

PLAYER: NPC Hero (Giant Size)

NAME:	: <i>TIT</i>	4 <i>NUS</i>		TRUE I.D.:	D.: Marcus Ryder						
SIDE:	Goo	od .		BIRTHPLACE:	Toronto	o, ON, Ca	nada				
SPECIES:	Hun	nan		CULTURE:	Modern						
AGE:	32			GENDER:	Straigh	t Cis Mal	le e				
WEIGHT	640	0		_lbs MASS:	2d6						
BACKGROUND: Commercial airline pilot and sports (football)											
STORY: When the commercial jet Marcus was piloting was hit by a large red lightning bolt, he was fused with its energies. After safely landing his plane, he fell into a coma. Several months later, he awoke to find himself with incredible powers. MOTIVATION: Utopian WEALTH: d4											
ORIGIN TYPE: Mystical Accident LUCK:								Mansanto 2017			M
LEGAL STATUS: Licensed											
CPs: ABILITIES											
	INVENTING: 8 Unspent										IPs:
40	EXPERIENCE LEVELS: +4 Hit Bonus, +4 Defense Bonus, +4 Task Bonus (40)										
<i>5</i>	HEIGHTENED AGILITY: +5 (5)										
8	HEIGHTENED COOL: +8 (8)										
10	HEIGHTENED ENDURANCE: +10 (10)										
3	HEIGHTENED INTELLIGENCE: +3 (3)										
9	HEIGHTENED STRENGTH: +9 (9)										
20	INVULNERABILITY: Full Kinetic damage type (20)										
20	NATURAL WEAPONRY: Martial Arts, +4 Hit Bonus (10), +4 Blunt Kinetic damage (10)										
20	REFLECTION: Reflect Energy damage type (10), 23 Reflection Effect Limit (10)										
20	SIZE CHANGE: A) Larger: 19' Tall, x3.2 Profile, x32 Wt. (25), Activation Required (-5)										
-10	FUMBLE-PRONE: 18-20 (-10)										
-10											
CPs	PUBLIC IDENTITY (-10) SCORE										
15	ST_	39	SAVE	CARRYING CAPACI	TY:		61,440	lbs BASE	HTH DN	1G: <u>d</u>	10+d12
18	EN_	43	16-	ATTACKS:	To Hit	Dam	nage	Dmg Type	КВ	DEF	ENSES:
10	AG_	<i>15</i>	11-	Punch	22-	d10+0	112+4	Blunt Kineti	ic Y	Physical	Mental
13	IN_	16	11-	Kick	20-	d10+0	112+6	Blunt Kineti	ic Y	<i>5</i>	5
14	CL_	22	12-	Reflection	18-	Up to 33 Pts		Energy	Y		
V		EXPERI	ENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic		Other
V B	ASE	<i>150</i>	EARNED								
V SP	PENT	<i>55</i> <	<i>55</i>								
<i>205</i> TO	OTAL	205									
INITIATIVE: d10+1 MOVE: Ground 32 Leaping 9.6											
POWER (<u> </u>			IVIOVE.	Ground	1 32	Le	aping	7.0
										HEVI IV	IG: 7 <i>5</i>
HIT PTS (<u>52</u>): HEALING: <u>7.5</u> CAPS: BCs: 51 Ability: 41 Dmg: 19 GEAR: Break: 13 Take: 14 Disarm: 11 GBC: 19											
CAPS: E	- -	91	Ability:	41 Dilig: 19 G	ILAK: B	eak. /	<u> </u>	:. <u>14</u> DIS	ai III. <u>/</u>	<u>, GE</u>)U: <u>19</u>