



Character Name: **Dr. Destroyer**

AKA: Albert Zerstoiten

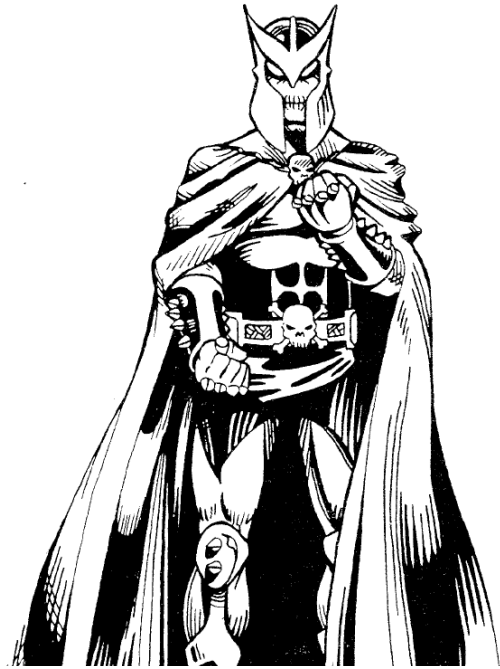
Genre: Superheroic

Campaign: **TASK FORCE**

**CHARACTERISTICS**

Val	Char	Base Cost	Roll	Summary
10/75	STR	10	0 11- / 24-	Lift: 100.0kg/819.2tons
10/30	DEX	10	0 11- / 15-	Initiative: 10 / 30
10/50	CON	10	0 11- / 19-	Stun Threshold: 10/50
35	INT	10	25 16-	Perception Roll: 16-
26	EGO	10	16 14-	
25/55	PRE	10	15 14- / 20-	PRE Attack: 5d6/11d6
3/10	OCV	3	0	STR Dmg: 2d6/15d6
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	
10/25	BODY	10	0	
20/200	STUN	20	0	
12m/23m,	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
<b>Total</b>				<b>92</b>

**CHARACTER IMAGE**



**EXPERIENCE POINTS**

Total earned:	1340
Spent:	1340
Unspent:	0
Base Points:	650
Complication Points:	100
Characteristic Points:	92
Power Points:	1170
Talent Points:	64
Martial Art Points:	0
Skill Points:	209
Perk Points:	455
<b>Total Points:</b>	<b>1990</b>

**INFORMATION**

**Eye Color:** Brown **Height:** 2.00 m  
**Hair Color:** Brown **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

**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]

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."

## Dr. Destroyer

### COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone

### ATTACK POWERS

Name	Effect	END
<b>Destroyer-Beam</b>	20d6 Blast	20
<b>Brainwash</b>	20d6 Mind Control	10
<b>Neurokinesis</b>	7d6 Drain	10
<b>Paralysis</b>	4d6, 5 PD/5 ED Entangle	10
<b>Sensory Shutdown</b>	12d6 Flash	10
<b>Tactical Adaptation</b>	Combat Skill Levels	[1 cc]
	Combat Luck	
	STR	6

### DEFENSE POWERS

Name	Effect	Defense	END
<b>Intense Willpower</b>	Mental Defense	10	0
<b>Intense Sense of Self</b>	Mental Defense	10	0
<b>Tactical Adaptation</b>	Compound Power	0	[1 cc]
<b>Force Barrier Generator</b>	Barrier	20	14
	Damage Negation	0	0
	Damage Negation	0	0
	Damage Negation	0	0
<b>Destreum Armor</b>	Resistant Protection	50	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	16	0
	Flash Defense	15	0
	Flash Defense	15	0

### COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	10/50	<b>STUN:</b>
Melee Damage	2d6/15d6	
Physical Defense	2/27	/20/200
Res. Phys. Defense	0/25	<b>END:</b>
Energy Defense	2/27	
Res. Energy Defense	0/25	/20
Mental Defense	45	<b>BODY:</b>
Power Defense	16	/10/25

### COMBAT VALUES

**OCV: 3/10** **DCV: 3/10**  
**OMCV: 8** **DMCV: 10**

### Combat Skill Levels

+2 Overall

### Initiative and Action Phases

**DEX: 10 / 30** Action Phases: **6, 12/2, 3, 5, 6, 8, 9, 11, 12**

### COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
<b>RMOD</b>	0	-2	-4	-6	-8	-10
<b>Targeting Shot</b>					<b>OCV</b>	<b>Hit Location</b>
Head Shot (Head to Shoulders)					-4	1D6+3
High Shot (Head to Vitals)					-2	2D6+1
Body Shot (Hands to Legs)					-1	2D6+4
Low Shot (Shoulders to Feet)					-2	2D6+7*
Leg Shot (Vitals to Feet)					-4	1D6+12

\*Treat a 19 as the Feet location

### HIT LOCATIONS

3D6 Roll	Location	STUN X	N STUN	BODY	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

### SENSORY POWERS

Name	Effect	END
<b>Communications Suite</b>	High Range Radio Perception	0
<b>Sennacherib</b>	Mind Link	0
	Radar	2
	16- Detect	0
	Ultraviolet Perception	0
	Infrared Perception	0
	+10 versus Range Modifier Telescopic	0
	Active Sonar	0
	Ultrasonic Perception	0

### EQUIPMENT

Item	Stats	Range	END
<b>Destroyer-Beam Booster</b>	10d6 Blast	500m	10
<b>EMP Cannon</b>	24d6 Dispel	var.	[4]
<b>Particle Beam Cannon</b>	6d6 Killing Attack - Ranged	900m	9
<b>Psionic Shield</b>	Compound Power		0
<b>Tractor Beam</b>	(70 STR) Telekinesis	1,050m	10
<b>Heartbeat Sensor</b>	9- Detect		0
<b>Sonic Weakness Field</b>	3d6 Drain		10
	2d6 (2d6+1 / 4d6+1		
<b>The Sword of Destroyer</b>	w/STR) Killing Attack - Hand-To-Hand		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) <b>Notes:</b> <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) <b>Intense Willpower:</b> Mental Defense (45 points total) (12 Active Points); Unified Power (-1/4), Nonpersistent (-1/4)	8
0	2) <b>Intense Sense of Self:</b> +10 Mental Defense (45 points total) (12 Active Points); Only Protects Against Mind Control (-1), Unified Power (-1/4), Nonpersistent (-1/4)	5
0	<b>ZPE Power Cells:</b> Endurance Reserve (60 END, 51 REC) Reserve: , Trigger (Activating the Trigger is an Action that takes no time, Trigger requires a Turn to reset; Previously-active END Reserve drops below its REC value in END; +1/4) (53 Active Points) <b>Notes:</b> <i>(x8 number of items) Powers his STR, too.</i>	68
20	<b>Destroyer-Beam:</b> Blast 20d6, Variable Advantage (+1/2 Advantages; +1) (200 Active Points); Only In Alternate Identity (-1/4) <b>Notes:</b> <i>Advantages can be APx2, Affects Desolid, 16m radius explosion+AP, Penetrating, Indirect (source is in front of Forcewall)+AP, 8m radius AE, 4m radius AE+AP, NND (Power Defense), Double Knockback, or any combination of advantages that sums to +1/2</i>	160
	<b>Synaptic Interference Cannon:</b> Multipower, 105-point reserve, (105 Active Points); all slots Only In Alternate Identity (-1/4) <b>Notes:</b> <i>MUCH more effective than the Synaptic Interference Generator in "Book of the Destroyer"</i>	84
10	1) <b>Brainwash:</b> Mind Control 20d6, Attack Versus Alternate Defense (Power Defense; +0) (100 Active Points); Extra Time (Full Phase, -1/2), Language Barrier (-1/4), Only In Alternate Identity (-1/4) <b>Notes:</b> <i>Pretty much what he did to the whole world in 1984</i>	5f
10	2) <b>Neurokinesis:</b> Drain Characteristics 7d6, Characteristics (+1/2) (105 Active Points); Only In Alternate Identity (-1/4)	8f
10	3) <b>Paralysis:</b> 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); Vulnerable (Uncommon; biomanipulation attacks; -1/4), Only In Alternate Identity (-1/4)	7f
10	4) <b>Sensory Shutdown:</b> 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), Only In Alternate Identity (-1/4)	6f
	<b>Tactical Adaptation:</b> (Total: 64 Active Cost, 23 Real Cost) +4 with All Attacks (40 Active Points); 1 Continuing Charge lasting 1 Minute (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4) (Real Cost: 14) <b>PLUS</b>	
[1 cc]	Combat Luck (12 PD/12 ED) (24 Active Points); 1 Continuing Charge lasting 1 Minute (-1), Extra Time (1 Turn (Post-Segment 12), Only to Activate, -3/4) (Real Cost: 9) <b>Notes:</b> <i>This is more effective than the power as designed in "Book of the Destroyer". He has to be in combat for a turn before he can take advantage of it, hence the Extra time limitation.</i>	23
14	<b>Force Barrier Generator:</b> 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
	<b>Transdimensional Forcefield:</b> Multipower, 75-point reserve, (75 Active Points); all slots Only In Alternate Identity (-1/4) <b>Notes:</b> <i>When starting a fight, he will run 5 DCs on each type of Damage Negation until he knows what he's up against, then reallocate it as tactically necessary. The Inviz/Desolid combo is used either for surprise attacks or retreats</i>	60
0	1) Damage Negation (-15 DCs Physical) (75 Active Points); Only In Alternate Identity (-1/4)	12v
0	2) Damage Negation (-15 DCs Energy) (75 Active Points); Only In Alternate Identity (-1/4)	12v
0	3) Damage Negation (-15 DCs Mental) (75 Active Points); Only In Alternate Identity (-1/4)	12v
4	4) <b>Intangibility Web:</b> Desolidification (affected by magic) (40 Active Points); Only In Alternate Identity (-1/4)	3f
3	5) <b>Stealth Field:</b> Invisibility to Sight, Hearing, Mental and Radio Groups (35 Active Points); Only In Alternate Identity (-1/4)	3f

0	<b>Destreum Armor:</b> Resistant Protection (25 PD/25 ED), Hardened (+1/4) (94 Active Points); Only In Alternate Identity (-1/4)	75
	<i>Destreum Armor, all slots Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)</i>	
0	1) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	17
0	2) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	17
0	3) Power Defense (16 points), Hardened (+1/4) (20 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	11
6	4) +65 STR (65 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	37
	5) +20 DEX (40 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	23
	6) +40 CON (40 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	23
	7) +30 PRE (30 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	17
	8) +7 OCV (35 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	20
	9) +7 DCV (35 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	20
	10) +6 SPD (60 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	34
	11) +20 REC (20 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	11
	12) +15 BODY (15 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	8
	13) +180 STUN (90 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	51
1	14) Running +11m (12m/23m total) (11 Active Points); Linked (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	6
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 (Destreum Armor; -1/2), Only In Alternate Identity (-1/4)	16
7	<b>Electrogravitic Modulator:</b> Flight 50m, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4) (75 Active Points); Only In Alternate Identity (-1/4)	60
	<b>Quantum-Displacement Teleportation:</b> Multipower, 47-point reserve, (47 Active Points); all slots Only In Alternate Identity (-1/4)	38
0	1) <b>Short-Range:</b> Teleportation 30m, Reduced Endurance (0 END; +1/2) (45 Active Points); Only In Alternate Identity (-1/4)	4f
0	2) <b>Long-Range:</b> 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); Only In Alternate Identity (-1/4)	4f
	<i>EM Sensors/Comm, all slots Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)</i>	
0	1) <b>Communications Suite:</b> High Range Radio Perception (Radio Group) (12 Active Points); Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	6
0	2) <b>Sennacherib:</b> 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), Unified Power (-1/4), Only In Alternate Identity (-1/4)	12
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), Unified Power (-1/4), Only In Alternate Identity (-1/4)	8
0	4) Detect Energy 16- (no Sense Group), Discriminatory, Analyze (20 Active Points); Sense Affected As More Than One Sense Sight/Hearing Groups (-1/2), Unified Power (-1/4), Only In Alternate Identity (-1/4)	10
	<i>Visual Sensor Systems, all slots Unified Power (-1/4), Only In Alternate Identity (-1/4)</i>	
0	1) Ultraviolet Perception (Sight Group) (5 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	3
0	2) Infrared Perception (Sight Group) (5 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	3

0	3) Sight Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	13
0	4) +10 versus Range Modifier for Sight Group (15 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	10
<i>Aural Sensor Systems</i> , all slots Unified Power (-1/4), Only In Alternate Identity (-1/4)		
0	1) Hearing Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	13
0	2) Active Sonar (Hearing Group) (15 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	10
0	3) Ultrasonic Perception (Hearing Group) (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	2
<b>Total Powers Cost</b>		<b>1170</b>

## EQUIPMENT

END	Item	Cost
10	<b>Destroyer-Beam Booster:</b> Blast 10d6, Variable Advantage (+1/2 Advantages; +1) (100 Active Points); OIF (-1/2), Linked (Destroyer-Beam; -1/2), Delayed Use Once a turn (-1/2)	\$40
[4]	<b>EMP Cannon:</b> Dispel 24d6, any one technological device/power (+1/2), Expanded Effect (x4 Characteristics or Powers simultaneously) (+1 1/2) (216 Active Points); 4 Charges (-1), OIF (-1/2), Limited Special Effect Common SFX (Technology-based; -1/2*), Limited Range (50m; -1/4)	\$66
9	<b>Particle Beam Cannon:</b> Killing Attack - Ranged 6d6 (90 Active Points); OIF (-1/2)	\$60
0	<b>Psionic Shield:</b> (Total: 25 Active Cost, 14 Real Cost) +15 Mental Defense (45 points total) (15 Active Points); OIF (-1/2) (Real Cost: 10) plus +10 Mental Defense (45 points total) (10 Active Points); Only vs. Medina Family Psionics (-1), OIF (-1/2) (Real Cost: 4)	\$14
10	<b>Tractor Beam:</b> Telekinesis (70 STR) (105 Active Points); OIF (-1/2)	\$70
0	<b>Heartbeat Sensor:</b> Detect Heartbeat 9- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (35 Active Points); OIF (-1/2)	\$23
10	<b>Sonic Weakness Field:</b> Drain 3d6, Personal Immunity (+1/4), Expanded Effect (x2 Characteristics or Powers simultaneously) (DEX, STUN; +1/2), Area Of Effect (8m Radius; +1/2), Constant (+1/2), Attack Versus Alternate Defense (resistant Hearing Group Flash Defense; +1/2) (97 Active Points); No Range (-1/2)	\$65
0	<b>The Sword of Destroyer:</b> Killing Attack - Hand-To-Hand 2d6 (2d6+1 / 4d6+1 w/STR), Reduced Endurance (0 END; +1/2), Armor Piercing (x2; +1/2), Penetrating (+1/2) (75 Active Points); OAF (-1)	\$37

## 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 Unified Power (-1/4), Only In Alternate Identity (-1/4)		
1) Absolute Range Sense (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	2	
2) Absolute Time Sense (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	2	
3) Bump Of Direction (3 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	2	
4) Universal Translator 16- (20 Active Points); Unified Power (-1/4), Only In Alternate Identity (-1/4)	13	
<b>Total Talents Cost</b>		<b>64</b>

**Dr. Destroyer****SKILLS**

Roll	Description	Cost
	+2 Overall	24
	<b>Range Stabilization:</b> +4 to offset range mods with all attacks	12
<b>14- (20-)</b>	Bureaucratics	3
<b>11- (15-)</b>	Combat Piloting	3
<b>16-</b>	Computer Programming	3
	Cramming	5
<b>16-</b>	Criminology	3
<b>16-</b>	Cryptography	3
<b>16-</b>	Deduction	3
<b>16-</b>	Demolitions	3
<b>16-</b>	Electronics	3
<b>14- (20-)</b>	High Society	3
<b>14- (20-)</b>	Interrogation	3
<b>19-</b>	Inventor	9
<b>16-</b>	Mechanics	3
<b>16-</b>	Navigation (Air, Land, Marine, Space)	5
<b>14- (20-)</b>	Oratory	3
<b>16-</b>	Paramedics	3
<b>14- (20-)</b>	Persuasion	3
<b>16-</b>	Security Systems	3
<b>16-</b>	Systems Operation	3
<b>16-</b>	Tactics	3
	TF: Science Fiction & Space Vehicles, Combat Aircraft, Large Planes, Small Planes, Submarines	5
<b>16-</b>	Weaponsmith (Biological Weapons, Chemical Weapons, Energy Weapons, Firearms, Incendiary Weapons, Missiles & Rockets, Swords And Daggers)	8
	Jack of All Trades	3
<b>11-</b>	1) PS: Arms Dealer (2 Active Points)	1
<b>16-</b>	2) PS: Chess Grandmaster (3 Active Points)	2
<b>11-</b>	3) PS: Dollmaking (2 Active Points)	1
<b>11- (15-)</b>	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
<b>16-</b>	1) KS: Art History (3 Active Points)	2
<b>16-</b>	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
		<b>Total Skills Cost</b>	<b>209</b>

## PERKS

Description	Cost
<b>Bases:</b> 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
<b>Technological Arsenal:</b> Equipment Points: 250	40
Money: Filthy Rich	15
Positive Reputation: World's Most Powerful and Dangerous Superhuman (A large group) 14-, +5/+5d6	15
Well-connected and 47 points worth of contacts throughout the criminal underworld, world governments, and the scientific community	50
All the followers, vehicles, robots, and bases he could need	
<b>Total Perks Cost</b>	<b>455</b>

## COMPLICATIONS

Description	Points
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)	<b>20</b>
Psychological Complication: Utterly Convinced of His Own Superiority and Destiny to Rule the World (Very Common; Total)	<b>25</b>
Physical Complication: Affected by Cyberpathy (Infrequently; Greatly Impairing)	<b>15</b>
Social Complication: Public Identity Infrequently, Minor	<b>5</b>
<b>Total Complications Points</b>	<b>100</b>

**Dr. Destroyer**

**INFORMATION**

**Powers/Tactics**

**Campaign Use**

THE Big Bad of the TASK FORCE universe. This character sheet is what he was like from the stories "72 Hours" to "The Battle of Detroit"