

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: PYROMANIA TRUE I.D.: Amber Dickinson
 SIDE: Evil BIRTHPLACE: USA
 SPECIES: Human CULTURE: Modern
 AGE: 26 GENDER: Bisexual Cis Female
 WEIGHT: 118 lbs MASS: d3
 BACKGROUND: Professional dancer and arsonist
 STORY: Amber Dickinson was a professional dancer until her mutant abilities emerged during a performance. Her flame abilities caused her to become a full blown pyromaniac. She is willing to literally watch the world burn (especially if she starts the fire).
 MOTIVATION: Insanity WEALTH: d4
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Wanted; Has a criminal record

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	<u>INVENTING: 9 Unspent</u>	
<u>10</u>	<u>ABSORPTION: High Temperature Sub-Type (Energy) Absorption Protection (5), 20 CPS</u> <u>Durability Absorption Effect Limit (5)</u>	
<u>5</u>	<u>ADAPTATION: High Temperatures (5)</u>	
<u>30</u>	<u>EXPERIENCE LEVELS: +3 Hit Bonus, +3 Defense Bonus, +3 Task Bonus (30)</u>	
<u>35</u>	<u>FLAME ABILITIES: A) Flame Blast: 34" Range, 3" Area, 2d12 Energy damage, PR 2 per use (25),</u> <u>Adjustable Area Effect (+10)</u>	
<u>18</u>	<u>B) Flame Aura: d10+1 Flame Aura damage, PR 0 per use (20), Can't Be Partially Held Back (-5),</u> <u>Reduced PR (+2.5)</u>	
<u>14</u>	<u>HEIGHTENED AGILITY: +4 (4)</u>	<u>HEIGHTENED COOL: +10 (10)</u>
<u>13</u>	<u>HEIGHTENED ENDURANCE: +8 (8)</u>	<u>HEIGHTENED INTELLIGENCE: +5 (5)</u>
<u>10</u>	<u>HEIGHTENED EXPERTISE: +4 Hit Bonus with Flame Blast (10)</u>	
<u>-15</u>	<u>COMPULSION: Pyromaniac, Very Common (-10), CL save (-5)</u>	
<u>-5</u>	<u>VULNERABILITY: -4 Defense vs. Low Temperatures (Entropy) (-5)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>10</u>	<u>10</u>			<u>76 lbs</u>	<u>d4</u>				
<u>16</u>	<u>24</u>	<u>13-</u>		<u>ATTACKS:</u>	<u>To Hit</u>	<u>Damage</u>	<u>Dmg Type</u>	<u>KB</u>	<u>DEFENSES:</u>
<u>18</u>	<u>22</u>	<u>12-</u>		<u>Flame Blast</u>	<u>22-</u>	<u>2d12</u>	<u>Energy</u>	<u>Y</u>	<u>Physical</u>
<u>12</u>	<u>17</u>	<u>11-</u>		<u>Punch</u>	<u>18-</u>	<u>d4</u>	<u>Blunt Kinetic</u>	<u>Y</u>	<u>Mental</u>
<u>14</u>	<u>24</u>	<u>13-</u>		<u>Kick</u>	<u>16-</u>	<u>d4+2</u>	<u>Blunt Kinetic</u>	<u>Y</u>	<u>5</u>
<u>V</u>				<u>PROTECTION:</u>	<u>Kinetic</u>	<u>Energy</u>	<u>Bio</u>	<u>Entropy</u>	<u>Psychic</u>
<u>V</u>	<u>BASE</u>	<u>150</u>							
<u>V</u>	<u>SPENT</u>	<u>35</u>	<u><</u>	<u>EARNED</u>	<u>35</u>				
<u>185</u>	<u>TOTAL</u>	<u>185</u>							

INITIATIVE: 2d6

MOVE: Ground 19

Leaping 0.6441

POWER (73):

HIT PTS (24):

HEALING: 3.9

CAPS: BCs: 47 Ability: 37 Dmg: 17 GEAR: Break: 12 Take: 13 Disarm: 10 GBC: 18