 (6)</u>	
<u>10</u>	<u>HEIGHTENED STRENGTH: +10 (10)</u>	
<u>25</u>	<u>PARALYSIS RAY: Soul beam from eyes, 56" Range, -2 Save mod, PR 3 per shot (15), Victim is Unconscious (+5), Victim is Frozen (0)</u>	
<u>25</u>	<u>WILLPOWER: A) Fortitude (15), B) Pain Resistance (10)</u>	
<u>-10</u>	<u>DISTINCTIVE: Stone-like appearance, Difficult to disguise (-5), -2 Reaction penalty (-5)</u>	
<u>-5</u>	<u>UNLIVING: 50% self-repair capability (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>12</u>		<u>22</u>		<u>1,210 lbs</u>	<u>d10+1</u>					
<u>18</u>		<u>EN 28</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:	
<u>16</u>		<u>AG 16</u>	<u>11-</u>	<u>Punch</u>	<u>17-</u>	<u>d10+3</u>	<u>Blunt Kinetic</u>	<u>Y</u>	Physical	Mental
<u>10</u>		<u>IN 16</u>	<u>11-</u>	<u>Kick</u>	<u>17-</u>	<u>d10+5</u>	<u>Blunt Kinetic</u>	<u>Y</u>	4	4
<u>14</u>		<u>CL 18</u>	<u>12-</u>	<u>Soul Beam</u>	<u>17-</u>	<u>-2 Save</u>	<u>Entropy</u>	<u>N</u>		
V		EXPERIENCE:		PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Armour</u>	<u>4</u>	<u>3</u>	<u>3</u>	<u>3</u>		
V	SPENT	<u>75</u>	< <u>75</u>							
	TOTAL	225								

INITIATIVE: d8+1

MOVE: Ground 22

Leaping 4.4815

POWER (82):

HIT PTS (29):

HEALING: 4.5

CAPS: BCs: 55 Ability: 45 Dmg: 21 GEAR: Break: 14 Take: 15 Disarm: 12 GBC: 21