

# MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: SIMULACRUM TRUE I.D.: Simulacrum (Sim)  
 SIDE: Evil BIRTHPLACE: Undisclosed laboratory  
 SPECIES: Tech Construct CULTURE: Modern  
 AGE: 15 GENDER: Asexual Male  
 WEIGHT: 200 lbs MASS: d4  
 BACKGROUND: Infiltration and assassination android  
 STORY: Simulacrum (Sim) was an android project by an independent military company called AegisCorp. They performed multiple experiments on him to raised his abilities. Sim was 'born' insane. He dreams of exterminating the human race .  
 MOTIVATION: Vengeance WEALTH: d10+1  
 ORIGIN TYPE: Science 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 (2.5), High Pressure (5), High Temperatures (5), Poison/Venom (5), Sleep Deprivation (5), Starvation (2.5)</u>	
<u>20</u>	<u>ARMOUR: 12 Points Total (20)</u>	
<u>50</u>	<u>EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>5</u>	<u>HEIGHTENED AGILITY: +5 (5)</u>	
<u>10</u>	<u>HEIGHTENED COOL: +10 (10)</u>	
<u>15</u>	<u>HEIGHETEND DEFENSE: +3 (15)</u>	
<u>10</u>	<u>HEIGHETEND ENDURANCE: +10 (10)</u>	
<u>20</u>	<u>POWER BLAST: 19" Range, 2d8 Energy damage, PR 1 per use (15), Armour Piercing 3 Pts (+5)</u>	
<u>25</u>	<u>SHAPE-SHIFTING: Any person (15), Enhanced Realism (+5), Impersonation (+5)</u>	
<u>10</u>	<u>WEALTH (10)</u>	
<u>-15</u>	<u>PSYCHOSIS: Considers himself cursed and blames humanity for his suffering, Very Common (-15)</u>	
<u>-5</u>	<u>UNLIVING: Android, 50% Reduction in self-repair (-5)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>18</u>	<u>18</u>			<u>480 lbs</u>	<u>d8+1</u>					
<u>10</u>	<u>EN 20</u>	<u>12-</u>		<b>ATTACKS:</b>	<b>To Hit</b>	<b>Damage</b>	<b>Dmg Type</b> <b>KB</b>	<b>DEFENSES:</b>		
<u>11</u>	<u>AG 16</u>	<u>11-</u>		<u>Punch</u>	<u>19-</u>	<u>d8+1</u>	<u>Blunt Kinetic</u> <u>Y</u>	Physical Mental		
<u>15</u>	<u>IN 15</u>	<u>11-</u>		<u>Kick</u>	<u>17-</u>	<u>d8+3</u>	<u>Blunt Kinetic</u> <u>Y</u>	<u>9</u> <u>9</u>		
<u>16</u>	<u>CL 26</u>	<u>13-</u>		<u>Power Blast</u>	<u>19-</u>	<u>2d8</u>	<u>Energy</u> <u>Y</u>			
V										
V	BASE	<u>150</u>		<b>PROTECTION:</b>	<b>Kinetic</b>	<b>Energy</b>	<b>Bio</b>	<b>Entropy</b>	<b>Psychic</b>	<b>Other</b>
V	SPENT	<u>100</u>	<	<u>Armour</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>		
<u>250</u>	TOTAL	<u>250</u>								

INITIATIVE: 2d6 MOVE: Ground 18 Leaping 2.4  
 POWER ( 69 ): \_\_\_\_\_  
 HIT PTS ( 21 ): \_\_\_\_\_ HEALING: 2.8  
 CAPS: BCs: 60 Ability: 50 Dmg: 23 GEAR: Break: 15 Take: 16 Disarm: 13 GBC: 22