

MIGHTY PROTECTORS®

PLAYER: NPC Villain



NAME: DER VERSTAND TRUE I.D.: Felix Osterhagen
 SIDE: Evil BIRTHPLACE: Berlin, Germany
 SPECIES: Mixed CULTURE: Modern
 AGE: 76 GENDER: Asexual Cis Male
 WEIGHT: 300 lbs MASS: d6
 BACKGROUND: Doctor, surgeon, and roboticist
 STORY: Felix Osterhagen was a Nazi doctor who had his brain implanted into a robotic body. After the war, he went into hiding where he continued his gruesome experiments on unwilling subjects. Der Verstand is German for 'The Mind.'
 MOTIVATION: Dystopian WEALTH: d6+d8
 ORIGIN TYPE: Science Project LUCK: 10-
 LEGAL STATUS: Wanted for crimes against humanity

CPS:

ABILITIES

IPs:

	<u>INVENTING: 16 Unspent</u>	
<u>47</u>	<u>ADAPTATION: Robotic Body, Asphyxiation (5), Blood Loss (5), Disease (5), High Pressure (5), High Temperatures (5), Low Pressure (5), Low Temperatures (5), Poison/Venom (5), Radiation (5), Starvation (2.5), Time (2.5), Multi-Function Gear (-2.5)</u>	
<u>27</u>	<u>ARMOUR: Robotic Body, 16 Pts Total (30), , Multi-Function Gear (-2.5)</u>	
<u>50</u>	<u>EXPERIENCE LEVELS: +5 Hit Bonus, +5 Defense Bonus, +5 Task Bonus (50)</u>	
<u>18</u>	<u>HEIGHTENED COOL: +5 (5)</u>	<u>HEIGHTENED INTELLIGENCE: +13 (13)</u>
<u>7</u>	<u>HEIGHTENED ENDURANCE: +10 (10), Multi-Function Gear (-2.5)</u>	
<u>13</u>	<u>HEIGHTENED STRENGTH: +15, Multi-Function Gear (-2.5)</u>	
<u>18</u>	<u>KNOWLEDGE: A) Careers & Tasks: Surgeon (5), B) Cultural Background: High Tech (5), C) Languages: Fluent German (0), Fluent English (3), Fluent French (3), D) Literacy: German (0), English (1), French (1)</u>	
<u>30</u>	<u>POWER BLAST: Death Ray, 22" Range, 2d8+d10 Energy damage, 24 Charges (30)</u>	
<u>15</u>	<u>WEALTH (15)</u>	
<u>-10</u>	<u>DISTINCTIVE: Robotic body & voice, Difficult to Disguise (-5), -2 Reaction Penalty (-5)</u>	
<u>-10</u>	<u>PREJUDICE: Nazi mad scientist, 4- Interaction task check (-10)</u>	

CPS	SCORE									
<u>10</u>	ST <u>25</u>	SAVE	CARRYING CAPACITY:	<u>2,419</u> lbs	BASE HTH DMG:	<u>2d6</u>				
<u>14</u>	EN <u>24</u>	<u>13-</u>	ATTACKS:	To Hit	Damage	Dmg Type	KB	DEFENSES:		
<u>12</u>	AG <u>12</u>	<u>11-</u>	<u>Power Blast</u>	<u>19-</u>	<u>2d8+d10</u>	<u>Energy</u>	<u>Y</u>	Physical	Mental	
<u>18</u>	IN <u>31</u>	<u>14-</u>	<u>Punch</u>	<u>19-</u>	<u>2d6</u>	<u>Blunt Kinetic</u>	<u>Y</u>	<u>6</u>	<u>9</u>	
<u>16</u>	CL <u>21</u>	<u>12-</u>	<u>Kick</u>	<u>17-</u>	<u>2d6+2</u>	<u>Blunt Kinetic</u>	<u>Y</u>			
V			EXPERIENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	BASE <u>150</u>			<u>Armour</u>	<u>5</u>	<u>3</u>	<u>4</u>	<u>4</u>		
V	SPENT <u>125</u>	< <u>125</u>								
<u>275</u>	TOTAL <u>275</u>									

INITIATIVE: d10+1

MOVE: Ground 20

Leaping 8.0633

POWER (92):

HIT PTS (28):

HEALING: 3.9

CAPS: BCs: 65 Ability: 55 Dmg: 25 GEAR: Break: 16 Take: 17 Disarm: 14 GBC: 24