

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: TEKNOTHUNDER TRUE I.D.: SPE8-K-4R
 SIDE: Evil BIRTHPLACE: Planet Emwor 7
 SPECIES: Tech Construct CULTURE: High Tech
 AGE: 13 GENDER: Asexual Male
 WEIGHT: 300 lbs MASS: d6
 BACKGROUND: Soldier and diplomat
 STORY: Teknothunder is an alien from a race of living machines called the Teknonites. When his spacecraft crashed on earth, his emotional circuits were damaged and as a result, he hates all organic life (the Teknonites are generally a peaceful race).
 MOTIVATION: Prejudice WEALTH: d4
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Wanted; No criminal record

CPS:

ABILITIES

CPS:	ABILITIES	IPs:
	<u>INVENTING: 8 Unspent</u>	
<u>43</u>	<u>ADPATATION: Asphyxiation (5), Disease (5), High Pressure (5), High Temperatures (5), Low Pressure (5), Low Temperatures (5), Poison/Venom (5), Radiation (5), Starvation (2.5)</u>	
<u>30</u>	<u>ARMOUR: Metallic body, 16 Pts Total (30)</u>	
<u>40</u>	<u>EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)</u>	
<u>9</u>	<u>HEIGHTENED COOL: +9 (9)</u>	
<u>8</u>	<u>HEIGHTENED ENDURANCE: +8 (8)</u>	
<u>10</u>	<u>HEIGHTENED STRENGTH: +10 (10)</u>	
<u>30</u>	<u>SONIC ABILITIES: A) Sonic Blast: Chest cannon, 56" Range, 2d12 Sonic (Blunt Kinetic) damage, PR 1 per use (30)</u>	
<u>15</u>	<u>B) Sound Creation: Audible, Subsonic, and Ultrasonic Sound Illusions, 9" Area of Effect, PR 3 (15)</u>	
<u>20</u>	<u>C) Sonic Boom: 5" Radius, EN-4 Sonic Boom Save, PR 2 per attack (20)</u>	
<u>-5</u>	<u>DISTINCTIVE: Robotic appearance, Difficult to disguise (-5)</u>	
<u>-10</u>	<u>PREJUDICE: 4- Interaction task check (-10)</u>	

CPS	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:				
<u>18</u>	<u>28</u>			<u>4,838 lbs</u>	<u>d6+d8</u>	Physical	Mental			
<u>14</u>	<u>22</u>	<u>12-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB		
<u>11</u>	<u>11</u>	<u>10-</u>		<u>Sonic Blast</u>	<u>17-</u>	<u>2d12</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
<u>16</u>	<u>16</u>	<u>11-</u>		<u>Sonic Boom</u>	<u>17-</u>	<u>EN-4 Save</u>	<u>n/a</u>	<u>N</u>		
<u>11</u>	<u>20</u>	<u>12-</u>		<u>Punch</u>	<u>17-</u>	<u>d6+d8</u>	<u>Blunt Kinetic</u>	<u>Y</u>		
V				PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE	<u>150</u>		<u>Armour</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>		
V	SPENT	<u>110</u>	<							
	TOTAL	<u>260</u>								

INITIATIVE: d8+1

MOVE: Ground 20

Leaping 16.127

POWER (77):

HIT PTS (26):

HEALING: 3.4

CAPS: BCs: 62 Ability: 52 Dmg: 23 GEAR: Break: 15 Take: 16 Disarm: 13 GBC: 23