

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



CHARACTERISTICS

| Val | Char | Base | Cost | Roll |
|-------|------|------|------|-----------|
| 20/60 | STR | 10 | 10 | 13- / 21- |
| 20 | DEX | 10 | 20 | 13- |
| 40/50 | CON | 10 | 30 | 17- / 19- |
| 35 | INT | 10 | 25 | 16- |
| 30 | EGO | 10 | 20 | 15- |
| 50 | PRE | 10 | 40 | 19- |
| 7/10 | OCV | 3 | 20 | |
| 7/10 | 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

Summary
 Lift: 400.0kg/102.4tons
 Initiative: 40
 Stun Threshold: 40/50
 Perception Roll: 16-
 PRE Attack: 10d6
 STR Dmg: 4d6/12d6
 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

CHARACTER IMAGE



EXPERIENCE POINTS

| | |
|------------------------|------|
| Total earned: | 1431 |
| Spent: | 1431 |
| Unspent: | 0 |
| Base Points: | 650 |
| Complication Points: | 110 |
| Characteristic Points: | 367 |
| Power Points: | 1177 |
| Talent Points: | 89 |
| Martial Art Points: | 0 |
| Skill Points: | 135 |
| Perk Points: | 313 |

Total Points: 2081

MOVEMENT

| Type | Top Speed |
|----------|--------------|
| Run | 12m [24m NC] |
| Swim | 4m [8m NC] |
| H. Leap | 4m [8m NC] |
| V. Leap | 2m [4m NC] |
| Flight | 40m [80m NC] |
| Teleport | 5m [10m NC] |

INFORMATION

Eye Color: Brown
Hair Color: Black/gray
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 forties (though he looks about ten years younger); 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.)

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?

In 1992, when Destroyer faked his own death to go underground (destroying Detroit in the process), Alejandro saw his opportunity. With all the world looking for Destroyer to make sure he was truly dead, Destroyer didn't dare to hunt down one renegade servant, no matter how powerful -- to do so would unacceptably jeopardize the success of his overall scheme. Accordingly, Menton defected from Destroyer's organization and set out to conquer the world for himself. Although he's launched many schemes to rule humanity, the one that came closest to succeeding was his 2005 effort to manipulate the people of Guamanga into electing him their president.

Using that country as a power base he could have quickly taken over many other nations, and eventually Earth. Unfortunately for him, a secret UNTIL mission distracted him enough to let a disguised Rakshasa get close enough to shoot him point-blank in the head with a blaster pistol! His Psychokinetic Shield saved his life, but he was left badly injured and in a coma. He was soon placed in "hot sleep" in Stronghold.

And he might have remained there for the rest of his life... but Shadow Destroyer needed the Cosmic Halberd of Valak the World-Ravager, locked up in Stronghold's deepest and most secure vaults, to power the time-travelling device he thought would restore his original timeline into existence. In order to make off with the artifact, Shadow Destroyer needed a distraction... And so it was in July of 2009 that Menton was suddenly awakened, his capsule unknowingly sabotaged by Shadow Destroyer. After opening the capsule and realizing where he was, Menton quickly used his mental powers to take over key Stronghold personnel and made his escape. To cover *his* tracks he freed most of the other inmates, resulting in the so-called "great Stronghold break-out of 2009."

It was then he discovered the full extent of what Rakshasa's bolt had done to

him back in 2005. Menton could no longer manifest any psychokinetic abilities. For the next two and a half years, he laid low to marshal his strength and establish a resource base. After Destroyer revealed his existence during the Leap Day ritual of 2012 and was subsequently depowered by Ladyhawk and Starforce, Menton saw his chance to regain his lost psychokinetic capabilities by raiding his former master's technological treasures. In an assault on Angelstone Lab's secure holding facility containing all of Destroyer's confiscated high tech, an experimental suit of Force Armor went missing. He remedied his lack of experience with the technology by kidnapping/mind-raping retired supervillainess Lady Blue. Setting up in Destroyer's new facility in the Alps, he set forth to finish what Doctor Destroyer ultimately proved incapable of doing -- rule the world.

Personality

Menton makes no secret of his general contempt for the rest of humanity. He considers everyone else on Earth, up to and including the most powerful politicians, businessmen, and master villains, his inferior. To him, other people are just puppets to control and manipulate as he chooses. He enjoys displaying his "superiority" by inflicting various petty and not-so-petty cruelties on other people, like Mind Controlling them to do things that get them fired or divorced, forcing women to obey his whims while retaining full awareness of what they're doing (and then changing their memories of his appearance so they accuse someone else of the crime), and so forth.

Menton is easily offended by anyone who harms or insults him, and quite willing to go out of his way to make such people suffer for their impudence. He'll use his powers first to uncover a hero's Secret Identity, then to ruin his civilian life, and finally, after he's toyed with his victim long enough, to reveal what's been done and then kill him.

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 | 40/50 | STUN: |
| Melee Damage | 4d6/12d6 | |
| 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 | 10 | /20 |

COMBAT VALUES

OCV: 7/10 **DCV: 7/10**
OMCV: 15 **DMCV: 15**

Combat Skill Levels

+2 Overall

Initiative and Action Phases

DEX: 40 **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 |

ATTACK POWERS

| Name | Effect | END |
|---|-------------------------------|-----|
| Group Hallucination | Images | 12 |
| Illusionary Disguise | 20d6 Mental Illusions | 5 |
| Lethal Psionic Assault | 2d6+1 Killing Attack - Ranged | 11 |
| Mental Paralysis | 5d6, 5 PD/5 ED Entangle | 5 |
| Mind Blast | 10d6 Mental Blast | 5 |
| Neural Asensia | 12d6 Flash | 5 |
| Phobic Manipulation, Terrifying Fear | 20d6 Mental Illusions | 5 |
| Psionic Palsy | 10d6 Drain | 12 |
| Psionic Surgery | 8d6 Transform | 12 |
| Telepathic Mental Control | 16d6 Mind Control | 5 |
| Telepathic Shriek | 7d6 Mental Blast | 12 |
| Unclear Thoughts | Change Environment | 2 |
| | (60 STR) Telekinesis | 0 |
| | STR | |
| Force Boost | (60 STR) Telekinesis | 0 |
| Force Shackles | 11d6, 11 PD/11 ED Entangle | 0 |
| Force Spear | 7d6 Killing Attack - Ranged | 0 |

DEFENSE POWERS

| Name | Effect | Defense | END |
|--------------------|----------------------|---------|-----|
| Strong Mind | Compound Power | 0 | 0 |
| Forcefield | Resistant Protection | 50 | 0 |
| | Damage Reduction | 0 | 0 |

| Name | Effect | Defense | END |
|-----------------------|------------------------|---------|-----|
| | Damage Reduction | 0 | 0 |
| SENSORY POWERS | | | |
| Name | Effect | | END |
| | 16d6 Mind Scan | | 4 |
| | 16d6 Telepathy | | 0 |
| Mind Detection | 16- Detect | | 0 |
| | Nightvision | | 0 |
| | Infrared Perception | | 0 |
| | Ultraviolet Perception | | 0 |
| | Ultrasonic Perception | | 0 |
| | Radar | | 0 |

Menton**POWERS**

| END | Description | Cost |
|------------|---|-------------|
| | <i>Psionic Powers</i> , all slots Unified Power (Psionics; -1/4) | |
| 4 | 1) Mind Scan 16d6, +4 OMCV, Reduced Endurance (1/2 END; +1/4) (110 Active Points); Unified Power (Psionics; -1/4) | 88 |
| 0 | 2) Telepathy 16d6, Reduced Endurance (0 END; +1/2) (120 Active Points); Unified Power (Psionics; -1/4) | 96 |
| | Psionics: Variable Power Pool (Magic Pool), 250 base + 150 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) (475 Active Points); Mental/Psychokinetic-based powers only (-1/4); all slots Unified Power (Psionics; -1/4) | 400 |
| 12 | 1) Group Hallucination: Sight, Hearing, Mental, Radio, Smell/Taste and Touch Groups Images, +/-8 to PER Rolls, Area Of Effect (30m Radius; +1) (118 Active Points); Only Perceivable By Persons Originally In Affected Area (-1/4), Unified Power (Psionics; -1/4) Real Cost: 79 | 0 |
| 5 | 2) Illusionary Disguise: Mental Illusions 20d6, Reduced Endurance (1/2 END; +1/4) (125 Active Points); Self Only (-1), Unified Power (Psionics; -1/4) Real Cost: 55 | 0 |
| 11 | 3) Lethal Psionic Assault: Killing Attack - Ranged 2d6+1, Alternate Combat Value (uses OMCV against DMCV; +1/4), Attack Versus Alternate Defense (Mental Defense; +1), Does BODY (+1) (114 Active Points); Unified Power (Psionics; -1/4) Real Cost: 91 | 0 |
| 5 | 4) Mental Paralysis: Entangle 5d6, 5 PD/5 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) (125 Active Points); Unified Power (Psionics; -1/4) Real Cost: 100 | 0 |
| 5 | 5) Mind Blast: Mental Blast 10d6, Reduced Endurance (1/2 END; +1/4) (125 Active Points); Unified Power (Psionics; -1/4) Real Cost: 100 | 0 |
| 5 | 6) Neural Asensia: Sight, Hearing, Smell/Taste, Touch and Mental Groups Flash 12d6, Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4), Reduced Endurance (1/2 END; +1/4) (120 Active Points); Unified Power (Psionics; -1/4) Real Cost: 96 | 0 |
| 5 | 7) Phobic Manipulation, Terrifying Fear: Mental Illusions 20d6, Reduced Endurance (1/2 END; +1/4) (125 Active Points); No Conscious Control (Only to force target to experience his greatest fear; -1), Unified Power (Psionics; -1/4) Real Cost: 55 | 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 (Psionics; -1/4) Real Cost: 32 | 0 |
| 12 | 9) Psionic Palsy: Drain DEX 10d6, Attack Versus Alternate Defense (Mental Defense; +0), Alternate Combat Value (uses OMCV against DMCV; +1/4) (125 Active Points); Unified Power (Psionics; -1/4) Real Cost: 100 | 0 |
| 12 | 10) Psionic Surgery: Major Transform 8d6 (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) (120 Active Points); Limited Target (mental "objects" in the minds of sentient beings; -1/2), Unified Power (Psionics; -1/4) Real Cost: 68 | 0 |
| 5 | 11) Self-Protection: +6 DCV (30 Active Points); Not Against an Attacker with Mental Defense (-1/2), Unified Power (Psionics; -1/4) Real Cost: 17 | 0 |
| 5 | 12) Telepathic Mental Control: Mind Control 16d6, Telepathic (+1/4), Reduced Endurance (1/2 END; +1/4) (120 Active Points); Unified Power (Psionics; -1/4) Real Cost: 96 | 0 |
| 12 | 13) Telepathic Shriek: Mental Blast 7d6, Personal Immunity (+1/4), Area Of Effect (30m Radius Explosion; +1/2) (122 Active Points); No Range (-1/2), Unified Power (Psionics; -1/4) Real Cost: 70 | 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 (Psionics; -1/4) Real Cost: 43 | 0 |
| | Speed of Thought: +4 SPD (40 Active Points); Only to use Mental Powers (-1/2) | 27 |
| 0 | Mind Detection: Detect Minds 16- (Mental Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Targeting, Telescopic: +8 | 34 |
| 0 | Strong Mind: (Total: 35 Active Cost, 35 Real Cost) +25 Mental Defense (25 points total) (Real Cost: 25) | |
| 0 | PLUS Mental Group Flash Defense (10 points) (Real Cost: 10) | 35 |

| | | |
|--|---|-------------|
| 0 | Favor of Fortune: Luck 4d6 | 20 |
| Below This Point are powers available only through his Force Armor | | |
| <i>Electrogravitic Modulation</i> , all slots OIF (-1/2), Unified Power (-1/4) | | |
| Notes: <i>This construct is not a typo. Tara *deliberately* built it this way so Bob could take Menton's entire suit offline by targeting the smallest power in the list -- Life Support.</i> | | |
| 0 | 1) Flight 40m, Position Shift, Combat Acceleration/Deceleration (+1/4), Reduced Endurance (0 END; +1/2) (79 Active Points); OIF (-1/2), Unified Power (-1/4) | 45 |
| 0 | 2) Telekinesis (60 STR), Reduced Endurance (0 END; +1/2) (135 Active Points); OIF (-1/2), Unified Power (-1/4) | 77 |
| 0 | 3) Forcefield: Resistant Protection (20 PD/20 ED/10 Power Defense/10 Flash Defense: Sight Group/10 Flash Defense: Hearing Group), Allocatable (+1/4), Hardened (+1/4), Impenetrable (+1/4) (184 Active Points); OIF (-1/2), Nonpersistent (-1/4), Unified Power (Force Manipulation; -1/4) | 92 |
| | 4) +40 STR, Reduced Endurance (0 END; +1/2) (60 Active Points); OIF (-1/2), Unified Power (-1/4) | 34 |
| | 5) Lightning Reflexes (+10 DEX to act first with All Actions) (10 Active Points); OIF (-1/2), Unified Power (-1/4) | 6 |
| | 6) +10 CON (10 Active Points); OIF (-1/2), Unified Power (-1/4) | 6 |
| | 7) +3 OCV (15 Active Points); OIF (-1/2), Unified Power (-1/4) | 8 |
| | 8) +3 DCV (15 Active Points); OIF (-1/2), Unified Power (-1/4) | 8 |
| 0 | 9) Physical Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Unified Power (-1/4) | 17 |
| 0 | 10) Energy Damage Reduction, Resistant, 50% (30 Active Points); OIF (-1/2), Unified Power (-1/4) | 17 |
| 0 | 11) Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum) (9 Active Points); OIF (-1/2), Unified Power (-1/4) | 5 |
| | Force Manipulation: Multipower, 110-point reserve, all slots Reduced Endurance (0 END; +1/2) (165 Active Points); all slots OIF (-1/2), Unified Power (Electrogravitic Modulation; -1/4) | 94 |
| 0 | 1) Force Boost: Telekinesis (60 STR), Affects Porous, Fine Manipulation (110 Active Points); OIF (-1/2), Unified Power (Electrogravitic Modulation; -1/4) | 6f |
| Notes: <i>Adds to Force Manipulation TK, total STR 120</i> | | |
| 0 | 2) Force Shackles: Entangle 11d6, 11 PD/11 ED (110 Active Points); OIF (-1/2), Unified Power (Electrogravitic Modulation; -1/4) | 6f |
| 0 | 3) Modulated Grab: Variable Advantage (+1/2 Advantages; +1) for up to 110 Active Points of Force Manipulation TK (110 Active Points); OIF (-1/2), Unified Power (Electrogravitic Modulation; -1/4) | 6f |
| 0 | 4) Force Spear: Killing Attack - Ranged 7d6 (105 Active Points); OIF (-1/2), Unified Power (Electrogravitic Modulation; -1/4) | 6f |
| 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 |
| [1 cc] | Can Breathe in Space: Life Support (Self-Contained Breathing) (10 Active Points); OIF (-1/2), 1 Continuing Fuel Charge lasting 6 Hours (-0) | 7 |
| <i>Immersive VR Environment</i> , all slots OIF (-1/2), Unified Power (-1/4) | | |
| 0 | 1) Nightvision (5 Active Points); OIF (-1/2), Unified Power (-1/4) | 3 |
| 0 | 2) Infrared Perception (Sight Group) (5 Active Points); OIF (-1/2), Unified Power (-1/4) | 3 |
| 0 | 3) Ultraviolet Perception (Sight Group) (5 Active Points); OIF (-1/2), Unified Power (-1/4) | 3 |
| 0 | 4) Ultrasonic Perception (Hearing Group) (3 Active Points); OIF (-1/2), Unified Power (-1/4) | 2 |
| 0 | 5) Radar (Radio Group), Penetrative (25 Active Points); Sense Affected As More Than One Sense Sight & Hearing groups (-1/2), OIF (-1/2), Unified Power (-1/4) | 11 |
| Total Powers Cost | | 1177 |

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 |
| Hunted: The Destroyers Infrequently (As Pow; NCI; Harshly Punish) | 15 |
| Psychological Complication: Considers Humanity his 'puppets' (Common; Total) | 20 |
| Psychological Complication: Casually Cruel (Common; Strong) | 15 |
| Social Complication: Public Identity Frequently, Major | 15 |
| Total Complications Points | 110 |

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. Suit powers are also grouped in a way which will allow someone with an appropriate drain to take the suit down in 1-2 phases (courtesy of Lady Blue fighting Menton's mind-control)

Campaign Use

This is as he was during 'Force of Will'. Remove the armor to see what he was like between 'The Great Stronghold Breakout' and 'The Destroyer Wars'; add Telekinesis and a psychokinetic transmission teleport to his VPP to see him up to "Jungles of Guamanga."