

Character Name: **Dr. Destroyer**

AKA: Albert Zerstoiten

Genre: Superheroic

Campaign: **Task Force****CHARACTERISTICS**

Val	Char	Base	Cost	Roll
90	STR	10	80	27-
30	DEX	10	40	15-
50	CON	10	40	19-
35	INT	10	25	16-
26	EGO	10	16	14-
60	PRE	10	50	21-
10	OCV	3	35	
10	DCV	3	35	
8	OMCV	3	15	
10	DMCV	3	21	
18/48	PD	2	16	
10/40	ED	2	8	
8	SPD	2.0	60	
28	REC	4	24	
30	END	20	2	
30	BODY	10	20	
250	STUN	20	115	
23m	Run	12	11	
4m	Swim	4	0	
4m	Leap	4	0	
Total 613				

Summary

Lift: 6.6ktons

Initiative: 30

Stun Threshold: 50

Perception Roll: 16-

PRE Attack: 12d6

STR Dmg: 18d6

STR END: 9

18/48 PD • 0/30 Res. PD

10/40 ED • 0/30 Res. ED

Phases: 2, 3, 5, 6, 8, 9, 11, 12

CHARACTER IMAGE**EXPERIENCE POINTS**

Total earned:	2365
Spent:	2365
Unspent:	0
Base Points:	650
Complication Points:	100

Characteristic Points:	613
Power Points:	1229
Talent Points:	67
Martial Art Points:	0
Skill Points:	233
Perk Points:	873

Total Points: 3015**MOVEMENT**

Type	Top Speed
Run	23m [46m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Flight	60m [480m 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 a MUCH older version of Bob Hawkins, only with an ugly burn across one cheek.

Background

There were some typos in his HG6ed CVV1 writeup. Cleaned those up and grouped his powers a little better. Also assume he changed some stuff based on what he saw his son develop.

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. Others -- including his own son -- are little more than sheep deserving to be herded.

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

DEFENSE POWERS

Name	Effect	Defense	END
Intense Willpower	Mental Defense	10	0
Intense Sense of Self	Mental Defense	10	0
Tactical Adaptation	Compound Power	0	[1 cc]
Force Barrier Generator	Barrier	30	18
	Custom Power	10	0
	Custom Power	10	0
	Custom Power	10	0
	Damage Negation	0	0
	Damage Negation	0	0
	Damage Negation	0	0
Destreum Armor	Resistant Protection	60	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Power Defense	16	0
	Flash Defense	15	0
	Flash Defense	15	0

SENSORY POWERS

Name	Effect	END
Communications Suite	High Range Radio Perception	0
Sennacherib	Mind Link	0
	Radar	2
	16- Detect	0

COMBAT STATS

Type	Base/Total	Current	Vitals
Stunned Threshold	50	STUN:	
Melee Damage	18d6		
Physical Defense	18/48		/250
<i>Res. Phys. Defense</i>	0/30	END:	
Energy Defense	10/40		
<i>Res. Energy Defense</i>	0/30		/30
Mental Defense	45	BODY:	
Power Defense	16		/30

COMBAT VALUES

OCV: 10 DCV: 10
OMCV: 8 DMCV: 10

Combat Skill Levels

+4 Overall

Initiative and Action Phases

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

COMBAT MODIFIERS

Range 0-8m 9-16m 17-32m 33-64m 65-125m 129-250m
RMOD 0 -2 -4 -6 -8 -10

Targeting Shot

Targeting Shot	OCV	Hit Location
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

Name	Effect	END
	Ultraviolet Perception	0
	Infrared Perception	0
	+10 versus Range	0
	Modifier Telescopic	0
	Active Sonar	0
	Ultrasonic Perception	0

EQUIPMENT

Item	Stats	Range	END
Destroyer-Beam Booster	10d6 Blast	500m	10
EMP Cannon	24d6 Dispel	var.	[4]
Energetic RPG	1 point Killing Attack - Ranged	50m	[30]
Molecular Disruptor	5d6 (standard effect: 15 points) Drain	var.	7
Psionic Shield	Compound Power		1
Resonant Nuclear Disintegrator	1 point Killing Attack - Ranged	50m	[1 nr]
Tractor Beam	(70 STR) Telekinesis	1,050m	10
Heartbeat Sensor	9- Detect		0
Neurokinetic Aerosol	3d6 Drain	300m	[6]
Sonic Reflector	90 Active Points' worth Reflection		9
Sonic Weakness Field	3d6 Drain		8
The Sword of Destroyer	2d6 (5d6 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) 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 (45 points total) (12 Active Points); Unified Power (-1/4), Nonpersistent (-1/4)	8
0	2) Intense Sense of Self: +10 Mental Defense (45 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 (70 END, 60 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) (62 Active Points) Notes: <i>(x8 number of items) Powers his STR, too.</i>	77
20	Destroyer-Beam: Blast 20d6, Variable Advantage (+1/2 Advantages; +1) (200 Active Points) Notes: <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>	200
	Synaptic Interference Cannon: Multipower, 105-point reserve Notes: <i>MUCH more effective than the Synaptic Interference Generator in "Book of the Destroyer"</i>	105
10	1) Brainwash: Mind Control 20d6, Attack Versus Alternate Defense (Power Defense; +0) (100 Active Points); Extra Time (Full Phase, -1/2), Language Barrier (-1/4) Notes: <i>Pretty much what he did to the whole world in 1984</i>	6f
10	2) Neurokinesis: Drain Characteristics 7d6, Characteristics (+1/2) (105 Active Points)	10f
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); Vulnerable (Uncommon; biomanipulation attacks; -1/4)	8f
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)	7f
	Tactical Adaptation: (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) PLUS	
[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) Notes: <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
18	Force Barrier Generator: Barrier 15 PD/15 ED, 10 BODY (up to 15m long, 4m tall, and 1/2m thick), Dismissable, Non-Anchored, Allocatable (+1/4), Configurable (+1/4), One-Way Transparent (Synaptic Interference Cannon; +1/2) (180 Active Points)	180
	Force Barrier Opacitizer: Multipower, 30-point reserve, (30 Active Points); all slots Linked (Force Barrier Generator; -1/2)	20
0	1) Add to Barrier: Opaque (Sight Group), Reduced Endurance (0 END; +1/2) (15 Active Points); Linked (Force Barrier Generator; -1/2)	1f
0	2) Add to Barrier: Opaque (Hearing Group), Reduced Endurance (0 END; +1/2) (15 Active Points); Linked (Force Barrier Generator; -1/2)	1f
0	3) Add to Barrier: Opaque (Mental Group), Reduced Endurance (0 END; +1/2) (15 Active Points); Linked (Force Barrier Generator; -1/2)	1f
	Transdimensional Forcefield: Multipower, 75-point reserve Notes: <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>	75
0	1) Damage Negation (-15 DCs Physical) (75 Active Points)	15v
0	2) Damage Negation (-15 DCs Energy) (75 Active Points)	15v
0	3) Damage Negation (-15 DCs Mental) (75 Active Points)	15v

4	4) Intangibility Web: Desolidification (affected by magic) (40 Active Points)	4f
3	5) Stealth Field: Invisibility to Sight, Hearing, Mental and Radio Groups (35 Active Points)	3f
0	Destream Armor: Resistant Protection (30 PD/30 ED), Hardened (+1/4) (112 Active Points)	112
	<i>Destream Armor, all slots Linked (Destream Armor; -1/2)</i>	
0	1) Physical Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destream Armor; -1/2)	20
0	2) Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destream Armor; -1/2)	20
0	3) Power Defense (16 points), Hardened (+1/4) (20 Active Points); Linked (Destream Armor; -1/2)	13
0	4) 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)	19
10	Electrogravitic Modulator: Flight 60m, x8 Noncombat, Combat Acceleration/Deceleration (+1/4), No Turn Mode (+1/4) (105 Active Points)	105
	Quantum-Displacement Teleportation: Multipower, 47-point reserve	47
0	1) Short-Range: Teleportation 30m, Reduced Endurance (0 END; +1/2) (45 Active Points)	4f
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)	5f
	<i>EM Sensors/Comm, all slots Sense Affected As More Than One Sense Sight/Hearing Groups (-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), Unified Power (-1/4)	7
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), Unified Power (-1/4)	14
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)	9
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)	11
	<i>Visual Sensor Systems, all slots Unified Power (-1/4)</i>	
0	1) Ultraviolet Perception (Sight Group) (5 Active Points); Unified Power (-1/4)	4
0	2) Infrared Perception (Sight Group) (5 Active Points); Unified Power (-1/4)	4
0	3) Sight Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Unified Power (-1/4)	15
0	4) +10 versus Range Modifier for Sight Group (15 Active Points); Unified Power (-1/4)	12
	<i>Aural Sensor Systems, all slots Unified Power (-1/4)</i>	
0	1) Hearing Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Unified Power (-1/4)	15
0	2) Active Sonar (Hearing Group) (15 Active Points); Unified Power (-1/4)	12
0	3) Ultrasonic Perception (Hearing Group) (3 Active Points); Unified Power (-1/4)	2
	Total Powers Cost	1229

EQUIPMENT

END	Item	Cost
	This grouping of equipment was what he had set for "Leap Day"	
10	Destroyer-Beam Booster: 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]	EMP Cannon: 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
[30]	Energetic RPG: Killing Attack - Ranged 1 point, +1 Increased STUN Multiplier (+1/4), Area Of Effect (8m Cone; +1/2), Thin Cone (-1/4), Indirect (Source Point is the Character, path can change with every use; +1/2), Penetrating (x2; +1), Autofire (10 shots; +2) (26 Active Points); OIF (-1/2), 30 Charges (+1/4)	\$17

7	Molecular Disruptor: Drain Damage Reduction 5d6 (standard effect: 15 points), Attack Versus Alternate Defense (DR based on forcefields; All Or Nothing; +0), Expanded Effect (x2 Characteristics or Powers simultaneously) (Physical and Energy; +1/2) (75 Active Points); One Use At A Time (-1), OIF (-1/2), All points come back in one turn (-1/2), Limited Range (50m; -1/4) Notes: Uses Absolute Effect Rule (6E1:133), defined as reducing the effectiveness of resistant Physical and Energy Damage Reduction by half. The standard effect are the points required to halve the effectiveness of 50% resistant Damage Reduction.	\$23
1	Psionic Shield: (Total: 25 Active Cost, 11 Real Cost) +15 Mental Defense (45 points total) (15 Active Points); OIF (-1/2), Costs Endurance (-1/2) (Real Cost: 7) plus +10 Mental Defense (45 points total) (10 Active Points); Only vs. Medina Family Psionics (-1), OIF (-1/2) (Real Cost: 4)	\$11
[1 nr]	Resonant Nuclear Disintegrator: Killing Attack - Ranged 1 point, Area Of Effect (3m Radius; +1/4), Trigger (Activating the Trigger is an Action that takes no time, Trigger requires a Turn or more to reset; Destruction of Destroyer's Armor; +1/4), Penetrating (x2; +1), MegaArea (1m = 10,000 km; +2), Cannot alter scale (-1/4), Damage Over Time (60 damage increments, damage occurs every Segment, +5 1/4) (47 Active Points); 1 Charge which Never Recovers (-4), Extra Time (1 Day, Only to Activate, -2), OAF Bulky (-1 1/2) Notes: The Doomsday Device from 'The Prisoner of Doctor Destroyer'. He ordered Sennacherib to set the trigger remotely as he began to fight Shadow Destroyer in the climax of 'Leap Day'	\$5
10	Tractor Beam: Telekinesis (70 STR) (105 Active Points); OIF (-1/2)	\$70
This is extra equipment he could conceivably use in a story other than what's shown above		
0	Heartbeat Sensor: Detect Heartbeat 9- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (35 Active Points); OIF (-1/2)	\$23
[6]	Neurokinetic Aerosol: Drain END 3d6, Area Of Effect (8m Cone; +1/2), Thin Cone (-1/4), Armor Piercing (x2; +1/2), Autofire (3 shots; +1 1/4) (90 Active Points); 6 Charges (-3/4), OIF (-1/2)	\$40
9	Sonic Reflector: Reflection (90 Active Points' worth), Any Target (+1/2) (90 Active Points); Only vs. Sonic Attacks (-1/2), OIF (-1/2)	\$45
8	Sonic Weakness Field: Drain 3d6, Attack Versus Alternate Defense (ED; All Or Nothing; resistant Hearing Group Flash Defense; +0), 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) (82 Active Points); No Range (-1/2)	\$55
0	The Sword of Destroyer: Killing Attack - Hand-To-Hand 2d6 (5d6 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, all slots Unified Power (-1/4)</i>	
1) Absolute Range Sense (3 Active Points); Unified Power (-1/4)	2
2) Absolute Time Sense (3 Active Points); Unified Power (-1/4)	2
3) Bump Of Direction (3 Active Points); Unified Power (-1/4)	2
4) Universal Translator 16- (20 Active Points); Unified Power (-1/4)	16
Total Talents Cost	67

Dr. Destroyer**SKILLS**

Roll	Description	Cost
	+4 Overall	48
	Range Stabilization: +4 to offset range mods with all attacks	12
21-	Bureaucratics	3
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
21-	High Society	3
21-	Interrogation	3
19-	Inventor	9
16-	Mechanics	3
16-	Navigation (Air, Land, Marine, Space)	5
21-	Oratory	3
16-	Paramedics	3
21-	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
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	233

PERKS

Description	Cost
Bases: 4 Bases of up to 1,600 points <i>Notes: Tartarus (Poseidon's Fist is docked here), Eisenfestung, Vansharakana, and Zuflucht.</i>	330
Sennacherib: 8 1,200 point AI's	255
Destroids: Approximately 8,000 750-point robots	215
Money: Filthy Rich	15
Technological Arsenal: Equipment Points: 250 <i>Notes: The first 7 powers in the Equipment tab were the ones he used for 'Leap Day'</i>	40
Positive Reputation: World's Most Powerful and Dangerous Superhuman (A large group) 14-, +6/+6d6	18
Note that he has lost his Contacts perk, as by "Leap Day" he has been in hiding for nearly 20 years	
Total Perks Cost	873

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)	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**

Because of a defect in his genome, anti-aging or longevity treatments currently known to the TASK FORCE universe are ineffective in prolonging his life. The only thing keeping him fit and healthy as of 2012 is living in his battlesuit 24/7, which (barring misadventure) should keep him alive for about another half-century. Because of this -- and the security safeguards involved with taking off his armor -- it is not considered to be a focus. It is the special effect of most of his characteristics and powers. As Steve Long says repeatedly, keep the special effect in mind when adjudicating certain game situations involving Destroyer.

Campaign Use

THE Big Bad of the TASK FORCE universe until the story "Leap Day". This character sheet is what he was like in the stories "The Great Stronghold Breakout" and "Leap Day"