

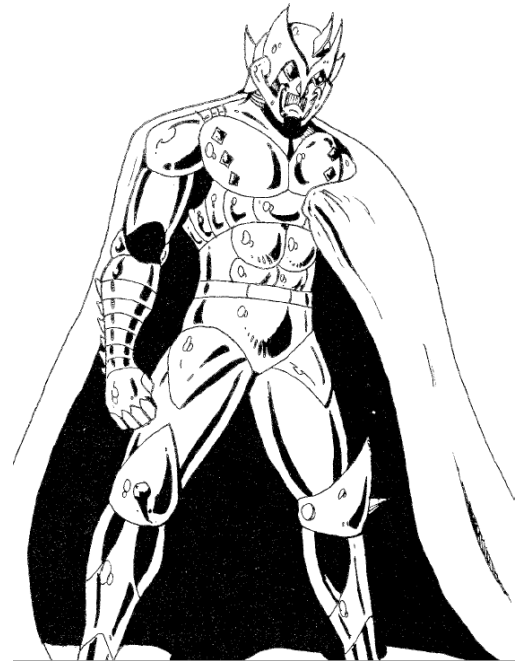
Character Name: **Dr. Destroyer**

AKA: Albert Zerstoiten

Genre: Superheroic

Campaign: **TASK FORCE****CHARACTERISTICS**

Val	Char	Base Cost	Roll	Summary
10/70	STR	10	0 11- / 23-	Lift: 100.0kg/409.6tons
10/30	DEX	10	0 11- / 15-	Initiative: 10 / 30
10/45	CON	10	0 11- / 18-	Stun Threshold: 10/45
35	INT	10	25 16-	Perception Roll: 16-
26	EGO	10	16 14-	
25/50	PRE	10	15 14- / 19-	PRE Attack: 5d6/10d6
3/10	OCV	3	0	STR Dmg: 2d6/14d6
3/10	DCV	3	0	STR END: 1/7
8	OMCV	3	15	
10	DMCV	3	21	
2/27	PD	2	0	2/27 PD • 0/25 Res. PD
2/27	ED	2	0	2/27 ED • 0/25 Res. ED
2/8	SPD	2.0	0	Phases: 6, 12/2, 3, 5, 6, 8, 9, 11, 12
4/24	REC	4	0	
20	END	20	0	
10/23	BODY	10	0	
20/180	STUN	20	0	
12m/23m ,	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total				92

CHARACTER IMAGE**EXPERIENCE POINTS**

Total earned:	1011
Spent:	1011
Unspent:	0
Base Points:	650
Complication Points:	100
Characteristic Points:	92
Power Points:	876
Talent Points:	62
Martial Art Points:	0
Skill Points:	209
Perk Points:	422

Total Points: 1661**MOVEMENT**

Type	Top Speed
Run	12m/23m, [24m/46m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	50m [100m NC]
Teleport	40m [80m NC]

INFORMATION**Eye Color:** Brown**Hair Color:** Brown**Height:** 2.00 m**Weight:** 100.00 kg**Appearance**

Out of armor, he is 5'10" and looks like an older version of Bob Hawkins, only with an ugly burn across one cheek.

Background

Briefly, he was born in November 1917 to the son of a dollmaker. Was a child genius with anger management issues growing up. Multiple science PhD's by the start of World War II; was assigned to Col. von Niehl's advanced Der Riese research complex in Lower Silesia. By the time of "Greatest Generation," he could see who was going to win the war, so he used the commando attack from that story as his diversion to escape.

Was intercepted by the Royal Navy at sea trying to escape to a pre-prepared hideout in the Northern Andes of Colombia, having already acquired his facial disfigurement. The United States laid claim to him, and thanks to Operation Paperclip he spent 1945 to 1949 as a guest of the American government.

Finally escaped to his Colombian hideout, where he spent the next two and a half decades off the grid building his wealth as an advanced arms dealer to whomever could pay for his genius. The start of his supervillainous career was in 1975, with an attempted amphibious invasion of the Pacific Coast of America... Aw, frak it. Go buy yourself a copy of "Book of the Destroyer." I'm

pretty much sticking with ITS background for him up until the start of the TASK FORCE stories.

Personality

He considers himself to be the only person fit enough to rule the world.

Quotes

"One must expect a few thunderbolts when you dare play with a god."

Name	Effect	END
	Active Sonar	0
	Ultrasonic Perception	0

Dr. Destroyer**POWERS**

END	Description	Cost
	<i>Strong-Willed</i> , all slots Hardened (+1/4); all slots Unified Power (-1/4), Nonpersistent (-1/4) Notes: <i>The special effect for these powers do NOT involve Destreum-based armor. Keep *that* in mind when adjudicating certain game situations...</i>	
0	1) Intense Willpower: Mental Defense (20 points total) (12 Active Points); Unified Power (-1/4), Nonpersistent (-1/4)	8
0	2) Intense Sense of Self: +10 Mental Defense (20 points total) (12 Active Points); Only Protects Against Mind Control (-1), Unified Power (-1/4), Nonpersistent (-1/4)	5
0	ZPE Power Cells: Endurance Reserve (60 END, 51 REC) (49 Active Points); Only In Alternate Identity (-1/4), Only for powers bought through his battlesuit (-1/4) Notes: <i>(x8 number of items) Powers his STR, too.</i>	48
	Power Allocation: Fast Draw: Battlesuit END Reserves 11- (7 Active Points); OIF (battlesuit; -1/2) Notes: <i>Bug in Hero Designer. Should be 17-</i>	5
18	Destroyer-Beam: Blast 18d6, Variable Advantage (+1/2 Advantages; +1) (180 Active Points); OIF Durable (personal; -1/2) Notes: <i>Advantages can be APx2, Affects Desolid, 16m radius explosion+AP, Penetrating, Indirect (source is in front of Firewall)+AP, 8m radius AE, 4m radius AE+AP, NND (Power Defense), Double Knockback, or any combination of advantages that sums to +1/2</i>	120
	Synaptic Interference Cannon: Multipower, 105-point reserve, (105 Active Points); all slots OIF Durable (personal; -1/2) Notes: <i>MUCH more effective than the Synaptic Interference Generator in "Book of the Destroyer"</i>	70
10	1) Brainwash: Mind Control 20d6, Attack Versus Alternate Defense (Power Defense; +0) (100 Active Points); Extra Time (Full Phase, -1/2), OIF Durable (personal; -1/2), Language Barrier (-1/4) Notes: <i>Pretty much what he did to the whole world in 1984</i>	4f
10	2) Neurokinesis: Drain Characteristics 7d6, Characteristics (+1/2) (105 Active Points); OIF Durable (personal; -1/2)	7f
10	3) Paralysis: Entangle 4d6, 5 PD/5 ED, Cannot Be Escaped With Teleportation (+1/4), Takes No Damage From Attacks All Attacks, STR only to break out (+1) (101 Active Points); OIF Durable (personal; -1/2), Vulnerable (Uncommon; biomanipulation attacks; -1/4)	6f
10	4) Sensory Shutdown: Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 12d6, Armor Piercing (+1/4) (100 Active Points); Attack Versus Alternate Defense (Power Defense; -1/2), OIF Durable (personal; -1/2)	5f
14	Force Barrier Generator: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and 1/2m thick), Dismissable, Non-Anchored, Allocatable (+1/4), Configurable (+1/4), One-Way Transparent (Synaptic Interference Cannon; +1/2) (140 Active Points); Only In Alternate Identity (-1/4)	112
0	Destreum Armor: Resistant Protection (25 PD/25 ED), Hardened (+1/4) (94 Active Points); OIF Durable (personal; -1/2) <i>Destreum Armor</i> , all slots Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	63
0	1) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	15
0	2) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	15
0	3) Power Defense (16 points), Hardened (+1/4) (20 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	10
6	4) +60 STR (60 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	30
	5) +20 DEX (40 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	20
	6) +35 CON (35 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	17
	7) +25 PRE (25 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	12
	8) +7 OCV (35 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	17
	9) +7 DCV (35 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	17
	10) +6 SPD (60 Active Points); Linked (Destreum Armor; -1/2), OIF Durable (personal; -1/2)	30

	11) +20 REC (20 Active Points); Linked (Destream Armor; -1/2), OIF Durable (personal; -1/2)	10
	12) +13 BODY (13 Active Points); Linked (Destream Armor; -1/2), OIF Durable (personal; -1/2)	6
	13) +160 STUN (80 Active Points); Linked (Destream Armor; -1/2), OIF Durable (personal; -1/2)	40
1	14) Running +11m (12m/23m total) (11 Active Points); Linked (Destream Armor; -1/2), OIF Durable (personal; -1/2)	5
0	15) Life Support (Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (29 Active Points); Linked (Destream Armor; -1/2), OIF Durable (personal; -1/2)	14
7	Electrogravitic Modulator: Flight 50m, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4) (75 Active Points); OIF Durable (personal; -1/2)	50
	Quantum-Displacement Teleportation: Multipower, 47-point reserve, (47 Active Points); all slots OIF Durable (personal; -1/2)	31
0	1) Short-Range: Teleportation 30m, Reduced Endurance (0 END; +1/2) (45 Active Points); OIF Durable (personal; -1/2)	3f
0	2) Long-Range: Teleportation 10m, Invisible Power Effects (cannot be traced; +1/4), Reduced Endurance (0 END; +1/2), Armor Piercing (x4; +1), MegaScale (1m = 10,000 km; +2) (47 Active Points); OIF Durable (personal; -1/2)	3f
	<i>EM Sensors/Comm, all slots Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), OIF Durable (personal; -1/2), Unified Power (-1/4)</i>	
0	1) Communications Suite: High Range Radio Perception (Radio Group) (12 Active Points); Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), OIF Durable (personal; -1/2), Unified Power (-1/4)	5
0	2) Sennacherib: Mind Link , Machine class of minds, , No LOS Needed, Unlimited range in this dimension, Invisible Power Effects (can't be traced; +1/4) (25 Active Points); Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), OIF Durable (personal; -1/2), Unified Power (-1/4)	11
2	3) Radar (Radio Group), Increased Arc Of Perception (360 Degrees) (20 Active Points); Costs Endurance (-1/2), Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), OIF Durable (personal; -1/2), Unified Power (-1/4)	7
0	4) Detect Energy 9- (no Sense Group), Discriminatory, Analyze (20 Active Points); Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), OIF Durable (personal; -1/2), Unified Power (-1/4)	9
	<i>Visual Sensor Systems, all slots OIF Durable (personal; -1/2), Unified Power (-1/4)</i>	
0	1) Ultraviolet Perception (Sight Group) (5 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	3
0	2) Infrared Perception (Sight Group) (5 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	3
0	3) Sight Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	11
0	4) +10 versus Range Modifier for Sight Group (15 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	8
	<i>Aural Sensor Systems, all slots OIF Durable (personal; -1/2), Unified Power (-1/4)</i>	
0	1) Hearing Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	11
0	2) Active Sonar (Hearing Group) (15 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	8
0	3) Ultrasonic Perception (Hearing Group) (3 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	2
	Total Powers Cost	876

TALENTS

Description	Cost
Eidetic Memory	5
Lightning Calculator	3
Perfect Pitch	3
Resistance (+5 to roll)	5
Speed Reading (x10)	4

Universal Scientist 16-	25
<i>Armor Computer Systems</i> , all slots OIF Durable (personal; -1/2), Unified Power (-1/4)	
1) Absolute Range Sense (3 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	2
2) Absolute Time Sense (3 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	2
3) Bump Of Direction (3 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	2
4) Universal Translator 16- (20 Active Points); OIF Durable (personal; -1/2), Unified Power (-1/4)	11
Total Talents Cost	62

Dr. Destroyer**SKILLS**

Roll	Description	Cost
	+2 Overall	24
	Range Stabilization: +4 to offset range mods with all attacks	12
14- (19-)	Bureaucratics	3
11- (15-)	Combat Piloting	3
16-	Computer Programming	3
	Cramming	5
16-	Criminology	3
16-	Cryptography	3
16-	Deduction	3
16-	Demolitions	3
16-	Electronics	3
14- (19-)	High Society	3
14- (19-)	Interrogation	3
19-	Inventor	9
16-	Mechanics	3
16-	Navigation (Air, Land, Marine, Space)	5
14- (19-)	Oratory	3
16-	Paramedics	3
14- (19-)	Persuasion	3
16-	Security Systems	3
16-	Systems Operation	3
16-	Tactics	3
	TF: Science Fiction & Space Vehicles, Combat Aircraft, Large Planes, Small Planes, Submarines	5
16-	Weaponsmith (Biological Weapons, Chemical Weapons, Energy Weapons, Firearms, Incendiary Weapons, Missiles & Rockets, Swords And Daggers)	8
	Jack of All Trades	3
11-	1) PS: Arms Dealer (2 Active Points)	1
16-	2) PS: Chess Grandmaster (3 Active Points)	2
11-	3) PS: Dollmaking (2 Active Points)	1
11- (15-)	4) PS: Play Piano (3 Active Points)	2
	Linguist	3
	1) Language: English (completely fluent) (3 Active Points)	2
	2) Language: French (completely fluent) (3 Active Points)	2
	3) Language: German (idiomatic) (4 Active Points)	0
	4) Language: Hindi (completely fluent) (3 Active Points)	2
	5) Language: Japanese (completely fluent) (3 Active Points)	2
	6) Language: Latin (completely fluent) (3 Active Points)	2
	7) Language: Mandarin (completely fluent) (3 Active Points)	2
	8) Language: Russian (completely fluent) (3 Active Points)	2
	9) Language: Sanskrit (completely fluent) (3 Active Points)	2
	10) Language: Spanish (completely fluent) (3 Active Points)	2
	Scholar	3
16-	1) KS: Art History (3 Active Points)	2
16-	2) KS: Chess (3 Active Points)	2

16-	3) KS: Classical History and Culture (3 Active Points)	2
16-	4) KS: Gourmet Food (3 Active Points)	2
16-	5) KS: Greek Mythology (3 Active Points)	2
16-	6) KS: Indian History and Culture (3 Active Points)	2
16-	7) KS: Literature (3 Active Points)	2
16-	8) KS: Military History (3 Active Points)	2
16-	9) KS: Music (3 Active Points)	2
16-	10) KS: Philosophy (3 Active Points)	2
16-	11) KS: Superheroes (3 Active Points)	2
16-	12) KS: Superpowers (3 Active Points)	2
16-	13) KS: Supervillains (3 Active Points)	2
16-	14) KS: The Espionage World (3 Active Points)	2
16-	15) KS: The Military/Mercenary/Terrorist World (3 Active Points)	2
16-	16) KS: The Superhuman World (3 Active Points)	2
16-	17) KS: Wine (3 Active Points)	2
16-	18) KS: World History (3 Active Points)	2
16-	19) KS: World Mythology (3 Active Points)	2
16-	20) KS: World Politics (3 Active Points)	2
	Traveler	3
11-	1) AK: Central America (2 Active Points)	1
11-	2) AK: Middle East (2 Active Points)	1
11-	3) AK: South America (2 Active Points)	1
11-	4) AK: The Asteroid Belt (2 Active Points)	1
11-	5) AK: The Solar System (2 Active Points)	1
11-	6) AK: United States (2 Active Points)	1
11-	7) CK: Berlin (2 Active Points)	1
11-	8) CK: Buenos Aires (2 Active Points)	1
11-	9) CK: London (2 Active Points)	1
11-	10) CK: Moscow (2 Active Points)	1
11-	11) CK: Munich (2 Active Points)	1
11-	12) CK: New York (2 Active Points)	1
11-	13) CK: Tokyo (2 Active Points)	1
11-	14) CK: Washington, DC (2 Active Points)	1
	Total Skills Cost	209

PERKS

Description	Cost
Bases: 8 Bases of up to 1,600 points <i>Notes: Tartarus, Poseidon's Fist, Alpenfestung, Eisenfestung, Vansharakana, Zerstorernstern, TBD as needed, and Zuflucht.</i>	335
Equipment Points: 100 <i>Notes: Usually used for the Plot Device du jour. Assuming at a minimum the limitations "OAF Immobile" and "Requires a System Operations Roll", that's 350 active points to build whatever you want. Go nuts.</i>	10
Money: Filthy Rich	15
Positive Reputation: World's Most Powerful and Dangerous Superhuman (A large group) 14-, +4/+4d6	12
Well-connected and 47 points worth of contacts throughout the criminal underworld, world governments, and the scientific community All the followers, vehicles, robots, and bases he could possibly need	50
Total Perks Cost	422

COMPLICATIONS

Description	Points
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Hunted: UNTIL Frequently (As Pow; NCI; Harshly Punish)	20
Hunted: PRIMUS Frequently (As Pow; NCI; Limited Geographical Area; Harshly Punish)	15
Negative Reputation: World's Most Powerful and Dangerous Supervillain, Very Frequently (Extreme)	20
Psychological Complication: Utterly Convinced of His Own Superiority and Destiny to Rule the World (Very Common; Total)	25
Physical Complication: Affected by Cyberpathy (Infrequently; Greatly Impairing)	15
Social Complication: Public Identity Infrequently, Minor	5
Total Complications Points	100

Dr. Destroyer

INFORMATION

Powers/Tactics

Campaign Use

THE Big Bad of the TASK FORCE universe. This character sheet is what he was like until "Patron of the Arts"