

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: TEKNOMAGE TRUE I.D.: Richard Western
 SIDE: Evil BIRTHPLACE: Manhattan, NY, USA
 SPECIES: Human CULTURE: High Tech
 AGE: 40 GENDER: Straight Cis Male
 WEIGHT: 180 lbs MASS: d4
 BACKGROUND: Mechanical and electrical Engineer
 STORY: Richard Western created a highly advanced A.I. program called Merlin. The computer mentally enslaved Richard who became its first thrall. Merlin now wants to gain additional thralls to expand its power in the world.
 MOTIVATION: Dystopian WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Not wanted; No criminal record; Knight of Merlin

CPS:

ABILITIES

CPS	ABILITIES	IPs:
	INVENTING: <u>9 Unspent</u>	
<u>10</u>	ARMOUR: <u>Black body suit, 12 Pts Total (20), Gear (-5), Heavy Partial Coverage (-5)</u>	
	CYBERNETICS:	
<u>10</u>	HEIGHTENED ENDURANCE: <u>+15 (15), Gear (-5)</u>	
<u>10</u>	ENERGY: <u>+30 Power (15), Gear (-5)</u>	
<u>50</u>	EXPERIENCE LEVELS: <u>+5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>15</u>	FLIGHT: <u>Anti-grav cloak, 16/256 (87 mph / Mach .11), 1 Charge per hour of flight, 24 Charges (20), Gear (-5)</u>	
<u>10</u>	HEIGHTENED COOL: <u>+10 (10)</u>	
<u>15</u>	HEIGHTENED EXPERTISE: <u>+5 Hit Bonus with Power Staff (blunt hit and power blast) (15)</u>	
<u>6</u>	HEIGHTENED STRENGTH: <u>+6 (6)</u>	
<u>12</u>	POWER BLAST: <u>Power Staff, 19" Range, 2d8 Energy damage, 24 Charges (15), Multi-Gear (-2.5)</u>	
<u>12</u>	SPECIAL WEAPON: A) Special Melee Weapon: Power Staff, +d8+1 Blunt Kinetic damage (15), Multi-Gear (-2.5)	
<u>-5</u>	PREJUDICE: <u>7- Interaction task check (-5)</u>	
<u>-15</u>	THRALL OF MERLIN: <u>He obeys all orders from his master, the A.I. known as Merlin (-15)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	480 lbs	BASE HTH DMG:	d8+1			
<u>12</u>		<u>18</u>								
<u>10</u>		<u>EN 25</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type KB	DEFENSES:		
<u>14</u>		<u>AG 14</u>	<u>11-</u>	<u>Punch</u>	<u>19-</u>	<u>1d8+1</u>	<u>Blunt Kinetic</u> Y	Physical Mental		
<u>18</u>		<u>IN 18</u>	<u>12-</u>	<u>Staff</u>	<u>24-</u>	<u>2d8+2</u>	<u>Blunt Kinetic</u> Y	6 7		
<u>16</u>		<u>CL 26</u>	<u>13-</u>	<u>Power Blast</u>	<u>24-</u>	<u>2d8</u>	<u>Energy</u> Y			
V				PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Armour</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>		
V	SPENT	<u>50</u>	<							
	TOTAL	<u>200</u>								

INITIATIVE: 2d6 MOVE: Ground 19 Leaping 2.6667
 POWER (105): _____
 HIT PTS (25): _____ HEALING: 3.9
 CAPS: BCs: 50 Ability: 40 Dmg: 19 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 19