

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: THE GHOUL TRUE I.D.: Cornellius Nood
 SIDE: Evil BIRTHPLACE: Cambridge, England, UK
 SPECIES: Human CULTURE: Mixed
 AGE: 178 GENDER: Straight Cis Male
 WEIGHT: 180 lbs MASS: d4
 BACKGROUND: Occultist and occult leader
 STORY: Cornelius Nood died in 1886 but death wasn't the end for him. Using ancient magic, he was able to preserve his soul in his now undead body. He has formed the Cult of the Living Sepulcher who wish to conquer the world with the living dead.
 MOTIVATION: Dystopian WEALTH: d4
 ORIGIN TYPE: Mystical Project LUCK: 10-
 LEGAL STATUS: Not wanted; Has no criminal record

CPs:

ABILITIES

CPs	ABILITY	IPs
	INVENTING: <u>9 Unspent</u>	
<u>23</u>	ADAPTATION: <u>Asphyxiation (5), Blood Loss (5), Disease (5), Poison/Venom (5), Time (2.5)</u>	
<u>3</u>	COMPANION: <u>Ravager, Pet Vulture, -65 CPs (2.5)</u>	
<u>10</u>	EMOTION CONTROL: <u>Fear only, -4 IN Save, PR 3 per attack (15), Single Emotion (-5)</u>	
<u>50</u>	EXPERIENCE LEVELS: <u>+5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>24</u>	HEIGHTENED COOL: <u>+9 (9)</u>	HEIGHTENED DEFENSE: <u>+3 (15)</u>
<u>25</u>	HEIGHTENED ENDURANCE: <u>+12 (12)</u>	HEIGHTENED STRENGTH: <u>+13 (13)</u>
<u>10</u>	HEIGHTENED EXPERTISE: <u>+4 Hit Bonus with Spirit Pistol (10)</u>	
<u>15</u>	HEIGHTENED SENSES: <u>Full Life Energy (10), Ranged (+5)</u>	
<u>20</u>	INVULNERABILITY: <u>Undead body, Kinetic damage (20)</u>	
<u>30</u>	REGENERATION: <u>2 HPs per round, Does not work against silver (20), Heal from Death (+10)</u>	
<u>30</u>	SPECIAL WEAPON: <u>B) Missile Weapon: Spirit Pistol, 52" Range, d8+d10 Psychic damage, PR 2 per use (20), Different Damage Type (+5), Not Gear (+5), Restricted Use (0)</u>	
<u>8</u>	TELEPATHY: <u>Verbal & visual (10), Mutual (+7.5), Psychic Bond: With vulture only (-10)</u>	
<u>-3</u>	DAYBLIND <u>(-2.5)</u>	
<u>-15</u>	DISTINCTIVE: <u>Undead appearance, Difficult to disguise (-5), -2 Reaction Penalty (-10)</u>	

CPs	SCORE	ST	SAVE	CARRYING CAPACITY:	BASE HTH DMG:	DEFENSES:			
<u>12</u>	<u>25</u>			<u>2,419 lbs</u>	<u>2d6</u>	Physical	Mental		
<u>16</u>	<u>28</u>	<u>13-</u>		ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:
<u>10</u>	<u>10</u>	<u>10-</u>		<u>Spirit Pistol</u>	<u>22-</u>	<u>d8+d10</u>	<u>Psychic</u>	<u>N</u>	
<u>18</u>	<u>18</u>	<u>12-</u>		<u>Punch</u>	<u>18-</u>	<u>2d6</u>	<u>Blunt Kinetic</u>	<u>Y</u>	<u>8</u>
<u>14</u>	<u>23</u>	<u>12-</u>		<u>Fear Control</u>	<u>20-</u>	<u>-4 IN Save</u>	<u>Psychic</u>	<u>N</u>	<u>10</u>
V									
V	EXPERIENCE:	PROTECTION:		Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>150</u>	<u>Invulnerability</u>	<u>(1/4)</u>						
V	SPENT <u>150</u> < <u>150</u>								
300	TOTAL 300								

INITIATIVE: d10+1 MOVE: Ground 21 Leaping 13.439
 POWER (81): _____
 HIT PTS (29): _____ HEALING: 4.5
 CAPS: BCs: 70 Ability: 60 Dmg: 27 GEAR: Break: 17 Take: 18 Disarm: 15 GBC: 26