



Character Name: **Menton**
 AKA: Alejandro Medina
 Genre: Superheroic
 Campaign: **TASK FORCE**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
20	STR	10	10	13-
20	DEX	10	20	13-
40	CON	10	30	17-
35	INT	10	25	16-
30	EGO	10	20	15-
50	PRE	10	40	19-
7	OCV	3	20	
7	DCV	3	20	
15	OMCV	3	36	
15	DMCV	3	36	
15/35	PD	2	13	
20/40	ED	2	18	
8	SPD	2.0	20	
16	REC	4	12	
80	END	20	12	
20	BODY	10	10	
70	STUN	20	25	
12m	Run	12	0	
4m	Swim	4	0	
4m	Leap	4	0	
Total 367				

CHARACTER IMAGE



Summary
 Lift: 400.0kg
 Initiative: 20
 Stun Threshold: 40
 Perception Roll: 16-
 PRE Attack: 10d6
 STR Dmg: 4d6
 STR END: 2

15/35 PD • 0/20 Res. PD
 20/40 ED • 0/20 Res. ED
 Phases: 2, 3, 5, 6, 8, 9, 11, 12

EXPERIENCE POINTS

Total earned:	975
Spent:	975
Unspent:	0
Base Points:	500
Complication Points:	75
Characteristic Points:	367
Power Points:	571
Talent Points:	89
Martial Art Points:	0
Skill Points:	135
Perk Points:	313
Total Points:	1475

INFORMATION

Eye Color: Brown
Hair Color: Black
Height: 1.86 m
Weight: 83.00 kg

Appearance

With his black hair and smoky dark eyes, Alejandro Medina is a handsome man in his early thirties; he enhances others' perception of his already noteworthy appearance through subtle mental manipulation. He wears the most expensive, best-tailored clothes he can obtain, often using an item of clothing no more than once or twice before discarding it as "worthless." He's usually accompanied by a train of utterly obedient servants and gorgeous "girlfriends."

Background

Throughout the world, the Medinas of Spain are renowned as wealthy cattle-owners and industrialists. For centuries they've been one of Spain's most prominent families, with relations among the crowned heads of Europe and an open invitation to the most exclusive social events. What no one knows, and the Medinas have always taken great pains to conceal, is that since shortly after World War II the family has offered its unswerving loyalty and obedience to Albert Zerstoiten, better known to the world as Dr. Destroyer. Neither Destroyer nor any Medina has ever revealed why the family pledged itself to Destroyer's service, but the fact of it remains. (Though since Dr. Destroyer's been "dead" since 1992, the family's been left to chart its own destiny without him... a state of affairs more than one Medina prefers to serving a world-conquering madman.)

MOVEMENT

Type	Top Speed
Run	12m [24m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	5m [10m NC]

In 1968, Pacorro Medina took over as head of the family upon the death of his father, Sebastiano. Though young, Pacorro had a good head for business, and a fine appreciation of family tradition. He recognized the need to breed sons, to continue the family line unbroken and ensure that the family businesses would never leave Medina hands. He courted and won the hand of Raquel Herrera, considered the most beautiful young woman in Spain.

In 1970, Raquel gave birth to fraternal twins, a boy Alejandro and a girl Isabella. They were the joy of their parents' lives — until the day Dr. Destroyer discovered latent psionic potential in both of them. He commanded Pacorro and Raquel to turn the children over to him, and without hesitation they obeyed.

For Alejandro and Isabella, the next ten years were a blur of studies, experiments, tests, and procedures. Destroyer brought the full force of his intellect and technology to bear on the problem of unlocking the twins' psionic powers. Finally, after a decade of research, he succeeded. Isabella gained mental powers the equal of other powerful psionics. Alejandro, for reasons Destroyer could not fully explain, gained much, much more -- so vast were the powers Destroyer unleashed within him that from that day to this, he remains the most powerful human psionic in existence.

Destroyer wasted no time putting his newest assets -- codenamed Menton and Mentalla -- to work as spies and assassins. Despite their youth and inexperience, they spearheaded his attempt to take over the United States in 1980, and though that scheme failed he found their performance more than adequate. The twins spent many years in his service, content with the responsibilities and perquisites they enjoyed, but never truly happy serving another -- their powerful minds were not susceptible to Destroyer's "loyalty treatments" the way ordinary humans' are. Alejandro in particular chafed under the Doctor's command, though he never showed it openly. Why should one so powerful as he serve anyone, even Destroyer?

Personality

Menton's grudging obedience of Dr. Destroyer masks his general contempt for the rest of humanity.

Quotes

"Struggle as you will, you can never withstand the power of my mind."

Menton

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

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	40	STUN:
Melee Damage	4d6	
Physical Defense	15/35	/70
Res. Phys. Defense	0/20	END:
Energy Defense	20/40	
Res. Energy Defense	0/20	/80
Mental Defense	25	BODY:
Power Defense	0	/20

COMBAT VALUES

OCV: 7 **DCV: 7**
OMCV: 15 **DMCV: 15**

Combat Skill Levels

+2 Overall

Initiative and Action Phases

DEX: 20 **Action Phases: 2, 3, 5, 6, 8, 9, 11, 12**

ATTACK POWERS

Name	Effect	END
Group Hallucination	Images	10
Illusionary Disguise	16d6 Mental Illusions	4
Lethal Psionic Assault	2d6 Killing Attack - Ranged	10
Mental Paralysis	4d6, 4 PD/4 ED Entangle	4
Mind Blast	8d6 Mental Blast	4
Neural Asensia	9d6 Flash	4
Phobic Manipulation, Terrifying Fear	16d6 Mental Illusions	4
Psionic Palsy	8d6 Drain	10
Psionic Surgery	7d6-1 Transform	10
Telepathic Mental Control	13d6+1 Mind Control	4
Telepathic Shriek	5d6+1 Mental Blast	9
Unclear Thoughts	Change Environment	2
Psychokinesis	(40 STR) Telekinesis	9

COMBAT MODIFIERS

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

DEFENSE POWERS

Name	Effect	Defense	END
Psychokinetic Shield	Resistant Protection	40	0
Strong Mind	Compound Power	0	0

SENSORY POWERS

Name	Effect	END
	12d6 Mind Scan	3
	12d6 Telepathy	0
Mind Detection	16- Detect	0

Menton**POWERS**

END	Description	Cost
	<i>Psionic Powers</i> , all slots Unified Power (Vast Psionic Powers; -1/4)	
3	1) Mind Scan 12d6, +4 OMCV, Reduced Endurance (1/2 END; +1/4) (85 Active Points); Unified Power (Vast Psionic Powers; -1/4)	68
0	2) Telepathy 12d6, Reduced Endurance (0 END; +1/2) (90 Active Points); Unified Power (Vast Psionic Powers; -1/4)	72
0	3) Psychokinetic Shield : Resistant Protection (20 PD/20 ED) (60 Active Points); Nonpersistent (-1/4), Unified Power (Vast Psionic Powers; -1/4)	40
	Psionics : Variable Power Pool (Magic Pool), 160 base + 100 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) (310 Active Points); Mental/Psychokinetic-based powers only (-1/4); all slots Unified Power (-1/4)	260
10	1) Group Hallucination : Sight, Hearing, Mental, Radio, Smell/Taste and Touch Groups Images, +/-5 to PER Rolls, Area Of Effect (30m Radius; +1) (100 Active Points); Only Perceivable By Persons Originally In Affected Area (-1/4), Unified Power (-1/4) Real Cost: 67	0
4	2) Illusionary Disguise : Mental Illusions 16d6, Reduced Endurance (1/2 END; +1/4) (100 Active Points); Self Only (-1), Unified Power (-1/4) Real Cost: 44	0
10	3) Lethal Psionic Assault : Killing Attack - Ranged 2d6, Alternate Combat Value (uses OMCV against DMCV; +1/4), Attack Versus Alternate Defense (Mental Defense; +1), Does BODY (+1) (97 Active Points); Unified Power (-1/4) Real Cost: 78	0
4	4) Mental Paralysis : Entangle 4d6, 4 PD/4 ED, Alternate Combat Value (uses OMCV against DMCV; +1/4), Works Against EGO, Not STR (+1/4), Reduced Endurance (1/2 END; +1/4), Takes No Damage From Physical Attacks (see 6E1 p217; +3/4) (100 Active Points); Unified Power (-1/4) Real Cost: 80	0
4	5) Mind Blast : Mental Blast 8d6, Reduced Endurance (1/2 END; +1/4) (100 Active Points); Unified Power (-1/4) Real Cost: 80	0
4	6) Neural Asensia : Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 9d6, Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Reduced Endurance (1/2 END; +1/4) (97 Active Points); Unified Power (-1/4) Real Cost: 78	0
4	7) Phobic Manipulation, Terrifying Fear : Mental Illusions 16d6, Reduced Endurance (1/2 END; +1/4) (100 Active Points); No Conscious Control (Only to force target to experience his greatest fear; -1), Unified Power (-1/4) Real Cost: 44	0
2	8) Psionic Invisibility : Invisibility to Sight, Hearing, Smell/Taste and Touch Groups, No Fringe, Reduced Endurance (1/2 END; +1/4) (56 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-1/2), Unified Power (-1/4) Real Cost: 32	0
10	9) Psionic Palsy : Drain DEX 8d6, Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4) (100 Active Points); Unified Power (-1/4) Real Cost: 80	0
10	10) Psionic Surgery : Major Transform 7d6-1 (alter, remove, or add memories or Psychological Complications,, normally [or through repeated applications of this power, character's choice at purchase]), Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Works Against EGO, Not BODY (+1/4) (97 Active Points); Limited Target (mental "objects" in the minds of sentient beings; -1/2), Unified Power (-1/4) Real Cost: 55	0
	11) Self-Protection : +6 DCV (30 Active Points); Not Against an Attacker with Mental Defense (-1/2), Unified Power (-1/4) Real Cost: 17	0
4	12) Telepathic Mental Control : Mind Control 13d6+1, Telepathic (+1/4), Reduced Endurance (1/2 END; +1/4) (100 Active Points); Unified Power (-1/4) Real Cost: 80	0
9	13) Telepathic Shriek : Mental Blast 5d6+1, Personal Immunity (+1/4), Area Of Effect (30m Radius Explosion; +1/2) (93 Active Points); No Range (-1/2), Unified Power (-1/4) Real Cost: 53	0
2	14) Unclear Thoughts : Change Environment (create field of "telepathic static") (-6 to INT and Intellect Rolls), Personal Immunity (+1/4), Reduced Endurance (1/2 END; +1/4), Area Of Effect (16m Radius; +3/4) (54 Active Points); Unified Power (-1/4) Real Cost: 43	0
9	15) Psychokinesis : Telekinesis (40 STR), Alternate Combat Value (uses OMCV against DCV; +0), Line Of Sight (+1/2) (90 Active Points); Unified Power (-1/4) Real Cost: 72	0
	Speed of Thought : +4 SPD (40 Active Points); Only to use Mental Powers (-1/2)	27

0	Strong Mind: (Total: 35 Active Cost, 35 Real Cost) +25 Mental Defense (25 points total) (Real Cost: 25)	35
	PLUS	
	Mental Group Flash Defense (10 points) (Real Cost: 10)	
0	Mind Detection: Detect Minds 16- (Mental Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Targeting, Telescopic: +8	34
0	Favor of Fortune: Luck 4d6	20
0	Teleportation Web: Teleportation 5m, Invisible Power Effects (Inobvious to [one Sense Group]; +1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 10,000 km; +2) (19 Active Points); IIF (ring; -1/4)	15
	Total Powers Cost	571

TALENTS

Description	Cost
Danger Sense (any area, any danger) 20-	44
Eidetic Memory	5
Simulate Death	3
+3/+3d6 Striking Appearance (vs. all characters)	9
Universal Translator 16-	20
Onboard Computer, all slots OIF (-1/2), Unified Power (-1/4)	
1) Absolute Range Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
2) Atomic Clock: Absolute Time Sense (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
3) Inertial Nav System: Bump Of Direction (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
4) Lightning Calculator (3 Active Points); OIF (-1/2), Unified Power (-1/4)	2
	Total Talents Cost 89

Menton**SKILLS**

Roll	Description	Cost
	+2 Overall	24
	+6 with all Mental powers/attacks	36
19-	Acting	3
13-	Climbing	3
13-	Combat Driving	3
16-	Computer Programming	3
19-	Conversation	3
16-	Deduction	3
16-	Disguise	3
19-	High Society	3
16-	Power: Psionic Powers	3
16-	Power: Psychokinetic Powers	3
16-	Science Skill: Psionic Surgery	3
16-	Science Skill: Psionic Engineering	3
16-	Security Systems	3
13-	Stealth	3
	TF: Common Motorized Ground Vehicles, Hanggliding, Helicopters, SCUBA, Skiing (snow), Small Motorized Boats, Small Planes, Small Wind-Powered Boats, Snowmobiles, Two-Wheeled Motorized Ground Vehicles	10
	WF: Small Arms, Blades	3
	Scholar	3
16-	1) KS: Psionic Etiquette (3 Active Points)	2
16-	2) KS: The Psionic World (3 Active Points)	2
16-	3) KS: The Superhuman World (3 Active Points)	2
	Traveler	3
11-	1) CK: Dubai (2 Active Points)	1
11-	2) CK: Hong Kong (2 Active Points)	1
11-	3) CK: London (2 Active Points)	1
11-	4) CK: Mumbai (2 Active Points)	1
11-	5) CK: New York (2 Active Points)	1
11-	6) CK: Paris (2 Active Points)	1
11-	7) CK: Singapore (2 Active Points)	1
11-	8) CK: Tokyo (2 Active Points)	1
Total Skills Cost		135

PERKS

Description	Cost	
Fringe Benefit: International Driver's License, Passport	2	
Money: Filthy Rich	11	
Well-Connected	3	
Contacts throughout underworld and high society	97	
Alpenfestung II: 1000-point Base	200	
<i>Notes: "Appropriated" it for his personal use after Destroyer's capture in 2012. He took Lady Blue here to work on both the Force and War armor suits he stole.</i>		
Total Perks Cost		313

COMPLICATIONS

Description	Points
Distinctive Features: Mutant (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort)	10
Enraged: if takes BODY (Uncommon), go 11-, recover 8-	20
Hunted: UNTIL Frequently (As Pow; NCI; Capture)	15
Social Complication: Subject to Orders from Dr. Destroyer Frequently, Major	15
Social Complication: Secret Identity Frequently, Major	15
Total Complications Points	75

Menton**INFORMATION****Powers/Tactics**

Mental powers operate on segments 2,5,8, and 11. Physical powers operate on segments 3,6,9, and 12. For all his experience with psionic combat over the decades, he is a novice at physical combat.

Campaign Use

This is as he was during 'The Battle if Detroit'. Up his psionic list and VPP to support 150-point powers for "Jungles of Guamanga"