

Character Name: **Shadow Destroyer**

AKA: James Harmon III (Multifarian timeline)

Genre: Superheroic

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

Val	Char	Base	Cost	Roll
60	STR	10	50	21-
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	
10	OMCV	3	21	
10	DMCV	3	21	
2/32	PD	2	0	
2/32	ED	2	0	
8	SPD	2.0	60	
30	REC	4	26	
200	END	20	36	
30	BODY	10	20	
180	STUN	20	80	
23m	Run	12	11	
4m	Swim	4	0	
4m	Leap	4	0	

Total 566**Summary**

Lift: 102.4tons

Initiative: 30

Stun Threshold: 50

Perception Roll: 16-

PRE Attack: 12d6

STR Dmg: 12d6

STR END: 6

2/32 PD • 0/30 Res. PD

2/32 ED • 0/30 Res. ED

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

CHARACTER IMAGE**EXPERIENCE POINTS**

Total earned:	1900
Spent:	1884
Unspent:	16
Base Points:	650
Complication Points:	100
Characteristic Points:	566
Power Points:	1183
Talent Points:	57
Martial Art Points:	0
Skill Points:	256
Perk Points:	472

Total Points: 2534**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	55m [880m NC]

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

Shadow Destroyer's Armor of the Arcane looks something like a mystic, shadowy version of Dr. Destroyer's technological armor. His full-face helmet, shoulder pieces, gauntlets, chestpiece, "trunks," and flared knee-high boots are a dull gold and have a faintly demonic sort of look to them. The rest of his armor is made of midnight-blue plates. Over it all he wears a blood-red cloak. When he uses his powers, arcane shadows often corruscate around his hands or body.

Background

Something had prompted Major James Harmon III, USAAF, to volunteer to help the superheroes from the future which had appeared at his air base in England in early September of 1944. Deep underground in a super-secret Nazi research facility in Lower Silesia, he discovered why.

The book in the Nazi occult scientist's hands called to James as the powered-armor hero who had called himself Lieutenant Hawkins raised a glowing glove to kill him. Why he would want to do that was unimportant; all that mattered was THAT BOOK. Shoving Lieutenant Hawkins aside, he pulled his service pistol and emptied the clip into Albert Zerstoiten. He could feel vast energies shifting just beyond his perception as first Lieutenant Hawkins, then Lieutenant Dormyer and the rest of the future superheroes vanished while Zerstoiten bled out on the foul altar in the center of the lab. Trembling, he took the book from the dead hands of the man who should have been Doctor

Destroyer. The Liber Terribilis was his -- and nothing in Multifaria Earth would ever be the same again.

For the next 30 years, he bided his time, growing his father's manufacturing business into a multibillion-dollar defense conglomerate while he secretly made connections, read his book, and grew his skills at technomancy. Finally in 1975, he made his move. For 18 years, he fought with the superhumans of Multifaria Earth as his timeline's Doctor Destroyer, finally vanquishing the armed might of the world in a perverted ceremony that obliterated the city of Detroit in July of 1992. His reign as ruler of the Multifaria, however, was fated to be short-lived due to the paradoxical damage done to the timeline back in September of 1944. None of his vaunted strength could arrest the descent of his dimension into the Qliphotic Realms and its inevitable descent into the maw of Quemetiel. His arcane arts did eventually discover an extradimensional influence in the fate of his, which he managed to backtrack...

...emerging in the 2002 of quite a different world than the Multifaria. In THIS world, the Liber Terribilis was owned by a sickly magi using a Satanic cult as a front for his own scheme of Qliphotic apotheosis and Doctor Destroyer had been the man he had killed at Der Riese who had died by his own hand (and an orbital death-ray) in this universe's version of the Battle of Detroit. He quickly located and killed this world's version of himself, established his headquarters at a site of Qliphotic power in Central America which resembled one which he had known in his old timeline, and set out to determine why this timeline was so different... in order to restore his.

Personality

Shadow Destroyer embodies his name even better than his TASK FORCE counterpart. Doctor Destroyer's motivation is to conquer, to rule, to prove his superiority to all humanity. Shadow Destroyer exists to destroy, to corrupt, to wither, to terrify -- in short, to restore his old timeline where he had done all those with impunity to existence. He's fanatically devoted to the Presences Beyond, Qliphotic entities of great power who are simply the Kings of Edom under a different name. He's come to TASK FORCE Earth because some event which is about to take place there was responsible for the destruction of his old timeline before he could assume what he feels to be his rightful place as one of the Presences Beyond. By aiding Luther Black (both indirectly through his Deep Cover on DEMON's Inner Circle, and directly by various schemes that covertly aid DEMON) he can increase the power of the Presences Beyond (and his own!), and possibly even find a way to allow them to manifest in non-Qliphotic reality. If he succeeds it could spell the end of the Multiverse... and the only way to stop him might be to ally with the greatest supervillain on Earth, Dr. Destroyer...

Quotes

Shadow 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
Slow Time	10d6 Drain	0
Cast Gloom	Change Environment 2d6 Drain	0
Command Edomites	16d6 Mind Control	0
Lifebleed	1d6 Drain	0
Drain Living Light	2d6 Drain Aid	0
Qliphotic Rift	4d6 Drain (40 STR) Telekinesis	0
Dark-Beam	20d6 Blast	5
Dark-Beam Booster	10d6 Blast	[8]
EMP Cannon	33d6 Dispel	[8]
Molecular Disruptor	5d6 (standard effect: 15 points) Drain	[8]
Qliphotic Punch	4d6+1 (7d6 w/STR) Killing Attack - Hand-To-Hand	10
Sonic Weakness Field	3d6 Drain	[4 cc]
Tractor Beam	(60 STR) Telekinesis	10

DEFENSE POWERS

Name	Effect	Defense	END
Intense Willpower	Mental Defense	20	0
Intense Sense of Self	Mental Defense	10	0
	Damage Negation	0	0
	Damage Negation	0	0
	Damage Negation	0	0
	Custom Power	10	0
	Custom Power	10	0
	Custom Power	10	0
	Deflection	0	2
Force Barrier Generator	Barrier	30	13
Destreum Armor	Resistant Protection	60	0

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	50	STUN:
Melee Damage	12d6	
Physical Defense	2/32	/180
Res. Phys. Defense	0/30	END:
Energy Defense	2/32	
Res. Energy Defense	0/30	/200
Mental Defense	30	BODY:
Power Defense	16	/30

COMBAT VALUES

OCV: 10 **DCV: 10**
OMCV: 10 **DMCV: 10**

Combat Skill Levels

+4 Overall +4 with Ranged Combat

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	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	Defense	END
	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
Sensor Drone	Clairsentience	[1 cc]
Communications Suite	High Range Radio Perception	0
	Radar	0
	Ultraviolet Perception	0
	Infrared Perception	0
	Increased Arc Of Perception (360 Degrees)	0
	+10 versus Range Modifier Telescopic	0
	Active Sonar	0
	Ultrasonic Perception	0
	+10 versus Range Modifier Telescopic	0
Arcane Senses	Spatial Awareness	0
Perceive Life-Force	16- Detect	0
Perceive Magic	16- Detect	0

EQUIPMENT

Item	Stats	Range	END
Empower	6d6 Transform		30
Time Travel	Extra-Dimensional Movement		7
Electrogravitic Holography	Shape Shift		0

Shadow Destroyer**POWERS**

END	Description	Cost
	<i>Mental Discipline</i> , all slots Unified Power (-1/4), Nonpersistent (-1/4)	
0	1) Intense Willpower: Mental Defense (30 points total), Hardened (+1/4) (25 Active Points); Unified Power (-1/4), Nonpersistent (-1/4)	17
0	2) Intense Sense of Self: +10 Mental Defense (30 points total), Hardened (+1/4) (12 Active Points); Only Protects Against Mind Control (-1), Unified Power (-1/4), Nonpersistent (-1/4)	5
	The Crown of Night: Multipower, 270-point reserve, (270 Active Points); all slots Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	120
	<i>Notes: This is HG5ed 'Sceptre of Night' in a different form with slightly different powers</i>	
0	1) Slow Time: Drain SPD 10d6, Reduced Endurance (0 END; +1/2) (150 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	7f
0	2) Cast Gloom: (Total: 150 Active Cost, 66 Real Cost) Change Environment (-4 to Sight Group PER Rolls, Long-Lasting 20 Minutes), Area Of Effect (1m Radius; +1/4), Reduced Endurance (0 END; +1/2), MegaScale (1m = 1 km; +1) (55 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4) (Real Cost: 24)	7f
	PLUS	
	Drain PRE 2d6, Area Of Effect (1m Radius; +1/4), Constant (+1/2), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2), MegaScale (1m = 1 km; +1), Penetrating (x2; +1) (95 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4) (Real Cost: 42)	
14	3) Summon 699-point Hand of Deizzhorath (140 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	6f
	<i>Notes: Grandfather will permanently remove this ability in "Kingdom of Champions"</i>	
0	4) Command Edomites: Mind Control 16d6 (Edomite class of minds), Telepathic (+1/4), Reduced Endurance (0 END; +1/2) (140 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	6f
0	5) Lifebleed: Drain BODY 1d6, Area Of Effect (30m Cone; +3/4), Thin Cone (-1/4), Reduced Endurance (0 END; +1/2), Damage Over Time, Lock out (cannot be applied multiple times), Target's defenses only apply once (6 damage increments, damage occurs every other Segment, +3) (50 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	2f
0	6) Drain Living Light: (Total: 160 Active Cost, 71 Real Cost) Drain 2d6, Expanded Effect (x2 Characteristics or Powers simultaneously) (BODY, STUN; +1/2), Reduced Endurance (0 END; +1/2), Damage Over Time, Target's defenses only apply once, Lock out (cannot be applied multiple times) (6 damage increments, damage occurs every other Segment, +3) (100 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4) (Real Cost: 44)	
	PLUS	7f
	Aid 2d6 (standard effect: 6 points), Expanded Effect (x2 Characteristics or Powers simultaneously) (BODY, STUN; +1/2), Reduced Endurance (0 END; +1/2), Damage Over Time, Target's defenses only apply once, Lock out (cannot be applied multiple times) (6 damage increments, damage occurs every other Segment, +3) (60 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4) (Real Cost: 27)	
0	7) Qliphotic Rift: (Total: 260 Active Cost, 95 Real Cost) Drain BODY 4d6, Area Of Effect (8m Radius Explosion; +1/4), Constant (+1/2), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2) (110 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4) (Real Cost: 49)	
	PLUS	9f
	Telekinesis (40 STR), Area Of Effect (20m Radius Explosion; +1/2), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2) (150 Active Points); Set Effect (only to pull targets into center of rift; -1), Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4) (Real Cost: 46)	
	<i>Notes: This is actually more scarily effective than as originally designed in CVV1 :(He also has to drop his defenses to use it.</i>	
0	8) Damage Negation (-12 DCs Physical) (60 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	5v
0	9) Damage Negation (-12 DCs Energy) (60 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	5v
0	10) Damage Negation (-12 DCs Mental) (60 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	5v

0	11) Intangibility Web: Desolidification (affected by magic), Reduced Endurance (0 END; +1/2) (60 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	3f
0	12) Stealth Field: Invisibility to Sight, Hearing, Mental and Radio Groups, Reduced Endurance (0 END; +1/2) (52 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	2f
7	13) Shadow Portal: Teleportation 50m, x16 Noncombat, x4 Increased Mass (75 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	3f
7	14) Greater Shadow Portal: Teleportation 5m, No Relative Velocity, x4 Increased Mass, MegaScale (1m = 10,000 km; +2) (75 Active Points); Side Effects (Nigh-unbreakable bond to a King of Edom; -1), IIF Unbreakable (-1/4)	3f
[12 cc]	Dark Transfusion: Healing END 2d6, Constant (+1/2) (30 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect does a predefined amount of damage; 1st 3 charges cost 1 BODY, next 3 charges cost 2 BODY, next 3 charges cost 3 BODY, last 3 charges cost 4 BODY; -1 1/2), Delayed Re-use ((5 minutes; -1), 12 Continuing Charges lasting 1 Minute each (Recovers When He Heals BODY Back; -0)	8
5	Dark-Beam: Blast 20d6, Reduced Endurance (1/2 END; +1/4) (125 Active Points)	125
	Technomancy: Variable Power Pool (Magic Pool), 150 base + 100 control cost, No Skill Roll Required (+1) (250 Active Points); all slots OIF (Appropriate technology for whatever he is building; -1/2)	217
	<i>Notes: Will be affected by a Drain Magic Powers as well as a Drain Technical Powers. He uses his small command of magic to build mighty technical devices.</i>	
0	1) Add to Barrier: Opaque (Sight Group), Reduced Endurance (0 END; +1/2) (15 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 10	0
0	2) Add to Barrier: Opaque (Hearing Group), Reduced Endurance (0 END; +1/2) (15 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 10	0
0	3) Add to Barrier: Opaque (Mental Group), Reduced Endurance (0 END; +1/2) (15 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 10	0
5	4) Dark-beam Enhancer: TBD (+1/2) for up to 100 Active Points of Dark-Beam (50 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 33	0
[8]	5) Dark-Beam Booster: Blast 10d6, TBD (same as what is currently set on main beam; +1/2) (75 Active Points); 8 Charges (-1/2), OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 37	0
2	6) Deflection, Trigger (Activating the Trigger requires a Zero Phase Action, Trigger requires a Turn or more to reset; ranged attack would have hit; +1/4) (25 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 17	0
[8]	7) EMP Cannon: Dispel TBD 33d6 (99 Active Points); 8 Charges (-1/2), OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 49	0
[8]	8) Molecular Disruptor: Drain Damage Reduction 5d6 (standard effect: 15 points), Expanded Effect (x2 Characteristics or Powers simultaneously) (Physical & Energy; +1/2) (75 Active Points); OIF (-1/2), All points come back in one turn (-1/2), 8 Charges (-1/2) Real Cost: 30	0
	<i>Notes: Uses the Absolute Effect Rule (6E1:133). Do not bother with the effect roll if it hits; it will completely neutralize up to 50% resistant Damage Reduction, and reduce 75% DR to 50%. From the 'Dr. Destroyer vs. Takofanes' deathmatch thread on the HERO SYSTEMS forum.</i>	
10	9) Qliphotic Punch: Killing Attack - Hand-To-Hand 4d6+1 (7d6 w/STR), Armor Piercing (x2; +1/2) (97 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 65	0
[1 cc]	10) Sensor Drone: Clairsentience (Sight And Hearing Groups), x16 Range (8,800m), Discriminatory, Mobile Perception Point (can move up to 96m per Phase) (75 Active Points); OIF (Appropriate technology for whatever he is building; -1/2), 1 Continuing Fuel Charge lasting 1 Hour (-0) Real Cost: 50	0
[4 cc]	11) Sonic Weakness Field: Drain 3d6, Personal Immunity (+1/4), Armor Piercing (+1/4), Expanded Effect (x2 Characteristics or Powers simultaneously) (DEX, STUN; +1/2), Area Of Effect (8m Radius; +1/2), Constant (+1/2) (90 Active Points); No Range (-1/2), OIF (Appropriate technology for whatever he is building; -1/2), 4 Continuing Charges lasting 1 Minute each (-1/4) Real Cost: 40	0
10	12) Tractor Beam: Telekinesis (60 STR), Fine Manipulation (100 Active Points); OIF (Appropriate technology for whatever he is building; -1/2) Real Cost: 67	0
13	Force Barrier Generator: Barrier 15 PD/15 ED, 15 BODY (up to 10m long, 4m tall, and 1/2m thick), Dismissable, Non-Anchored, Allocatable (+1/4), Configurable (+1/4) (135 Active Points)	135
0	Destream Armor: Resistant Protection (30 PD/30 ED), Hardened (+1/4), Impenetrable (+1/4) (135 Active Points)	135
	<i>Destream Armor, all slots Linked (Destream Armor; -1/2)</i>	

0	1)	Energy Damage Reduction, Resistant, 50% (30 Active Points); Linked (Destream Armor; -1/2)	20
0	2)	Physical 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 (Eating: Character does not eat; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character does not sleep) (36 Active Points); Linked (Destream Armor; -1/2)	24
5		Electrogravitic Modulator: Flight 60m, x8 Noncombat, Reduced Endurance (1/2 END; +1/4), No Turn Mode (+1/4), Combat Acceleration/Deceleration (+1/4) (122 Active Points)	122
		<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)	Radar (Radio Group), Increased Arc Of Perception (360 Degrees) (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)	Increased Arc Of Perception (360 Degrees) with Sight Group (10 Active Points); Unified Power (-1/4)	8
0	4)	Sight Group Flash Defense (15 points), Hardened (+1/4) (19 Active Points); Unified Power (-1/4)	15
0	5)	+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
0	4)	+10 versus Range Modifier for Hearing Group (15 Active Points); Unified Power (-1/4)	12
		Magesense: Multipower, 40-point reserve	40
0	1)	Arcane Senses: Spatial Awareness (no Sense Group), Range (37 Active Points)	4f
0	2)	Perceive Life-Force: Detect Life 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Targeting (40 Active Points)	4f
0	3)	Perceive Magic: Detect Magic 16- (no Sense Group), Discriminatory, Analyze, Range (20 Active Points)	2f
Total Powers Cost			1183

EQUIPMENT

END	Item	Cost
30	Empower: Major Transform 6d6 (person to person with Edomite-related superpowers, another application of power), Improved Results Group (can grant a wide range of powers; +1/2), Constant (+1/2), Partial Transform (+1/2) (150 Active Points); OAF Immobile (-2), No Range (-1/2), Increased Endurance Cost (x2 END; -1/2)	\$37
7	Time Travel: Extra-Dimensional Movement (Anytime in Earth's past), Constant (+1/2) (75 Active Points); OAF Immobile (-2), Costs END To Maintain (Full END Cost; -1/2) <i>Notes: Must continually burn END to stay in the past. Cutting power will rubber-band him back into the present day.</i>	\$21
0	Electrogravitic Holography: Shape Shift (Sight, Mental, Hearing and Touch Groups, limited group of shapes), Imitation, Makeover, Reduced Endurance (0 END; +1/2) (60 Active Points); IIF (-1/4) <i>Notes: This is how he was able to imitate Chantal from Luther Black's visions of Leap Day</i>	\$48

TALENTS

Description	Cost
Eidetic Memory	5
Speed Reading (x10)	4

Universal Translator 16-	20
Universal Scientist 16-	20
<i>Onboard Computer, 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) Lightning Calculator (3 Active Points); Unified Power (-1/4)	2
Total Talents Cost	57

Shadow Destroyer**SKILLS**

Roll	Description	Cost
	+4 Overall	48
	+4 with Ranged Combat	32
	+8 to offset range modifiers	24
16-	Computer Programming	3
15-	Combat Piloting	3
	Cramming	5
16-	Cryptography	3
16-	Deduction	3
16-	Demolitions	3
16-	Electronics	3
21-	High Society	3
21-	Interrogation	3
16-	Inventor	3
16-	Mechanics	3
16-	Mimicry	3
16-	Navigation (Air, Land, Temporal)	4
21-	Oratory	3
16-	Paramedics	3
21-	Persuasion	3
16-	PS: Play Chess	3
16-	Security Systems	3
16-	Systems Operation	3
16-	Tactics	3
	TF: Common Motorized Ground Vehicles, Combat Aircraft, Grav Vehicles/Hovercraft, Small Military Ships, Small Motorized Boats, Small Planes, Spaceplanes, Submarines, Tracked Military Vehicles, Wheeled Military Vehicles	10
	WF: Beam Weapons, Common Melee Weapons, Small Arms	6
16-	Weaponsmith (Biological Weapons, Chemical Weapons, Energy Weapons, Firearms, Incendiary Weapons, Missiles & Rockets, Muscle-Powered HTH, Muscle-Powered Ranged)	9
	Linguist	3
	1) Language: English (idiomatic; literate) (5 Active Points)	0
	2) Language: French (completely fluent; literate) (4 Active Points)	3
	3) Language: German (completely fluent; literate) (4 Active Points)	3
	4) Language: Greek (completely fluent) (3 Active Points)	2
	5) Language: Latin (completely fluent; literate) (4 Active Points)	3
	6) Language: Mandarin (completely fluent) (3 Active Points)	2
	7) Language: Russian (completely fluent) (3 Active Points)	2
	8) Language: Spanish (completely fluent; literate) (4 Active Points)	3
	Scholar	3
16-	1) KS: Arcane and Occult Lore (3 Active Points)	2
16-	2) KS: Chess (3 Active Points)	2
16-	3) KS: Demons (3 Active Points)	2
16-	4) KS: Enchanted Items (3 Active Points)	2
16-	5) KS: Legends and Lore (3 Active Points)	2
16-	6) KS: Literature (3 Active Points)	2
16-	7) KS: Mages (3 Active Points)	2

16-	8)	KS: Magical Creatures (3 Active Points)	2
16-	9)	KS: Military History (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 Mystic World (3 Active Points)	2
16-	17)	KS: The Superhuman World (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

Total Skills Cost 256

PERKS

Description	Cost
Deep Cover <i>Notes: This is Chantal, the female from Luther Black's visions of Leap Day that he is impersonating in DEMON's Inner Circle</i>	2
Equipment Points: 250 <i>Notes: Used for Plot Devices</i>	40
Money: Filthy Rich	15
1,000 Followers (up to 800 points) <i>Notes: All his Shadow Colossi, Harnessed Shadows, and Morbanes co-opted from DEMON to become Corrupted Ones</i>	210
Obsidian Caves and Destruga II: Bases	205
Note that he does not have Contacts because his timeline no longer exists	
Total Perks Cost	472

COMPLICATIONS

Description	Points
Physical Complication: Tone Deaf (Infrequently; Slightly Impairing)	10
Hunted: Dr. Destroyer Frequently (Mo Pow; NCI; PC has a Public ID or is otherwise very easy to find; Harshly Punish)	30
Psychological Complication: Driven to Restore His Timeline (Very Common; Total)	25
Psychological Complication: Casual Killer (Very Common; Strong)	20
Social Complication: Secret Identity Frequently, Major	15
Total Complications Points	100

Shadow Destroyer

INFORMATION

Powers/Tactics

I made several mods:

1. redesigned the Qliphotic Rift to use Drain BODY, which shaved 100 points but made it (frighteningly) more effective.
2. I tied various Shadow Armor powers together under a linked list to reflect that they won't be there if for some reason his armor is removed.
3. Used "Universal Scientist" from APG1 to replace his Science Skills.
4. I removed anything resembling a skill or talent with Music and added the "Tone Deaf" physlim to put a flag of doubt into people who studied the original Dr. Destroyer that maybe this individual isn't him.
5. Remade his Magic Pool into a Technomancy Pool to make him sort of more technological.
6. Put the Qliphotic powers into a rework of the Sceptre of Night (HG5ed) which is his crown.
7. Cleaned up the "Dark Transfusion" power by actually assigning it the limitations which were only described in the original CVV1 writeup.

His armor is magically-enhanced Destreum instead of the original's nanotech-enhanced Destreum. It is still considered to be the special effect behind a lot of his powers and characteristics, so keep that in mind when adjudicating certain game situations.

Campaign Use

Until such time as Dr. Destroyer frees himself from stranded in the past and returns to the modern era seeking revenge — a struggle that will undoubtedly be so powerful it could wreak world-wide havoc — Shadow Destroyer in effect assumes his position as the most dangerous supervillain on the planet. His power is of a different sort, though, and differently focused. He doesn't seek conquest for its own sake, but to serve the dual end of (a) restoring his timeline to existence, and (b) propitiating the Presences Beyond. He's particularly eager to find and acquire powerful mystic artifacts (especially Lemurian ones, because of their technomantic slant), which could lead to clashes with DEMON, the Slug, or other similarly-minded villains.