

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: STYGIAN HOUND TRUE I.D.: Stygian Hound
 SIDE: Evil BIRTHPLACE: Abomination Realm
 SPECIES: Monster CULTURE: Fantasy
 AGE: Adult GENDER: Straight Cis Male
 WEIGHT: 160 lbs MASS: d4
 BACKGROUND: Stygian Hound +3
 STORY: A Stygian Hound is a creature from legend that inhabits the Abomination Realm. Occasionally it finds its way to the realm of men. It is a predator that thrives on death and destruction.
 MOTIVATION: Carnage WEALTH: d4
 ORIGIN TYPE: Mutated or Evolved LUCK: 10-
 LEGAL STATUS: Not wanted; No criminal record

CPS:

ABILITIES

CPS	ABILITIES	IPs
	<u>INVENTING: 5 Unspent</u>	
<u>15</u>	<u>ADAPTATION: Disease (5), High Temperatures (5), Poison/Venom (5)</u>	
<u>40</u>	<u>EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>10</u>	<u>HEIGHTENED AGILITY: +5 (5) HEIGHTENED COOL: +5 (5)</u>	
<u>5</u>	<u>HEIGHTENED ENDURANCE: +5 (5) HEIGHTENED STRENGTH: +5 (5)</u>	
<u>10</u>	<u>HEIGHTENED EXPERTISE: +4 Hit Bonus with breath weapon (10)</u>	
<u>30</u>	<u>HEIGHTENED SENSES: Full Life Sense (10), Ranged (+5), Full Odour Sense (10), Ranged (+5)</u>	
<u>20</u>	<u>INVULNERABILITY: Kinetic damage (20)</u>	
<u>15</u>	<u>NATURAL WEAPONRY: Claws/Teeth, +2 Hit Bonus (5), +6 Sharp Kinetic damage (10)</u>	
<u>30</u>	<u>POISON/VENOM: A) Damaging Poison: Poisonous Breath Weapon, 22" Range, 3" Area, -8 EN Save, 6 Biochemical damage, PR 4 per use (20), Area Effect (+5), Increased PR (-5), Increased Range: EN" (+10)</u>	
<u>-20</u>	<u>DISTINCTIVE: Large dog-like creature, Impossible to Disguise (-10), -4 Reaction Penalty (-10)</u>	
<u>-10</u>	<u>NON-SENTIENT (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>17</u>		<u>22</u>		<u>1,210 lbs</u>	<u>d10+1</u>				
<u>17</u>		<u>EN 22</u>	<u>12-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>12</u>		<u>AG 17</u>	<u>11-</u>	<u>Breath Weapon</u>	<u>22-</u>	<u>6 Pts</u>	<u>Biochemical</u>	<u>N</u>	Physical Mental
<u>10</u>		<u>IN 10</u>	<u>10-</u>	<u>Bite/Claws</u>	<u>20-</u>	<u>d10+7</u>	<u>Sharp Kinetic</u>	<u>N</u>	5 4
<u>14</u>		<u>CL 19</u>	<u>12-</u>						
V		EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Invulnerability</u>	<u>(1/4)</u>				
V	SPENT	<u>65</u>	<	<u>65</u>					
215	TOTAL	215							

INITIATIVE: d8+1 MOVE: Ground 20 Leaping 7.5625

POWER (71): _____

HIT PTS (24): _____ HEALING: 3.4

CAPS: BCs: 53 Ability: 43 Dmg: 20 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 20