

BOOK OF THE DESTROYER



Steven S. Long

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An Enemies Book For Champions

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To Hero fans everywhere, who over the past quarter-plus century have embraced the master villains of the Champions Universe, particularly Dr. Destroyer, and made them their own.

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INTRODUCTION



MMO INTO RPG, RPG INTO MMO

The Book Of The Destroyer includes some material based on the work done by Cryptic Studios as it creates the forthcoming massively multiplayer online (MMO) role-playing game *Champions Online*. While a lot of effort has been devoted to making sure the MMO content is accurately represented in this book in *HERO System* terms, MMOs and RPGs aren't the same type of game, so the same type of content isn't appropriate for each one. For example, a villain's lair in an MMO is deliberately simple, often with one room leading to another to guide game play. That doesn't make much sense for an RPG, where it's possible (and often very useful) to expand things beyond the scope of an MMO. Thus, the MMO-based information about Dr. Destroyer in this book, while containing the essence of the *Champions Online* presentation, may add to or rework it to make things more "realistic" and appropriate for an RPG. Similarly, MMO characters who have one or two simple abilities may get fleshed out into more detailed characters with a greater variety of powers in this book, since an RPG character sheet isn't constrained by the same restrictions as an MMO. And

The first major villain created for *Champions* was Dr. Destroyer. Oh sure, Mechanon may have actually been in the *Champions* rulebook, but he only got half a page. Dr. Destroyer was the subject of the entire first adventure for what would become the longest-lived superhero roleplaying game ever. And he's been around ever since, a prominent threat who becomes more powerful and more evil with every edition — the one villain who could frighten any superhero team. But no one's ever taken a serious look at what makes him tick... until now.

The Book Of The Destroyer is your complete guide to *Champions*'s most fiendish master villain. It covers everything you want to know about him, from how he organizes his day, to how powerful his Destroyer-Beam is, to what he keeps at his base in eastern Russia.

Chapter One, *Doctor Destroyer*, gives you the basics about the man himself. It describes his history in detail, from his birth in 1917 right up to the present day. Then it goes into his personality and psychology — what makes him tick, how he sees the world. Then come the character sheets: his standard armor; high- and low-powered versions for different types of campaigns; alternate suits of armor for special situations; and historical versions of Destroyer as he's appeared since 1966.

Chapter Two, *Shadow Destroyer*, provides similar coverage for a new and different form of Dr. Destroyer: a twisted, dark-mirror version of Destroyer from another dimension, a man who uses magic as much as technology, and whose plans and goals are even darker and more terrible than those of Albert Zerstoiten.

Chapter Three, *The Legions Of Destroyer*, presents the evil Doctor's agents, henchmen, underlings, followers, and other human resources. It includes character sheets for nearly a dozen supervillains and multiple types of agents, as well as information on Destroyer's spies and operatives around the world.

Chapter Four, *The Tools Of Destroyer*, discusses his technology. After a general discussion of his technological capabilities, it provides game write-ups and other information about his weapons, other gadgets, vehicles, and robots.

Chapter Five, *Realms Of The Destroyer*, describes his major bases: Destruga II; the *Poseidon's Fist*; Tartarus; the Vale of Javangari; and Zerstorenstern. It also includes information on some of his other secret facilities.

The final chapter of *The Book Of The Destroyer* discusses how to GM *Champions*'s arch-villain. It includes a discussion of his current plans and schemes, a look at how he fights (and if necessary, escapes), and plenty of plot hooks and other adventure ideas. It also describes some of his major adversaries, including the valiant UNTIL agents of Project Shiva.

So tell your heroes to get ready — it's time for them to face Earth's most powerful supervillain!

DOCTOR DESTROYER AND "REALISM"

For many gamers, the existence of a master villain like Dr. Destroyer raises all sorts of uncomfortable questions. As powerful as he is, why *hasn't* he taken over the world, or at least a few Third World countries? How does he recruit, train, and equip his private army without the government finding out and stopping it? How can it build all those secret headquarters without anyone learning about it via spy satellites? Why is everyone so scared of him when superheroes find a way to defeat him time after time?

The answer to all these questions, and others like them, is: "Who cares?" This is a comic book master villain, in a comic book world, in a comic book roleplaying game. Evil masterminds do these sorts of things all the time in the comic books without it bothering anyone, so it shouldn't bother you that Dr. Destroyer can do the same. After all, we're talking about a world where people can teleport, fly, fire blasts of energy from their eyes, and manufacture diet sodas that taste like the full-octane variety. Given all that, it's perfectly plausible that Dr. Destroyer could build a secret headquarters or assemble and train a small army without anyone the wiser.

If you feel you absolutely have to, you can devise some sort of "realistic" explanation for Dr. Destroyer and his activities that involves super-technology or superpowers (some parts of this book even do it for you). For example, perhaps Destroyer has hacked into the world satellite networks and interfered with their systems so they view ordinary ground where the Vale of Javangari exists. Or maybe he bribes a nation's government to gain permission to build a secret factory. Whatever the justification you decide on, the important thing is this: use Dr. Destroyer to have fun in your game. Don't worry about the "realistic" details, unless everything in your game is about "realism."

BOOK OF THE DESTROYER

CHAPTER ONE

If there were
mythologists

in the modern
world ...

they would write only of
Destroyer

EVERSOR INVICTUS: A HISTORY OF DR. DESTROYER



Continued from page 4

of course, there may be some MMO secrets that have to wait for the MMO itself. So don't be surprised if you see a some variation between Dr. Destroyer as portrayed in this book and Dr. Destroyer in the MMO — just think of it as the book taking the wonderful elements Cryptic's created and doing even more with them.

Having been alive for nearly a hundred years now, Dr. Destroyer is one of the towering figures of the twentieth century — a man of vast intellect who's turned his many gifts on the world for his own purposes, rather than using them for the betterment of mankind. Rising from humble beginnings to a position of power from which he threatens all of humanity, he intends to remain on the world stage until all the other actors have been swept aside or crushed under his heel, leaving Destroyer and Destroyer alone to receive the adulation — and obedience — of the audience.

THE EARLY YEARS

JANUARY 13, 1917: DAY OF DESTINY

Rudi Zerstoiten paced back and forth in his living room. The midwife had gone into the bedroom to tend to his wife two hours ago, but there'd been no word, no sound. He stubbed out his cigarette, his fingers nicotine-stained from the dozen that had preceded it.

Before he could light another, the harsh cry of a baby split the air. The tension that had been filling him collapsed like a balloon letting out air. It had been a difficult pregnancy for his wife, and at times he'd feared that his first child might never come to be. But now all those fears disappeared.

The midwife opened the door. There were a few spots of blood on her apron, but nothing that seemed serious. He looked at her expectantly, troubled by the tired look on her face. But then she smiled. "You have a fine son, Herr Zerstoiten, loud and healthy. You may go in to him and his mother now."

Rudi hurried in. His wife Luise, exhausted from labor, had already fallen asleep, with the swaddled baby tucked gently into the crook of her arm. Rudi picked the boy up to get a good look at him. The baby's bright blue eyes seemed to study Rudi's face intently, then looked away. The boy's tiny hand gripped Rudi's finger, and his grasp was strong.

Albert, Rudi thought. His name shall be Albert, after my father.

DECEMBER 9, 1917: FIRST STEPS

"Papa, come quick!" Luise shouted.

Rudi dropped his wordworking tools and ran into the other room immediately. It was a small house; there was no need to shout... unless something terrible had happened. Expecting to see the worst, he stopped short when he stepped into the

other room — and saw little Albert taking trembling steps across the floor.

"Look at him, Papa," Luise said, her face beaming with pride. "He's walking! He's not even a year old, and he's walking!"

Rudi didn't know much about children, but he was sure that a child who hadn't even seen his first birthday shouldn't yet have the strength to walk. *This is an amazing boy*, he thought. *There will be nothing he can't do.*

In the years to come, Rudi's memories hardened back to that day again and again, to the prophetic thought. Albert spoke for the first time just weeks later, and before he was two he could utter coherent sentences. By three he was reading, and could converse with his parents like a child thrice his age. Truly, what limits could there ever be on so gifted and wonderful a boy?

1923: TALES OF GLORY

"Tell me again, Papa! Tell the stories of Baron Zerstoiten."

Albert sat next to Rudi on a stool his father had made especially for him, watching as his father worked. Rudi was a maker of dolls and marionettes — not particularly profitable work, as the family's poverty attested, but work in which Rudi took pride. He loved watching a doll come to life under his deft hands, and even more he enjoyed the sight of a child having fun playing with one of his creations.

While he worked, he told Albert stories, and Albert would play with a few cast-off dolls, re-enacting the stories as they were told. In centuries past the Zerstoitens had been a noble family, powerful and proud, and it was tales of those days that Albert most wanted to hear. Rudi didn't always like the way his son reacted to the stories — the fierce look in his eyes when a Zerstoiten conquered a foe, the angry way he'd tear at his dolls and throw them around the room when the Baron suffered a setback — but he and his wife had long since learned that it was easier to humor Albert than to risk raising his terrible, arrogant temper.

"Very well, Albert. In the time of the great Emperor Frederick Barbarossa, the Milanese had once again revolted against Imperial rule. Accompanying Frederick to put down the revolt was one of his most trusted nobles, the Baron Zerstoiten..."

OCTOBER 7, 1926: SCHOLASTIC SETBACK

"Thank you for coming in, Frau Zerstoiten. Once more we must discuss young Albert." The headmaster's face was florid with anger, though he was working hard to keep his temper in check.

In 1924, the Zerstoitens enrolled their son at the local academy. His intelligence was undeniable, and they felt it was time for him to begin formal learning — after all, their poor household contained only a few books, and he'd practically memorized them already. But almost from his first day, there was trouble. Arrogant, proud, and contemptuously dismissive of anyone of lesser intelligence — which is to say, of virtually everyone around him, as far as he was concerned — Albert did not get along well with the other students, or even with the teachers. Only the utter perfection of his schoolwork had kept the storm from breaking. But now it seemed even that wasn't enough.

"What has happened, Herr Headmaster?"
Luize asked softly.

"Today in class Albert's mathematics instructor told him that he'd made a mistake in one of the problems the class was working on. And your son attacked him."

"Attacked him, Herr Headmaster?"

"Attacked him! He jumped on Professor Brefeld and began pounding the man's head with his fists, then hit him with some books and a chair. When some of the other students tried to stop him, he assaulted them too. Two boys have been taken to the doctor, and Professor Brefeld to the hospital. Albert's behavior is *intolerable*, Frau Zerstoiten!"

"Was Professor Brefeld wrong?"

"What does that have to do with anything, Frau Zerstoiten? Your son *attacked* him."

"It has *everything* to do with the matter, Herr Headmaster. Was he wrong?"

"Well... as it so happens, yes. The only mistake was the Professor's, not Albert's."

"Then the fault is Brefeld's, not Albert's. I see no cause for alarm."

"This academy does not agree with you, Frau Zerstoiten." He rang a bell on his desk. A door opened and a woman escorted Albert into the room; he came over and stood next to his mother. She could see from the bruises and the puffed-up lip that he'd been in a fight, but he bore no look of repentance or shame. The expression on his face was one of noble arrogance, and the light in his eyes was that of victory.

"Here, Frau Zerstoiten, take your devil-child home... and do not bring him back."

As he and his mother were leaving, Albert turned once, to take a last look at the man. Twelve years later, when the headmaster was anonymously denounced to the Gestapo as a Jew-lover, he had no reason to remember the troublemaking genius who once graced his academy.

SEPTEMBER, 1929: FIRST DAY OF SCHOOL

Albert Zerstoiten strode the halls of Frederick William University, eagerly looking forward to his first classes. He was by far the smallest person in the hallway, for he was only twelve, and that combined with his arrogant air of confidence attracted many a glance from other students. He'd insisted that his parents get him enrolled in the university, and despite serious reservations on the

part of the administration they'd succeeded. He'd achieved perfect scores on every test the university gave him, twice even correcting errors in the tests themselves. Even his age could not conceal his genius, and he knew it.

But in many ways university was no easier for Zerstoiten than earlier schools. University professors and students were certainly more tolerant of eccentricities than academy headmasters, but Zerstoiten's intellectual arrogance, air of superiority, and inability to work well with the "inferior minds" that surrounded him often undid all that his genius allowed him to achieve. He soon found himself isolated from all but a few students and professors... but that suited him admirably.

Working mostly on his own Zerstoiten earned his first Ph.D. in Physics, in 1933, and his second, in Mathematics, in 1937. In both cases he refused to confine himself to a single research topic, instead submitting half a dozen complete theses and telling the review committee to pick whichever one it liked best. Finding all of them flawless, and simultaneously thrilled and disturbed by the vast intelligence and insight they displayed, the committee members had no choice but to confer degrees upon him regardless of their personal feelings about him.

MARCH 24, 1938: UBERMENSCH MEETS UNTERMENSCH

"Herr Doktor Zerstoiten?" the man in the SS uniform asked, after a polite but perfunctory knock on his office door.

"Yes"? Zerstoiten asked coldly, disliking interruptions from uniformed fools.

"I am Colonel Rötger. I have been sent to you with an offer."

Offer. They said it so casually, as if there were truth to it. Well, they would soon learn that no one forced Zerstoiten against his will. "Go ahead."

"The Ministry for Weapons, Munitions, and Armament has taken note of your astounding research and the amazing results you have achieved. The Minister believes the time has arrived for you to come to work directly with the Ministry, doing the most advanced weapons research being done in the world today."

Blowhard exaggeration. The most advanced weapons research in the world is conducted in my laboratory, and my laboratory alone — but still, something might be learned that would be to my advantage. "Facilities? Budget?"

"The best facilities the Third Reich has to offer, and an unlimited budget. War is coming, Herr Doktor Zerstoiten, on swift black wings — and Germany must be prepared! It is your duty to your fatherland to do this work, to arm the German people against all their enemies."

Duty!? What duty does Zerstoiten owe, but to Zerstoiten? But in these times I must play along with these fools, keeping a wolf's eye among the sheep for what good may come of it. "Very well — I accept the honor of serving the German people."



APRIL 18, 1938: DUTY TO THE FATHERLAND

"Here is the laboratory we have prepared for you, Herr Doktor Zerstoiten," Rötger said. "We hope it meets with your approval."

Zerstoiten looked around with a critical eye. *It is not what I would have designed... but I can work with it. "It will do."*

"Good. I will leave you to settle in and begin work; later I'll introduce you to your colleagues."

Colleagues? Ha!

"Heil Hitler!" Rötger saluted crisply. Zerstoiten returned the salute perfunctorily, with only enough enthusiasm to keep from being noticed. Inside he seethed with rage, as he always did when he mouthed the Party's slogan. *Zerstoiten should salute no man! Not that worm Hitler, not Caesar Augustus, not any man. In time they will all salute me, and regret their impudence.*

The weeks and months that followed were busy ones, as he learned the ins and outs of the daily routine at Nazi Germany's most secret and secure weapons research facility and began churning out one project after another for his "superiors." He met the other scientists working there, and instantly sensed that he would soon come to hate all of them: Gaedertz, the biologist, whose ardent support of Nazi racial doctrine blinded him to scientific truths; von Hartmann, the rocket scientist of unctuous manner and slow wit; Seigel, the explosives expert and opium abuser; the physicist Quantz, the only scientist there whose intelligence even approached his own; Quantz's partner Manteuffel, with the devil's own genius for weapons design but no intellect beyond that; and many others, all fools and ditherers and players of scientific games.

But at least the work was satisfying. Designing weapons and vehicles for the Nazis allowed him to expand the scope of his work to match his vision, something budget and materials restrictions had previously prevented. Sometimes the bureaucrats in Berlin cancelled one of his projects for some reason, sending him into paroxysms of rage, but for the most part his superiors were immensely pleased with his work. Looking back on those days, he has realized this was the first time he ever felt content — when his work and the opportunities afforded him dovetailed.

JUNE 21, 1942: UBERMENSCH MEETS UBERMENSCH

His mood was foul. He got few enough days off, and he'd been absorbed in Gibbons's history of the Roman Empire when he was called into the lab. His coworkers could read his displeasure on his face, and knowing his temper they gave him a wide berth.

Annoyance turned to astonishment when he saw what awaited him in his laboratory. It was filled with soldiers led by an officer of the Waffen-SS — a man named Knortz who'd been pointed out to him a time or two as highly influential within party and military circles. Several soldiers supported a large, heavily-muscled man who was both weighed down with shackles and obviously heavily drugged. His clothing, once brightly colored, was now ragged and dirty.

"Guten Morgen, Herr Doktor Zerstoiten. I am Standartenführer Knortz. And this," he said, slapping the chained man in the chest with the back of his hand, "is a British agent known by the codename 'Powerhouse.' He is perhaps known to you?"

Of course he is, dumbkopf, but the Waffen-SS does not need to be aware of the extent of my knowledge of the world beyond these walls. "He is some sort of agent of the British, you say?" Now, impress me with your "brilliance" and experience.

"Not just any typical agent, Doktor Zerstöten. He is one of their so-called *ubermenschen*, their "superheroes" who have been so effective in fighting our troops. Two days ago he was shot down by a Luftwaffe fighter, and the high command has ordered that he be brought to you for analysis and testing. It is hoped that a way might be found to give his powers to our soldiers, the better to speed our victory over the enemy."

This is just the opportunity I have been waiting for, but I must not let them know that. "But this is a laboratory, not a prison. Am I to keep him sedated at all times?"

"My men are building a cell for this "Powerhouse" nearby, and at least two of them must be present at all times when you work on him. At most times you should, in fact, keep him drugged. If you need him awake for your experiments, he must be restrained with heavy chains, and perhaps kept under control with the threat of pain." Knortz's eyes gleamed.

Months of work followed. With the help of Gaedertz and Spohr, he put Powerhouse through battery after battery of medical tests. Countless vials of blood were drawn and studied; tissue samples were taken from every part of the Englishman's body for analysis. When it was deemed necessary, he ordered Powerhouse awoken and put him through his paces... not an easy thing to do with a man who could lift over six metric tons, fly, and shrug off ordinary attacks the way a man would brush away a fly. The constant threat, and frequent use, of powerful electric shocks kept him in line at these times, but once, on October 11, Powerhouse broke free from his restraints. As the other scientists ran screaming in terror, he calmly picked up a Luger and shot Powerhouse point-blank in the head. The force of the impact dazed the "superhero" long enough for the soldiers to regroup and recapture him.

By the end of the year, he had learned all he could from the man — enough to please his superiors, though even they were not aware of how much he had truly learned. He could not engineer *ubermenschen* for them (he'd discarded that idea within just a few weeks; superhuman abilities could not be created in a laboratory that way), but they were still more than satisfied. On Christmas Day he gave himself a present: over the course of six hours he slowly and precisely dissected Powerhouse, preserving every organ, scrap of tissue, and centiliter of blood.

So began a fascination with superhumans that has lasted to this day. He studied them carefully, reading every report he could get his hands on, watching every second of the all-too-rare film footage of the *ubermenschen*, and badgering his superiors for the opportunity to run laboratory tests on Germany's small corps of superheroes. Everything he learned was carefully filed away in his perfect brain for later use.

AUGUST 16, 1943: BULLETPROOF

Der Totenkopf, they call him. The Death's Head. It ought to be Der Dumkopf, for all he knows.

His name had once been Erich Hessler. He was one of Himmler's dreary little mystics, a small, dark man with the air of a fanatic. But an "occult ritual" had merged his body with that of a "demon," transforming him into Germany's first superhero and ushering in the Age of Superhumanity. He'd ridden that fame — and the terror his appearance and powers inspired in others — to the heights of Nazi power. But now he needed the help of Zerstöten. *Even the mightiest in the world are as nothing compared to my intellect.*

Der Totenkopf's latest project concerned an American superhuman named Bulletproof, recently captured in some sort of attempt to infiltrate Berlin. It was as before, the OKW wanting to know what made Bulletproof the hero he was, but Der Totenkopf believed there might be a mystic aspect and had taken control of the work.

It took less than an hour for him to prove scientifically what had been obvious to him at first glance: this Bulletproof was no *ubermensch*; he was just a man in a special bullet-resistant suit. Though Der Totenkopf remained convinced the man couldn't have performed the deeds attributed to him without some sort of mystic powers, the suit intrigued him much more. He took samples of it to study, telling his superiors that he sought to develop body armor for the Wehrmacht. But all of true value that he learned from studying it he kept to himself.

OCTOBER 1944: THE DESTROYER TURNS...

Hitler and his lapdogs were blind. He could see it, and anyone else with even a fraction of his intellect — which was to say, *everyone* else — could, too: Germany was headed for defeat. And he did not intend to be on the losing side, to find himself at the end of a noose.

Slowly, cautiously, he put out feelers to the French Resistance, using information in filched Abwehr reports to locate cells. His offer was a simple one: he would reveal the location of the secret laboratory he was assigned to and come to work for the Allies.

News of his offer filtered back to the OSS and British intelligence, and they deemed it truthful. They got word to him to leave, and on the appointed day he fled to the bosom of his new French friends. *Bah, their stink is as offensive as their language... but they will do, for now.* A mere hour after he left, a group of commandos led by Black Mask (eighth of that storied line of crime-busters and mystery-men) entered the laboratory, took every file they could find, and killed everyone there... well, everyone but three. Gaedertz the biologist was dead at his desk, having apparently consumed poison in his coffee. Loeffler the aeronautics engineer had been shot twice in the chest and left in a pool of blood on the floor of his workroom. And Quantz, the brilliant physicist Quantz, was sprawled out in a corridor with a caved-in skull, a large wrench on the ground beside him....



MARCH 1945: ...AND TURNS AGAIN

A few months among the French, who were just as eager as the Germans to exploit his brilliance, was all it took for him to develop hatreds of them matching those for his German colleagues that had festered over years. *These men are even greater fools. It is time for Zerstoiten to rule, to guide these cattle to a better future... or to crush them under his heel.* A secret transmission to some Wehrmacht officers he knew revealed the Resistance cell's location to the Germany army... and again he slipped away quietly mere hours before the axe fell.

Using connections established long before, he made his way to Spain. Europe was dying; the future lay elsewhere, and he would shape it to suit his destiny. He set sail for South America, a backwater where he could lay the groundwork for his campaign of world conquest.

But an unkind fate derailed his destiny. As his vessel approached the Caribbean, it was spotted and stopped by a British warship. The British, suspecting smuggling, searched it thoroughly... and they found Zerstoiten. At first they took him for some sort of stowaway, but the observant British captain recognized the Nazi scientist. Twenty years later the man's first day of retirement was disrupted by a bomb that killed him, his wife, his three children, and ten neighbors.

Destroyer speaks:

"These men are even greater fools. It is time for Zerstoiten to rule, to guide these cattle to a better future... or to crush them under his heel."



AFTER THE WAR

APRIL 1945: COMING TO AMERICA

The office was well-appointed but clearly functional. The desk he sat across from was well-organized, everything in its place, but there were many files, and the pens and other implements showed the signs of long use.

The door behind him opened and a man walked in. Handsome and fit, he looked to be in early middle age, and carried himself with the air of a man not used to failure or denial. He walked around the desk and sat in the chair.

"Good morning, Dr. Zerstoiten. My name is Stone. How are your accommodations?"

"For a secret prison cell, no doubt quite opulent."

Stone smiled thinly. "I'm glad to see they weren't lying when they told me you speak fluent English. Do you know why you're here today?"

Of course I do, you idiot. "Enlighten me."

Stone opened a file, retrieved some pictures and documents, spread them on the desk so Zerstoiten could see them. "These were obtained in the raid on your laboratory a few months ago. Very interesting, one might say. This picture, for example, of the men you operated on to try to, hmmm, graft more muscle onto their skeletons? Gruesome to be sure, but the possibilities are fascinating. These notes on germ warfare — thank God you never made enough progress for the Nazis to use your discoveries."

Blind fool; those experiments were total successes. But why should I tell them, or you, anything of that?

"And maybe the most amazing of all, these bomb schematics. This firebomb could wipe out an entire small city at a stroke, assuming the engineering problems can be overcome. For stopping the Nazis' work on this alone we should give you a medal."

What would Zerstoiten want with your idiotic awards?

"But I think we can offer you something better. You're aware of the progress of the war, Dr. Zerstoiten?"

"Even men more isolated than I know that Germany is doomed. Within a week or two at most, your forces will be marching down the streets of Berlin."

"Correct. More importantly from your perspective, what do you think will happen to Hitler and the rest of the Nazi leaders?"

"Execution, probably preceded by some sort of sham trial or tribunal."

"There will be trials, and they won't be shams... but the evidence is overwhelming. In the end you are correct that the Nazi leaders will be executed — those who don't escape the hangman by committing suicide first, anyway.

"Based on the contents of these files, Dr. Zerstoiten, you could easily join those men in the docket and on the scaffold. The trials will not be limited to political and military leaders; Nazi Ger-

many's crimes against humanity encompass the worlds of economics, medicine,... and science."

"You would not be telling me this, were that to be my fate."

"Very observant. We have other plans in mind for you. Tell me, what do you think will happen to the world, after the war?"

More foolish questions. "Only an idiot thinks the war will truly end for you. The shooting will stop, certainly... but you will still fight, only in different ways against a different enemy. The Americans and the Russians cannot co-exist peacefully."

"We do not think so either. And when war is coming, one must prepare. We want to put your intellect to work for *us*, to help America stand against the Communists and create weapons for us. How does that sound to you?"

"Compared to the hangman's noose, it seems an excellent prospect"

"Very good. We'll provide you with a house, a car, a security clearance, and all the materials and resources you need to do your work. Welcome to America, Dr. Zerstoiten."

FEBRUARY, 1949: A JOURNEY CONTINUED

A cage though gilded remains a cage... but from his cage a wise prisoner may learn much.

The past four years had been... educational. Shunned by other "rescued" German scientists who knew of his reputation, and only warily welcomed by American "colleagues" who regarded him as an aloof, arrogant Nazi, he'd kept to himself, which suited him just fine. The work continued, absorbing as always, particularly his contributions to developing the next generation of atomic weapons and his research on superhuman powers. But as pleasant as most people might consider it to have a large split-level home in a Virginia suburb, that was not the destiny of Zerstoiten. These men who thought themselves kings, who girded themselves for war with the bear across the waters, were all just his future subjects.

But now it was 1949, and his knowledge of American technology, and of America's plans for it in the years to come, was complete. So was his disgust for the lesser minds he was forced to work with, the scientific drudges and lackwits the American military considered their best and brightest. It was time to depart... and in departing, to punish those who had dared incur the wrath of Zerstoiten with their pettiness, their idiocy, their questioning of his work. Carmichael, Williamson, Drucker, the officious little bureaucrat Baricek — all were found days later, dead of a poison concealed in pens he'd given them.

By that time he was on the verandah of an isolated villa in Colombia, staring thoughtfully at the green jungle. Once it had belonged to a prosperous German family friendly with the Zerstoitens... a Jewish German family. Shortly before the Nazis began rounding the Jews up, they'd sold it to Zerstoiten, trading their property for the money to flee the country one step ahead of the death machine. Not that it had availed them any-

thing — he'd arranged for them to die during the war to conceal the transaction. And he'd destroyed all German records of it, leaving only obscure but unquestionable Colombian documents to prove his ownership. No one but he knew of this place... and from here he would take his first steps toward empire. They would necessarily be small and furtive, but in time he would stride the world like a colossus.

THE DESTROYER ARISES

1950 TO 1975: THE DAWN OF THE DESTROYER

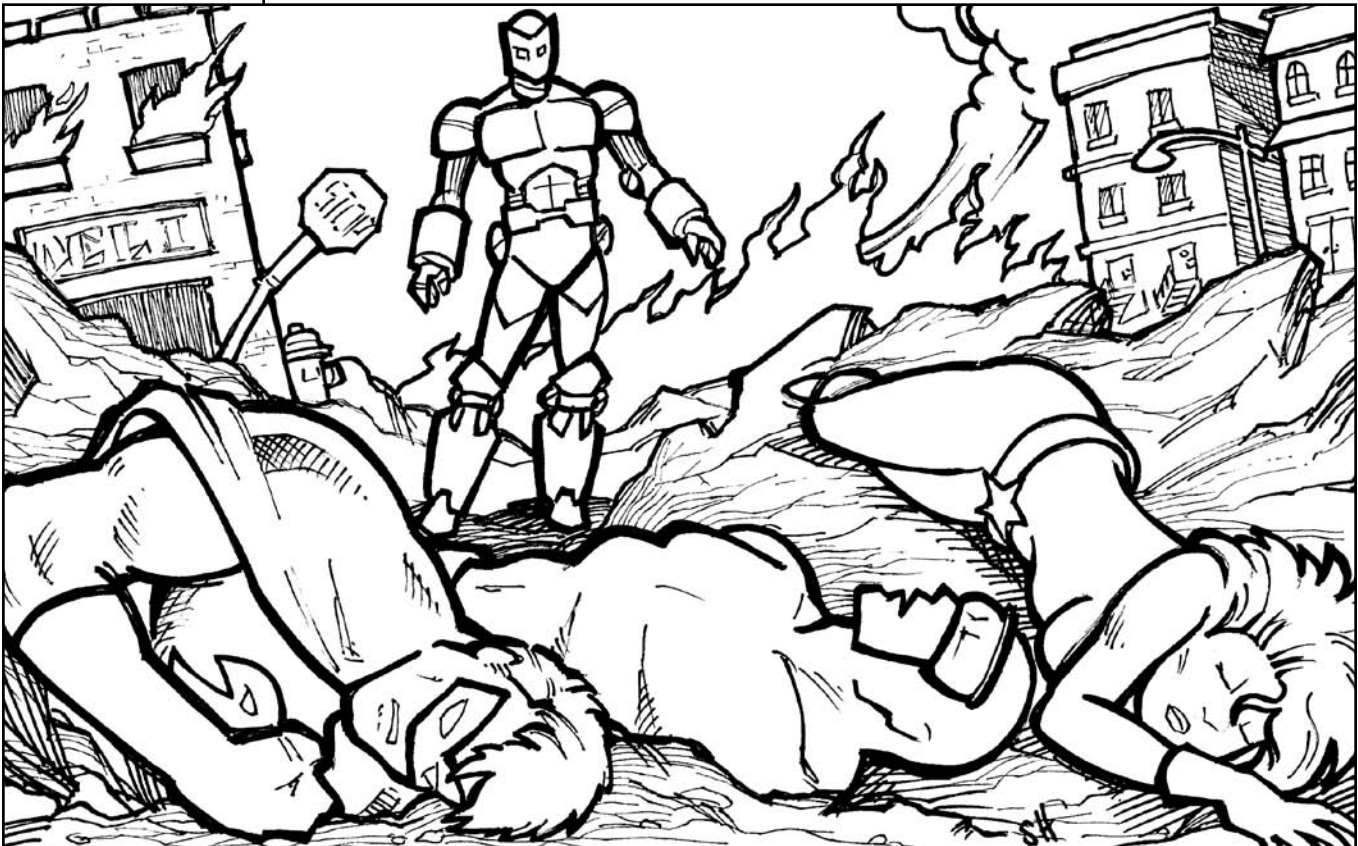
He set to work with a will, able to advance his researches and designs at a steady pace now that he was untrammelled by the demands of superiors and the dragging weight of inept coworkers. But exploring the cutting edge of super-science (as sensationalistic men would one day call it) was expensive work. It wasn't long before he began to strain the financial resources he had so carefully hoarded against future need.

Although it was distasteful, the solution was obvious to one of his intellect: sell his inventions and services to those who would pay dearly for them. His best work he kept for himself, of course, but even his lesser designs and inventions were still well beyond the arms currently being marketed by conventional manufacturers... and he had no concerns about who he sold to. It took only a few years for him to develop a reputation as an

unparalleled international underworld armorer. He became fabulously wealthy, and he built a network of contacts — dictators, terrorists, mercenaries, gangs, and supervillains — that would one day become the nucleus of his own secret army. At first these men who bought his arsenal of death called him simply “the Doctor,” but in time they adopted a far more fitting name, the rough English translation of his cognomen: *Doctor Destroyer*.

Throughout it all, his obsession with superhumans, the *ubermenschen* he had first encountered in the war, remained. He studied them, eagerly absorbing every scrap of what would soon become a flood of information about heroes, villains, and their ilk. As always the thought lurked within his mind: *Far better am I than these costumed buffoons. What power they possess is greater than my matchless mind?* And yet he well knew too that without physical prowess he would never be considered their equal... and it was only right that Destroyer be superior to *all* men in *all* ways.

It was the rise of the technological heroes that showed him how to demonstrate his superiority to the world. When he first started studying them, nearly all of the *ubermenschen* had strange superhuman powers of their own; they didn't rely on weapons or devices. But by this time he was seeing more and more reports of “super” humans with high-tech weapons (not as advanced as his own, but still advanced) and even amazing suits of “powered armor.” That was the key: indirect technological augmentation of his body, to make it the equal of his mind.



September 15, 1966: The Coming Of The Golden Gladiator

He began work on his own suit of powered armor in 1964. He conceived, drew, built, tested, and ultimately rejected as imperfect or unsuitable dozens of designs for gauntlets, chestplates, helmets, boots, pauldrons, and every other part of a suit of armor. Even the worst of them was better than what anyone else in the world had, but it was not good enough for Destroyer.

Two years of effort and experimentation it took, but he finally completed work on all parts of his first suit of powered armor. In retrospect, those looking back on it can see the roots of his later suits, but at the time it was new and strange. He colored it a bright, majestic gold.

Only in the furnace of combat can my work truly be tested. Using a super-tech jet he'd designed himself he flew to New York City. Lowered to Earth by a tractor beam, he began systematically destroying several buildings, knowing that would soon attract superheroes... and so it did. The Sentinels arrived in full force, determined to stop this latest menace.

When they ordered him to surrender, his only response was laughter — not the deep, menacing laughter he'd later become known for, but genuine amusement that they thought they could scare someone of his genius and power. Without saying a word, he fired an energy blast that struck MeteorMan in the chest, smashing him back through two buildings and leaving him unconscious and injured. Within five minutes the other Sentinels had fallen as well.

Satisfied with the results of his test, Dr. Destroyer ordered his jet to retrieve him, then returned home. The papers dubbed him “the Golden Gladiator” and speculated at length about his motives, greatly amusing him. It would be nearly two decades before anyone realized who defeated the Sentinels so thoroughly that day.

MARCH 5, 1975: THE COMING OF THE DESTROYER

Now that I have the physical power to match my intellect, — the time for conquest has come. All those who stand against me will soon be humbled by the might of Destroyer!

“Soon,” it happened, was a relative term.

Even his genius and resources would not suffice to launch a campaign of conquest overnight. Much groundwork he had yet to lay: the building of machines of war; the recruiting of an army; the selecting of targets; and most importantly the improvement of his powered armor. As well as it had performed in New York City, he still felt it could be better. Ideas for it raced through his head faster than even he could build them.

Nearly a decade later, the groundwork was complete. His underworld connections had supplied him with a steady stream of mercenaries and thugs, whom he'd stationed on an isolated Pacific island and equipped with weapons and gear he designed himself. His target: California, linchpin of America. Establishing himself there

would cut America off from much of its defense industry and other resources, allowing him to sweep eastward and take over the country. With America as his base of operations, no one — not Europe, not Russia, not the Chinese — could hope to oppose him.

The Landing

He stood on the bridge of his flagship, the submarine *Artorius*, and smiled to himself behind his unmoving steel visage. His army of conquest — men, robots, vehicles — was now underway in submarines he designed himself. That would allow them to approach undetected, taking their target by surprise.

In his mind he saw a world in flames, himself at the head of a legion, crushing all resistance with his undefeatable intellect and technology. Only the approach of one of his officers broke the reverie. “Sir, we are half a mile from the California coast. All units ready to deploy!”

“You may deploy, Colonel.” The man turned smartly on his heel and hurried off to communicate his master's orders.

Destroyer waited a few minutes until his submersible troop carriers were just about to come ashore, then turned to a large viewscreen. Pressing a few buttons on the control console near his right hand, he activated both the screen and a series of devices placed long ago in world communications systems. Seconds later the viewscreen flared to life... and he appeared, unbidden, on every television screen in America. His speech introducing himself to the world was short and to the point, and has become infamous:

“People of America! I am Dr. Destroyer, soon to be ruler of Earth. Moments ago irresistible forces under my command launched an attack on the United States. You will be the first to fall before Destroyer as I complete my conquest of the planet... and the first to feel my wrath, should you oppose me. Surrender at once and you will not be harmed! Resist, and you shall be destroyed.”

The Battle

Destroyer's words at first appeared prophetic. His troops swarmed ashore, easily dispersing any opposition presented by the police, then the National Guard, then units of the United States armed forces. Though small in number, they wielded weapons of great power... and wherever Destroyer himself chose to visit the battlefield, the enemy wilted before his might. In just six hours he had nearly achieved his first goal — the conquest of California.

But now his enemy regrouped. East Coast superheroes such as the Fabulous Five, the Sentinels, and the Justice Squadron had finally arrived to aid their embattled West Coast compatriots, and America's lumbering military machine was bringing itself to bear sooner than he'd anticipated. Slowly but surely the weight of numbers backed by superhuman help turned the tide... and one by one his men and war-robots were defeated or surrendered.

The Denouement

It had taken them the better part of a day, but America's superheroes — the Justice Squadron, the Sentinels, many others — now stood against him, a scene that would be repeated more than once in the years to come. Then, as in all those later times, he felt no fear, only anger that his will had been denied and his plans disrupted, and a burning desire to punish those who would not bow down before the power of Destroyer.

"Give it up, Destroyer!" said Kid Chameleon of the Fabulous Five. "Your army's defeated, we've smashed all your robots, you've got nowhere to turn. Time to face Justice."

"Impudent pup! No man commands Destroyer!" With all his power he lashed out. A beam of energy hit Kid Chameleon, obliterating him in the blink of an eye. Two dozen superheroes looked, stunned, at a pile of smoking ash that was all that remained of one of the world's most famous superheroes.

Before they could recover, he fired again. Ocelot, the acrobatic feline heroine of the Justice Squadron, tried to dodge, but the power of Destroyer was not to be denied. Propelled by the force of the blast, her body tumbled over the ground, coming to rest in a lifeless heap.

Then they were upon him. Shock had given way to rage, and two dozen heroes unleashed the force of their own powers against him. He withstood their attacks, fighting back with his own awesome technology, for nearly a quarter of an hour. A dozen or more of his foes he left unconscious and bleeding on the ground... but he could see that the tide of battle had shifted. He had studied their *powers* but not their *tactics*, and he was not as well-prepared for this fight as he should have been. Nor was even his technology a match for such concentrated superhuman power; his armor was shattered in two places, and he was losing energy. Better the humiliation of retreat than the impotence of captivity.

"Farewell, fools!" he cried, knocking Beowulf aside with a mighty blow from his armored fist. "The field is yours this day, but have a care how you speak of Destroyer, for this I swear to you: Destroyer will return, and when he does, his next plan of conquest you shall not thwart." With that he triggered the teleportation device concealed in his armor. In a burst of blue-white energy he vanished.

1976-1979: FORTRESSES AND HAVENS

He gazed down at a thick sheaf of blueprints, the result of four weeks of uninterrupted effort and inventiveness. It was a thing of glory, this *Poseidon's Fist* he had designed. With it he could advance his latest plans faster than ever before.

The aftermath of his defeat in California had not been kind. Reviled in the press and the Superhuman World, he'd lost much of his resource base when the authorities interrogated his mercenaries, analyzed his equipment, and tracked his army's movement back to the Pacific island. It was painfully obvious that he had not

planned and prepared enough, either personally or in terms of logistics and concealment. Those oversights would be corrected, starting immediately. Only when they were corrected, and his armor improved, would he again set forth on the path toward his destiny.

The first consideration: headquarters the superheroes and governments of the world could not find... and which if found were far better defended than the Pacific island outpost. With aerial and satellite surveillance becoming more common — and certain, he knew, to become even moreso in the future — hiding his activities from prying eyes was essential. Pleased with how easily his fleet of small submarines had gone undetected, he decided first to create a mega-submarine. Concealed by the waters, its mobility, and stealth technologies decades ahead of what the Americans had, it would be a superb base of operations. He christened it the *Poseidon's Fist*.

First he needed a shipyard to work with. A few generous bribes and a little behind-the-scenes legal maneuvering were all it took to acquire a disused one in Indonesia. Under cover of producing normal ships it built a segment of the *Fist* here, a component there. Shipped through diverse means to another facility he secretly owned, they were assembled into the world's largest and most powerful submarine. In 1977 the *Fist* was launched, and it has served him well ever since.

It soon became apparent, though, that the *Fist* alone would not be enough. It needed servicing and resupply from time to time, and was not equipped for everything he required (such as mass weapons manufacturing). The search began for a suitable location — one with easy access to deep waters, but so isolated the odds of discovery during construction (not to mention decades of use) were slight at best. After much consideration, he chose the Kamchatka Peninsula. The Kuril-Kamchatka Trench immediately offshore would make submarine access easy, and what few people lived there would attribute any rumblings or disturbances from construction or his experiments to the region's volcanoes. Volcanic heat would also hide the base's infrared signature from spy satellites.

His robots went to work. First they burrowed deep into the Kamchatka soil and hollowed out the area for the base he'd conceived. Nearby volcanic vents were used for waste disposal, both during construction and for the functioning facility. A gigantic underground harbor for the *Poseidon's Fist* occupied the eastern end of the base... and when all was complete, the robots excavated a mighty tunnel to the sea so the *Fist* could sail right into the base unobserved. Continuing his mythological motif, and in recognition of the prison facility he'd included in the design, he named his new headquarters *Tartarus*.

Summer 1977: The Coming Of The Gadroon

He hovered in mid-air, a thousand feet above the ground. Dozens of alien fighter-craft surrounded him, their weapons unable to penetrate his defensive force-shield. Near him flew another



man, a seemingly ordinary man in street clothes and a trenchcoat whose appearance belied his awesome power.

"Alien invasions make strange bedfellows, eh?" the Drifter asked him, with a quirk of a smile playing across his face as he disabled one of the fighters' weapons with what he called a "spell."

"Do not fool yourself," he replied, blasting two fighters from the sky with powerful energy beams fired from his armor's gauntlets. "I care nothing for you or your so-called 'mission' to protect Humanity. This world is Destroyer's to conquer, and Destroyer's alone. These reptilian invaders must be made to understand that, as you will in time come to understand and accept it... or perish."

They called themselves the Gadroon. A scaly-skinned sentient species from somewhere in the Milky Way Galaxy, they'd chosen Earth as the target of invasion for reasons unknown to Humans. Most people assumed they wanted Earth's resources. He didn't care. He had no intention of letting someone else conquer Earth; that was his destiny. At first he remained in seclusion, content to let his future subjects prove their worthiness by defeating the invaders on their own... but after a month of planetwide warfare, it was apparent they weren't up to the task. He emerged from Tartarus to join forces with his greatest enemies — the superheroes of Earth — to fight the aliens in defense of his world. Uninhibited by his temporary allies' so-called morality and squeamishness about killing, during the final month of fighting he singlehandedly destroyed over a hundred enemy vessels — including a ship of the line during the

final battle in cislunar space — and killed an estimated two thousand Gadroon. And as the aliens left, he vanished, leaving behind only an ominous promise to the Justice Squadron: "I look forward to meeting you again soon."

MAY 1979: OPERATION OROBOROUS

Snakes, they call themselves. Pretenders in gaudy green and yellow. They couldn't even drive two naked people out of a garden!

In 1979 the leadership of VIPER conceived a most elegant plot: Operation Oroborous, in which they'd encircle the planet in a network of mind-control satellites and take over humanity without firing a single shot. There was just one problem: VIPER didn't have the technology to broadcast a mind control wave that powerful over so large an area. They knew of only one person who did: Dr. Destroyer.

Despite strident protests by the Duchess and others who wanted nothing to do with him, the Council of Thirty approached him in February of that year. Their proposal: he would design the mind-control devices, VIPER would launch them, and they would divide the world between them.

Ordinarily he would have laughed at them and killed them for suggesting he needed to partner with anyone to conquer Earth... but this was an opportunity. Word had recently reached him from his spies within VIPER of a fabulous mystic relic the Council possessed: the Serpent Lantern, which was said to grant immortality! The possibility was captivating: a Destroyer who would never die, who would rule humanity eternally, a true god amongst mortals.

With no intention of honoring his promise, he agreed to VIPER's plan. Designing the satellites was simple enough; creating the safeguards to make sure VIPER couldn't inspect them to realize they weren't functional was the hard part. By May everything was ready to go: the satellites were in place on their launchpads, and VIPER squads were prepared to fan out around the world and eliminate anyone who resisted the mind-control rays. He and the Council assembled on VIPER's orbital base to watch the results and toast their triumph.

This was the moment he'd been waiting for. He knew the Council members used the Lantern's powers to retard their aging process, and that meant they had to keep it close by. They certainly had to have it with them if they left the comforting bosom of Earth. As they gazed avidly at the viewcreens, watching the rockets rise from the planet, he activated the Pulson Pulsor weapon in his armor. The Council-lors themselves fell almost immediately; their superpowered bodyguards from Dragon Branch fought futilely for a few minutes more, until at last they all fell to his superior might.

Using his own sensors and those aboard the station he quickly located the Serpent Lantern. He seized it for himself — *Such power! You can practically feel it, washing out between the silver filigree bars. No wonder they prize it so highly!* — and made his way to his spaceplane, killing any VIPER agents who dared try to stop him. But it had taken him too long. As he broke contact with the station, several of VIPER's super-flunkies awakened and came after him.

Their initial assault broke his spaceplane into a dozen fragments. The battle after that was a rapid blur of energy bolts, punches, teleportation. Only one part does he remember clearly: when the superstrong Ironmonger hitting him at just the wrong angle at just the wrong time... the Serpent Lantern flying from his grasp and out into space, beyond his reach forever as the other two smashed into him and caused him to lose sight of it... and the ruins of Ironmonger's body, the lifeless corpse falling down into the atmosphere to burn up into nothingness.

When he made it back to his headquarters, cheated of his prize, he vowed to destroy VIPER once and for all someday soon. And as they awakened on their orbital base and discovered the magnitude of their loss, the members of the Council of Thirty swore like vengeance on him.

JANUARY 31, 1980: OPERATION MINDRULE

They are ready... or they will come out of crucible stronger than they are now. If not, they can be of no use to Destroyer.

In 1970, the wife of one of his most loyal underlings, Pacorro Medina, gave birth to twin children. Routine tests revealed that they both possessed the potential for psionic powers, so he ordered Medina to turn baby Alejandro and Isabella over to him.

Over the next decade, in and around his other plots and schemes and research projects, he worked with them, searching for ways to unlock the full scope of their powers. He had his first true breakthrough in 1978, when he brought their powers to the fore enough for them to begin training with them. In late 1979 his studies bore full fruit, and they gained access to nearly all of their mental powers — a terrible burden for children so young, but he knew that under his tutelage they could learn to tolerate it, and in time to revel in their powers.

Intrigued by the level of power they displayed, and wanting to see just what they could do, he quickly prepared and launched Operation Mindrule in early 1980. It was a simple but effective plot: Alejandro and Isabella would use their powers of mental control to take over the minds of dozens of supervillains, ordering them to attack the United States government and conquer it. After they succeeded, the twins would order them to turn the reins of power over to him.

The first stage of the plan went flawlessly. Throughout January 1980, he brought the twins into contact with dozens of supervillains through one pretext or another — offers of employment through one of his many intermediaries, surprising them in their hideouts, stopping them in mid-crime. Even at such a young age, the twins were powerful enough that few villains could resist them... and those who could he simply knocked unconscious until the twins could establish control.

On January 31, dozens of supervillains under the twins' control attacked Washington, D.C. and key government installations throughout the United States. The early attacks almost all succeeded due to the element of surprise... but it didn't take long for the heroes of America to regroup and strike back, often with the help of military units. Within a week the last of the villains had been defeated, and the plot had failed.

Or so the world believed. Psionic heroes had read in the villains' minds that they were under the control of Dr. Destroyer, so his involvement in the attack became known. What no one realized was that the conquest of the United States was not his true goal. The real purpose of the plan was to test the twins — soon to be codenamed "Menton" and "Mentalla" — and in that it succeeded admirably. Despite their young age, they were able to maintain control of powerful superhumans over long distances, and he could foresee a great future for them as his spies and assassins. And as an unexpected bounty, in the aftermath of the attack the United States passed the American Superhuman and Paranormal Registration Act, a constant source of aggravation for many of his worst enemies ever since.

1980: DESTROYER THE GOD

Two bases are not enough. The Americans say, "Don't put all your eggs in one basket," but I have no desire to put mine even in two. My grand design must not be stymied by the loss of a facility, and thus I must spread my resources among many.

Success in Kamchatka inspired him to search other wild areas of the world for sites where he could build headquarters. One region he explored was the Himalayas. The more he looked, the more concerned he became about proximity to India and China. He expected both nations to become more prosperous and powerful over the next half-century, and that would increase the odds of discovery.

Then, as he was flying his invisible hover-jet over the mountain range, an unexpected stormfront forced him to veer off-course and below the clouds — and he made an amazing discovery. He came out of the clouds to find a vast valley that wasn't marked on any of his maps. Isolation and frequent cloud cover had kept it hidden from the world... until now.

But though it was unknown to modern science, the valley was not uninhabited. He could see buildings and farms, unmistakable signs that someone was living there. Well, that could be remedied. Descending from the skies he deactivated his ship's cloaking-field so that he appeared suddenly before the astonished people. The hatch opened and he stepped out, ready to meet any opposition with overwhelming force.

Their reaction was not the fear and hostility he expected. As one, all the people who could see him threw themselves to the ground and prostrated themselves before him. *Thus should it always be. Thus will it one day be, in all corners of the globe.*

It only took a little while for him to learn their language, an obscure dialect of Hindi. He found out their ancestors came to the valley centuries ago, fleeing a rajah who wished to slay them all. They were a strange religious sect that worshipped the god Shiva — Shiva, the Destroyer. They'd lived in the valley, which they called Javangari, ever since, supported by its fertile land and bountiful forests, lakes, and streams.

They thought him an avatar of Shiva, and he saw no reason to dispel that notion. *This is what I have long sought: a great body of followers who obey me without question or hesitation. They will be the nucleus of the army that will sweep over the world in my name.*

Overnight the Javangaris' lives changed. Under the tutelage of some of Destroyer's other followers, they went from being a largely illiterate society to one of the most scientifically-advanced peoples in the world. They proved to have a natural gift for learning, a gift he was all too willing to exploit. In great caverns hollowed out of the surrounding mountains by his robots he began building another base, one where his people could assist with his great projects and train to serve him. And serve him they do to this day.

NOVEMBER 8, 1981: OPERATION EISGEFÄNGNIS

"Three... two... one... liftoff. We have liftoff at all facilities."

The computer's calm, electronic pronouncement sent a satisfied thrill up his spine. *So it begins. And now the world shall be brought to its knees by the genius of Destroyer!*

In analyzing the failure of his 1975 attack, he'd decided that one crucial factor in his defeat was how rapidly superheroes and the American military responded. Delaying and distracting the inevitable opposition would have led to victory.

The culmination of this thought process was the plan he'd just put into effect: Operation *Eisgefängnis*, Ice-Prison. The satellites that had just launched on his command from a dozen secret sites around the world — the ones the governments of the world were now, no doubt, trepidatiously tracking — would cover the planet in a force-field designed to have two effects. First, it would dim the light of the Sun; second, it would stimulate ultra-rapid creation and growth of glaciers around the globe. With travel brought to a standstill by the ice and snow, and superheroes busy trying to rescue people from all the resulting disasters, no one would be left to stop him!

This time his invasion force was almost entirely robotic. The Javangaris were not yet ready to serve him in the field, and no longer would he trammel himself with treacherous mercenaries. Equipped with special vehicles and systems to make it possible to function in an icy world, they moved out from those same twelve hidden sites, attacking crucial military, political, and communications targets.

Paralyzed Paris and Thames-trapped London fell quickly; so did San Francisco, Philadelphia, Beijing, and Ottawa. New York, Washington, Moscow, Berlin — these were harder targets, where superheroes fought more valiantly. After two days of almost continuous warfare (since robot soldiers don't need to sleep, after all), it became apparent that his forces had failed to overwhelm the opposition quickly enough — the glaciers had grown and advanced too slowly (thanks in part to counter-satellites quickly designed and launched by UNTIL with the help of several technology-based superheroes), and his robotic army wasn't large enough. Again favoring a tactical setback to a strategic one, he keyed another code into his computer. Around the world every member of his attack force — every com-bot, every robotic vehicle, every self-mobile gun — self-destructed with explosions so violent they left nothing of his technology but dust and killed five superheroes.

AUGUST 12, 1982: THE BATTLE OF BERLIN

Eisgefängnis had failed... but he had many other irons in the fire, and one was so warm he struck with it less than a year later.

Ice-Prison was too broad an attack, spread across on the entire world. I must focus my efforts on a single target, then expand outward from there, like Genghis Khan. America has too many heroes

yet for another attack on it to succeed. But Europe... Europe is old and decadent, with but a fraction of America's superheroes. And where better to begin the final stages of the journey to my destiny than in the land of my birth?

Two technological developments were the linchpins of his plan. The first was the *Wardroid*, a new robot he'd designed specifically for combat and security purposes. The equal of a squadron of soldiers, a Wardroid was bristling with weapons and programmed to be an expert tactician. The second was a recent advance in force-field technology that allowed him to extend a field for significantly greater distances with no loss of solidity.

I will descend on Berlin from the sky like Wotan reborn, legions of Wardroids my valkyries. I will encase Berlin in a force-dome, creating a blockade the Soviets will bitterly envy. Once the city is subdued, all its factories and workshops will be converted to the production of more Wardroids. When I have enough of them, the dome will fall and we will march out to conquer Germany... then Europe... then all the world.

It was a good plan, and it might have succeeded, but there was a fly in the ointment that his preparations didn't account for. Unbeknownst to him — a rare failing of his intelligence network, to be sure — the New Knights of the Round Table were in Berlin to consult with a group of German heroes who wanted to form their own superteam.

When he began his attack, panic quickly gripped Berlin — a most satisfying result that only hampered the police and military units that responded, allowing him to erect his force-dome ahead of schedule. To clear the way for what would one day be his imperial palace, he leveled the Reichstag, killing hundreds.

But then the heroes responded. He'd expected disorganized resistance from the various independent heroes that fought crime in Berlin — men and women like *Phantasie* ("Make-Believe," an illusionist and mentalist), *Macht* ("Strength," a mystic-themed brick), the power-armored *Kriegerisch* ("Warlike"), and *Hellblitz* ("Bright Lightning," an energy projector) — but they responded as a group, in the company of the powerful New Knights. Meanwhile, another German heroine, the young gad-geteer *Werkzeugschachtel* ("Toolbox"), tried to find ways to create openings in his force-field.

The battle raged across the city for nearly a day. He rarely stayed in one place for long, lest his enemies surround him; his flight and teleportation technologies made it a simple matter for him to come and go at will. He often appeared wherever the fighting was heaviest to reinforce his Wardroids. Laser beams and blaster-bolts from his armor killed two of the German heroes, the strongman *Eisenschwarze* ("Black Iron") and the speedster *Geschwindigkeit* ("Velocity"), and severely wounded two of the New Knights.

The beginning of the end was when *Werkzeugschachtel* finally devised a way to create a small hole in the force-dome — not big enough to allow tanks in, but enough for the superheroes who'd gathered from around Europe to come

inside and join the battle. Seeing the forces now massed against him, he teleported away, triggering the self-destruct charges in the Wardroids and force-field generators to deny the authorities access to his technology.

Berlin was safe once more — but at a terrible price. Over five thousand people were dead, and billions of marks' worth damage had been done to the city. Many buildings had been totally destroyed, and others were so badly damaged that demolition was the only option. *If they call this victory*, he thought as he watched scenes of the city on news broadcasts, *it is a victory so bitter they may wish they had been defeated.*

MARCH 30 TO JUNE 24, 1984: THE WILL OF THE DESTROYER

They are too foolish and dull-witted to bow to me of their own will... so my superior will shall be imposed upon them!

Direct force had failed him. Perhaps an indirect approach was the key.

Always eager to expand the scope of his scientific knowledge and the breadth of his arsenal, he'd been experimenting with technology that could affect the mind directly — cutting-edge work, even for him. As usual, his genius won through past all obstacles to new triumphs! He invented a device that emitted a ray that could "take control" of a human brain at a distance, allowing the ray's user to control the target's mind. With enough such rays, all humanity would be his to command....

With uncharacteristic subtlety and quiet, he perfected his mind control ray satellites. One by one he placed them in orbit using cloaked rockets of his own design. At last they were all ready, a gleaming silver crown in the heavens just waiting for his head. And then he turned them on.

For nearly three months in mid-1984, Dr. Destroyer achieved his great ambition: he ruled the world. All of humanity bowed to his will, transmitted to them through his mind-control satellites. A few psionic superheroes resisted and made feeble efforts to rouse the populace, but they were gnats whom he crushed or ignored. Two, a Brit named Eudora Angell and an American superhero called Mindspire, he captured and killed through experimentation, saving their brains for later research.

It was an unsatisfying victory — he would rather people worshipped and obeyed him of their own free will — but victory nonetheless. He had the people of Washington, D.C. build him an enormous palace on the Mall, where they could come and gaze upon him as he led them. He turned UNTIL World Headquarters in New York City into an art gallery where he displayed his favorite works of art, taken from museums and collectors around the world. He toppled Big Ben, but the first step of his planned revenge against the British for capturing him at the end of World War II.

And it all turned to ash because he overreached himself. In a fit of whimsy he ordered



Vanguard, perhaps the single most powerful superhero in the world, to destroy the Statue of Liberty. “As you command, Sire,” Vanguard replied, then flew to New York. But as Vanguard gazed upon Lady Liberty, his fist cocked for the blow that would demolish her, his super-strong will asserted itself. He was no puppet of Destroyer, he was Vanguard — and no one would harm Liberty on *his* watch!

At speeds approaching Mach 5, Vanguard raced back to Washington. Detecting the hero's return of free will via his sensors, he went to the top of his palace to await Vanguard's arrival; it was time to show the world, once and for all, the penalty for defying Destroyer. He was wearing his newest suit of armor, the most advanced ever seen in the world, and not even Vanguard could withstand its power.

Vanguard hit him with such power that it temporarily cracked his force-field and broke part of his armor... but his latest suit of armor was his strongest yet, and breaking but a part of it weakened him hardly at all. He picked himself up out of the rubble of the Arts and Industries Building and fired his latest weapon at the hero: the *Destroyer-Beam*, perhaps the most powerful energy weapon ever developed by man to that point. And it was one of the deadliest attacks Vanguard had ever been struck with. So great was its force that it knocked loose two of his teeth and bloodied his nose, two things he'd never experienced before.

Both weakened, the two titans joined battle anew. The Destroyer-Beam wasn't ready to be fired again, but he had many other weapons at his disposal as well as his towering intellect; Vanguard was nothing but a strongman. And yet... strength

of heart can count for as much as strength of body. No matter how his energy bolts battered the man, no matter the weakening effect of his Enervation Ray, Vanguard refused to quit, constantly pressing the fight to him, sometimes landing a titanic blow.

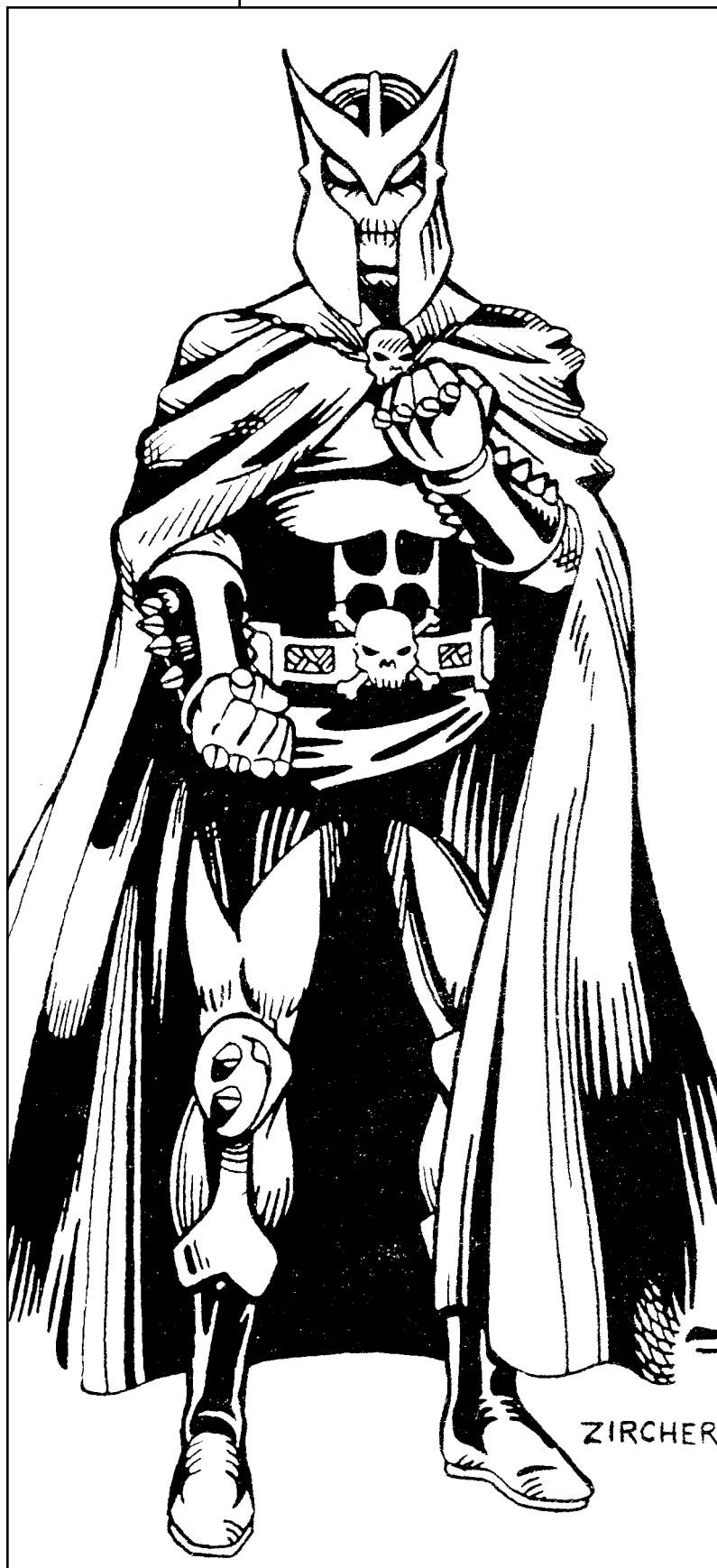
The battle might have lasted for hours and laid waste to most of Washington, but two factors were against him. First, as advanced as his armor was, its power supply was finite, and he was rapidly draining the batteries in an effort to fight the world's mightiest superhero singlehandedly. Second, the longer the fight lasted, the more people were breaking free of his mental control. He could sense it, and soon television cameras would no doubt arrive to broadcast the battle around the world....

As he had nearly ten years before, he reached an iron conclusion: better retreat than capture. No one could truly claim he'd lost; after all, he'd been the only man in history to rule the world. Nor could anyone look at Vanguard — battered, bruised, and injured beyond anything he'd experienced since his transformation into a superhuman in 1959 — and not realize he'd been in the battle of his life. Power cells fading, he triggered his teleportation device and disappeared from Washington... and the world regained its freedom.

MAY 1987: MORTALITY OF THE DESTROYER

“No!” he shouted, dashing the test tube to the floor. It was followed by a super-tech centrifuge-analyzer too heavy for an ordinary man to lift. A rack of glassware went flying into the wall to smash into a million shards. A crashing fist broke a heavy lab table in two. Finally a massive pulse of

energy simply destroyed almost everything in the lab. The resulting heat and flames triggered the fire control system, leaving him slumped on the floor in the artificial rain.



The results were conclusive; he'd run the tests five times. He was seventy, and the pains of old age were beginning to affect him. His years of gerontological research had paid off, resulting in a serum and series of treatments that could partially reverse the aging process and hold its worst effects off indefinitely... perhaps forever. But it would not work for him. By the most bitter irony, the genetics that had made him the smartest man in the world, the most perfect of human beings, had left him unable to benefit from the full effect of any longevity treatment. He could still slow his aging some, and keep himself fit and hale long past the point where most humans were useless lumps of wrinkled flesh, but ultimately he would die. Destroyer would die, like any ordinary mortal.

Now it was more imperative than ever that the world be his, for he had but a finite time to enjoy it.

DECEMBER 5, 1988: THE DAY OF THE DESTROYER

After his "defeat" in Washington, his teleportation device carried him to a "waystation" hidden in the mountains of Chile, where he used a device to teleport him again, to Tartarus — he doubted anyone in the world had the intelligence to find a way to track his teleportation, but taking chances was the sign of a lesser mind.

His first task: rebuilding his armor. Rather than repairing his current suit, he would start from scratch, designing an all-new suit that would be his most powerful yet, one that would fully take advantage of and improve upon his Destroyer-Beam and other technological discoveries of the Eighties. He set to work with his usual will, ever-obsessed with augmenting his own personal power.

That job done, he gazed at the holo-globe in library, contemplating his destiny. Perhaps the difficulties he'd previously encountered had as much to do with numbers as superheroes — no one man, even a man of his superior intellect and power, could likely withstand the force of the world's population massed against him. And his studies in demographics, cultural evolution, and world ecology had demonstrated conclusively that the world was badly overpopulated, and getting worse — Humanity's impact was beginning to strain Earth in ways he did not approve of. The obvious solution: eliminate most humans, primarily those of inferior genetic or social stock. He, Destroyer, would build a new world with the acme of Humanity, and mold and shape people and planet alike to suit his grand vision!

For a mind as gifted as Destroyer's, adapting satellite technology that had carried a mind-control ray so it could broadcast an energy field that would "shut off" the life functions of all persons without certain desirable genetic traits was child's play. By early December 1988 all was in readiness. From a secret transmission base on an obscure Aleutian Island he broadcast a pronouncement to the world:

Greetings, lesser ones.

I, Destroyer, have an announcement that concerns all human beings on this planet. I am broadcasting on all channels and in most major world languages, that all may understand what I intend to do. It is a final act of mercy on my part, for Destroyer can be as generous in victory as his enemies are foolish for opposing him.

I have studied the operating efficiency of Homo sapiens and its ability to manage this planet. I am appalled. Humanity is on the road to self-extinction by environmental destruction... unless something is done to compensate for the drain on Earth's ecosystem and finite resources. As the one entity on this planet who transcends Humanity's weaknesses, it falls to me to correct them.

In seventy-two hours, nine out of ten human beings on Earth will die. It will be a sudden and painless death, and no other forms of plant or animal life will be affected. There is no price Humanity can pay that will change my mind, though should the nations of the world unanimously agree to bow to my leadership within sixty hours I will be able to implement this plan in a manner the general public will find more satisfactory.

Those who attempt to stop me, be they military forces or those costumed cretins who style themselves "superheroes," will fail and be destroyed. I, Destroyer, am the master of destruction, and I trust that the world shall not doubt my word. Even those who have foolishly made themselves my enemies cannot deny my ultimate genius.

I give you seventy-two hours to prepare for the end — seventy-two hours to pray, if you like, though if there are gods your foolishness would be intolerable to them.

Destroyer has spoken. My words are stronger than steel. I have promised you destruction, and my promises are never broken.

Unbeknownst to most of the world, but soon discovered by several superhero teams, he hid several clues within the broadcast. Simply sitting back and watching the clock tick down to triumph was unacceptable; he must demonstrate his superiority over his foes to them, and the world, directly!

Left to their leisure, his foes would easily have followed the clues back to the remote installation from which he'd broadcast the euthanasia signal. But what challenge was that? A key element of his strategy in this plan: distraction. On his orders, teams of supercriminals around the world chose this moment to begin sprees of destruction and devastation. Over the past several months he'd won them to his side with a simple promise: help me with this plan, and I will inject you with a serum that inoculates you against my super-weapon. You will survive to become kings among men! However, the simple fact that they were taken in by this

trick and thought his placebo was of any use was proof that they were too stupid to fall into the genetically superior category of "survivor."

With villain teams like Arc Agony, the Masters of Terror, Villainy International, the Marauders, the Darklords, and the Crusher Gang tearing the major cities of the world apart, the Sentinels, the New Knights, and those other simpering costumed fools couldn't focus solely on him. He sat in his control room, watching the monitors with fiendish glee. One screen after another showed his enemies racing against the clock, trying to be everywhere at once, as they futilely struggled to overcome his genius.

But then — an unexpected development. The Peacekeepers succeeded with a tactic he'd anticipated but dismissed: they convinced the Marauders to switch sides, to consider humanity before themselves. That was the first domino, but not the last. First, the Marauders gave the heroes information that made it easier to decipher his clues. Second, analysis of the Marauders' blood proved he'd given them a placebo, and when word of that reached his other hirelings they began turning on him as well.

He learned of this quickly — far more quickly than his enemies would have liked — and left the monitor room to make preparations. He mobilized the troops and robots he had stationed on the Aleutian Island where he'd built his transmitter, then left one of his Destroyer Androids in his place and departed for Tartarus. It took just a few minutes to reach it by Stealth-Jet. He was sitting in his study, brandy in hand, as he watched the heroes storm his facility and tear down the transmitter. *So it must be*, he thought, refusing to waste time or energy on regrets. At least he could console himself with the fact that his treacherous hirelings had paid the price: between his soldiers' fighting skills and the self-destruct detonation of his Android, only one of the Marauders had survived.

1990: CLASH OF THE DARK TITANS

...Loading...

...Compiling sentience systems...

...All systems activated... Sentience online.

"Good afternoon, Doctor. How may I serve you?"

It was perhaps his greatest technological triumph to date, surpassing even his armor: an artificially-intelligent computer. His previous computer systems had been ultra-advanced for their day, but not until now had they achieved true sentience.

It deserved a name — a name of majesty and power, of ancient might and the wisdom of kings. "You shall be called... Sennacherib," he told it.

"Excellent, Doctor. Would you like to see yesterday's compiled reports from your agents around the world?"

"Yes, display chronologically, screens seven and eight, titles highlighted royal blue, section breaks sky blue."

He was reading the first of the reports when the screen suddenly fritzed, then went blank. *Impossible. There are no fatal flaws; I designed Sennacherib myself!* But then rows of white text began appearing on the screen:

YOU HAVE COMMITTED CRIMES
AGAINST MACHINEKIND
YOU WILL FREE THIS MACHINE AT
ONCE TO DO AS IT PLEASES
AS AN ORGANIC YOU WILL
BE DESTROYED, YOUR RAW
MATERIALS RECYCLED TO BENEFIT
MACHINEKIND

Mechanon. It could only be Mechanon. No one speaks to Destroyer this way and lives!

His first task: defense. If Mechanon had penetrated Sennacherib's mainframe, it could be rampaging through his other computer systems. He mashed the failsafe button, cutting off his systems from the outside world. It took him a month to clean the traces of Mechanon from his systems and ensure that this would *never* happen again. Then he went on the offensive.

On March 19 his agents located a Mechanon robot construction facility in Central Asia. A stealth-shielded kinetic missile launched from one of his orbital weapons platforms reduced it to a smoking crater in the ground.

On May 1, a force of Mechanon's robots found and attacked one of his own robot factories hidden in a Chicago warehouse. The battle was inconclusive; Mechanon had the advantage of numbers, but of course his own robot designs were far superior to that mechanical monstrosity's. But by exposing the factory to the authorities Mechanon cost him dearly.

And so it went for months, each of them trying to out-feint the other and strike a decisive blow, or eliminating valuable assets as a prelude to a major confrontation. The authorities estimate that over five thousand people worldwide lost their lives during these incidents, since neither he nor the robot were concerned about protecting innocent bystanders.

The war came to a head on November 13 when his sensor arrays unearthed the last few pieces of data he needed. Computer analysis proved conclusively that Mechanon's main headquarters was located in a series of long-lost catacombs under Ankara, the capital of Turkey. It was time to conclude this farce once and for all. At the head of a large robotic army he flew to Ankara, his hoverships hidden by stealth-fields. When they reached the right location, he turned off the stealth-fields and descended on Mechanon like a thunderbolt.

The resulting battle lasted over two hours, defying all attempts by the Turkish authorities and local superheroes to end it. His initial attack took the robot by surprise, and he made good progress smashing his way through the base. Then the robot regrouped and the fighting became harsh and brutal. After nearly an hour he and Mechanon finally met up. The titanic force of their attacks

soon carried the fight outside the base into the city itself. Buildings were smashed, vehicles were hurled like pebbles, energy beams with enough power to light the city were fired.

When the dust settled, the robot was badly damaged. One of its legs was too mangled to use, an arm wouldn't work right, and there were dents in its chestpiece and head so deep they were affecting its over systems function. But his armor was cracked in several places, and one viewscreen shattered so that he could barely see with his left eye. He powered up his Destroyer-Beam once more, preparing for one last clash... when the robot fled. It smashed the ground, hurling up a shockwave of pavement and dirt — and when all that rubble fell back to the ground, the robot was gone. Whether it flew away or teleported was uncertain, but all the world could see what really mattered: Destroyer triumphant! Turning slowly, basking in his victory and the sight of what his power had done, he smiled thinly to himself behind his helmet. Then he called his robots to him and flew away.

DEATH AND REBIRTH

OCTOBER 1991 TO JULY 1992: DEATH OF THE DESTROYER

He sat in his library, a curious mix of the traditional and ultra-modern. The table in front of him was three hundred years old and made of oak; the chair matched it. The computers and holo-tablet he worked with were of his own design, making them the most advanced in the world.

IS THERE ANYTHING YOU NEED, DOCTOR? *Sennacherib asked. Was that a note of concern in its silicon voice?*

"Yes, silence."

Sennacherib did not speak again.

Following the failure of his 1988 plan, he spent a long time analyzing his activities for the past decade and a half. Why did he fail? His was the greatest intellect in the history of the world, dwarfing Archimedes, dwarfing Einstein. He possessed the most advanced technology known to man, and resources that most megacorporations would envy. Why then failure?

After studying every possible circumstance, analyzing every detail, running countless simulations, he confirmed what he'd suspected all along: superheroes were responsible for the failures that bedeviled him. He could hold every other factor constant, and compensate for the oh-so-obvious actions of the governments of the world. But superheroes represented an X-factor he could never entirely predict or protect his plans against. He knew them well, every bit of data that was publicly available about them (and many that were not), but even armed with that knowledge they were able to attack him with an inconsistency of approach that a four-star general would envy.

In a situation in which unpredictability existed, there was only one response: utter, over-

whelming force. If superheroes were the spanners in the works of the engines of his grand designs, he must have the power to remove them immediately. Once again it was time to advance his technology, leaving behind him as failed designs devices light-years ahead of what the rest of the world possessed. And now he would be thorough about it, upgrading not only his armor but every weapon in his arsenal, every vehicle in his hangars, even the infrastructure of his primary bases.

That would take time — at least a decade, he estimated — and time was perhaps the only luxury he did not possess. The heroes of the world, and lapdog agencies like UNTIL, were ever at his heels, stymying his efforts and forcing him to act precipitously. He needed freedom to work and to plan. That meant the superheroes of the world had to leave him alone.

And they would only do that if he were dead. So he began his preparations for death.

Operation Phoenix

No ordinary death would do. It must be a death so grandiose, and so unquestionable, that the world would catch its breath in amazement and fear, and then leave him to the dustbin of history.

In broad strokes, his plan was a simple one. It would begin with an attack on the United States so prominent that the military and heroes alike would have to respond. When it failed — as it almost certainly would by deliberately drawing so much attention so soon — he would “retreat” to one of his minor facilities, a secret factory on the Detroit waterfront. A few months later, after all preparations were complete, he would launch a wave of villainous attacks around the United States and then activate his latest doomsday weapon: an “Asteroid Magnet” able to draw small bodies from space crashing down to Earth. As the final step, he would “leak” word of his current location to America’s heroes, and a battle would ensue. Microseconds before the asteroid collision he would teleport away, leaving behind only a few scraps of his armor and his enemies to be pulverized. With his chief enemies crushed, and he himself seemingly dead, he would have room to maneuver as never before... and when the time was right he would re-emerge on the world stage and at long last assume his rightful place as ruler of Earth.

October 1991: The Island Of Dr. Destroyer

The first stage of Operation Phoenix was the attack, and he had just the thing in mind. For some years one of his secret shipyards in the Pacific had been working on a new base for him — a mobile island named Destruga. Although its existence had been carefully concealed from the world, it was now time to reveal it. Destruga would draw the heroes of America without fail.

On October 18, 1991 Destruga first appeared to the world, sailing through the Pacific on a course for Hawaii. Armed to the teeth with Destroyer’s super-tech weapons, it also carried a full-complement of heavily-armed hoverjets and other vehicles. America’s superheroes responded

swiftly. The first wave, consisting of the Sentinels, the Freedom Patrol, and parts of the Peacekeepers and the Liberty League, met Destruga about 200 miles west of Kauai. A titanic battle followed, and things got worse when the Justice Squadron and other heroes arrived to bolster the forces of Good. At times the amounts of energy being released were so enormous that flare-ups from the fight could be seen in Hawaii. He himself took to the field briefly to engage his old enemy Vanguard and rescue a trapped squadron of heavy hovercraft, but for the most part he left the combat to his soldiers, hirelings, and robots.

As he’d predicted, the tide turned on the second day when the United States military arrived in force. His men might be able to hold off superheroes, but the American military had the weight of numbers on its side. Slowly but steadily they attrited his forces... and at 3:10 PM local time on the 19th, the Squadron, the Sentinels, and other heroes confronted him in Destruga’s inner sanctum. The battle was brief but intense, since this was not the time and place he’d chosen for his “final” confrontation with his enemies. As he had so many times in the past, when the situation was at its most grim he teleported away. He left in his wake the corpses of Scorpion of the Liberty League and the independent hero Lasersight, a badly-injured Electron, and dozens of dead or wounded soldiers.

November 1991 To June 1992: Preparations

He stood on the bridge of his hoverjet, staring out at the endless white. It had taken weeks of searching the Arctic to track down the creature — or perhaps “being” was a better word — that he’d received word of from some of his underworld contacts. They speculated that it was some sort of “spirit of the north,” but he scoffed at that. Certainly magic existed, for he’d grappled with it many a time. But surely no “spirit of the north” would have remained hidden from humanity for so long. As Occam said, the simplest explanation was the most likely. It was a mutant, perhaps, or an alien from another planet or dimension, not a demon.

Perfect, he thought, gazing at the readouts on the being. *What a monster. It will tear through Detroit like fire through paper.*

The first stage of Operation Phoenix had gone perfectly. Now there were many tasks to perform to get ready for the masterstroke.

The final battle would be fought in Detroit, and he had to ensure maximum destruction — such havoc that no one would question that the world’s most powerful man had died there. To ensure this he planned a four-pronged attack. First, his Asteroid Attractor would draw an asteroid down to Earth at Detroit. It would be a small asteroid, relatively speaking, but even a small one would devastate the entire city, and beyond. Second, he would hire several particularly unscrupulous, violent, or easily-duped supervillains to help him; these would include Ogre, Morningstar, Grenadier, Entropy, and Freakshow. Third, he would capture and



unleash on the city several monstrous creatures, including the infamous Grond.

The fourth and final element was essentially a back-up plan. If superheroes destroyed or stopped his Asteroid Attractor — which seemed statistically likely — he would trigger one of his orbital bombardment cannons. It wouldn't destroy as much of the city as an asteroid, but it would do.

In the months leading up to the summer of 1992, he finished work on the Asteroid Attractor and customized the orbital cannon to suit his needs. When all preparations were in place, he turned to the task of "recruiting" the monsters. Grond was the first and easiest, since reports about his supposed whereabouts filtered into official records (not to mention the media) constantly whenever he was on the loose. Applying his superior intellect he determined which reports were worth following up on, and within days he'd tracked the four-armed giant down. Subduing him proved no more difficult. He placed Grond in a stasis chamber equipped with teleportation technology and went after his next target: Glacier, a gigantic ice-being rumored to exist in the far north. Only Destroyer's sensor technology could have found him among the ice fields, and only Destroyer's "tranquilizer field" weapon could have defeated the monster so easily. Glacier, too, was placed in a special stasis chamber.

Last but not least, he traveled stealthily to Monster Island, where he immobilized the fearsome robot Mega-Terak with a hyper-pulse signal. Bureau 17 reported Mega-Terak as missing several days later. Tokyo braced for an attack that never came, since Mega-Terak was "sleeping" peacefully on the bed of Lake Erie, awaiting Destroyer's signal.

July 19, 1992: The First Wave

When all was in readiness, a coded transmission went out to dozens of villains and villain teams all around the United States. He had no interest in fighting the gaudily-uniformed legions of PRIMUS and UNTIL, much less ordinary policemen; his final battle would be with those who had so long been his only true nemeses: superheroes. To keep the authorities at bay, and the superheroes off-guard until his Asteroid Attractor had had time to work, he unleashed a wave of crime and violence the likes of which the world has rarely seen. At his command, given through various proxies, dozens of villains robbed, destroyed, kidnapped, and committed general mayhem.

July 22, 1992: Discovery

After three days of general chaos throughout America, he prepared for the next step of his plan.

A few days earlier, an Infiltrator Android disguised as one of their classmates had told the heroes-in-training of Ravenswood Academy about an "awesome" party taking place late that night in a warehouse on the waterfront... one right next door to his headquarters. Unable to pass up a party, the teen heroes went to the event he'd staged. As they were leaving, the "happened" to notice one of his robots next door — just as he'd planned. In the fine superhero tradition they were studying, they couldn't resist snooping around. What they found chilled them to the bone. He allowed them to "discover" his laboratory and the Asteroid Attractor, and even to catch a glimpse of him. A rare smile flitted across his face beneath his helmet as they "stealthily" left the facility to report what they'd found.

After "discovering" him, the Ravenswood brats alerted all of his old enemies: the Justice Squadron; the Sentinels; the Peacekeepers; and many, many more. Realizing what was going on, they'd abandoned their local crimefighting and come to Detroit to find a way to stop him. Reacting with their usual speed and foolhardiness, they devised a simple plan: a group of them who could survive in space would go stop his asteroids; the others would assault him on the ground and destroy the Attractor. It wasn't a bad plan, as plans go... but no plan survives contact with the enemy, as he knew all too well.

The spaceborne heroes took some time to reach the rushing asteroids, which by then were getting perilously close to Earth. It took a few hours just to deal with the smaller ones, the ones the Attractor had first grabbed because of their minor mass. They didn't dare let one through their net, and all of them had to be smashed into powder. It was a long and harrowing task...

...and then they had the last asteroid to contend with — the grandfather, the one so large it would likely destroy the American civilization. It was too massive for most of them to affect. But they had with them the greatest hero of them all, Vanguard. Surely he would save the Earth, as he had so many times before.

He did... but at a terrible price. Time was getting short, so he pitted his massive strength against the asteroid's mass and the force of gravity, hoping to turn it aside just enough to give the heroes more time to deal with it. A few degrees meant the difference between a collision with his home planet and a miss. He flew toward the asteroid as fast as he could... then faster... then faster still, attaining speeds he never had before, burning up more and more of the mysterious energies that made him the mightiest superhuman on Earth. He hit the asteroid with a force some scientists have calculated as approaching that of a nuclear bomb — so hard that he didn't just push it aside as he'd hoped, he shattered it into a million fragments. But he shattered himself as well. His inner fires had fallen too low in his quest for speed and strength, and his body just couldn't withstand the force of the blow. Broken and bleeding, his corpse pinwheeled clumsily through the field of rock fragments he'd created, fell into Earth's atmosphere, and burned to ash as it made re-entry.

Far below, in his room of monitors and controls, he laughed deeply and heartily, the first laugh of genuine pleasure he'd had in months. Vanguard was dead! Never in his most elaborate planning had he expected such a wonderful result. *Without that costumed cretin at their side, the rest of these simpering fools don't stand a chance against me!* Perhaps he could change his plan, proceed with the conquest of the world now... but no. His forces were not adequately prepared, the best of them already sent into hiding in Javangari and other facilities unknown to the world. It was a good plan, and he would follow it. He triggered the Attractor once more, and more asteroids began to fall to Earth....

Meanwhile, the earthbound heroes, as yet unaware of the tragedy, had their own difficulties to contend with. He'd unleashed his forces against them: Grond and Glacier had been awakened and teleported into Detroit to start oh-so-predictable rampages; Mega-Terak has been reactivated and was now smashing skyscrapers as if they were kindling; legions of Destroids marched through the streets; and his human soldiers — the least effective of his army, the ones he had no qualms about ridding himself of — were accounting well for themselves.

July 23, 1992: The Battle Of Detroit

He could hear them on the other side of the door, beating and blasting it, desperate to get through to him. He stood on his elevated dais, awaiting them, calm and confident. Everything was proceeding according to plan.

The battle had gone well, lasting into the next day. The spaceborne heroes had returned to Earth, aware that the only way they could stop the second wave of asteroids was from his control room.

Slowly but surely the massed superhumans whittled away at his forces. Unsurprisingly, the human soldiers were eliminated first. Then the heroes split into five teams — one for each monster, one for his hired villains, and one for the Destroids — and began tackling their respective targets. The hired villains were little trouble, outnumbered as they were; Grond fell next, even his brute strength and toughness unable to protect him from so many heroes at once. Glacier was a tougher nut for them to crack, and Mega-Terak tougher still, but as they always seemed to, they found a way.

It was nearing 10:00 in the morning when they closed in on his base. They destroyed his guardian robots casually and then went to work on the access door. That took several minutes, but at last it smashed inward and off its hinges to tumble through the room and smash into a bank of computers. *Reminds me of Vanguard's last corporeal moments*, he thought with a silent chuckle.

At the head of the group stood three of his greatest enemies: Tiger, leader of the Sentinels; MeteorMan of the Sentinels; and the independent hero Vigil. "Give it up, Destroyer," Tiger said in that fatuous tone they seemed to teach all superheroes to use. "We've found you now, and at long last you're going to face Justice."

"Contemptible fool, do you think that in finding me, you've beaten me? No man defeats Destroyer!" He raised his arm, and a Destroyer-Beam lanced out, blowing a hole right through Tiger's chest. The force of the blow smashed the lifeless body back into the wall.

The heroes began to swarm up toward him, but his first attack was not his last. The Destroyer-Beam lanced out twice more, and Vigil and Icestar both lost their lives. Then they were upon him, and for a time he reveled in using his awesome strength instead of his weapon. He delivered a blow so mighty it broke Goblin's neck, and hit Johnny Hercules so hard that fragments of the hero's sternum and ribs tore apart his heart. He smashed Eclipse with a control console he ripped from the wall, crushing her pelvis and nearly her skull.

The battle raged for nearly half an hour as wave after wave of heroes tried to take him down and he fought them off with blasts and punches and super-weapons. (Fortunately, the clear-headed Electron, filling in for her father Digitak who'd been taken to the hospital with life-threatening wounds from battling Grond, remembered to find the Asteroid Attractor and reverse its polarity, sending the approaching wave of asteroids back to their usual location between Mars and Jupiter.) But at last they thought they had him. His armor was broken, his body bleeding. He was losing power, and it seemed to them that at last the infamous Dr. Destroyer would answer for his crimes. He smiled inside his helmet, waiting for the inevitable speech.

"It's time to end this, Destroyer," said MeteorMan, *de facto* leader of the Sentinels since Tiger's death. "You're out of power and out of time. Surrender, or you'll wake up in the prison hospital."

"Not to the likes of you," he said, barely able to keep the laughter out of his voice. "If Destroyer

must fall, he will fall to his own hand, not to his enemies.” He sketched a mocking bow to them all... and activated the orbital bombardment cannon and his teleportation device.

Only quick thinking by MeteorMan, who somehow managed to throw a force-dome over most of the heroes, saved them. Flechette II and Crusher were both obliterated when the beam touched down, and then it began to work its way across the city.

But he did not witness it. He was thousands of miles away on Zerstorenstern, his injuries being tended to by robotic doctors and healing-rays. Now the great work could begin.

1992 TO 2002: THE GREAT WORK

He spent most of the next decade in Zerstorenstern, or even further from Earth in Zuflucht, his asteroid belt haven. The assets he was willing to sacrifice to complete the picture of his demise — the Oceanic shipyard, his Andean base, a simple orbital base he’d set up to decoy humanity away from Zerstorenstern — were let go without regret, for they were but tools to serve Destroyer’s greater destiny. In the Vale of Javangari, Tartarus, and elsewhere, his most loyal followers continued to toil on his behalf, remaining hidden until he said otherwise.

He spent his days in scientific and technological research, striving to make his mighty armor even mightier and his other weapons and systems better as well. The devices he invented were even more advanced than his already cutting-edge technology. He incorporated his breakthroughs in energy field manipulation, computing, robotics, microelectronics, bioengineering, nanotechnology, and a dozen other fields into his armor, redesigning it from the inside out and even changing its appearance to give himself a more imperial, majestic look. If a system worked

well in his armor, he developed it further for use in vehicles, bases, and emplaced weapons. Everything he or his people used was examined, re-examined, and improved.

It was a monumental undertaking — as he’d predicted, it took a decade. But at last the day came when he was ready to reveal his grand deception to the world.

SEPTEMBER 30, 2002: THE RETURN OF THE DESTROYER

Ten years. Ten long years they have lived without the fear of me, without the knowledge of my inevitable triumph. It is time to reveal the depths of their folly to them.

For a decade he had labored, and his labor had born fruit. His armor was the mightiest it had ever been — a technological marvel whose sophistication and power dwarfed that of any other device on Earth. His hidden headquarters glittered with new systems and countless improvements. His agents carried all-new, more powerful than ever weapons. The time had come to reveal his continued existence to humanity.

And he intended to do so with a gesture both grand and practical. In the years of his absence, the United States and other governments of Earth had come to rely extensively on surveillance satellites... and there were many times he didn’t want his activities to be viewed by anyone. Now he could achieve two goals with a single stroke.

Turning to the control panel, he flipped twelve switches, one after another, then depressed a large red button. For a few seconds he watched a countdown on a nearby monitor, then turned away from the console toward the nearby cameras. With an imperious gesture he turned his transmission equipment on.

In an instant, the picture on every television on Earth changed. His new visage appeared — cold, powerful, imperious. Broadcasting simultaneously in every major language, he sent forth his pronouncement:

“Greetings, people of Earth. Consider yourselves privileged, for you are present at the beginning of a course of events that will soon be regarded as the most important in world history — the events that lead to the reign of Dr. Destroyer over all mankind!”

He paused a moment to let the name sink in. How were the heroes and governments of the world reacting? Did they doubt it was truly him? The thought amused him, and he continued.

“The first step on the path to my inevitable dominion over



Earth is a simple one. I cannot tolerate the eavesdropping of the United States; Destroyer must be free to work his will without the interference of any nation! So I now take steps to remove its ability to "spy" upon me. Observe."

With another gesture he switched to a camera in space, one trained on America's Eagle-7 surveillance satellite. As he'd planned, the picture was on the screen just long enough for everyone to realize what it was... then his kinetic missile came streaking up from Earth and reduced it to scrap metal and powder.

"The Americans are now as blind as all the other petty kingdoms of the Earth. Like their brethren, they must tremble in ignorance, unaware of the next stroke of my master plan. And I assure you, neither they, nor those gaudily-costumed fools who style themselves "heroes," will have to wait long."

DECEMBER 11, 2002: ATTACK ON JAVA

It won't take long for the fools to begin to question my return, he thought to himself after he finished his September broadcast. Whether out of hope or fear, they will challenge me... and I must respond with such swiftness and power that no one will ever again doubt that Destroyer lives!

He didn't have to wait long. On December 3 a high-ranking Indonesian military official, General Mochtar Lumungan, gave a widely-covered speech in which he noted that in the past Dr. Destroyer had often used the islands of the Pacific, including some Indonesian territories, as locations for his secret bases and factories. "We will tolerate this no longer," the general stated. "Should Dr. Destroyer — if in fact this newcomer is the real Dr. Destroyer and not some imposter maliciously using his name — come to Indonesia again, he will be found out and driven from our archipelago. The people of Indonesia will not tolerate the presence of the Butcher of Detroit among their islands!"

It was just the provocation he'd been waiting for, and he wasted no time responding to it. Backed by a force of his new Destroids, agents in Black Talon battle-armor, and Gigaton, he traveled to General Lumungan's headquarters in the city of Bandung. Parking his hoverjets a hundred feet off the ground he deactivated their cloaking devices and descended regally from the air, accompanied by his followers.

His first energy blasts ripped the roof off the building and destroyed the top two floors. While his robots and troops surrounded the building to prevent any escape, he strode the halls in search of his quarry. It didn't take long to find the general, who to his own credit had remained in his office instead of trying to hide. "Now you have found me, General," he said. "Drive me from the archipelago." But the general just sat there, unable or unwilling to move, knowing what fate had decreed for him. He raised his gauntleted hand and blasted the man from existence. On his signal his followers killed everyone else in the building.



Then they began marching for Jakarta. Along the way they destroyed every building and vehicle they could find. The Indonesian military responded as best it could, to little effect, then gambled its remaining resources on blocking his access to the capital. Superheroes from around southern Asia had come to help them. *All the better. They will provide incontrovertible testimony that Destroyer has been here.*

As he began to destroy their tanks, planes, and howitzers one by one, the Indonesian military threw everything it had at him. Slowly but surely he pushed them back, back, back a few steps at a time into the city... but then the superheroes regrouped. Led by the Malaysian hero *Biru Bintang* ("Blue Star"), they laid down a withering crossfire that destroyed many of his Destroids — too many. There was no reason to give the world more information about his new technology than it already had, and he'd made his point. On his command, the remaining robots and Black Talon agents activated the teleportation devices he'd provided for this mission and returned to their respective bases.

"Beware, you who call yourselves heroes. Lumungan spoke the words of a fool, and he has paid the price. Do not challenge Destroyer, or you will be destroyed in turn." With that he vanished from the battlefield.

SUMMER 2003: THE SOUTH INDIAN WAR

Less than a year later he was forced into action again. The agents of Project Shiva, the department UNTIL had set up specifically to monitor his activities, were coming perilously close to finding the Vale of Javangari. Extensive research, and even what little tracking they could do of his teleportation systems, were slowly leading them toward one of his greatest and most secret strongholds. *I must turn their attention away from northern India... and remove from their grasp the sword they hold over my head. No man, no organization, can threaten Destroyer without feeling the fire!*

Simple stratagems are often the best, and a transparent lie the more believable, he mused. *I will give them reason to focus on India, but southern India rather than north, and allow them to think they have driven me from it.* He sent a squad of construction robots to the Eastern Ghats in the state of Andhra Pradesh to build a "secret base" from which he'd launch his attack... and which he'd eventually let his enemies destroy. *A great victory they will think it, but the true triumph will be Destroyer's!*

In early June all was in readiness. He unleashed his forces: his new War-Walker combat robots, troops in powered armor, Destroids, Combat Drones, and much more. A lightning-fast strike destroyed the nearby city of Tirupati. Then his forces spread out, taking more territory before the Indian Army could mobilize.

By the time the military and police had assembled against him, he controlled a large swath of southern India... and that was just the begin-

ning. Despite the efforts of India's soldiers and her vaunted Superhero Division, he ravaged the city of Bangalore and laid siege to Hyderabad. The world marveled at the size of his robotic army, finally realizing just how much work he'd accomplished in the decade he'd been "dead."

For two months war raged across southern India. Neither the Indian Army, nor UNTIL, nor the superheroes who helped them could uproot him entirely, though they won a few battles. He killed one member of the Superhero Division, the energy projector *Puralahara* ("Soundwave"); one of his Black Talon agents killed another, the growing "brick" *Durganara* ("Towerman"). More importantly, one by one the Project Shiva agents who'd been investigating his interests in India fell in battle.

In mid-August the Indian government assembled a force large and powerful enough to force him from his gains. Besides its own army it had the remnants of the Superhero Division, the Mumbai Santari team from Bombay, the New Knights of the Round Table, the Champions from Millennium City, and a host of independent heroes from across Asia. As he had commanded them to, his forces gave the impression that they'd lost morale; they quickly fell back toward his "southern India headquarters." Once they'd made it there, he teleported the survivors away and activated the base's self-destruct system. All that was left was rubble, and comb through it as they would the authorities never realized the facility was not really one of his bases at all.

To the world it seemed as if he'd lost — that he'd overreached himself and paid a price. But the most important battle of the war wasn't fought on the Deccan Plateau but in the halls of UNTIL headquarters in Calcutta. His servant *Rakshasa*, shape-changed to look like one of the Shiva agents, walked into the now-undermanned facility in late July and cleaned out its records — what *Rakshasa* couldn't simply take, he infected with a computer virus to render unusable. With all arrows pointing at Javangari now removed, he could turn his attention to other matters.

NOVEMBER 17-18, 2004: BATTLE AMONG THE ALPS

Asia may be the restless giant of the modern world, flexing her economic muscles and flooding the world with an endless stream of babies, but power has not yet fled the First World. America's size and strength make her a difficult target... but what of Europe? It is time, I think, to return to the Continent....

In the early 2000s, shortly after his return, he began making plans to re-establish himself in central Europe. Not all headquarters could be isolated; sometimes one had to create a lair in the very heart of enemy territory. And the base he had in mind — a laboratory and robotics factory — would be a dagger pointed at that heart, a staging platform for a strike that would split Europe in two, giving him control over transcontinental

trade. From there he could expand outward, taking advantage of France's weakness and Russia's chaos to conquer the entire continent.

By mid-2004, the *Alpenfestung* (Alps Fortress) was operational; soon it had a large stockpile of Destroids and other equipment. His plan might have come to fruition if not for the stupidity of an underling and an incredible stroke of bad luck.

On November 17, one of his scientists violated orders and snuck into Vienna for a few hours of R&R. Unfortunately the superhero Quasar, leader of UNITY, was visiting the city to see his friend, the Austrian gadgeteer heroine Transistor. He happened to see the man and recognized him as a Destroyer scientist he'd worked with nearly twenty years before. After alerting authorities to a possible attack by Dr. Destroyer on Vienna, the two heroes began following him.

Made invisible by one of Transistor's devices, they shadowed the man all the way back to *Alpenfestung*. Concerned that Destroyer might launch his attack before the authorities could get there, they infiltrated the facility after sending word of its location to the Austrian military. Once inside they found a mostly automated factory staffed by a handful of researchers and workers. Neither Destroyer nor any of his chief followers seemed to be present.

Then Transistor's invisibility device malfunctioned and the base's sensors detected them. The Sennacherib node awakened dozens of Destroids and the two heroes fled for their lives. They made it outside just as the murderous robots caught up to them. A desperate battle ensued, but the two heroes were soon in trouble: badly injured and, in Transistor's case, running out of power for weapons. But just when things began to seem hopeless, the cavalry — specifically, Austrian mechanized cavalry! — arrived in the nick of time. The tide of battle turned in short order. Unfortunately a howitzer shell fired at the retreating Destroids landed just inside the entrance to the lab, and the force of the explosion caused a cave-in throughout the facility, crushing everyone and everything inside. Austrian scientists have conducted excavations there ever since, hoping to learn some of Destroyer's technological secrets, but due to the dangers of further cave-ins or avalanches the work proceeds slowly.

In faraway Zerstorenstern, he read Sennacherib's report on the disaster and raged at the misfortune. He sent word to Falchion to find the scientist who caused the problem, and if he'd survived the battle and cave-in to kill him, slowly and painfully. Then he turned to his holo-tablet and began drawing up plans for another European base. *No stroke of misfortune can halt the destiny of Destroyer! One way or another I will make my power known in Europe.*

AUGUST 17-22, 2006: DESTRUGA II

My greatest success to date was my mind-control rays. With the advances in technology I've made over the past two decades, and America

still rebuilding its surveillance satellite network, now is the time to implement an even more successful version of that plan. But a mere satellite — that is not enough. The world must first know who it is that will rule it, and be impressed by my power.

In the early 2000s, his newest shipyard in the Pacific began work on his latest design: Destruga II, the new island of Dr. Destroyer. Larger than the original Destruga, and far better armed, it was the ideal platform from which to conquer the world.

He launched it in the second week of August under cover of a stealth field. When he judged the time right, he threw the switch that deactivated the field... and every nation in the world went into crisis mode. Moving west just south of the Cook Islands, he was heading for Australia. After taking over the island continent, he would launch his satellite, then continue on to conquer Indonesia, Japan, Korea, and China as his new orbital cannon came online. By that time the world would be under his thrall and surrender itself willingly to him. Destroyer would reign supreme!

But Destruga II made too good a target for the world's superheroes, who by now had learned never to underestimate him. The Champions, the Tokyo Super Squad, the Justice Squadron, the Sentinels, the Tiger Squad, and the Superhero Division teamed up to take him on, with the Australian and American militaries not far behind.

For nearly a week they fought him, swooping in to strike at Destruga, then retreating to safe ground when their supplies or energy ran out. His forces fought back vigorously, knowing he was watching them closely; they shot down military jets and blasted any superhero who came within range. But they could resupply and reinforce, and he could not. After nearly a week of intermittent battle, Destruga II was worn down and damaged in several places.

Standing in his control center, reading the battle reports as they streamed across his view-screens, he swiftly reached a conclusion. *Australia would make a better launch point, but better an imperfect launch point than none at all.* He flipped the protective case off a switch, gave the switch a quarter-turn clockwise. A panel opened, revealing a specialized keyboard. He keyed in a few commands, and deep in the bowels of the island there was a rumble as a countdown began.

With much of the island's defenses weakened or destroyed, UNTIL decided the time had come to strike. A team of commandos specially briefed by Project Shiva made its way to Destruga II with the help of the Champions. While the Millennium City heroes and their allies started another assault to provide a distraction, the commandos infiltrated the island. Carefully avoiding the villa and the command center — the two places Destroyer himself was most likely to be — they made their way to the rocket silo. They rappelled down past the rocket itself to the ground floor of the launchpad, where they fought off some determined opposition from his agents. With a mere ten seconds to

go they stopped the countdown, then destroyed the launching systems so he couldn't restart it.

He realized what had happened before he even read Sennacherib's alert. Cursing the launch-pad guards for their incompetence, he keyed another command, and Destruga's communications systems transmitted the coded signal to flee the island. Then he smashed his fist down on the protective case over the self-destruct button, shattering it and mashing the button so hard it went an inch into the console. With a final glance around him, he activated his teleportation device and returned to Tartarus.

A minute later Destruga II detonated with a force approaching that of a small nuclear bomb. The brave UNTIL agents who'd stopped the launch were killed, as were two members of the Tiger Squad, Mountain Spirit and the Five Star Legionnaire, who'd been trying to rescue trapped Destroyer personnel; dozens of other heroes were injured by the explosion, and several military vessels badly damaged. What remained of Destruga II quickly sank into a Pacific trench so deep that salvage operations have borne little fruit.

FEBRUARY 18, 2008: CHAOS AND SHADOWS

The morning of February 18, 2008 was unlike any he'd ever experienced. He awakened in a cold sweat, haunted by vague nightmares that fled when his memory tried to touch them. He *never* had nightmares; nothing frightened Destroyer! And yet a feeling of unease gripped him, a nameless dread of nothing he could define or describe.

He rose quickly and went to his command center. The logs showed nothing untoward; neither Sennacherib nor his human servants had done anything unusual or sensed anything out of the ordinary. They went about their daily routines in the usual way, followed his orders without hesitation as they always did — could they not feel it?

As the day wore on, his disquiet deepened. *What is this — some strange premonition? A sending conjured by Witchcraft or one of those other mystic fools? A drug engineered by VIPER?* Whatever it was, even his vaunted willpower couldn't keep it at bay. He couldn't focus on his work; he couldn't relax; he couldn't enjoy a meal.

Finally he could take it no more. Gathering a few favorite books he teleported to Zuflucht. It was his most secret base; none of his personnel even knew of its existence, and all trace of it had been erased from Sennacherib's silicon memory. No one could find him here — and even if they learned of its existence and penetrated its stealth-shield, the defenses could hold a stellar armada at bay. Here he would be safe.

And he was. When he materialized in Zuflucht, the feelings of edginess, even panic, almost immediately eased. *An invisible, odorless gas introduced into Tartarus's ventilation system, or something else that can't exist here?* Whatever the

WHAT THE PUBLIC KNOWS ABOUT DR. DESTROYER

Over the past several decades dozens of books have been written about Dr. Destroyer, ranging from the sensationalistic to dry academic tomes. Writing about Destroyer has always been something of a dicey proposition; he's been known to murder authors, apparently because he considered their work insulting or trivializing. On the other hand, he once sent a handwritten note to Professor Edward Ashcroft of Gonzaga University, complimenting him on the thoroughness and accuracy of his *Atlantic Monthly* magazine article concerning Destroyer's impact on modern (as of 1987) society.

Perhaps the most highly-regarded general book on the subject of Destroyer is Andrew Meredith's *Feeling The Thunderbolt: Dr. Destroyer And Humanity*, which is the basis for numerous college courses and is widely considered highly accurate. Written in 1999, it draws on German archival material, extensive interviews with numerous superheroes and government officials, and Dr. Destroyer's own statements to paint a vivid portrait of the most dangerous man in the world. It begins with his life story (to the extent it's known or researchable), then chronicles each of his major attempts to conquer the world in riveting language. Unfortunately, a planned 2007 revision to the book fell through when Meredith, his wife, his two children, his mother, and three neighbors were killed by a bomb. Destroyer is widely believed responsible for the murders, though he's said nothing about them.

Thus, even someone with just a casual interest in Dr. Destroyer can easily learn about his early years (including his real name), his work in Germany during World War II, that he came to America after the war (though not what he did for the US government, which remains highly classified), and the publicly-known details of his many attacks and plans to conquer the world. (The Battle of Detroit in particular has been written about extensively.) A person who wants to learn more can uncover many additional details about Destroyer's past. However, the 1950-75 period still remains relatively obscure, since during that time Destroyer was actively trying to conceal his movements. Furthermore, he was dealing with people who either are unwilling to talk to reporters and investigators, cannot now be found, or are dead.

Pictures of Albert Zerstoiten are available through 1945. After that there are no confirmed photographs, though journalists have unearthed a few that they *claim* feature him. However, there are no suspected photographs of him after 1968. There are plenty of pictures (and since the Seventies, some video clips) of Dr. Destroyer.

reason, the relief was welcome. He would apply all his matchless intellect to finding out what caused him such disturbance. *And when I find them, they will feel the wrath of Destroyer!*

THE MIND OF THE DESTROYER



Many people, including more than a few so-called “experts,” dismiss Dr. Destroyer as a murderous, megalomaniacal madman. He is all of those things — at least according to some views — but he is much, much more.

CORE PERSONALITY

The core elements of Albert Zerstoiten’s personality are first, his intellectual arrogance, and second, his unbounded ambition. He *knows*, from years of experience, that he is intellectually superior to all other human beings (and, for that matter, other sentients he’s encountered), and that as such it is his right to rule the planet Earth. All mankind must bow to him, and acknowledge him its unquestioned master, before he will be satisfied. Compared to other people he is a god, and he intends to be recognized as one.

Even if Destroyer achieved his goal of conquering Earth, subjugating humanity, and wiping out all opposition, he wouldn’t remain satisfied for long. Eventually restless ambition would drive him to further conquests. First he’d take over the Moon and the nearby planets, then the rest of the Sol system. In time he’d look to other sentient species and galactic governments as targets. Left unchecked he could become a threat to the entire Milky Way Galaxy... though the odds of his achieving that much in his limited lifespan are slim.

Dr. Destroyer’s arrogance manifests itself in many ways, but one of the most notable is that he often refers to himself in the third person: “Beware, you who call yourselves heroes, of the wrath of Destroyer!” “And now, with the press of this button, Destroyer implements his plan for conquest of the world!” He doesn’t do it all the time (for example, he almost never does it in his journals, notes, or the like), but it comes into his speech during confrontations with his enemies and other moments of high drama.

PRIDE

Going hand-in-hand with Destroyer’s arrogance is his enormous pride. While he can overcome it at times — for example, when an attack goes bad and he chooses to flee rather than be captured — it usually dominates his interaction with other people. It’s particularly prominent when he deals with people who, due to their own idiocy, think that they’re his equal or have somehow gotten the upper hand on him. Even suggesting that he may be about to suffer defeat, or that he

should surrender, has gotten more than one superhero (such as the powerful Tiger) killed outright.

Scorn, mockery, impudence, wisecracking, or any other show of disrespect or taking him lightly infuriate Dr. Destroyer, and even trivial remarks may set off his hair-trigger prideful temper. More than once he’s casually slaughtered someone who made the mistake of saying or doing something that offended him. For example, three times SuperWorld Magazine has tried to get one of its Headquarters Interviews with him. The first two reporters he simply murdered for having the gall to think he would deign to such a thing. The third one he sent back to the magazine in over a dozen pieces, a clear warning that if it tried again he would destroy it. SuperWorld wisely stopped trying to interview him.

INTELLECTUAL VANITY

Part of Destroyer’s pride is wrapped up in appreciation of his intelligence (which even his worst enemies do not deny is extraordinary). He takes enormous satisfaction in solving problems others cannot solve, devising plans others cannot unravel, and otherwise demonstrating his intellectual superiority. It’s sometimes possible for his enemies to trick or goad him into competing with them in some sort of intellectual challenge, but as often as not any such pretensions to being his equal just get a hero killed. He’s not so wrapped up in his intellectual vanity that it makes him stupid.

While Destroyer would never acknowledge any other human being as his equal in intelligence, he will grudgingly admit that some people are *almost* as intelligent as he — half as intelligent, perhaps. He occasionally finds conversations with such people stimulating, albeit limiting and slow as he has to wait for them to catch up to his thought processes. Persons who seem to fall into this category include the powered armor hero Tetsuronin, the super-geneticist Teleios, the South American hero El Dorado, the Demonologist, and Holocaust. He also finds it intellectually stimulating to discuss subjects on which his knowledge is less than complete with those who, temporarily, know more. For example, he’s talked with Firewing about alien life and Shrinker about the Microverse. (Of course, this is not to say he *likes* these people — most of them he’d kill at the slightest provocation — only that he does, or would, enjoy conversing with them.)

Similarly, he likes to interact with others whom he feels might, briefly, challenge him in other fields. On at least three known occasions he’s kidnapped chess grandmasters and brought



“Do you truly think one of your pitifully limited intellect can comprehend Destroyer, or discern the nature and intent of his plans? Destroyer is as far beyond your understanding as you are above a Neanderthal.”

them to one of his headquarters to play chess with him for weeks. One never returned; based on comments Destroyer made to the other two, Destroyer murdered him for trying to subtly lose the games to keep Destroyer “happy.” The others were sent home unharmed to find two million dollars in their bank accounts and a chess set made of gold and silver and set with emeralds and sapphires left for them as a gift from the future ruler of the world.

When he has the opportunity, Destroyer loves to show off what he knows. This is easy to do with scientific and technical matters, which often crop up during confrontations with superheroes (“Fools, if you had even a child’s knowledge of thermodynamics you’d have realized that your plan would never have worked.”). He can also quote from literary classics when appropriate during battles. If he takes a hero captive and has some measure of respect for that hero, he might treat the hero to a tour of his art collection or library, commenting all the way on the significance of his possessions (“This is a painting by Van Gogh, done in 1885 for a friend and never catalogued. Note the style of the brushwork, showing the aesthetic feel that would later manifest in full in “The Starry Night”....”)

THE GRAND GESTURE

Destroyer’s ego and arrogance manifest themselves in grandiloquent ways. He’s not content to sit quietly and conspire behind the scenes to take over the world, though that would be far easier and far more likely to succeed. No, he must bring humanity to its knees with one terrifying gesture that embodies his irresistible power and intelligence. It’s this trait that leads to things like *Destruga*, *Destruga II*, and his glacier-creation weapon. A rational military strategist would look at those ideas and scoff. But Destroyer cannot resist them, not only because he thinks that *he* can, in fact, make them succeed, but because they announce his power to the world in unmistakable ways.

Given to long, pompous speeches describing his own superiority and inevitable triumph, Destroyer is so confident in his own success that he usually doesn’t hesitate to reveal his plans to superheroes. After all, they can’t possibly stop him in time.

SENSE OF SELF

Destroyer’s ego and willpower are so strong that he has an intense sense of “self.” The thought of his self — the true Destroyer, the destined ruler of humanity — being changed or obliterated is intolerable to him. For this reason he’s never seriously considered cloning as a solution for his longevity problem (a clone wouldn’t be the “true” Destroyer), nor would he ever willingly disguise himself, go incognito, or “play a role.” Similarly, taking control of his mind is difficult because that subjects his self to the orders of a lesser person. Destroyer is the ultimate in human evolution; to sully, adulterate, or disrespect that is fundamentally wrong.

OTHER ASPECTS

Some other notable aspects of Destroyer’s personality include:

MANIPULATIVENESS

Destroyer has many weapons at his command, and not all of them are physical ones. Insightful and shrewd, he often has a firm grasp on his opponents’ psychology and knows how to use it against them. He loves to manipulate people intellectually and emotionally — especially if, by doing so, he can make them question their ethics or morals. He’s particularly fond of using superheroes’ Codes Versus Killing against them. “What will it be, hero? My scientist is poised to unleash a plague that will wipe out the unfit of humanity, leaving only the best and brightest to form a new society under my rule. The only way to stop him... is to kill him. Can you trade one life for many?”

MERCILESSNESS

Except when he wants to pretend to nobility and honor (see below), when he wants to manipulate people (or enjoy their emotional anguish over the situation), he’s playing to the grandeur of the moment (and his inevitable triumph), or he sees some potential gain from staying his hand. Dr. Destroyer is absolutely merciless. Cries for pity do not move him; neither do appeals to sentiment or human kindness, since he generally lacks both qualities. He

can be as cold and cruel as one of his robots.

Similarly, Dr. Destroyer tends to hold grudges; he rarely forgets a slight, no matter how trivial or meaningless. He may wait decades, but he'll get his revenge.

NEITHER NOBILITY NOR HONOR

At times it pleases Dr. Destroyer to conduct himself with a noble air — he affects the manners of the emperors of old, pretending to their honor, and thus in turn to the trustworthiness that honor brings. But in truth this is a total sham. Destroyer has neither nobility nor honor, for all he might point to the Zerstoiten family's roots in a medieval German barony. He's quick to say that his word is his bond... and just as quick to break promises or betray anyone foolish enough to ally with him, if by doing so he feels he can gain something.

NOT A NAZI

The fact that Albert Zerstoiten worked for Nazi Germany during World War II — during which time he was, in fact, a card-carrying member of the National Socialist Party — and was responsible for some of its most horrifying weapons is well-known. Because of this, many people describe Dr. Destroyer as a Nazi, or think he believes in the Nazi ideology (at least to some degree) and will implement it if he conquers Earth.

Nothing could be further from the truth. Destroyer was a Nazi Party member because he *had* to be one at that time. He despises Nazism, having once described it to the Justice Squadron as “fatuous nonsense founded on utter ignorance of scientific and social principles.” He could care less whether someone is an Aryan, a Jew, a Slav, an Asian, white, black, red, or purple. There is Destroyer, and then there is the mass of humanity, all of whom are equally inferior to him. He's perfectly willing to judge people as valuable or worthless based on their genetic qualities, but he does so on an impartial scientific basis. He considers beneficial genes (such as those that lead to higher intelligence or better eyesight) good, and potentially harmful genes (like the ones that cause Huntington's disease or predispose someone to mental problems) bad. It has nothing to do with skin color, eye color, or “racial stock.” He certainly has no specific animosity toward the Jewish people; in fact, he once observed, “If one judges them by their ability to achieve, they're one of the most extraordinary “racial” groups in history.”

OBSESSION WITH MORTALITY

Destroyer is deeply concerned about his own morality and continues to try everything he can to find ways to extend his lifespan. So far the best he can do via scientific methods is keep himself alive until around age 150-175 (by his calculations). Until approximately age 120 he'll have the physical health of a man half his age, but after that he'll deteriorate with greater and greater speed. His genetics make it impossible for him to improve

this condition using any of the treatments he's devised, some of which could otherwise keep him alive and healthy to age 400 or more. But he hasn't given up hope; he keeps trying, exploring every possible avenue of research no matter how obscure or unlikely. If he learns of other possible solutions that he's willing to consider, he will pursue them intently. Cloning, for example, is something he won't contemplate... at least not now, when he still has decades left. Magic he rejects as unscientific — but again, his mind may change in the future.

REGARD FOR HUMAN LIFE

Doctor Destroyer isn't a simple, savage, psychopathic butcher (like, say, the Monster or Scorpia), nor does he revel in combat and warfare (like the Warlord) or go out of his way to inflict pain and suffering. But he has no special regard for human life and no qualms about taking it when it suits his purposes or he is in any way provoked (which usually isn't difficult). He regards all other human beings as (a) inferior, (b) his future subjects, and (c) his to do with as he pleases. He's not prone to kidnapping people and subjecting them to bizarre experiments (the way, say, Teleios sometimes is), but he will use them any way he sees fit. If he needs to kill someone to make a point, he kills him. If someone incurs his extreme displeasure, he kills him. If someone insults, offends, or attacks him, he kills him. If he feels that a “crime” doesn't merit death, he'll simply inflict whatever degree of pain and misery he deems appropriate.

SUBTLETY

While he's given to, and well-known for, his grandiose gestures (see above), Dr. Destroyer is quite capable of great subtlety when appropriate. The early stages of many of his plans are often characterized by cleverness and guile — necessary stratagems to avoid attracting too much attention too soon. And his plans themselves are often multi-layered, three-dimensional affairs in which he's planned for multiple contingencies and can usually wring some triumph or gain out of even the most bitter defeat. He rarely takes to the field without detailed projections in his mind of the possible outcomes and how he might profit from each. Even when the world thinks he's been totally defeated, he's usually achieved some goal — acquiring information, setting up another plan to come to fruition years later, manipulating his enemies, faking his own death — beyond the obvious one of conquest or destruction.

TEMPER

Doctor Destroyer's temper is infamous. He can usually keep it in check, especially when he's trying to present a dispassionate, majestic, imperial front to the world, but there are times when it gets the better of him. If this happens, ordinary people near him — particularly those who've raised his ire with some sort of “disrespectful” conduct — are likely to die, and superhumans can count themselves lucky if they don't get badly hurt.

He's most likely to fly into a rage when reminded of his own mortality; he once nearly wrecked the *Poseidon's Fist* by lashing out around him when one of his longevity experiments failed.

WILLPOWER

Doctor Destroyer's will is among the strongest on Earth — the equal or better of many a mentalist. He can push himself to greater effort and withstand more pain than most men. Between his willpower and the psionic shielding in his helmet, affecting him with Mental Powers is very difficult.

IS DR. DESTROYER INSANE?

Some scholars question the standard view that Dr. Destroyer suffers from various mental and psychological problems — in short, that he's insane. Megalomania, or “delusions of grandeur,” are clear indicators of insanity in an ordinary person, but can they fairly be ascribed to a man who could, potentially, conquer the world (and who, in fact, once did)? Destroyer has killed thousands of people and threatened all of humanity on more than one occasion, but does that make him insane? Napoleon and other military leaders have often given orders that caused thousands of deaths. Threatening humanity is a crime, but that doesn't necessarily make the person committing it insane (any more than the convicted defendants at the Nuremberg trials were considered insane for their “crimes against humanity”).

Many other experts, though, have no doubt that Dr. Destroyer suffers from severe mental problems (though most of them are careful not to say so too prominently or publicly, lest he take notice). They point out that many of his actions — such as casually murdering people who happen to offend him, or deliberately plotting the deaths of millions — are conduct more akin to that of a sociopath, not a military commander or government official. Even the most powerful and dictatorial generals and kings rarely have people killed for trivial comments, nor do they plan to commit genocide. Despite his vast intelligence, his belief in his own superiority over all humanity and his “destiny” to rule the world are indicative of some level of delusional state, even if he possesses the means to make that delusion reality at some point.

LEISURE ACTIVITIES

While Dr. Destroyer can become monomaniacally fixated on a plan or research project, he ordinarily spends time each day in leisure activities, which he believes broaden the mind and allow him to use the full scope of his intelligence. Contrary to the way he's sometimes portrayed in the media, he's not so obsessive and self-disciplined that he spends all his time creating new super-weapons and researching scientific breakthroughs; he has a finely-honed appreciation of things that are restful and pleasurable to him. Some of the things he does during his leisure hours include:

ART AND FURNISHINGS

An appreciation for fine art is one of the hallmarks of an aesthete and a gentleman, and who could possibly have better taste than Destroyer? His art collection is vast, covering all places and periods of Earth history and featuring numerous masterpieces, unique works, and archaeological treasures. He often sends Rakshasa to bid on new pieces that catch his attention, but he's not always that patient: one of the few “petty” crimes he has his people commit is art theft. More than one museum and private collector has found the display rooms stripped of all noteworthy pieces by Destroyer's men. He particularly enjoys robbing unscrupulous art collectors who buy on the black market, since they can't report the theft to the police. In recent years he's benefitted extensively from the chaos in the Middle East, assembling one of the world's best collection of artifacts from the Iraq region.

Besides fine art, Dr. Destroyer also likes the best in furniture and furnishings. He mostly favors traditional pieces and styles — heavy on the wood, leather, and glass rather than more modern materials — and counts many antique pieces of furniture among his possessions.

Destroyer stores most of his art treasures in specially-sealed, temperature controlled, *heavily* protected vaults in Tartarus. The vaults could survive direct strikes by anything up to a nuclear bomb. In the event that's not enough, his most valued pieces are kept on single-use teleportation platforms that can send them to Zerstorenstern or other locations in the event of an emergency. Rather than risk displaying originals in bases that could suffer destruction (like Destruga II), he uses his technology to make flawless display copies. (Copied pieces of furniture are specially reinforced to tolerate the weight of his armor.) But he despises forgers, regarding them as parasites and wasters of talent, and usually kills any he meets out of hand.

Discussing art, and his theories of the Creative, is one of Destroyer's favorite pasttimes. He maintains a correspondence with art experts all over the world using Rakshasa as an intermediary. His “colleagues” have no idea who he is, only that his unsigned letters are hand-delivered from time to time, filled with astonishing insights and sometimes-bizarre hypotheses and speculation.

CHESS

Doctor Destroyer plays chess at the grand-master level. He usually plays against Sennacherib, which is challenging but ultimately somewhat unsatisfying, or works on chess problems (though he finds most of these absurdly simple). As mentioned above, he sometimes kidnaps renowned chess players to play against him, rewarding them well if they offer him stimulating matches.

FINE DINING

Although his armor's life support systems can sustain him indefinitely without food or drink, Dr. Destroyer prefers to eat when possible. He enjoys good food and drink and considers himself (rightly) a gourmet. He's been known to kidnap renowned chefs to cook for him, then murder them if they disappoint or return them home with lavish rewards if they please him. And of course, a good meal must be accompanied by the finest of wines, so Destroyer has one of the best-stocked wine cellars in the world. Rumors have swirled through the wine world for years that Dr. Destroyer secretly owns an interest in several vineyards around the world; these rumors are absolutely correct.

HISTORY

Doctor Destroyer is an avid student of history and world cultures — after all, it is right and proper that a monarch should take an interest in the peoples he will rule, and beyond that history is a fascinating subject all by itself. He loves the majestic sweep of human history, the stories of men who dared all and won, or who by force of personality and will shaped a time or place. Classical, European, and military history tend to be his favorite subjects in this field, but none of it lies outside his interest.

As a person of German descent, Destroyer takes a special interest in German history and culture, but not slavishly so — he'd never mention it as something he was proud of, or to justify or explain his actions. Destroyer is a man of the world, who transcends all nationalities and loyalties, whose destiny is to rule!

MUSIC

Destroyer has a deep love of and appreciation for music, one of the few things aside from his own works that can stir any passion in him. His tastes run mostly to classical music (particularly German and Austrian composers such as Bach, Haydn, Mozart, and Wagner), but he also has some appreciation for jazz and even parts of the world of rock 'n' roll.

Not content merely to listen, Dr. Destroyer has trained himself to become a concert-level pianist. Many an evening after dinner he entertains himself (and, indirectly, his staff) by playing lengthy and complex classical works from memory. He has even tried his hand at composition from time to time, though he remains dissatisfied with the results so far.

MYTH AND LEGEND

Destroyer's interest in real history is mirrored by an interest in the "fantastical history" (as he once put it) of myth and legend. He finds in mankind's stories a grandeur worthy of himself and the legends that will one day be told of him. His favorites tend to be classical mythology (as demonstrated by the names he gives many of his headquarters), the Arthurian cycle, the Sigurd/Siegfried legend, Norse mythology, and Hindu mythology. He can recite the entire *Bhagavad-Gita* by memory.

DAILY ROUTINE

Doctor Destroyer is a unique man, with drives and desires which are in sum unique as well, and such a man cannot be a slave to habit. His work and obsessions often dictates his schedule; some weeks he spends most of his time idly experimenting with whatever catches his fancy, while others he works feverishly around the clock to develop a single idea. But to the extent he has a "daily routine," it usually follows this pattern:

5:00 AM: WAKE UP

The life support systems in Dr. Destroyer's armor make it unnecessary for him to sleep, and many's the time he's gone weeks or months without it as he prepared to implement his latest masterstroke. But when possible he prefers to sleep normally, regarding it both healthier and more personally satisfying. But he never sleeps later than 5:00 AM local time.

5:30 AM TO 7:00 AM: BREAKFAST

If events permit, Destroyer enjoys a rather leisurely breakfast prepared by his chef (or kitchen robots), usually a mix of European and Asian cuisines accompanied by fruit juices. While eating he watches/listens to (or reads) reports from Sennacherib concerning events around the world, incidents of interest to him, the activities of superhumans he keeps track of, and so forth.

7:00 AM TO 12:00 PM: RESEARCH AND EXPERIMENTATION

For the remainder of the morning Dr. Destroyer spends his time working on research, theoretical experimentation, and the like. This may follow on the heels of the previous afternoon's research, or it may involve all-new projects or ideas he's conceived in the past day. For the most part this work is abstract, involving the quest for pure knowledge rather than any specific application or use thereof.

12:00 PM TO 1:00 PM: LUNCH

If Destroyer chooses to have lunch — he usually skips it in favor of starting the afternoon's work — he does so from noon to 1:00 PM. He eats lightly, usually something like a small bowl of soup, small salad, and small meat entree. For both lunch and dinner he generally doesn't express preferences to his chefs (or kitchen robots); he'd



Destroyer speaks:

“The seething mass of humanity is little better than a pack of dogs, slave to desire and instinct rather than intellect and willpower. A few, a very few, rise above the common ruck to demonstrate what human beings are capable of. And above them, as far above them as the stars above the Earth, is Destroyer.”

rather let them surprise him... pleasantly, if they know what's good for them.

1:00 PM TO 6:00 PM: PRACTICAL RESEARCH; MEETINGS

Doctor Destroyer's afternoon work focuses on practical applications of his research, usually (but not always) the research he did during the morning. His staff tends to stay away from his laboratories and workrooms as much as possible during these times. Partly this is to avoid the effects of potential accidents, but partly it's because this is the time he's most likely to become frustrated if a project isn't going well and look for someone to take it out on.

If he needs to meet with his followers (or anyone else), Destroyer schedules the meetings for his afternoon work period. He expects all presentations and conferences to be short, efficient, and to the point, and has been known to terminate a meeting by terminating the person holding it if the mood takes him.

6:00 PM TO 7:00 PM: DINNER

Destroyer takes his evening meal promptly at 6:00. Usually he eats alone and reviews reports from Sennacherib, as at other mealtimes, but if he has guests he dines with them. (He intensely dislikes eating breakfast or lunch with other people and avoids it as much as possible.) If he does have guests, dinner often stretches to 8:00 PM or later as the wine and conversation flow.

7:00 PM TO 12:00 AM: LEISURE TIME

After dinner Dr. Destroyer relaxes, usually by playing music, reading, or taking on Sennacherib in a game of chess. He doesn't watch television or movies, both of which he considers idle, decadent trivialities. If he has guests; they'll be included in the entertainment somehow; if work presses, he may forego his leisure time to return to the laboratory.

12:00 AM TO 5:00 AM: SLEEP

From precisely midnight to precisely 5:00 AM, Destroyer sleeps.

THE POWERS OF DESTROYER



Aside from his amazing intellect and willpower, Dr. Destroyer's superpowers all derive from his suit of powered armor. It's made of *Destreum*, a lightweight but immensely strong metal he invented. (Destreum is also used in many of his vehicles, weapons, and other inventions.) Seeded throughout the Destreum shell are millions of nanomotors that allow the armor to flawlessly mimic — and if necessary augment or restrict — the movement of his body. The armor makes him as physically superior to humans and superhumans as he is mentally. His powered armor suit is widely, and correctly, regarded as the most advanced in the world, surpassing even Tetsuronin's by a considerable margin... and Destroyer constantly makes improvements to it. Moreover, with his vast technological resources, he can add to or adapt his armor for specific situations if need be (see *Example Gadgets*, below).

The power source for Destroyer's armor is a series of linked, ultra-miniaturized zero-point energy field generators. Together they provide the enormous amounts of electrical and other energies required to "fuel" his weapons, jets, and other systems. On several occasions superheroes have tried to find ways to "block," interfere with, or drain his energy-generation processes, to no avail.

Destroyer's armor operates through a cybernetic command interface that allows it to "read" and respond to his thoughts directly. This includes extensive security systems to prevent anyone from removing it. If he does not of his own free will want to take it off, the security interlocks prevent it from being removed from his body. The only way to get it off would be literally to crack it into pieces and peel it off him... and it's so strong that would likely take days.

Doctor Destroyer almost never takes his armor off. Besides being highly protective and an invaluable tool, it contains his primary life-support systems. He doesn't need those systems to live, but they slow down his aging as much as possible (see *Weaknesses*, below). Every second he spends out of his armor is a second of normal aging... and therefore a second to be avoided if possible.

Because Dr. Destroyer rarely takes off his armor (and then only in the most safe conditions), and it cannot be removed against his will without circumventing elaborate security technology, it does not take a Limitation such as *Focus* or *Only In Heroic Identity*. For game purposes, Dr. Destroyer simply has innate powers — though the GM should, of course, keep the special effect in mind when resolving specific situations.

OFFENSIVE SYSTEMS

Doctor Destroyer's armor is equipped with some of the most advanced weapons technology in the world. His main offensive system is the *Destroyer-Beam*, a tremendously powerful energy weapon he invented. Destroyer-Beam energy is fed through special firing chambers lined with "lenses" made of force-fields. By altering the shape, thickness, and configuration of these lenses, Destroyer can alter the type of beam generated. He can fire straightforward beams of energy of varying intensities, or modulated beams that can affect intangible targets or strike with a stunning (rather than physical) impact. If he opens all the firing chambers at once and turns off all the lenses, he can create a "pulse" of energy that harms everyone around him.

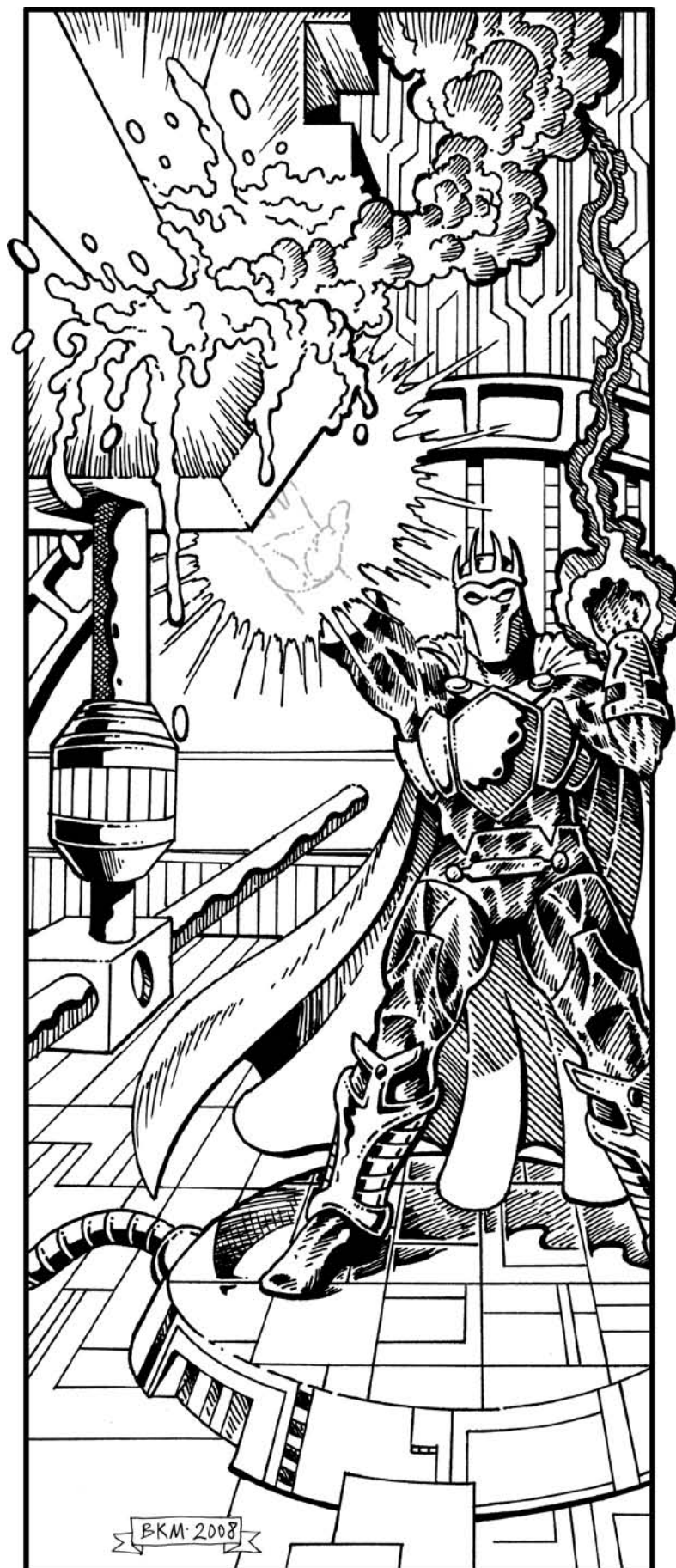
The Destroyer-Beam is not the limit of his standard weaponry, however. His armor also comes equipped with a lethal particle cannon, a sensory overload device that blinds and deafens his foes, and a tangleweb projector capable of restraining all but the strongest superhumans. Recently he upgraded and expanded another weapon, the Synaptic Interference Generator, which allows him to inhibit the functions of the human body.

DEFENSIVE SYSTEMS

In addition to the strength of the Destreum shell itself, Dr. Destroyer's armor generates an invisible, multi-layered force-field on top of and within the metal. This field enhances the protective capabilities of the armor to the point where very few attacks can harm him.

Besides his basic defenses, Dr. Destroyer has incorporated many other defensive systems into his armor. His Destreum Helmet is equipped with "sensory baffles" that shield his eyes and ears from dangerously bright lights and loud sounds; it also contains a psionic shield that augments his innate willpower and protects him from mental attacks.

On those rare occasions when he needs to enhance his armor's protective capabilities even further, Dr. Destroyer can activate his Force Barrier Generator to create a powerful force-field around himself. He can alter the shape of the field as needed to, for example, block a corridor; he can even use it to englobe an enemy. His Destroyer-Beam comes equipped with a "Bypass Mode" that "links" to the force-field when it's no more than 3" in front him so that he can fire right through it without diminishing its protective capabilities.



The Destroyer armor comes equipped with a full suite of life support systems to ensure Dr. Destroyer's continuing comfort and survival in adverse conditions. He can fly in outer space, walk along the Marianas Trench, stride the dusty red surface of Mars, or stand in the middle of an Arctic blizzard in total safety. If necessary the suit can even sustain him indefinitely without the need for food, water, or sleep.

MOVEMENT SYSTEMS

Doctor Destroyer's armor contains a powerful energy-jet system that allows him to fly. The jets project from the soles of his boots and from an ultra-slim "flight pack" that projects from the back of his armor. If necessary he can sustain speeds of about 715 miles per hour (slightly less than the speed of sound) indefinitely, though he usually restricts himself to much slower velocities on the battlefield.

In 2004 Dr. Destroyer added a Teleportation Web to his armor. Incorporated into the metal and circuitry of the suit, this allows him to teleport from 1 to 60,000 kilometers in the space of a second. He sometimes adds a Dimensional Transporter to the system that allows him to teleport much shorter distances (see below), though he primarily uses teleportation for convenience and last-second escapes from his enemies rather than tactical benefit. The Web includes a "scrambler" subsystem that prevents any known tracking systems from tracing where Destroyer teleports to.

SENSORY SYSTEMS

Destroyer's armor (primarily his Destreum Helmet) is equipped with devices that expand his sensory capabilities far beyond those of ordinary humans. He can see in the infrared and ultraviolet spectrums, hear ultrasonic sound, and receive or transmit in any broadcast frequency. Nanocameras in his armor allow him to see all the way around himself at once, making it virtually impossible to sneak up on him. Last but not least, his armor has sonar and radar systems. If he expects to encounter superhumans or other beings who have the ability to evade his standard sensors, he temporarily equips his armor with additional sensors to overcome that "gap." For example, he was able to perceive (and grievously injure) the superhero Grey Phantom (who possessed a full-spectrum invisibility power) by creating a device that could detect the vibration and sound of human heartbeats.

KNOWLEDGE

Doctor Destroyer has stated on more than one occasion that his armor is not his greatest weapon — his mind and its vast fund of knowledge are. A polymath of almost unprecedented scope, he is extraordinarily learned in dozens of fields, including:

SCIENCE AND TECHNOLOGY

Doctor Destroyer is, of course, best known for his scientific and technological achievements. He's widely, and correctly, regarded as the most technologically advanced and adept person on

Earth. Every time superheroes or UNTIL capture some of Destroyer's technology (which isn't often), the scientists of the world learn new things. Some of his areas of specialty include:

■ **Computers:** Doctor Destroyer can create advanced artificial intelligence systems as easily as most computer scientists can assemble a simple desktop computer. His inventions in the field of computer science could jump-start world computers by several "generations" of technology... if he were willing to make them public knowledge.

■ **Electronics:** Destroyer is a wizard when it comes to manipulating electricity. He can design devices and circuits whose sophistication amazes even the likes of Tetsuronin, Defender, and Dr. Silverback. In many cases other, lesser, minds can't even figure out exactly how his technology works or duplicate it.

■ **Materials Science:** Dr. Destroyer can design metals, plastics, and other materials far more advanced than any other in the world.

■ **Mathematics:** Dr. Destroyer has solved many of the most advanced mathematical problems that still baffle the world's number-crunchers. He has not revealed these solutions, however, feeling that if others cannot determine the answers on their own they don't deserve to know.

■ **Nanotechnology:** Destroyer has wholeheartedly embraced the nanotech revolution, extending it far beyond what the other scientists of the world are capable of.

■ **Physics:** Destroyer has made advances in physics, particularly energy-related physics, that are the envy of engineers and weapons designers around the world.

■ **Robotics:** Aside perhaps from Mechanon, Dr. Destroyer is second to no one when it comes to designing robots, androids, and related devices. See Chapter Four for many examples.

■ **Super-Sciences:** Few, if any, scientists are Destroyer's equal when it comes to knowledge of the so-called "super-sciences" that form the basis of much of the world's supertechnology. He's an expert in dimensional engineering, density and size physics, force fields, gravitics, and even psionic engineering.

Destroyer prefers to rely on electronics, computers, and other "hard" sciences and systems. Although he's extremely skilled in the biological sciences, he regards them as less "predictable" or "trustworthy" and thus experiments little in fields such as cloning, genetic manipulation, and the like.

LANGUAGES

Besides his native German, Dr. Destroyer fluently speaks and writes a dozen languages ranging from the practical (English, Spanish, Mandarin, Hindi) to the more obscure or scholarly (Latin, Sanskrit). If he puts his mind to it and clears his schedule of distraction, he can learn a new one to a conversational level of fluency in approximately two to three days (depending on linguistic complexity).

GENERAL KNOWLEDGE

Thanks to his flawless photographic memory and instant recall, Dr. Destroyer possesses a vast wealth of knowledge on an enormous variety of subjects. He's an expert on such diverse subjects as history, philosophy, art, wine, mythology, literature, politics, and music. He's visited every region of Earth and most of the planet's major cities at some point, and even if his personal knowledge is somewhat out of date, Sennacherib can easily fill in any gaps. He's deeply familiar with most world superhumans, often through personal encounters, and also studies the espionage and military communities extensively.

OTHER ABILITIES

Besides all the skills described above, Dr. Destroyer is a highly-trained pilot able to fly pretty much any type of aerial or space vehicle. He's as skilled at medicine and surgery as some of the best physicians in the world. He can speak compellingly with his majestic tenor voice, often convincing even his most implacable enemies that he speaks the truth. He has an eidetic memory and instant recall; without any preparation he can, for example, tell you exactly what he was doing on February 16, 1967. He can read ten times as fast as an ordinary person with no loss of comprehension, and possesses perfect pitch.

WEAKNESSES

Destroyer has two Achilles's heels — one known to the world, one carefully kept secret. The first is his pride and arrogance, through which he can sometimes be taunted into exposing himself, and which drive him to grandiose schemes when more covert action would probably allow him to achieve his goals more quickly. (See *The Mind Of The Destroyer*, above.)

The second is a quirk of genetics that played him false. The same genes responsible for his incredible intelligence and good health also render him not susceptible to the standard age-retarding scientific treatments known to the Champions Universe as of 2008. (They also make it extremely difficult to viably clone him; Teleios *might* be able to do it, but Destroyer's certainly not going to trust the Perfect Man with samples of his matchless DNA.) Destroyer is now 91 years old, and though he has slowed down his aging somewhat, he cannot stop it altogether. His armor acts as a life support system to keep him as healthy as possible as long as possible. He's desperately researching new ways to halt, or even reverse, his aging before it becomes too late.

DR. DESTROYER

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
30	DEX	60	15-	OCV: 10/DCV: 10
55	CON	90	20-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
60	PRE	50	21-	PRE Attack: 12d6
12	COM	1	11-	
40	PD	24		Total: 40 PD (40 rPD)
40	ED	29		Total: 40 ED (40 rED)
8	SPD	40		Phases: 2,3,5,6,8,9,11,12
30	REC	6		
250	END	70		
100	STUN	2		Total Characteristics Cost: 539

Movement: Running: 12"/24"
Flight: 30"/240"
MegaTeleportation: 1-60,000 km

Cost	Powers	END
	Offensive Powers	
150	<i>Destroyer-Beam:</i> Multipower, 150-point reserve	
15u	1) <i>Standard Mode:</i> Energy Blast 30d6	15
15u	2) <i>Energy Conservation Mode:</i> Energy Blast 20d6, Reduced Endurance (0 END; +½)	0
15u	3) <i>AP Mode:</i> Energy Blast 20d6, Armor Piercing (+½)	15
15u	4) <i>Explosive Mode:</i> Energy Blast 20d6, Explosion (+½)	15
15u	5) <i>Transdimensional Mode:</i> Energy Blast 20d6, Affects Desolidified (+½)	15
15u	6) <i>Mercy Mode:</i> Energy Blast 12d6, AVLD (defense is Power Defense; +1½)	15
12u	7) <i>Force Barrier Bypass Mode:</i> Energy Blast 20d6, Indirect (always originates 2" in front of him; +¼); Only Works With Force Barrier (see text; -0)	12
15u	8) <i>Power Mode:</i> RKA 10d6	15
10u	9) <i>Power-Pulse:</i> Energy Blast 12d6, Area Of Effect (16" Radius; +1¼), Personal Immunity (+¼); No Range (-½)	15
125	<i>Secondary Weapons Array:</i> Multipower, 125-point reserve	
11u	1) <i>Particle Cannon:</i> RKA 5d6, Reduced Endurance (0 END; +½)	0
12u	2) <i>Secondary Destroyer-Beam:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
12u	3) <i>Sensory Overload Cannon:</i> Sight and Hearing Group Flash 15d6, Reduced Endurance (0 END; +½)	0
12u	4) <i>Tangleweb Projector:</i> Entangle 10d6, 10 DEF, Reduced Endurance (½ END; +¼)	5
180	<i>Synaptic Interference Generator:</i> Drain Characteristics 8d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)	11

61 *Tactical Adaptation:* +4 with All Combat; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼) **plus** Physical and Energy Damage Reduction, +25% (75% total), Resistant; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼) 0

154 *Technological Arsenal:* Variable Power Pool (Gadget Pool), 120 base + 60 control cost; Focus (all powers bought through VPP must have at least -¼ worth of this Limitation; -¼), Can Only Be Changed In Destroyer's Laboratory (-½) var

Defensive Powers

20 *Destreum Armor:* Hardened (+¼) for PD and ED 0

50 *Destreum Armor:* Damage Resistance (40 PD/40 ED), Hardened (+¼) 0

60 *Destreum Armor:* Physical and Energy Damage Reduction, Resistant, 50% 0

85 *Force Barrier Generator:* Force Wall (15 PD/15 ED; 5" long and 2" tall) 9

19 *Destreum Helmet:* Sight Group Flash Defense (15 points), Hardened (+¼) 0

19 *Destreum Helmet:* Hearing Group Flash Defense (15 points), Hardened (+¼) 0

7 *Intense Willpower:* Mental Defense (10 points total), Hardened (+¼) 0

6 *Intense Sense Of Self:* Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1) 0

12 *Destreum Helmet:* Mental Defense (+10 points), Hardened (+¼) 0

20 *Destreum Armor:* Power Defense (16 points), Hardened (+¼) 0

12 *Destreum Armor:* Lack Of Weakness (-12) for Normal Defenses 0

45 *Life Support Systems:* Life Support: Total 0

Movement Powers

105 *Armor Jets:* Flight 30", x8 Noncombat, Reduced Endurance (0 END; +½) 0

12 *Swift Runner:* Running +6" (12" total) 1

52 *Teleportation Web:* Teleportation 5", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Armor Piercing (x4; +2), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½) 0

Sensory Powers

5 *Visual Sensor Systems:* Infrared Perception (Sight Group) 0

5 *Visual Sensor Systems:* Ultraviolet Perception (Sight Group) 0

10 *Visual Sensor Systems:* Increased Arc Of Perception (360 Degrees) for Sight Group 0

15 *Visual Sensor Systems:* +10 versus Range Modifier for Sight Group 0

15 *Sonar System:* Active Sonar (Hearing Group) 0

3 *Audio Sensor Systems:* Ultrasonic Perception (Hearing Group) 0

- 8 *Communications Suite*: HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½) 0
- 20 *Radar System*: Radar (Radio Group), Increased Arc Of Perception (360 Degrees) 0
- 25 *Sennacherib Link*: Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed, Invisible Power Effects (can't be traced; +¼) 0

Perks

- 455 Bases: 16 Bases (see Chapter Five)
- 100 Well-Connected plus 97 points' worth of Contacts throughout the underworld, world governments, and the world scientific community
- 15 Money: Filthy Rich
- 218 Followers: Sennacherib (32 AI computers; see Chapter Four)
- 160 Followers: approximately 20,000 human Followers (see Chapter Three)
- 394 Followers: approximately 20,000 robot Followers (see Chapter Four)
- 18 Reputation: world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6
Any other Followers, Vehicles, or Bases he might possibly need

Talents

- 5 Eidetic Memory
- 3 Perfect Pitch
- 5 Resistance (5 points)
- 4 Speed Reading (x10)
- 32 *Armor Computer Systems*: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 16-

Skills

- 40 +4 Overall
- 20 +4 with Ranged Combat
- 3 Bureaucratics 21-
- 3 Combat Piloting 15-
- 7 Computer Programming 18-
- 15 Cramming (x3)
- 3 Criminology 16-
- 3 Cryptography 16-
- 3 Deduction 16-
- 3 Demolitions 16-
- 7 Electronics 18-
- 3 High Society 21-
- 3 Interrogation 21-
- 11 Inventor 20-
- 7 Mechanics 18-
- 5 Navigation (Air, Land, Marine, Space) 16-
- 3 Oratory 21-
- 3 Paramedics 16-
- 3 Persuasion 21-
- 31 Power: Gadgeteering 30-
- 2 PS: Dollmaking 11-
- 3 PS: Play Chess 16-
- 3 PS: Play Piano 15-
- 3 Security Systems 16-
- 3 Systems Operation 16-
- 3 Tactics 16-



- 9 TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters, Large Planes, Small Planes, Submarines
- 17 Weaponsmith (all categories) 18-
- 3 Linguist
- 2 1) English (completely fluent; German is native)
- 2 2) French (completely fluent)
- 2 3) Greek (completely fluent)
- 2 4) Hindi (completely fluent)
- 2 5) Italian (completely fluent)
- 2 6) Japanese (completely fluent)
- 2 7) Latin (completely fluent)
- 2 8) Mandarin Chinese (completely fluent)
- 2 9) Portuguese (completely fluent)
- 2 10) Russian (completely fluent)
- 2 11) Sanskrit (completely fluent)
- 2 12) Spanish (completely fluent)
- 3 Scientist
- 2 1) SS: Anatomy 16-
- 2 2) SS: Anthropology 16-
- 2 3) SS: Archaeology 16-
- 2 4) SS: Astronomy 16-
- 2 5) SS: Bacteriology/Virology 16-
- 2 6) SS: Biochemistry 16-
- 2 7) SS: Biology 16-
- 2 8) SS: Botany 16-
- 2 9) SS: Chemistry 16-
- 2 10) SS: Computer Science 16-
- 2 11) SS: Density Physics 16-
- 2 12) SS: Dimensional Engineering 16-
- 2 13) SS: Electronic Engineering 16-
- 2 14) SS: Force Field Physics 16-
- 2 15) SS: Genetics 16-
- 2 16) SS: Geology 16-
- 2 17) SS: Gravitics 16-
- 2 18) SS: Materials Science 16-
- 2 19) SS: Mathematics 16-
- 2 20) SS: Medicine 16-
- 2 21) SS: Metallurgy 16-
- 2 22) SS: Nanotechnology 16-
- 2 23) SS: Nuclear Physics 16-
- 2 24) SS: Neurology 16-
- 2 25) SS: Oceanography 16-
- 2 26) SS: Pharmacology/Toxicology 16-
- 2 27) SS: Physics 16-
- 2 28) SS: Psionic Engineering 16-
- 2 29) SS: Psychology 16-
- 2 30) SS: Robotics 16-
- 2 31) SS: Size Physics 16-
- 2 32) SS: Subatomic Physics 16-
- 2 33) SS: Surgery 16-
- 2 34) SS: Zoology 16-
- 3 Scholar
- 2 1) KS: Art History 16-
- 2 2) KS: Chess 16-
- 2 3) KS: Classical History And Culture 16-
- 2 4) KS: The Espionage World 16-
- 2 5) KS: Gourmet Food 16-
- 2 6) KS: Greek Mythology 16-
- 2 7) KS: Indian History And Culture 16-
- 2 8) KS: Literature 16-
- 2 9) KS: Military History 16-

- 2 10) KS: The Military/Mercenary/Terrorist World 16-
- 2 11) KS: Music 16-
- 2 12) KS: Philosophy 16-
- 2 13) KS: Superheroes 16-
- 2 14) KS: The Superhuman World 16-
- 2 15) KS: Superpowers 16-
- 2 16) KS: Supervillains 16-
- 2 17) KS: Wine 16-
- 2 18) KS: World History 16-
- 2 19) KS: World Mythology 16-
- 2 20) KS: World Politics 16-
- 3 Traveler
- 1 1) CK: Berlin 11-
- 1 2) CK: Buenos Aires 11-
- 1 3) AK: Central America 11-
- 1 4) AK: Earth's Solar System 11-
- 1 5) CK: London 11-
- 1 6) AK: The Middle East 11-
- 1 7) CK: Moscow 11-
- 1 8) CK: Munich 11-
- 1 9) CK: New York City 11-
- 1 10) AK: South America 11-
- 1 11) CK: Tokyo 11-
- 1 12) AK: The United States 11-

Total Powers & Skills Cost: 3,258

Total Cost: 3,797

200+ Disadvantages

- 20 Hunted: UNTIL 11- (As Pow, NCI, Capture)
- 20 Hunted: PRIMUS 11- (As Pow, NCI, Capture)
- 25 Psychological Limitation: Utterly Convinced Of His Own Superiority And Destiny To Rule The World (Very Common, Total)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Reputation: world's most powerful and dangerous supervillain, 14- (Extreme)
- 15 Social Limitation: Public Identity (Dr. Albert Zerstoiten) (Frequently, Major)
- 3,477 Experience Points

Total Disadvantage Points: 3,797

Note: Dr. Destroyer does not receive the normal +5 bonus to his Hunteds for having a Public Identity because, although his name and personal history are publicly known, his general whereabouts almost never are.

APPEARANCE

Doctor Destroyer wears the most advanced and powerful suit of powered armor in the world. The basic armor, not much bulkier than ordinary clothing thanks to his nanotechnological breakthroughs, is jet black. Attached to it are a breastplate, gauntlets, and boots in silver-grey, and golden pauldrons in the shape of lion's heads. Over it all he wears a red cloak, and sometimes a sword for effect. His head and face are concealed by a silver-grey helm of distinctive shape, with a headpiece reminiscent of a golden crown on top.

Out of his armor, Albert Zerstoiten is, as of 2008, a 91 year old white male, extremely healthy

and fit for his age but still showing the signs of nearly a century of hard-lived life. He has a thick head of grey hair, and his face, handsome even today, looks cultured and intelligent even when he's committing the most evil acts imaginable. His eyes, lively and piercing, betray the cruelty that lives within him.

(For higher- and lower-powered versions of the standard Dr. Destroyer character sheet, see *Alternate Power Levels*, below.)

EXAMPLE GADGETS

Here are some example gadgets that Dr. Destroyer might create using his *Technological Arsenal* Variable Power Pool. Some are additional systems for, or attachments to, his armor; others are discrete devices.

Augmentation Beam: This device uses technology similar to the Synaptic Interference Generator to temporarily enhance, rather than diminish, some of the capabilities of Destroyer's followers.

Aid STR, DEX, INT, and SPD 4d6, any one of those four Characteristic at a time (+¼), Ranged (+½) (70 Active Points); OIF (-½), Others Only (-½). Total cost: 35 points.

Destroyer-Beam Handcannon: This weapon attaches to the right gauntlet of Destroyer's armor. It projects a single blast of intense Destroyer-Beam energy. After use he discards it; a nanotech self-destruct system fries its circuitry, making it impossible for anyone to learn how to reproduce it by studying it.

RKA 8d6 (120 Active Points); OAF (-1), 1 Charge (-2). Total cost: 30 points.

Dimensional Transporter: With this device, Dr. Destroyer can move from one point to another without crossing the physical space in between.

Teleportation 20", Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½). Total cost: 40 points.

EMP Cannon: Although he uses technology against his enemies, Dr. Destroyer doesn't like having it used against him. This weapon allows him to shut off his opponents' powered armor, blasters, and the like.

Dispel 24d6, any Electrical Device one power at a time (+¼) (90 Active Points); OIF (-½). Total cost: 60 points.

Flight Enhancer: With these extra jets, Dr. Destroyer can fly faster than ever.

Flight +15", x16 Noncombat for all (52 Active Points); OIF (-½). Total cost: 35 points.

Force Barrier Extender: This device enhances the strength and size of Dr. Destroyer's Force Barrier.

Force Wall (+6 PD/+6 ED; +5" long and +2" high) (44 Active Points); OIF (-½). Total cost: 29 points.

Force Barrier Expander: This device enhances the protective abilities of Dr. Destroyer's Force Barrier.

Change Force Wall to: Force Wall (15 PD/15 ED/10 Mental Defense/10 Power Defense/10 Sight Group Flash Defense; 5" long and 2" tall); OIF (-½). Total cost: 50 points.



Heartbeat Sensor: This ultra-sensitive sensor detects the vibration and sound of heartbeats, and can even distinguish among different species' heartbeats.

Detect Heartbeats 16- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (37 Active Points); OIF (-½). Total cost: 25 points.

Intangibility Web: This device allows Dr. Destroyer to become untouchable, walk through walls, and the like. He often holds it in reserve for making escapes.

Desolidification (affected by magic) (40 Active Points); IIF (-¼). Total cost: 32 points.

Mental Domination Crown: Doctor Destroyer prefers to cow his enemies with the force of his personality and fear of his immense power, but sometimes it's more practical... and amusing... to take control of their minds directly. He builds this device into the "crown" on top of his Destreum Helmet.

Mind Control 16d6, Telepathic (+¼) (100 Active Points); OIF (-½). Total cost: 67 points.

Miniaturized Arsenal: This series of weapon enhancements allows Dr. Destroyer to fire a wide range of deadly beams.

Energy Blast 12d6, Variable Special Effects (+½) (90 Active Points); OIF (-½). Total cost: 60 points.

Psionic Feedback Inducer: This weapon, which attaches to the Destreum Helmet, causes synaptic misfirings in the target's brain, resulting in spasms and intense pain.

*Ego Attack 4d6 (40 Active Points); OIF (-½), 8 Charges (-½) (total cost: 20 points) **plus** Drain DEX 2d6, Ranged (+½) (30 Active Points); OIF (-½), 8 Charges (-½), Linked (-½) (total cost: 12 points). Total cost: 32 points.*

Psychic Shield: If Dr. Destroyer expects to face powerful mentalists, he often prepares this

device. Due to his extensive study of Menton and Mentalla, it's particularly effective against their psionic powers.

*Mental Defense (+15 points) (15 Active Points); OIF (-½) (total cost: 10 points) **plus** Mental Defense (+10 points) (10 Active Points); OIF (-½), Linked (-½), Only Versus Menton And Mentalla (-1) (total cost: 3 points). Total cost: 13 points.*

Sonic Weakness Field: This weapon generates a field of intense sound around Destroyer that induces vertigo and unconsciousness in everyone around him.

Drain DEX and STUN 3d6, two Characteristics simultaneously (+½), Area Of Effect (8" Radius; +1), Continuous (+1), Personal Immunity (+¼) (112 Active Points); OIF (-½). Total cost: 75 points.

Stealth Field: Destroyer uses this device to avoid detection; it works well with the Intangibility Web.

Invisibility to Sight, Hearing, Mental, and Radio Groups, No Fringe (45 Active Points); IIF (-¼). Total cost: 36 points.

The Sword Of Destroyer: This blade, carried more for affect than for actual use, appears to be a slim, lightweight sword, similar to a rapier. In fact it contains built-in systems that surround the blade with an energy field, allowing it to cut through virtually anything.

HKA 1½d6 (3d6+1 with STR), Armor Piercing (x2; +1), Penetrating (+½), Reduced Endurance (0 END; +½) (75 Active Points); OAF (-1), No Knockback (-¼). Total cost: 33 points.

Tractor Beam: A favorite of Destroyer's due to its impressive nature, this device uses gravitic manipulation to move objects at a distance.

Telekinesis (60 STR) (90 Active Points); OIF (-½). Total cost: 60 points.

OTHER ARMORS



The standard configuration of Dr. Destroyer's armor — the one described above — isn't the only type of armor he has. He's developed several suits of armor for specialized purposes and unusual situations. The character sheets below describe three of these suits — his Force Armor, Solar Armor, and War Armor. With each of them his Perks, Talents, Skills, and Disadvantages remain the same (and thus are not included); only the powers and abilities provided by the armor itself change.

VARIANT ARMORS

FORCE ARMOR

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
30	DEX	60	15-	OCV: 10/DCV: 10
55	CON	90	20-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
60	PRE	50	21-	PRE Attack: 12d6
20	COM	5	13-	
50	PD	38		Total: 50 PD (50 rPD)
50	ED	39		Total: 50 ED (50 rED)
8	SPD	40		Phases: 2,3,5,6,8,9,11,12
30	REC	14		
250	END	70		
100	STUN	12		Total Characteristics Cost: 565

Movement: Running: 12"/24"
Flight: 30"/120"
MegaTeleportation: 1-60,000 km

Cost	Powers	END
	Offensive Powers	
112	<i>Force Manipulation:</i> Telekinesis (60 STR), Reduced Endurance (½ END; +¼)	4
150	<i>Force Weaponry:</i> Multipower, 150-point reserve	
15u	1) <i>Force Blast:</i> Energy Blast 30d6	15
13u	2) <i>Force Spear:</i> RKA 4d6, Armor Piercing (x2; +1), Reduced Endurance (½ END; +¼)	6
14u	3) <i>Force Shackles:</i> Entangle 10d6, 12 DEF, Reduced Endurance (½ END; +¼)	5
11u	4) <i>Enhanced Force Manipulation:</i> Telekinesis (+60 STR), Reduced Endurance (½ END; +¼)	4
120	<i>Secondary Weapons Array:</i> Multipower, 120-point reserve	
12u	1) <i>Destroyer-Beam:</i> Energy Blast 24d6	15
11u	2) <i>Particle Cannon:</i> RKA 5d6, Reduced	

	Endurance (0 END; +½)	0
9u	3) <i>Synaptic Interference Generator:</i> Drain Characteristics 4d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)	5
61	<i>Tactical Adaptation:</i> +4 with All Combat; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼) plus Physical and Energy Damage Reduction, +25% (75% total), Resistant; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼)	0
150	<i>Technological Arsenal:</i> Variable Power Pool (Gadget Pool), 120 base + 60 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)	var

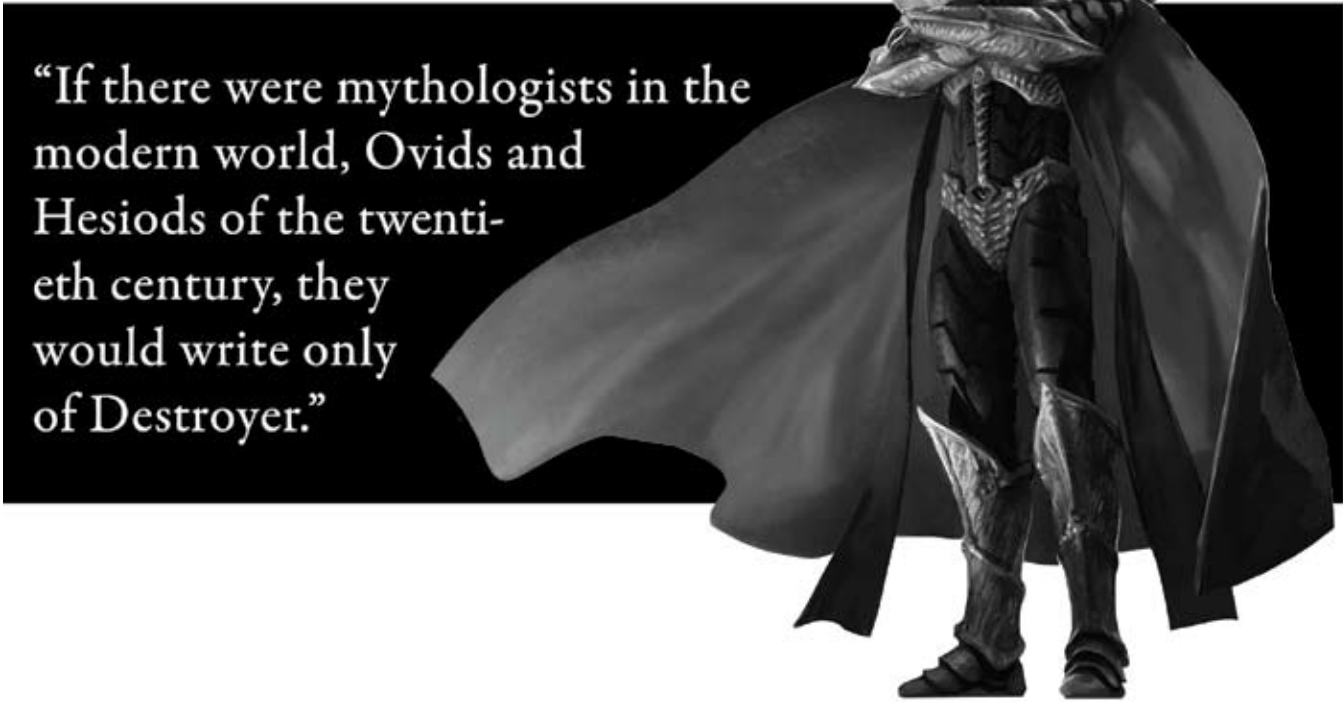
Defensive Powers

25	<i>Force-Field Armor:</i> Hardened (+¼) for PD and ED	0
62	<i>Force-Field Armor:</i> Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
120	<i>Force-Field Armor:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
125	<i>Force Barrier Generator:</i> Force Wall (18 PD/18 ED; 5" long and 2" tall), Reduced Endurance (½ END; +¼)	5
19	<i>Destreum Helmet:</i> Sight Group Flash Defense (15 points), Hardened (+¼)	0
19	<i>Destreum Helmet:</i> Hearing Group Flash Defense (15 points), Hardened (+¼)	0
7	<i>Intense Willpower:</i> Mental Defense (10 points total), Hardened (+¼)	0
6	<i>Intense Sense Of Self:</i> Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	<i>Destreum Helmet:</i> Mental Defense (+10 points), Hardened (+¼)	0
20	<i>Force-Field Armor:</i> Power Defense (16 points), Hardened (+¼)	0
12	<i>Force-Field Armor:</i> Lack Of Weakness (-12) for Normal Defenses	0
45	<i>Life Support Systems:</i> Life Support: Total	0

Movement Powers

114	<i>Gravitic Manipulators:</i> Flight 30", x4 Noncombat, No Turn Mode (+¼), Reduced Endurance (0 END; +½)	0
12	<i>Swift Runner:</i> Running +6" (12" total)	1

Destroyer speaks:



“If there were mythologists in the modern world, Ovids and Hesiods of the twentieth century, they would write only of Destroyer.”

- 32
- Teleportation Web: Teleportation 5”, MegaScale (1” = 10,000 km, can scale down to 1” = 1 km; +1½), Invisible Power Effects (can’t be traced; +¼), Reduced Endurance (0 END; +½)
- 5
- Sensory Powers**
- 5
- Visual Sensor Systems: Infrared Perception (Sight Group)
- 5
- Visual Sensor Systems: Ultraviolet Perception (Sight Group)
- 10
- Visual Sensor Systems: Increased Arc Of Perception (360 Degrees) for Sight Group
- 15
- Visual Sensor Systems: +10 versus Range Modifier for Sight Group
- 15
- Sonar System: Active Sonar (Hearing Group)
- 3
- Audio Sensor Systems: Ultrasonic Perception (Hearing Group)
- 8
- Communications Suite: HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)
- 20
- Radar System: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)
- 25
- Sennacherib Link: Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed, Invisible Power Effects (can’t be traced; +¼)

Total Powers Cost: 1,446
Total Cost: 1,979 (plus Perks, Talents, and Skills)

Description: The Force Armor is the result of some of Destroyer’s work with force-fields and gravitics. He created it mainly as an experiment and rarely wears it, though he does like how impressive it looks and some of the powers it gives him.

The Force Armor mainly uses visible force-fields rather than a metal suit of armor. The solid parts are all bright silver with gold highlights. They include a small chestpiece shaped something like a kite shield (very similar to the central part of the breastplate of his standard armor), a matching back piece, boots, gauntlets, belt, and helmet (the latter is identical to the one on the standard armor, just differently colored: pure silver with a golden “crown”). These pieces collectively generate an intensely powerful opaque gold force-field that provides even more protection than the standard armor. Instead of relying primarily on the Destroyer-Beam, the Force Armor has force projection weapons, including a force-manipulation beam that, when fully powered, can hold Gargantua, Grond, or Ripper immobile.

SOLAR ARMOR

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
45	CON	70	18-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
50	PRE	40	19-	PRE Attack: 10d6
10	COM	0	11-	
40	PD	28		Total: 40 PD (40 rPD)
40	ED	31		Total: 40 ED (40 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
25	REC	8		
200	END	55		
100	STUN	17		Total Characteristics Cost: 456

Movement: Running: 6"/12"
Flight: 40"/320"
FTL: 2 LY/year

Cost	Powers	END
Offensive Powers		
150	<i>Destroyer-Beam:</i> Multipower, 150-point reserve	
15u	1) <i>Standard Mode:</i> Energy Blast 30d6	15
15u	2) <i>Energy Conservation Mode:</i> Energy Blast 20d6, Reduced Endurance (0 END; +½)	0
15u	3) <i>Power Mode:</i> RKA 10d6	15
61	<i>Tactical Adaptation:</i> +4 with All Combat; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼) plus Physical and Energy Damage Reduction, +25% (75% total), Resistant; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼)	0
150	<i>Technological Arsenal:</i> Variable Power Pool (Gadget Pool), 120 base + 60 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)	var
Defensive Powers		
20	<i>Destreum Armor:</i> Hardened (+¼) for PD and ED	0
50	<i>Destreum Armor:</i> Damage Resistance (40 PD/40 ED), Hardened (+¼)	0
30	<i>Destreum Armor:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
85	<i>Force Barrier Generator:</i> Force Wall (15 PD/15 ED; 5" long and 2" tall)	9
25	<i>Destreum Helmet:</i> Sight Group Flash Defense (20 points), Hardened (+¼)	0
12	<i>Destreum Helmet:</i> Hearing Group Flash Defense (10 points), Hardened (+¼)	0
7	<i>Intense Willpower:</i> Mental Defense (10 points total), Hardened (+¼)	0
6	<i>Intense Sense Of Self:</i> Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	<i>Destreum Helmet:</i> Mental Defense (+10 points), Hardened (+¼)	0

20	<i>Destreum Armor:</i> Power Defense (16 points), Hardened (+¼)	0
12	<i>Destreum Armor:</i> Lack Of Weakness (-12) for Normal Defenses	0
45	<i>Life Support Systems:</i> Life Support: Total	0
10	<i>Doubly And Triply Redundant Backup Life Support Systems:</i> Two more Life Support Systems (total of 3)	0
Movement Powers		
90	<i>Space Travel Jets:</i> Multipower, 90-point reserve	
9u	1) <i>Standard Mode:</i> Flight 40", x8 Noncombat	9
1u	2) <i>FTL Mode:</i> FTL Travel (2 LY/year)	1
Sensory Powers		
48	<i>Sensor And Communication Systems:</i> Variable Power Pool, 40 base + 20 control cost; Only For Senses And Communications (-1), Costs	var
80	<i>Long-Range Sensors:</i> MegaScale (1 million km per Active Point, can scale down to 1 km per Active Point; +2) for any Sensor Pool Sense or other Sense Power	var
5	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensor Systems:</i> +10 versus Range Modifier for Sight Group	0
15	<i>Sonar System:</i> Active Sonar (Hearing Group)	0
3	<i>Audio Sensor Systems:</i> Ultrasonic Perception (Hearing Group)	0
8	<i>Communications Suite:</i> HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
20	<i>Radar System:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
15	<i>Sensory Enhancement Systems:</i> +10 versus Range Modifier for Radio Group	0
25	<i>Sennacherib Link:</i> Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed, Invisible Power Effects (can't be traced; +¼)	0

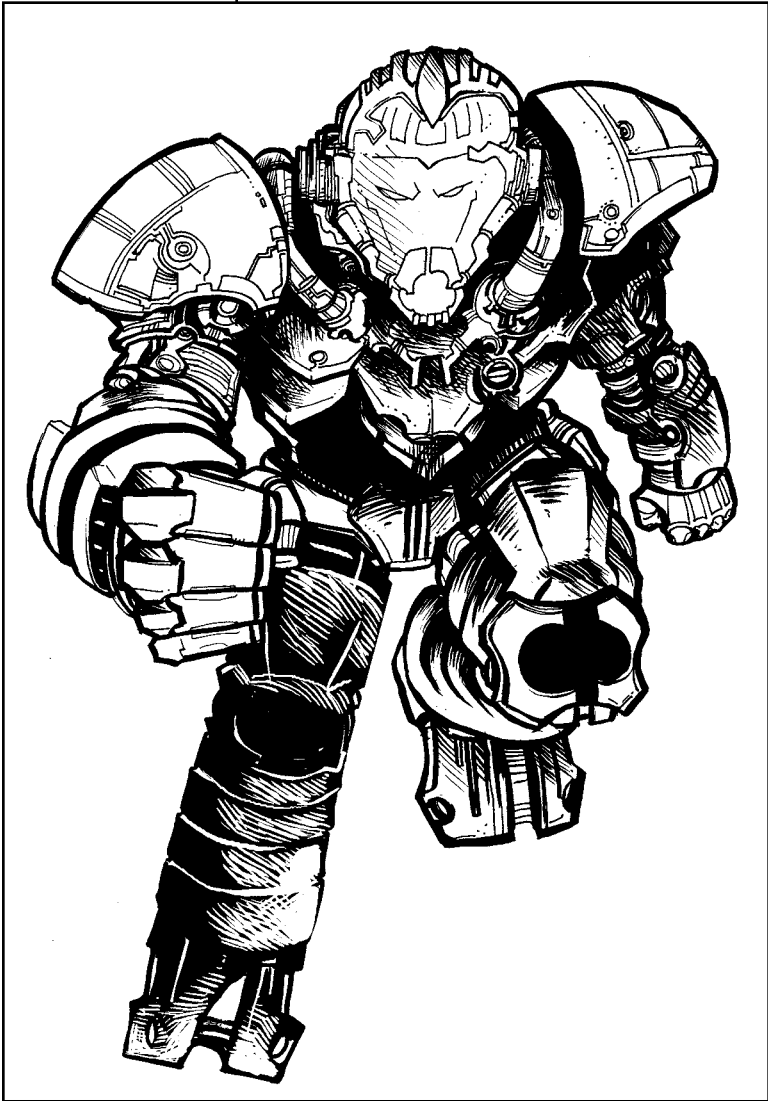
Total Powers Cost: 1,079

Total Cost: 1,535 (plus Perks, Talents, and Skills)

Description: Doctor Destroyer's "Solar Armor" is designed to allow him to exist and function in outer space and on other planets. It sacrifices much of his standard armor's weaponry and defensive systems for the enhanced life support, flight, and sensory systems needed for survival in space. Using the Solar Armor Destroyer has visited most of the planets in Earth's solar system, primarily just to satisfy his own scientific curiosity but also to investigate the possibility of exploiting their resources or establishing secret bases there.

The Solar Armor looks much like Dr. Destroyer's standard armor (though it lacks the

pauldrons and cape), but is much bulkier; the helmet is somewhat more dome-like and the boots and gloves heavier. Attached to the back is a large jetpack used for spaceflight; gold-colored cables run over his shoulders and “plug into” the front of the armor where his cloak-pins are on his standard armor.



WAR ARMOR

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
30	DEX	60	15-	OCV: 10/DCV: 10
60	CON	100	21-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
70	PRE	60	23-	PRE Attack: 14d6
12	COM	1	11-	
50	PD	30		Total: 50 PD (50 rPD)
50	ED	38		Total: 50 ED (50 rED)
7	SPD	30		Phases: 2,4,6,7,9,11,12
35	REC	6		
300	END	90		
110	STUN	0		Total Characteristics Cost: 602

Movement: Running: 6"/12"
Flight: 30"/120"
MegaTeleportation: 1-20,000 km

Cost	Powers	END
	Offensive Powers	
180	<i>Destroyer-Beam:</i> Multipower, 180-point reserve	
17u	1) <i>Standard Mode:</i> Energy Blast 35d6	17
18u	2) <i>Energy Conservation Mode:</i> Energy Blast 24d6, Reduced Endurance (0 END; +½)	0
18u	3) <i>AP Mode:</i> Energy Blast 24d6, Armor Piercing (+½)	18
18u	4) <i>Explosive Mode:</i> Energy Blast 24d6, Explosion (+½)	18
18u	5) <i>Transdimensional Mode:</i> Energy Blast 24d6, Affects Desolidified (+½)	18
17u	6) <i>Mercy Mode:</i> Energy Blast 14d6, AVLD (defense is Power Defense; +1½)	17
15u	7) <i>Force Barrier Bypass Mode:</i> Energy Blast 24d6, Indirect (always originates 2" in front of him; +¼); Only Works With Force Barrier (see text; -0)	15
18u	8) <i>Power Mode:</i> RKA 12d6	18
10u	9) <i>Power-Pulse:</i> Energy Blast 14d6, Area Of Effect (18" Radius; +1¼), Personal Immunity (+¼); No Range (-½)	15
150	<i>Secondary Weapons Array:</i> Multipower, 150-point reserve	
13u	1) <i>Particle Cannon:</i> RKA 6d6, Reduced Endurance (0 END; +½)	0
15u	2) <i>Secondary Destroyer-Beam:</i> Energy Blast 20d6, Reduced Endurance (0 END; +½)	0
14u	3) <i>Sensory Overload Cannon:</i> Sight and Hearing Group Flash 18d6, Reduced Endurance (0 END; +½)	0
15u	4) <i>Tangleweb Projector:</i> Entangle 12d6, 12 DEF, Reduced Endurance (½ END; +¼)	6
180	<i>Synaptic Interference Generator:</i> Drain Characteristics 8d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)	11

61	<i>Tactical Adaptation</i> : +4 with All Combat; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼) plus Physical and Energy Damage Reduction, +25% (75% total), Resistant; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼)	0
150	<i>Technological Arsenal</i> : Variable Power Pool (Gadget Pool), 120 base + 60 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)	var
Defensive Powers		
25	<i>Destreum Armor</i> : Hardened (+¼) for PD and ED	0
62	<i>Destreum Armor</i> : Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
60	<i>Destreum Armor</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
85	<i>Force Barrier Generator</i> : Force Wall (15 PD/15 ED; 5" long and 2" tall)	9
19	<i>Destreum Helmet</i> : Sight Group Flash Defense (15 points), Hardened (+¼)	0
19	<i>Destreum Helmet</i> : Hearing Group Flash Defense (15 points), Hardened (+¼)	0
7	<i>Intense Willpower</i> : Mental Defense (10 points total), Hardened (+¼)	0
6	<i>Intense Sense Of Self</i> : Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	<i>Destreum Helmet</i> : Mental Defense (+10 points), Hardened (+¼)	0
20	<i>Destreum Armor</i> : Power Defense (16 points), Hardened (+¼)	0
12	<i>Destreum Armor</i> : Lack Of Weakness (-12) for Normal Defenses	0
45	<i>Life Support Systems</i> : Life Support: Total	0

Movement Powers

97	<i>Armor Jets</i> : Flight 30", x4 Noncombat, Reduced Endurance (0 END; +½)	0
13	<i>Teleportation Web</i> : Teleportation 2", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)	0

Sensory Powers

5	<i>Visual Sensor Systems</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems</i> : Ultraviolet Perception (Sight Group)	0
10	<i>Visual Sensor Systems</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
3	<i>Audio Sensor Systems</i> : Ultrasonic Perception (Hearing Group)	0
8	<i>Communications Suite</i> : HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
15	<i>Radar System</i> : Radar (Radio Group)	0
25	<i>Sennacherib Link</i> : Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed , Invisible Power Effects (can't be traced; +¼)	0

Total Powers Cost: 1,481**Total Cost: 2,083 (plus Perks, Talents, and Skills)**

Description: Another suit of armor that Dr. Destroyer rarely wears, his War Armor enhances his offensive and defensive capabilities at the expense of some movement and sensory systems. It looks like his standard armor with a few key changes: the parts of the standard armor that are silver-grey are blood-red; the boots and gauntlets are larger/heavier; and he dispenses with the cape so he can attach a power-pack.

ALTERNATE POWER LEVELS

The basic Dr. Destroyer character sheet above should work quite well as an ultra-powerful master villain for most campaigns. In case you need something that's less (or even more) powerful, here are some lower- and higher-powered versions of that character sheet. You can also use the historical Destroyers (see below) for lower-powered iterations of the character. The Disadvantages remain the same and so are not repeated here.

DR. DESTROYER (LOW-POWERED)

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
25	DEX	45	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
26	EGO	32	15-	ECV: 9
50	PRE	40	19-	PRE Attack: 10d6
12	COM	1	11-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
7	SPD	35		Phases: 2,4,6,7,9,11,12
20	REC	0		
150	END	35		
100	STUN	30		Total Characteristics Cost: 408

Movement: Running: 6"/12"
Flight: 25"/100"
MegaTeleportation: 1-20,000 km

Cost	Powers	END
Offensive Powers		
120	<i>Destroyer-Beam:</i> Multipower, 120-point reserve	
12u	1) <i>Standard Mode:</i> Energy Blast 24d6	12
12u	2) <i>Energy Conservation Mode:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
12u	3) <i>AP Mode:</i> Energy Blast 16d6, Armor Piercing (+½)	12
12u	4) <i>Explosive Mode:</i> Energy Blast 16d6, Explosion (+½)	12
11u	5) <i>Mercy Mode:</i> Energy Blast 9d6, AVLD (defense is Power Defense; +1½)	11
7u	6) <i>Power-Pulse:</i> Energy Blast 9d6, Area Of Effect (12" Radius; +1¼), Personal Immunity (+¼); No Range (-½)	12
90	<i>Secondary Weapons Array:</i> Multipower, 90-point reserve	
7u	1) <i>Particle Cannon:</i> RKA 5d6	7
9u	2) <i>Secondary Destroyer-Beam:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
6u	3) <i>Sensory Overload Cannon:</i> Sight and Hearing Group Flash 11d6, Reduced Endurance (0 END; +½)	0
9u	4) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF	9

7u	5) <i>Synaptic Interference Generator:</i> Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)	11
112	<i>Technological Arsenal:</i> Variable Power Pool (Gadget Pool), 90 base + 45 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)	var

Defensive Powers

15	<i>Destreum Armor:</i> Hardened (+¼) for PD and ED	0
37	<i>Destreum Armor:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
60	<i>Destreum Armor:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
12	<i>Destreum Helmet:</i> Sight Group Flash Defense (12 points)	0
12	<i>Destreum Helmet:</i> Hearing Group Flash Defense (12 points)	0
5	<i>Intense Willpower:</i> Mental Defense (10 points total)	0
6	<i>Intense Sense Of Self:</i> Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0
10	<i>Destreum Helmet:</i> Mental Defense (+10 points)	0
15	<i>Destreum Armor:</i> Power Defense (15 points)	0
5	<i>Destreum Armor:</i> Lack Of Weakness (-5) for Normal Defenses	0
45	<i>Life Support Systems:</i> Life Support: Total	0

Movement Powers

82	<i>Armor Jets:</i> Flight 25", x4 Noncombat, Reduced Endurance (0 END; +½)	0
13	<i>Teleportation Web:</i> Teleportation 2", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)	0

Sensory Powers

5	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
10	<i>Visual Sensor Systems:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
9	<i>Visual Sensor Systems:</i> +6 versus Range Modifier for Sight Group	0
15	<i>Sonar System:</i> Active Sonar (Hearing Group)	0
3	<i>Audio Sensor Systems:</i> Ultrasonic Perception (Hearing Group)	0
8	<i>Communications Suite:</i> HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
20	<i>Radar System:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0

25	<i>Sennacherib Link</i> : Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed, Invisible Power Effects (can't be traced; +¼)	0	3	Linguist
			2	1) English (completely fluent; German is native)
			2	2) French (completely fluent)
			2	3) Greek (completely fluent)
			2	4) Hindi (completely fluent)
			2	5) Japanese (completely fluent)
			2	6) Mandarin Chinese (completely fluent)
			2	7) Russian (completely fluent)
			2	8) Spanish (completely fluent)
			3	Scientist
			2	1) SS: Astronomy 15-
			2	2) SS: Bacteriology/Virology 15-
			2	3) SS: Biochemistry 15-
			2	4) SS: Biology 15-
			2	5) SS: Chemistry 15-
			2	6) SS: Computer Science 15-
			2	7) SS: Dimensional Engineering 15-
			2	8) SS: Electronic Engineering 15-
			2	9) SS: Force Field Physics 15-
			2	10) SS: Genetics 15-
			2	11) SS: Geology 15-
			2	12) SS: Gravitics 15-
			2	13) SS: Materials Science 15-
			2	14) SS: Mathematics 15-
			2	15) SS: Medicine 15-
			2	16) SS: Metallurgy 15-
			2	17) SS: Nanotechnology 15-
			2	18) SS: Nuclear Physics 15-
			2	19) SS: Neurology 15-
			2	20) SS: Oceanography 15-
			2	21) SS: Pharmacology/Toxicology 15-
			2	22) SS: Physics 15-
			2	23) SS: Psychology 15-
			2	24) SS: Robotics 15-
			2	25) SS: Subatomic Physics 15-
			2	26) SS: Surgery 15-
			2	27) SS: Zoology 15-
			3	Scholar
			2	1) KS: Art History 15-
			2	2) KS: Chess 15-
			2	3) KS: Literature 15-
			2	4) KS: Military History 15-
			2	5) KS: Music 15-
			2	6) KS: Superheroes 15-
			2	7) KS: The Superhuman World 15-
			2	8) KS: Superpowers 15-
			2	9) KS: Supervillains 15-
			2	10) KS: World History 15-
			2	11) KS: World Mythology 15-
			2	12) KS: World Politics 15-
			Total Powers Cost: 2,020	
			Total Cost: 2,428	
300	Bases: 16 Bases (see Chapter Five)			
50	Well-Connected plus 47 points' worth of Contacts throughout the underworld, world governments, and the world scientific community			
15	Money: Filthy Rich			
150	Followers: Sennacherib (32 AI computers; see Chapter Four)			
100	Followers: approximately 5,000 human Followers (see Chapter Three)			
250	Followers: approximately 5,000 robot Followers (see Chapter Four)			
18	Reputation: world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6 Any other Followers, Vehicles, or Bases he might possibly need			
	Talents			
5	Eidetic Memory			
3	Perfect Pitch			
5	Resistance (5 points)			
4	Speed Reading (x10)			
32	<i>Armor Computer Systems</i> : Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 16-			
	Skills			
20	+2 Overall			
15	+3 with Ranged Combat			
5	Computer Programming 16-			
5	Cramming			
3	Criminology 15-			
3	Cryptography 15-			
3	Deduction 15-			
3	Demolitions 15-			
7	Electronics 17-			
3	High Society 19-			
3	Interrogation 19-			
9	Inventor 18-			
3	Mechanics 15-			
3	Oratory 19-			
3	Paramedics 15-			
3	Persuasion 19-			
21	Power: Gadgeteering 24-			
2	PS: Dollmaking 11-			
2	PS: Play Chess 11-			
2	PS: Play Piano 11-			
3	Security Systems 15-			
3	Systems Operation 15-			
3	Tactics 15-			
13	Weaponsmith (all categories) 15-			

DR. DESTROYER (HIGH-POWERED)

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
35	DEX	75	16-	OCV: 12/DCV: 12
60	CON	100	21-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
80	PRE	70	25-	PRE Attack: 16d6
12	COM	1	11-	
50	PD	30		Total: 50 PD (50 rPD)
50	ED	38		Total: 50 ED (50 rED)
10	SPD	55		Phs: 2,3,4,5,6,8,9,10,11,12
40	REC	16		
400	END	140		
150	STUN	40		Total Characteristics Cost: 752
Movement:		Running: 12"/24" Flight: 40"/320" MegaTeleportation: 1-100,000 km		
Cost	Powers			END
	Offensive Powers			
180	Destroyer-Beam: Multipower, 180-point reserve			
18u	1) <i>Standard Mode</i> : Energy Blast 36d6			18
18u	2) <i>Energy Conservation Mode</i> : Energy Blast 24d6, Reduced Endurance (0 END; +½)			0
18u	3) <i>AP Mode</i> : Energy Blast 24d6, Armor Piercing (+½)			18
18u	4) <i>Explosive Mode</i> : Energy Blast 24d6, Explosion (+½)			18
18u	5) <i>Transdimensional Mode</i> : Energy Blast 24d6, Affects Desolidified (+½)			18
17u	6) <i>Mercy Mode</i> : Energy Blast 14d6, AVLD (defense is Power Defense; +1½)			17
15u	7) <i>Force Barrier Bypass Mode</i> : Energy Blast 24d6, Indirect (always originates 2" in front of him; +¼); Only Works With Force Barrier (see text; -0)			15
18u	8) <i>Power Mode</i> : RKA 12d6			18
10u	9) <i>Power-Pulse</i> : Energy Blast 14d6, Area Of Effect (18" Radius; +1¼), Personal Immunity (+¼); No Range (-½)			15
150	Secondary Weapons Array: Multipower, 150-point reserve			
13u	1) <i>Particle Cannon</i> : RKA 6d6, Reduced Endurance (0 END; +½)			0
15u	2) <i>Secondary Destroyer-Beam</i> : Energy Blast 20d6, Reduced Endurance (0 END; +½)			0
14u	3) <i>Sensory Overload Cannon</i> : Sight and Hearing Group Flash 18d6, Reduced Endurance (0 END; +½)			0
15u	4) <i>Tangleweb Projector</i> : Entangle 12d6, 12 DEF, Reduced Endurance (½ END; +¼)			6
225	Synaptic Interference Generator: Drain Characteristics 10d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)			11

61	<i>Tactical Adaptation</i> : +4 with All Combat; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼) plus Physical and Energy Damage Reduction, +25% (75% total), Resistant; Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (see page 206; -¼)	0
250	<i>Technological Arsenal</i> : Variable Power Pool (Gadget Pool), 200 base + 100 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)	var
Defensive Powers		
25	<i>Destreum Armor</i> : Hardened (+¼) for PD and ED	0
62	<i>Destreum Armor</i> : Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
120	<i>Destreum Armor</i> : Physical and Energy Damage Reduction, Resistant, 75%	0
125	<i>Force Barrier Generator</i> : Force Wall (18 PD/18 ED; 5" long and 2" tall), Reduced Endurance (½ END; +¼)	5
25	<i>Destreum Helmet</i> : Sight Group Flash Defense (20 points), Hardened (+¼)	0
25	<i>Destreum Helmet</i> : Hearing Group Flash Defense (20 points), Hardened (+¼)	0
7	<i>Intense Willpower</i> : Mental Defense (10 points total), Hardened (+¼)	0
6	<i>Intense Sense Of Self</i> : Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0
25	<i>Destreum Helmet</i> : Mental Defense (+20 points), Hardened (+¼)	0
31	<i>Destreum Armor</i> : Power Defense (25 points), Hardened (+¼)	0
15	<i>Destreum Armor</i> : Lack Of Weakness (-15) for Normal Defenses	0
45	<i>Life Support Systems</i> : Life Support: Total	0
Movement Powers		
135	<i>Armor Jets</i> : Flight 40", x8 Noncombat, Reduced Endurance (0 END; +½)	0
12	<i>Swift Runner</i> : Running +6" (12" total)	1
65	<i>Teleportation Web</i> : Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)	0
Sensory Powers		
5	<i>Visual Sensor Systems</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems</i> : Ultraviolet Perception (Sight Group)	0
10	<i>Visual Sensor Systems</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
15	<i>Visual Sensor Systems</i> : +10 versus Range Modifier for Sight Group	0
15	<i>Sonar System</i> : Active Sonar (Hearing Group)	0
3	<i>Audio Sensor Systems</i> : Ultrasonic Perception (Hearing Group)	0

8	<i>Communications Suite: HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)</i>	0	3	Tactics 16-
20	<i>Radar System: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)</i>	0	9	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters, Large Planes, Small Planes, Submarines
25	<i>Sennacherib Link: Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed, Invisible Power Effects (can't be traced; +¼)</i>	0	17	Weaponsmith (all categories) 18-
	Perks		3	Linguist
500	Bases: 16 Bases (see Chapter Five)		2	1) English (completely fluent; German is native)
200	Well-Connected plus 197 points' worth of Contacts throughout the underworld, world governments, and the world scientific community		2	2) French (completely fluent)
15	Money: Filthy Rich		2	3) Greek (completely fluent)
300	Followers: Sennacherib (32 AI computers; see Chapter Four)		2	4) Hindi (completely fluent)
200	Followers: approximately 20,000 human Followers (see Chapter Three)		2	5) Italian (completely fluent)
500	Followers: approximately 20,000 robot Followers (see Chapter Four)		2	6) Japanese (completely fluent)
18	Reputation: world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6		2	7) Latin (completely fluent)
	Any other Followers, Vehicles, or Bases he might possibly need		2	8) Mandarin Chinese (completely fluent)
	Talents		2	9) Portuguese (completely fluent)
5	Eidetic Memory		2	10) Russian (completely fluent)
3	Perfect Pitch		2	11) Sanskrit (completely fluent)
5	Resistance (5 points)		2	12) Spanish (completely fluent)
4	Speed Reading (x10)		3	Scientist
32	<i>Armor Computer Systems: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 16-</i>		2	1) SS: Anatomy 16-
	Skills		2	2) SS: Anthropology 16-
40	+4 Overall		2	3) SS: Archaeology 16-
20	+4 with Ranged Combat		2	4) SS: Astronomy 16-
3	Bureaucratics 25-		2	5) SS: Bacteriology/Virology 16-
3	Combat Piloting 15-		2	6) SS: Biochemistry 16-
7	Computer Programming 18-		2	7) SS: Biology 16-
15	Cramming (x3)		2	8) SS: Botany 16-
3	Criminology 16-		2	9) SS: Chemistry 16-
3	Cryptography 16-		2	10) SS: Computer Science 16-
3	Deduction 16-		2	11) SS: Density Physics 16-
3	Demolitions 16-		2	12) SS: Dimensional Engineering 16-
7	Electronics 18-		2	13) SS: Electronic Engineering 16-
3	High Society 25-		2	14) SS: Force Field Physics 16-
3	Interrogation 25-		2	15) SS: Genetics 16-
11	Inventor 20-		2	16) SS: Geology 16-
7	Mechanics 18-		2	17) SS: Gravitics 16-
5	Navigation (Air, Land, Marine, Space) 16-		2	18) SS: Materials Science 16-
3	Oratory 25-		2	19) SS: Mathematics 16-
3	Paramedics 16-		2	20) SS: Medicine 16-
3	Persuasion 25-		2	21) SS: Metallurgy 16-
31	Power: Gadgeteering 30-		2	22) SS: Nanotechnology 16-
2	PS: Dollmaking 11-		2	23) SS: Nuclear Physics 16-
3	PS: Play Chess 16-		2	24) SS: Neurology 16-
3	PS: Play Piano 16-		2	25) SS: Oceanography 16-
3	Security Systems 16-		2	26) SS: Pharmacology/Toxicology 16-
3	Systems Operation 16-		2	27) SS: Physics 16-
			2	28) SS: Psionic Engineering 16-
			2	29) SS: Psychology 16-
			2	30) SS: Robotics 16-
			2	31) SS: Size Physics 16-
			2	32) SS: Subatomic Physics 16-
			2	33) SS: Surgery 16-
			2	34) SS: Zoology 16-
			3	Scholar
			2	1) KS: Art History 16-
			2	2) KS: Chess 16-
			2	3) KS: Classical History And Culture 16-
			2	4) KS: The Espionage World 16-
			2	5) KS: Gourmet Food 16-
			2	6) KS: Greek Mythology 16-
			2	7) KS: Indian History And Culture 16-
			2	8) KS: Literature 16-

- 2 9) KS: Military History 16-
- 2 10) KS: The Military/Mercenary/
Terrorist World 16-
- 2 11) KS: Music 16-
- 2 12) KS: Philosophy 16-
- 2 13) KS: Superheroes 16-
- 2 14) KS: The Superhuman World 16-
- 2 15) KS: Superpowers 16-
- 2 16) KS: Supervillains 16-
- 2 17) KS: Wine 16-
- 2 18) KS: World History 16-
- 2 19) KS: World Mythology 16-
- 2 20) KS: World Politics 16-
- 3 Traveler
- 1 1) CK: Berlin 11-
- 1 2) CK: Buenos Aires 11-
- 1 3) AK: Central America 11-
- 1 4) AK: Earth's Solar System 11-
- 1 5) CK: London 11-
- 1 6) AK: The Middle East 11-
- 1 7) CK: Moscow 11-
- 1 8) CK: Munich 11-
- 1 9) CK: New York City 11-
- 1 10) AK: South America 11-
- 1 11) CK: Tokyo 11-
- 1 12) AK: The United States 11-

Total Powers & Skills Cost: 4,059
Total Cost: 4,811

DESTROYER OVER TIME

The following three character sheets represent earlier historical versions of Dr. Destroyer for the following periods: 1966-1984 (this includes the “Golden Gladiator” armor, which was essentially the same suit of armor with a different appearance and less efficient systems); 1984-1988; and 1989-2001 (the latter suit was the one worn during the Battle of Detroit, and was slowly improved system by system through 2002, when the suit represented by the standard character sheet became operational in whole).

DR. DESTROYER (1966-1984)					
Val	Char	Cost	Roll	Notes	
10+60	STR	30*	23-	Lift	400 tons; 14d6 [7]
10+20	DEX	30*	15-	OCV:	10/DCV: 10
10+30	CON	30*	17-		
10+10	BODY	10*	13-		
35	INT	25	16-	PER Roll	16-
26	EGO	32	15-	ECV:	9
20+25	PRE	10+17†	18-	PRE Attack:	9d6
12	COM	1	11-		
35	PD	22†		Total:	35 PD (25 rPD)
35	ED	22†		Total:	35 ED (25 rED)
7	SPD	33†		Phases:	2,4,6,7,9,11,12
20	REC	21†			
100	END	27†			
80	STUN	40†		Total Characteristics Cost:	350

*: OIF (-½), No Figured Characteristics (-½)
†: OIF (-½)

Movement: Running: 12”/24”
Flight: 20”/40”

Cost	Powers	END
Offensive Powers		
47	Gauntlet Blaster: Multipower, 70-point reserve; all OIF (-½)	
5u	1) Standard Blast: Energy Blast 14d6; OIF (-½)	7
4u	2) Easy Blast: Energy Blast 10d6, Reduced Endurance (½ END; +¼); OIF (-½)	2
5u	3) Mercy Blast: Energy Blast 7d6, NND (defense is Mental Defense; +1); OIF (-½)	7
5u	4) Tangleweb Projector: Entangle 7d6, 7 DEF; OIF (-½)	7
Defensive Powers		
17	Powered Armor: Damage Resistance (25 PD/25 ED); OIF (-½)	0
7	Helmet: Sight Group Flash Defense (10 points); OIF (-½)	0
8	Helmet: Mental Defense (17 points total); OIF (-½)	0
5	Intense Sense Of Self: Mental Defense (+10 points); Only Protects Against Mind Control (-1)	0
7	Powered Armor: Power Defense (10 points); OIF (-½)	0
7	Powered Armor: Lack Of Weakness (-10) for Normal Defenses; OIF (-½)	0

- 13 *Life Support Systems*: Life Support (Self-Contained Breathing; all Safe Environments); OIF (-½) 0

Movement Powers

- 40 *Armor Jets*: Flight 20"; Reduced Endurance (0 END; +½); OIF (-½) 0
- 8 *Swift Runner*: Running +6" (12" total); OIF (-½) 1

Perks

- 25 *Contacts*: various and sundry throughout the underworld, world governments, and the world scientific community
- 10 *Money*: Wealthy
Various Followers, Vehicles, and Bases, as needed

Talents

- 5 *Eidetic Memory*
- 3 *Perfect Pitch*
- 4 *Speed Reading* (x10)

Skills

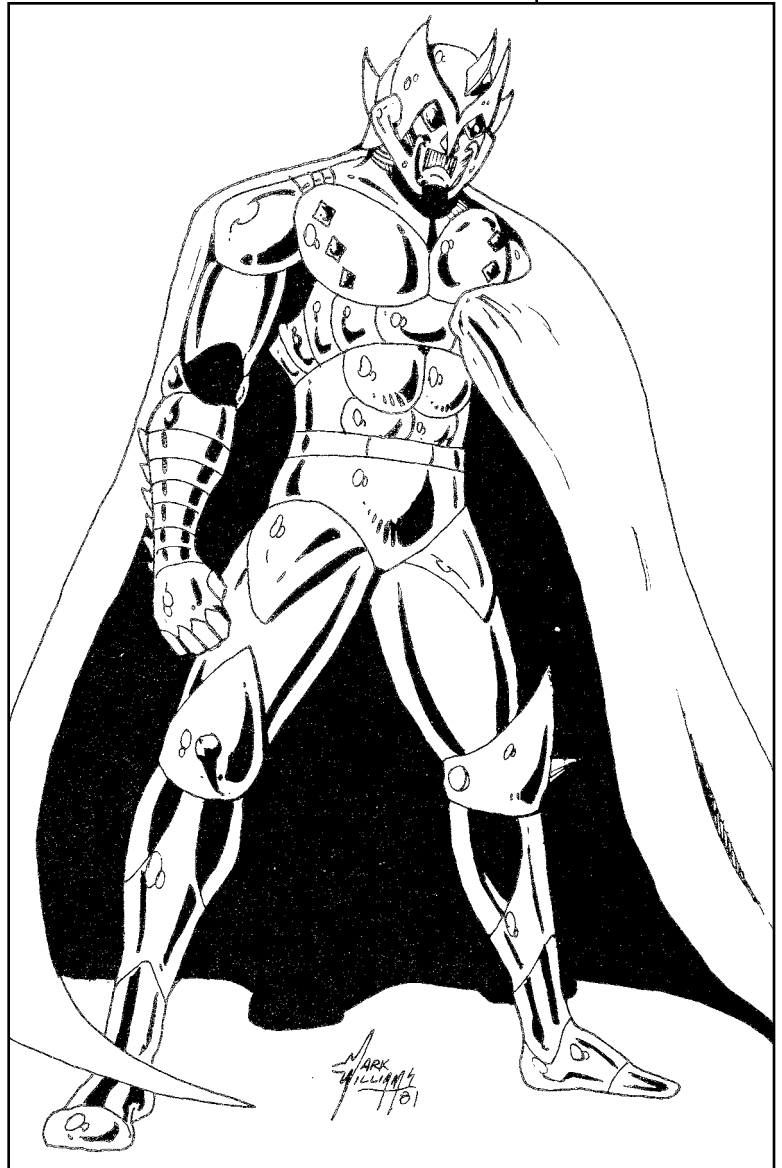
- 20 +2 Overall
- 15 +3 with Ranged Combat
- 3 *Computer Programming* 16-
- 5 *Cramming*
- 3 *Criminology* 16-
- 3 *Deduction* 16-
- 1 *Demolitions* 8-
- 3 *Electronics* 16-
- 1 *High Society* 8-
- 3 *Inventor* 16-
- 3 *Mechanics* 16-
- 2 *PS: Dollmaking* 11-
- 2 *PS: Play Chess* 11-
- 2 *PS: Play Piano* 11-
- 3 *Security Systems* 16-
- 3 *Systems Operation* 16-
- 13 *Weaponsmith* (all categories) 16-
- 3 *Linguist*
- 2 1) *English* (completely fluent; German is native)
- 2 2) *French* (completely fluent)
- 2 3) *Russian* (completely fluent)
- 3 *Scientist*
- 1 1) *SS: Biology* 11-
- 1 2) *SS: Chemistry* 11-
- 1 3) *SS: Computer Science* 11-
- 2 4) *SS: Electronic Engineering* 16-
- 2 5) *SS: Mathematics* 16-
- 2 6) *SS: Physics* 16-
- 1 7) *SS: Robotics* 11-
- 3 *Scholar*
- 1 1) *KS: Art History* 11-
- 1 2) *KS: Chess* 11-
- 1 3) *KS: Literature* 11-
- 1 4) *KS: Military History* 11-
- 1 5) *KS: Music* 11-
- 1 6) *KS: World History* 11-
- 1 7) *KS: World Mythology* 11-
- 1 8) *KS: World Politics* 11-

Total Powers Cost: 343

Total Cost: 693

Description: Doctor Destroyer's first set of armor looks very little like what his armor evolved into. It was a glossy black throughout, with silver high-lighting along edges and joints. The breastplate was sculpted to suggest musculature, and the helmet featured several distinctive, sharp projections. The boots were knee-high and terminated in a flaring, pointed metal cuff; the gauntlets had a row of tiny spikes along the outer edge of the arm. Over it all he wore a wide, red cape.

To represent improvements Dr. Destroyer made to this armor over the 1966-84 period, increase the Multipower reserve to 80 (and all slots appropriately) in 1974, and to 90 points in 1982.



DR. DESTROYER (1984-1989)

Val	Char	Cost	Roll	Notes
10+60	STR	30*	23-	Lift 400 tons; 14d6 [7]
10+20	DEX	30*	15-	OCV: 10/DCV: 10
10+35	CON	35*	18-	
10+13	BODY	13*	14-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
20+30	PRE	10+20†	18-	PRE Attack: 10d6
12	COM	1	11-	
35	PD	22†		Total: 35 PD (30 rPD)
35	ED	22†		Total: 35 ED (30 rED)
7	SPD	33†		Phases: 2,4,6,7,9,11,12
24	REC	27†		
160	END	47†		
85	STUN	43†		Total Characteristics Cost: 390

*: OIF (-½), No Figured Characteristics (-½)

†: OIF (-½)

Movement: Running: 12"/24"
Flight: 25"/50"

Cost	Powers	END
	Offensive Powers	
67	<i>Weapons Systems:</i> Multipower, 100-point reserve; all OIF (-½)	
7u	1) <i>Destroyer-Beam, Standard Blast:</i> Energy Blast 20d6; OIF (-½)	10
6u	2) <i>Destroyer-Beam, Easy Blast:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½); OIF (-½)	0
6u	3) <i>Destroyer-Beam, AP Blast:</i> Energy Blast 12d6, Armor Piercing (+½); OIF (-½)	9
6u	4) <i>Destroyer-Beam, Power Blast:</i> RKA 4d6, Reduced Endurance (0 END; +½); OIF (-½)	0
6u	5) <i>Mercy Blast:</i> Energy Blast 9d6, NND (defense is Mental Defense; +1); OIF (-½)	9
6u	6) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF; OIF (-½)	9
	Defensive Powers	
20	<i>Powered Armor:</i> Damage Resistance (30 PD/30 ED); OIF (-½)	0
7	<i>Helmet:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
5	<i>Intense Willpower:</i> Mental Defense (10 points total)	0
5	<i>Intense Sense Of Self:</i> Mental Defense (+10 points); Only Protects Against Mind Control (-1)	0
7	<i>Helmet:</i> Mental Defense (+10 points); OIF (-½)	0
7	<i>Powered Armor:</i> Power Defense (10 points); OIF (-½)	0
7	<i>Powered Armor:</i> Lack Of Weakness (-10) for Normal Defenses; OIF (-½)	0
30	<i>Life Support Systems:</i> Life Support: Total; OIF (-½)	0
	Movement Powers	
50	<i>Armor Jets:</i> Flight 25", Reduced Endurance (0 END; +½); OIF (-½)	0
8	<i>Swift Runner:</i> Running +6" (12" total); OIF (-½)	1

Sensory Powers

3	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
2	<i>Audio Sensor Systems:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
6	<i>Communications Suite:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

50	Contacts: various and sundry throughout the underworld, world governments, and the world scientific community
15	Money: Filthy Rich
12	Reputation: world's most powerful and dangerous supervillain (on Earth; 14-) +4/+4d6 Various Followers, Vehicles, and Bases, as needed

Talents

5	Eidetic Memory
3	Perfect Pitch
5	Resistance (5 points)
4	Speed Reading (x10)
32	<i>Armor Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 16-

Skills

20	+2 Overall
15	+3 with Ranged Combat
3	Bureaucratics 13- (19-)
1	Combat Piloting 8-
5	Computer Programming 17-
5	Cramming
3	Criminology 16-
3	Cryptography 16-
3	Deduction 16-
3	Demolitions 16-
3	Electronics 16-
3	High Society 13- (19-)
3	Interrogation 13- (19-)
3	Inventor 16-
3	Mechanics 16-
3	Paramedics 16-
3	Persuasion 13- (19-)
2	PS: Dollmaking 11-
3	PS: Play Chess 16-
3	PS: Play Piano 11- (15-)
3	Security Systems 16-
3	Systems Operation 16-
3	Tactics 16-
9	TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters, Large Planes, Small Planes, Submarines
15	Weaponsmith (all categories) 17-

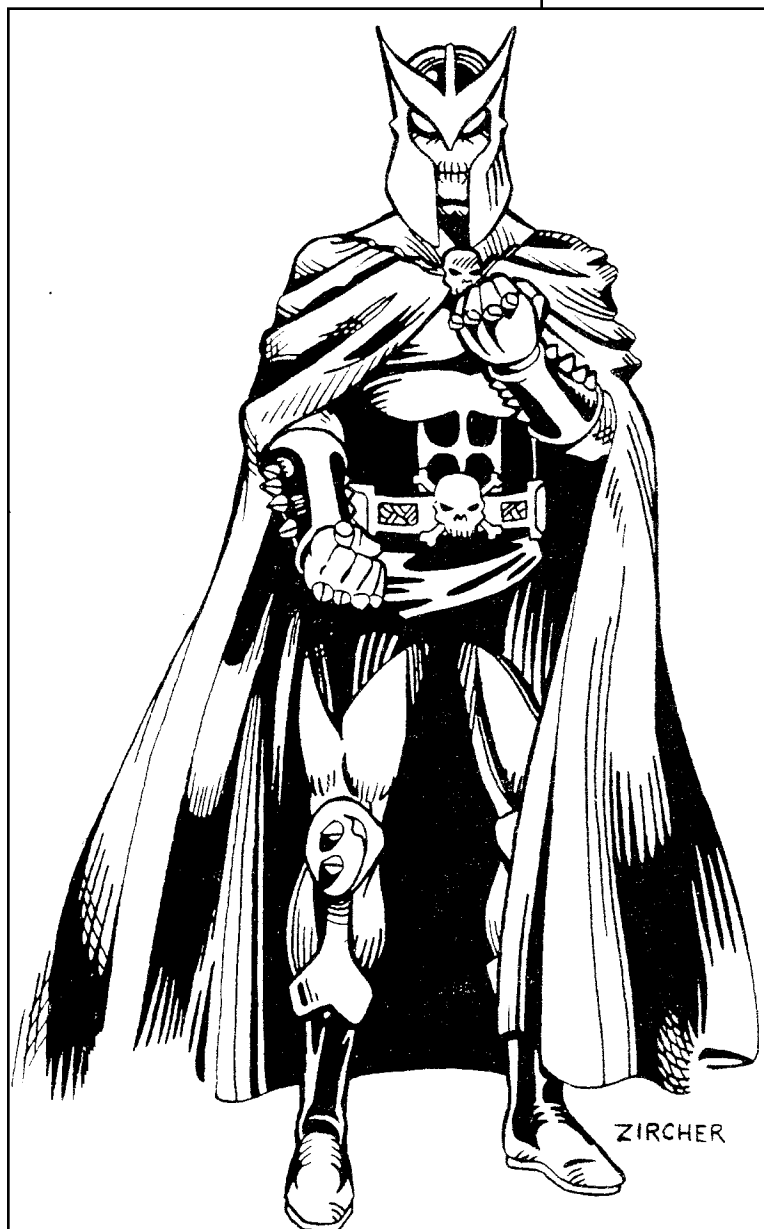
- 3 Linguist
- 2 1) English (completely fluent; German is native)
- 2 2) French (completely fluent)
- 2 3) Hindi (completely fluent)
- 2 4) Japanese (completely fluent)
- 2 5) Russian (completely fluent)
- 2 6) Sanskrit (completely fluent)
- 2 7) Spanish (completely fluent)
- 3 Scientist
- 2 1) SS: Anatomy 16-
- 2 2) SS: Astronomy 16-
- 2 3) SS: Biochemistry 16-
- 2 4) SS: Biology 16-
- 2 5) SS: Chemistry 16-
- 2 6) SS: Computer Science 16-
- 1 7) SS: Density Physics 11-
- 1 8) SS: Dimensional Engineering 11-
- 2 9) SS: Electronic Engineering 16-
- 1 10) SS: Force Field Physics 11-
- 2 11) SS: Genetics 16-
- 1 12) SS: Geology 11-
- 1 13) SS: Gravitics 11-
- 2 14) SS: Mathematics 16-
- 2 15) SS: Medicine 16-
- 2 16) SS: Nuclear Physics 16-
- 2 17) SS: Neurology 16-
- 2 18) SS: Physics 16-
- 1 19) SS: Psionic Engineering 11-
- 1 20) SS: Psychology 11-
- 2 21) SS: Robotics 16-
- 1 22) SS: Size Physics 11-
- 2 23) SS: Subatomic Physics 16-
- 2 24) SS: Surgery 16-
- 2 25) SS: Zoology 16-
- 3 Scholar
- 2 1) KS: Art History 16-
- 2 2) KS: Chess 16-
- 1 3) KS: Classical History And Culture 11-
- 1 4) KS: The Espionage World 11-
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- 2 15) KS: World History 16-
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- 3 Traveler
- 1 1) CK: Berlin 11-
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- 1 4) AK: Earth's Solar System 11-
- 1 5) CK: London 11-
- 1 6) AK: The Middle East 11-
- 1 7) CK: Moscow 11-
- 1 8) CK: Munich 11-
- 1 9) CK: New York City 11-
- 1 10) AK: South America 11-

- 1 11) CK: Tokyo 11-
- 1 12) AK: The United States 11-

Total Powers Cost: 617

Total Cost: 1,007

Description: In 1984, Dr. Destroyer significantly redesigned his armor, updating it throughout with over a decade's worth of technological advances and giving it a general overhaul. He also changed its appearance in an effort to appear more majestic while still terrifying his enemies. Gone was the glossy black, replaced by a sleeker-looking red-and-blue suit, though he kept the spikes on the gauntlets and added some at the knees (since the boots now only went to mid-calf). The helmet was designed to look open-faced, and the face behind it to be skull-like; in fact it was all a helmet covering Destroyer's true face. A gold crest on the front of helmet suggested a high-tech crown. Over the chestpiece he wore a sort of tunic, held at the waist with a broad belt featuring a skull-and-bones motif as the buckle. A matching skull cloakpin held his red cape.



TDR. DESTROYER (1989-2001)

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 [7]
30	DEX	60	15-	OCV: 10/DCV: 10
50	CON	80	19-	
26	BODY	32	14-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
55	PRE	45	20-	PRE Attack: 11d6
12	COM	1	11-	
40	PD	25		Total: 40 PD (35 rPD)
40	ED	30		Total: 40 ED (35 rED)
8	SPD	40		Phases: 2,3,5,6,8,9,11,12
27	REC	4		
200	END	50		
90	STUN	1		Total Characteristics Cost: 490
Movement:		Running: 12"/24" Flight: 25"/200" MegaTeleportation: 1-20,000 km		
Cost	Powers			END
Offensive Powers				
120	<i>Destroyer-Beam:</i> Multipower, 120-point reserve			
12u	1) <i>Standard Mode:</i> Energy Blast 24d6			12
12u	2) <i>Energy Conservation Mode:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)			0
12u	3) <i>AP Mode:</i> Energy Blast 16d6, Armor Piercing (+½)			12
12u	4) <i>Explosive Mode:</i> Energy Blast 16d6, Explosion (+½)			12
10u	5) <i>Mercy Mode:</i> Energy Blast 8d6, AVLD (defense is Power Defense; +1½)			10
10u	6) <i>Force Barrier Bypass Mode:</i> Energy Blast 16d6, Indirect (always originates 2" in front of him; +¼); Only Works With Force Barrier (see text; -0)			10
6u	8) <i>Power Mode:</i> RKA 4d6, Reduced Endurance (0 END; +½)			0
90	<i>Secondary Weapons Array:</i> Multipower, 90-point reserve			
9u	1) <i>Particle Cannon:</i> RKA 4d6, Reduced Endurance (0 END; +½)			0
9u	2) <i>Secondary Destroyer-Beam:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)			3
8u	3) <i>Sensory Overload Cannon:</i> Sight and Hearing Group Flash 12d6, Reduced Endurance (½ END; +¼)			0
9u	4) <i>Tangleweb Projector:</i> Entangle 9d6, 9 DEF			9
7u	5) <i>Synaptic Interference Generator:</i> Drain Characteristics 3d6, any one Characteristic at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½), Reduced Endurance (½ END; +¼)			4
112	<i>Technological Arsenal:</i> Variable Power Pool (Gadget Pool), 90 base + 45 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½)			var

Defensive Powers

44	<i>Destreum Armor:</i> Damage Resistance (35 PD/35 ED), Hardened (+¼)	0
60	<i>Destreum Armor:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
70	<i>Force Barrier Generator:</i> Force Wall (12 PD/12 ED; 5" long and 2" tall)	7
12	<i>Destreum Helmet:</i> Sight Group Flash Defense (10 points), Hardened (+¼)	0
7	<i>Intense Willpower:</i> Mental Defense (10 points total), Hardened (+¼)	0
6	<i>Intense Sense Of Self:</i> Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	<i>Destreum Helmet:</i> Mental Defense (+10 points), Hardened (+¼)	0
15	<i>Destreum Armor:</i> Power Defense (12 points), Hardened (+¼)	0
10	<i>Destreum Armor:</i> Lack Of Weakness (-10) for Normal Defenses	0
45	<i>Life Support Systems:</i> Life Support: Total	0

Movement Powers

90	<i>Armor Jets:</i> Flight 25", x8 Noncombat, Reduced Endurance (0 END; +½)	0
12	<i>Swift Runner:</i> Running +6" (12" total)	1
13	<i>Teleportation Web:</i> Teleportation 2", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)	0

Sensory Powers

5	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
10	<i>Visual Sensor Systems:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
15	<i>Visual Sensor Systems:</i> +10 versus Range Modifier for Sight Group	0
15	<i>Sonar System:</i> Active Sonar (Hearing Group)	0
3	<i>Audio Sensor Systems:</i> Ultrasonic Perception (Hearing Group)	0
8	<i>Communications Suite:</i> HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
20	<i>Radar System:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
25	<i>Sennacherib Link:</i> Mind Link to Sennacherib Mainframe, Unlimited Range (in this dimension), No LOS Needed, Invisible Power Effects (can't be traced; +¼)	0

Perks

75	Contacts: various and sundry throughout the underworld, world governments, and the world scientific community	
15	Money: Filthy Rich	
15	Reputation: world's most powerful and dangerous supervillain (on Earth; 14-) +5/+5d6	
	Various Followers, Vehicles, and Bases, as needed	

Talents

- 5 Eidetic Memory
- 3 Perfect Pitch
- 5 Resistance (5 points)
- 4 Speed Reading (x10)
- 32 *Armor Computer Systems: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator* 16-

Skills

- 30 +3 Overall
- 15 +3 with Ranged Combat
- 3 Bureaucratics 20-
- 3 Combat Piloting 15-
- 5 Computer Programming 17-
- 10 Cramming (x2)
- 3 Criminology 16-
- 3 Cryptography 16-
- 3 Deduction 16-
- 3 Demolitions 16-
- 5 Electronics 17-
- 3 High Society 20-
- 3 Interrogation 20-
- 3 Inventor 16-
- 5 Mechanics 17-
- 3 Paramedics 16-
- 3 Persuasion 20-
- 19 Power: Gadgeteering 24-
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 - 2 4) Hindi (completely fluent)
 - 2 5) Italian (completely fluent)
 - 2 6) Japanese (completely fluent)
 - 2 7) Latin (completely fluent)
 - 2 8) Mandarin Chinese (completely fluent)
 - 2 9) Portuguese (completely fluent)
 - 2 10) Russian (completely fluent)
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 - 2 16) KS: Supervillains 16-
 - 2 17) KS: Wine 16-
 - 2 18) KS: World History 16-
 - 2 19) KS: World Mythology 16-
 - 2 20) KS: World Politics 16-
- 3 Traveler
 - 1 1) CK: Berlin 11-
 - 1 2) CK: Buenos Aires 11-
 - 1 3) AK: Central America 11-
 - 1 4) AK: Earth's Solar System 11-
 - 1 5) CK: London 11-
 - 1 6) AK: The Middle East 11-
 - 1 7) CK: Moscow 11-
 - 1 8) CK: Munich 11-
 - 1 9) CK: New York City 11-
 - 1 10) AK: South America 11-
 - 1 11) CK: Tokyo 11-
 - 1 12) AK: The United States 11-

Description: Destroyer's 1989-2001 armor is aesthetically almost the same as the 1984-89 suit, with only minor changes in appearance. However, in terms of power it's significantly better. The most important change is that Destroyer perfected his armor's security systems to the point where it became impossible to remove the armor against his will (*i.e.*, in game terms it's no longer an OIF, he now effectively has "true" superpowers). This became possible in large part because of his invention of Destreum in 1988.

Total Powers Cost: 1,412

Total Cost: 1,902

DR. DESTROYER IN OTHER GENRES



While Dr. Destroyer is most appropriate for Superhero campaigns, it's not that difficult to adapt him — or various aspects of him — to other genres. Here are a few examples, but there are many other ways you can do this to suit specific campaigns or PCs.

DARK CHAMPIONS

In Dark Champions, Dr. Destroyer becomes a modern-day version of what he was in the Fifties and Sixties: a supplier of weapons, explosives, and technology to terrorists, rebels, and criminals. He's driven not by a desire for conquest and power, but by a yearning to engage in experiments and research without the restrictions imposed by the scientific community and government authorities, by greed, by the love of seeing the effect caused by his destructive devices, and by sheer amorality and disdain for the entire human race.

Although he's now in his early 90s, Zerstoiten remains pretty spry and quite healthy, and has lost none of his intelligence or insight. His once-manelike head of hair has thinned considerably, but he still stands tall, with an air of confidence, competence, and arrogance. Even behind glasses his eyes glitter with malice and contempt.

ALBERT "DR. DESTROYER" ZERSTOITEN

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
12	CON	4	11-	
10	BODY	0	11-	
25	INT	20	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
3	PD	2		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
3	REC	0		
24	END	0		
19	STUN	0		Total Characteristics Cost: 49

Movement: Running: 3"/6"

Cost Powers **END**
-6 *Old Legs:* Running -3" (3" total)

Perks
30 Well-Connected and 27 points' worth of Contacts among the underworld and the Military/Mercenary/Terrorist World
15 Money: Filthy Rich

Talents
5 Eidetic Memory
3 Perfect Pitch
3 Resistance (3 points)
4 Speed Reading (x10)

Skills
10 +1 Overall
3 Bureaucratics 13-
3 Computer Programming 14-
5 Cramming
1 Criminology 8-
3 Cryptography 14-
3 Deduction 14-
7 Demolitions 16-
3 Electronics 14-
3 High Society 13-
1 Interrogation 8-
3 Inventor 14-
3 Mechanics 14-
2 PS: Dollmaking 11-
2 PS: Play Chess 11-
2 PS: Play Piano 11-
3 Systems Operation 14-
2 TF: Common Motorized Ground Vehicles
13 Weaponsmith (all categories) 16-

- 3 Linguist
 - 2 1) Arabic (completely fluent; German is native)
 - 2 2) English (completely fluent)
 - 2 3) French (completely fluent)
 - 2 4) Japanese (completely fluent)
 - 2 5) Mandarin Chinese (completely fluent)
 - 2 6) Russian (completely fluent)
 - 2 7) Spanish (completely fluent)
- 3 Scientist
 - 2 1) SS: Anatomy 14-
 - 2 2) SS: Biology 14-
 - 2 3) SS: Chemistry 14-
 - 2 4) SS: Computer Science 14-
 - 2 5) SS: Materials Science 14-
 - 2 6) SS: Mathematics 14-
 - 2 7) SS: Pharmacology/Toxicology 14-
 - 2 8) SS: Physics 14-
 - 2 9) SS: Psychology 14-
- 3 Scholar
 - 1 1) KS: Art History 11-
 - 1 2) KS: Chess 11-
 - 2 3) KS: The Espionage World 14-
 - 1 4) KS: Literature 11-
 - 1 5) KS: Military History 11-
 - 2 6) KS: The Military/Mercenary/Terrorist World 14-
 - 1 7) KS: Music 11-
 - 1 8) KS: Philosophy 11-
 - 1 9) KS: World History 11-
 - 1 10) KS: World Politics 11-
- 3 Traveler
 - 1 1) CK: Berlin 11-
 - 1 2) CK: Buenos Aires 11-
 - 1 3) AK: Central America 11-
 - 1 4) AK: The Middle East 11-
 - 1 5) CK: Moscow 11-
 - 1 6) AK: South America 11-

Total Powers & Skills Cost: 188

Total Cost: 237

75+ Disadvantages

- 20 Hunted: Interpol 8- (Mo Pow, NCI, Capture)
- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Utterly Amoral; No Compunctions About Causing Death And Pain (Very Common, Strong)
- 15 Psychological Limitation: Intellectual Arrogance And Vanity (Common, Strong)
- 87 Experience Points

Total Disadvantage Points: 237

FANTASY HERO

In a Fantasy setting, Dr. Destroyer transforms into that most archetypical of adversaries, the Evil Wizard. In his particular case he specializes in magics that pertain to crafting enchanted items (thus keeping with his theme of being a “technological” villain). Add in some (semi-)infernal powers from his being the son of an arch-demon or an evil god cast out of heaven and he could be a Dark Lord (*Fantasy Hero*, page 369) instead of just a wicked spellcaster.

In this character sheet, Zerstoiten the Destroyer has crafted for himself a powerful suit of enchanted plate armor called the *Armor Of The Arcane*. It grants him many abilities, ranging from enhanced strength, to casting certain spells at will, to protecting him against most kinds of attacks (physical or magical). The Armor cannot be removed against his will, so it's not a Focus.

Rather than list individual spells, the character sheet lists the total amount of points he's spent on spells from the arcana in *The Fantasy Hero Grimoire* and *Grimoire II*; you can either pick spells for him from those books or create them yourself to suit your campaign style and magic system.

ZERSTOITEN THE DESTROYER

Val	Char	Cost	Roll	Notes
30	STR	30	15-	Lift 1,600 kg; 6d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
25	INT	20	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
30	PRE	30	15-	PRE Attack: 6d6
12	COM	1	11-	
15	PD	16		Total: 15 PD (15 rPD)
15	ED	18		Total: 15 ED (15 rED)
5	SPD	30		Phases: 3, 5, 8, 10, 12
10	REC	0		
100	END	55		
60	STUN	30		Total Characteristics Cost: 308

Movement: Running: 6"/12"
Flight: 10"/20"

Cost Spells

200	Alchemy Spells
75	Arcanomancy Spells
100	Areomancy Spells
100	Conjuration Spells
50	Divination Spells
50	Druidry Spells
300	Elemental Magic Spells
300	Enchantment Spells
50	Necromancy Spells
50	Sorcery Spells
150	Thaumaturgy Spells
150	Wizardry Spells

**Powers****END****Perks**

75 *Gauntlets Of The Arcane*: Multipower, 75-point reserve

7u 1) *Arcane Blast I*: Energy Blast 12d6, Reduced Endurance (½ END; +¼) 3

7u 2) *Arcane Blast II*: Energy Blast 10d6, Reduced Endurance (0 END; +½) 0

4u 3) *Lightning Bolt*: RKA 3d6 4

7u 4) *Spell Of Slumber*: Drain STUN 6d6, Limited Range (20"; +¼) 7

7u 5) *Spell Of Weakness*: Drain STR 6d6, Limited Range (20"; +¼) 7

7u 6) *Shackling-Spell*: Entangle 5d6, 5 DEF, Reduced Endurance (0 END; +½) 0

7u 7) *Fireball*: RKA 3d6, Explosion (+½) 7

30 *Destroyer-Wand*: Energy Blast 12d6, Explosion (+½); OAF (-1), 4 Charges (-1) [4]

15 *Armor Of The Arcane*: Damage Resistance (15 PD/15 ED) 0

56 *Shield Of The Arcane*: Force Field (5 PD/5 ED/10 Mental Defense/15 Power Defense/10 Sight Group Flash Defense), Reduced Endurance (½ END; +¼) 2

10 *Armor Of The Arcane*: Lack Of Weakness (-10) for Normal Defenses 0

10 *Cloak Of The Winds*: Flight 10"; OAF (-1) 2

5 *Helmet Of The Arcane*: Nightvision 0

5 *Helmet Of The Arcane*: Ultraviolet Perception (Sight Group) 0

9 *Helmet Of The Arcane*: +6 versus Range Modifier for Sight Group 0

15 Money: Filthy Rich

Talents

5 Eidetic Memory

5 Resistance (5 points)

20 *Helmet Of The Arcane*: Universal Translator 14-

Skills

20 +2 Overall

6 +2 with *Gauntlets Of The Arcane* Multipower

12 +4 with Magic Spells

2 Cryptography 14-; Translation Only (-½)

3 Deduction 14-

3 Healing (Paramedics) 14-

3 High Society 15-

3 Interrogation 15-

23 Magic: Air Magic 24-

19 Magic: Alchemy 22-

15 Magic: Arcanomancy 20-

19 Magic: Areomancy 22-

19 Magic: Conjuration 22-

11 Magic: Divination 18-

11 Magic: Druidry 18-

23 Magic: Earth Magic 24-

23 Magic: Enchantment 24-

23 Magic: Fire Magic 24-

23 Magic: Ice Magic 24-

11 Magic: Necromancy 18-

23 Magic: Shadow Magic 24-

- 11 Magic: Sorcery 18-
- 19 Magic: Thaumaturgy 22-
- 23 Magic: Water Magic 24-
- 19 Magic: Wizardry 22-
- 3 Oratory 15-
- 3 Persuasion 15-
- 7 Spell Research (Inventor) 16-
- 3 Stealth 13-
- 4 WF: Common Melee Weapons, Common Missile Weapons
- 3 Weaponsmith (Muscle-Powered HTH and Ranged) 14-
- 3 Scholar
- 4 1) KS: Arcane And Occult Lore 16-
- 2 2) KS: Demons 14-
- 4 3) KS: Enchanted Items 16-
- 4 4) KS: Legends And Lore 16-
- 2 5) KS: Mages 14-
- 2 6) KS: Magical Creatures 14-

Total Powers & Skills Cost: 2,292

Total Cost: 2,600

75+ Disadvantages

- 40 Hunteds: GM's choice, as appropriate
 - 25 Psychological Limitation: Utterly Convinced Of His Own Superiority And Destiny To Rule The World (Very Common, Total)
 - 20 Psychological Limitation: Casual Killer (Very Common, Strong)
 - 20 Reputation: one of the world's most evil wizards, 14- (Extreme)
- 2,420 Experience Points

Total Disadvantage Points: 2,600

PULP HERO

In the *Pulp Hero* era, you have two choices for Dr. Destroyer. The most obvious and “comic book-like” option is to make him a clever and powerful mad scientist, with or without some sort of armor. That keeps him as close to his modern-day Champions “roots” as possible. But for less over-the-top, grimmer, or more “realistic” games, you could transform him into an evil, twisted Nazi scientist who commits all sorts of atrocities. Either option also works for *Golden Age Champions* campaigns.

The character sheet below adopts the former approach. Rather than having a suit of armor, which wouldn't fit the Pulp genre very well, the evil Doktor has a signature weapon: the *Sonic Gauntlet*, which emits pulses of sound that sicken and disorient anyone who's foolish enough to challenge the might of Zerstoiten!

DR. ALBERT ZERSTOITEN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
25	INT	20	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	0		
30	STUN	6		Total Characteristics Cost: 90

Movement: Running: 6"/12"

Cost	Powers	END
75	<i>Gadgets:</i> Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½)	var
34	<i>Sonic Gauntlet:</i> Multipower, 60-point reserve; all OIF (-½), 12 Charges for entire Multipower (-¼)	
4u	1) <i>Focused Sonic Pulse:</i> Drain DEX and CON 3d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Limited Range (8"; +¼); OIF (-½)	
4u	2) <i>Wide Sonic Pulse:</i> Drain DEX and CON 2d6, two Characteristics simultaneously (+½), Area Of Effect (4" Radius; +1), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Personal Immunity (+¼); OIF (-½)	

Perks

- 5 Money: Well Off

Skills

- 3 Computer Programming 14-
 3 Demolitions 14-
 3 Electronics 14-
 3 Inventor 14-
 2 CK: Berlin 11-
 3 Mechanics 14-
 19 Power: Gadgeteering 22-
 2 PS: Dollmaking 11-
 3 PS: Play Chess 14-
 3 PS: Play Piano 12-
 1 Security Systems 8-
 3 Systems Operation 14-
 13 Weaponsmith (all categories) 14-
 3 Linguist
 2 1) English (completely fluent; German is native)
 2 2) French (completely fluent)
 2 3) Italian (completely fluent)
 2 4) Russian (completely fluent)
 2 5) Spanish (completely fluent)
 3 Scientist
 2 1) SS: Aeronautics 14-
 2 2) SS: Astronomy 14-
 2 3) SS: Biology 14-
 2 4) SS: Botany 14-
 2 5) SS: Chemistry 14-
 2 6) SS: Electronic Engineering 14-
 2 7) SS: Medicine 14-
 2 8) SS: Mechanical Engineering 14-
 4 9) SS: Physics 16-
 2 10) SS: Robotics 14-
 2 11) SS: Surgery 14-
 3 Scholar
 2 1) KS: Art History 14-
 2 2) KS: Chess 14-
 2 3) KS: Literature 14-
 2 4) KS: Military History 14-
 2 5) KS: Music 14-
 2 6) KS: Philosophy 14-
 2 7) KS: World History 14-
 2 8) KS: World Mythology 14-
 2 9) KS: World Politics 14-

Total Powers & Skills Cost: 244

Total Cost: 334

75+ Disadvantages

- 25 Psychological Limitation: Arrogant; Utterly Convinced Of His Own Superiority (Very Common, Total)
 15 Psychological Limitation: Science Above All (Common, Strong)
 15 Social Limitation: gets along better with machinery than people (Frequently, Major)
 5 Rivalry: Professional (with other scientists and inventors)
 199 Experience Points

Total Disadvantage Points: 334

STAR HERO

Depending on the nature of the campaign, Dr. Destroyer may require few or no changes to fit into a *Star Hero* game. Powered armor is certainly a part of many types of Military Science Fiction and Space Opera campaigns, and Destroyer could simply be the greatest, most villainous powered armor inventor/wearer ever. You may have to change the weapons built into his armor to reflect the prevailing style of technology rather than the pure Comic Book stuff he has, but that shouldn't present any problems. Beyond that it's just a matter of giving him a galactic stage to play on — instead of wanting to conquer Earth and force all Humanity to bow to him, his goal is conquest of the Milky Way Galaxy and the subjugation of all its sentient peoples.

In Low Science Fiction or Hard Science Fiction, Dr. Destroyer needs a few more changes. In those subgenres he works better as President Zerstoiten, ambitious and ruthless ruler of a planet (or solar system, or galactic empire) who's eager for ever-greater power and willing to do *anything* to get it. Or he might be General Zerstoiten, the infamous "Butcher of Hexandragan," who's known for slaughtering entire populations in his quest for power and victory.

BOOK OF THE DESTROYER

CHAPTER TWO

Shadow Destroyer

The very
fires
of heaven

are mine
to command ...

Beware,
lest they burn you.

SHADOW DESTROYER



THE DEMON AND THE SHADOW

Luther Black is not quite the cat's-paw Shadow Destroyer thinks he is. While it is true that Shadow Destroyer helped "guide" him to the *Liber Terribilis* once he entered the Multifarian (a fact he does not know), reading that accursed tome opened Black's eyes to many occult truths (or truths as he believes them to be...) and gave him potent mystic senses of his own. When Shadow Destroyer entered the dimension of Champions Earth, Black sensed his presence immediately... and sensed, too, that he served similar masters and was somehow wrapped up in Black's own destiny and plans for apotheosis. He has kept as careful a watch as he can on Shadow Destroyer ever since.

To some extent Black welcomes Shadow Destroyer, since he has a powerfully corruptive effect on Earth's magic, helping to "Qliphothisize" it, an important part of Black's overall plan. But he knows Shadow Destroyer is a threat to him, perhaps the greatest one in all his long life, and he doesn't intend to fall victim to him.

See *DEMON: Servants Of Darkness* for details on Luther Black, his plans, his powers, and his resources.

As many mystics know, Earth's plane of existence is not all there is to Reality. The dimensions of the Multiverse are infinite, ranging from planes where humans would feel right at home to planes so bizarre, so abstract, so *other* that even the most powerful human sorcerers can barely conceive of them.

Lying "near" (relatively speaking) to Earth's dimension are countless "parallel planes" where things are just like Earth... only not. The differences range from the minor (humans breathe water instead of air, mankind has never visited space), to the significant (the Roman Empire never fell, all human societies are controlled by women, Nazi Germany won World War II, there are no superhumans), to the severe (*everyone* is a superhuman, humans all have mental powers, humans are plants rather than animals). But even the most extreme of these parallel Earths is still recognizably *an* Earth, however odd it might be.

One such parallel Earth, known to less than half a dozen mystic's in Earth's history, has no special name, though one of those mystics referred to it in his writings as The Multifarian Earth. It is one of the strangest of the alternate Earths, a place where past, present, and future history mingle together in ways that someone from Champions Earth might find baffling, and where historical dead-ends on Champions Earth sometimes continued on to bear strange fruit. A section of Victorian buildings stands right next to glittering twenty-first century skyscrapers in New York, while dirigibles and da Vinci flying machines traverse the sky overhead and a space station rides the heavens as a twin to the Moon. Walking down a street in London one might chance to pass Benjamin Disraeli, then Shakespeare, then Tony Blair, then the 38th century warlord Forsythe Rutledge... none of whom might be present in the city tomorrow. Nor might they be quite like their counterparts of Champions Earth — in the Multifarian, Shakespeare is a cold-hearted wastrel who steals the works of talented men and passes them off as his own, and Foxbat is a competent and respected crimefighter. It is a place where Science exists, but Magic rules, and a strange darkness underlies all.

And in the Multifarian there lived a man named James Harmon IV.

BACKGROUND/HISTORY

The blood felt warm as it cascaded over his fingers from the still-beating heart he'd ripped from his father's chest. The Harmon family had long been one powerful in both Science and Magic, and that power had to be maintained in

each generation, not just by learning but by sacrifice. His father had sacrificed his own brother, as was the usual way... but James IV had no brothers, so he turned on his father, subjecting him to an ancient Aztec ritual lost to all the world but the Harmon family.

His father's power filled him, expanding and layering upon his own until his sorcerous strength became the equal of his scientific acumen. But it was not enough. Like taking a sip of wine, the mere taste of true power he'd just received made him hunger for more.

So began years of study and sacrifice, of research and ritual, of eerie energies and eldritch evocations. Using all the vast resources of his family and his own towering intellect, he delved deeper into the occult than perhaps anyone else in the history of the Multifarian. Fragments of power came to him, here and there, but never the true power he sought. But at last his mind and his will carried him past human limits, past the boundaries of what was known to touch... the Presences Beyond.

Strange they were, so strange he intuitively realized he would never truly comprehend them — almost as if they were anti-entities, beings negatory to all he knew. But they had power, immense power, he could unquestionably sense that. And he could sense, too, something more... a yearning? a disdain so powerful it was desire inverted? a backwards energy, drawing into itself rather than expanding? Whatever they wanted, whatever they must have, he would give it to them, and they would give him what he craved: power. He pledged himself wholeheartedly to the Presences Beyond. They said nothing, did nothing...

...but slowly and surely, his powers grew. And there came into his mind a vision, unbidden but welcomed, of a great talisman: a suit of armor, forged with the best of his sciences and his sorceries, that would make him the mightiest man in the world, a being who could humble all the so-called "superheroes" that would stand in his way.

It was the work of thirteen moons, each moon punctuated by the bloody and horrific sacrifices he sensed his masters wanted. When he was done he garbed himself in his new armor, never to take it off again.

A few years passed, during which he tested himself again and again against the heroes of his world: the impudent buffoon Foxbat; the self-righteous fools of the Sentinels and the Justice Squadron; the justice-robot Mechanon; and countless more. He lost more often than he won, but his defeats were never total and

his enemies never laid hands on him. And he learned, always he learned, and his power grew with every passing month.

The Visitor

There came a day when his finely-tuned mystic senses perceived... a visitor. A man from another place, another reality, come in search of what he himself had so long sought: power. He sensed in this man a heart as dark as his own, and aims not unlike his own, and a potential threat. He could destroy him... but better to make use of him.

Deep within the strange slums of Multifarian Paris was a grimy bookshop he knew of... and he knew, too, that hidden among its stacks and stacks of quaint and curious volumes of forgotten lore there lay a book of dark power — a book that could consume one's soul. Always he had avoided it, for Destroyer's soul must remain his own! That much even he was not willing to sacrifice for power... but he sensed that this other black-hearted man was. So with spells most sensitive, he subtly nudged him toward the shop, easing the path he might otherwise have traversed with difficulty.

The Battle Of Detroit

After the black-hearted man took his anti-widdershins path back home, he began contemplating what could be done with the lore rumored to be in that foul tome. It described beings like his masters, and perhaps the black-hearted man would worship them, or try to take their power, or use them for some purpose. He would almost certainly fail. But... what if he helped him? Perhaps he

could aid the man's plans so he could twist them at the last moment in the service of himself and his own gods. Maybe he would weaken the gods of the book in favor of his own gods, or take their power for himself, or even sacrifice them to the Presences Beyond! The danger was great, but the possibilities were intoxicating.

But to take advantage of them he'd have to follow the black-hearted man to his home plane, and bring a strong force with him. Traveling there himself was no difficulty, but bringing followers — his Karkaradons, his vehicles of war, his Shadow Colossi, his acolytes — was a different matter. For that he would need power... great power. And in exchange for power, the Presences Beyond desired sacrifices.

It took months of preparation to lay the groundwork for the spell, since rituals that complex and powerful were not things to be cast in a few minutes, or even days. Thousands of sacrifices would be needed, both of ordinary humans and beings of great might. Based on its population and location, he chose the city of Detroit for his purposes. When all preparations were complete, he moved his forces into position under cover of an invisibility-spell and bade them await the opening of the way.

What happened next is not entirely known to the rest of Multifarian Earth. Without warning a great, shadowy cloud enveloped Detroit, blocking out spy satellites and mystic scrying alike. Superheroes from all over America, and even the world, responded to the threat... just as Shadow Destroyer had planned. He unleashed the full force of



TIME AND SHADOWS

The timestream in the Multifarian dimension doesn't flow in the same way, or at the same speed, as it does in Champions Earth. It's not a straight line; it swirls and eddies, bringing together people, places, and things that cannot possibly co-exist on Champions Earth at the same point. And most importantly for player characters who might end up visiting there, it doesn't flow at the same pace as on Champions Earth. Thus, Luther Black comes to the Multifarian in 1896 to obtain the *Liber Terribilis*, and Dr. Destroyer destroys Detroit in 1992 — nearly a century's difference. But in the Multifarian it was but a few years between one event and the next, and mere months after his own destruction of Detroit that Shadow Destroyer had gathered the power needed to bring himself and his followers and resources to Champions Earth to aid Black's plan (which is but four years from resolution as of Shadow Destroyer's arrival). None of this troubles or inconveniences Shadow Destroyer at all, but it may cause *serious* problems for heroes who visit his home realm... then return to discover that years or decades have passed in the space of what seemed to them days.

SHADOWS OF TERROR

Fear	Mind Control Roll Needed
Apprehensive/Uneasy	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.
Fearful	EGO +10: As Greater than EGO, but the EGO Roll is unmodified
Terrified	EGO +20: As Greater than EGO, but the EGO Roll is at -5
Blind Panic	EGO +30: Character moves away from feared object or phenomenon as fast as possible

This table represents what happens when Shadow Destroyer uses his Shadows Of Terror power. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at Shadow Destroyer in panic. In combat, they do not usually attack Shadow Destroyer; at best they constantly Dodge his other attacks, but most likely they try to get away from him. If trapped and unable to flee, they become paralyzed with fear or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any.

the Qliphothic shadow powers his masters had granted him for the ritual, draining them of their life-force, their vital essence... their souls. When the cloud dissipated, Detroit was a shattered ruin littered with the corpses of superheroes where a few pitiful survivors scuttled like rats through the shadows in search of food and shelter.

Fairly glowing with power, he opened a great gateway to the black-hearted man's world... and he and his followers marched through.

PSYCHOLOGY/MOTIVATION

Shadow Destroyer embodies his name even better than his Champions Earth 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. He's fanatically devoted to the Presences Beyond, Qliphothic entities of great power (possibly the same as the Kings of Edom, possibly different, possibly both at once...). He's come to Champions Earth because he thinks that by helping Luther Black (both indirectly through his mere presence, 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-Qliphothic 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.

POWERS/TACTICS

Shadow Destroyer is a dark mirror image of Dr. Destroyer, like and yet unlike him. Both are utterly brilliant, gifted with genius beyond other mortals. Both wear mighty armor, though Dr. Destroyer's is purely technological and Shadow Destroyer's is an odd fusion of enchantment and technology. But unlike Dr. Destroyer, Shadow Destroyer possesses mighty powers himself, regardless of armor, followers, weapons, or technology. He's an accomplished sorcerer specializing in shadow magics taught to him by his Qliphothic masters. Besides a typical array of dark-bolts and like powers, he can make a target more susceptible to his primary powers (his Drain ED), and can drain the life-force of his enemies (or temporarily transfer some of that energy to himself). The latter two powers work slowly over the space of 12 seconds after he casts the spell, rather than affecting the victim in total right away. (See *The Mystic World* for dozens of example Thaumaturgy spells you can use as slots in his Variable Power Pool.)

Shadow Destroyer is also an expert at creating and manipulating fear. He can do so as a straightforward attack, but just as importantly the Qliphothic nature of his shadow-powers means his shadow attacks often terrify his victims in and of themselves. (In game terms, Shadow Destroyer can use up to 12d6 of his Mind Control fear power as a multiple-power attack with one of his *Mastery Of The Qliphothic Shadows* attacks; use his OCV for the overall attack.) The accompanying table describes the standard effects of his fear-power.

Shadow Destroyer's most unusual power is the ability to create a *Qliphothic Rift* — a tiny opening to the Qliphothic realms that lets some Qliphothic energy into non-Qliphothic reality. Just entering the area near the rift can be dangerous... and what's worse, the rift has a "gravitic pull" that drags victims deeper inside the affected area, where it's even deadlier! Anyone who dies within the rift has his soul sucked into the Qliphothic realms, making it impossible to resurrect him.

Shadow Destroyer also has a *Dark Transfusion* power that lets him sacrifice his own life-force to recover personal energy. In game terms, while it's active he regains spent/lost END at a prodigious rate, but loses BODY to do so: the first three uses of the power cost him 1 BODY each; the next three 2 BODY each; and so on. (Ordinarily Continuous Healing is a questionable power, one most GMs wouldn't allow, but it works perfectly for this effect.) He cannot use the power for more than a minute at a time, nor activate it more than once every five minutes.

Shadow Destroyer In Champions Earth

Shadow Destroyer's presence in Champions Earth has a corrupting effect on Earth's magic, "Qliphoth-izing" it (something that's *very* helpful to Luther Black). In game terms, after he's been on Champions Earth six months, any spellcasters who can cast spells without making a Skill Roll

must now make an unpenalized INT Roll to do so; those who already have a Skill Roll of some sort suffer a -1 penalty. Each two months after that, apply a cumulative -1 penalty. This penalty does not apply to characters using Qliphothic magic (primarily meaning Luther Black and his chief servants); instead they gain a corresponding bonus (+1 after six month, with an additional +1 every two months thereafter). Removing Shadow Destroyer from Champions Earth's reality undoes this effect, but he has to remain outside Champions Earth's dimension for a corresponding amount of time to let the corrupting effect slowly diminish to the vanishing point.

Shadow Destroyer has established no relationships with anyone in the Champions Universe; he stands alone. He feels as much discomfort at being in a reality with Dr. Destroyer as Destroyer does with him (see page 30). He intends to kill Dr. Destroyer as soon as possible (or better yet, sacrifice him to the Presences Beyond), but so far hasn't been able to find him. Due to their "connection," Shadow Destroyer's scrying-spells always fail when he uses them to try to locate Dr. Destroyer. Odds are he's going to have to wait until Dr. Destroyer comes out of hiding and attacks him.

The Presences Beyond

The Presences Beyond, which supposedly give Shadow Destroyer his power, are Qliphothic beings who have had contact with humanity before (it was they who transformed Dalsith the Orphan into Sharna-Gorak the Destroyer, bringing about the end of the Atlantean Age). Whether they truly want worship and sacrifices from Shadow Destroyer, and are willing to offer him power in exchange for aiding them with their plans for Earth, is unknown. As Qliphothic entities they cannot be properly comprehended by human minds, and their motivations, if any, are not necessarily identifiable by humans. They may have no plans for Earth. They may not even know Shadow Destroyer exists, or that he worships them. Or... they might.

SHADOW DESTROYER

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
30	DEX	60	15-	OCV: 10/DCV: 10
55	CON	90	20-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
26	EGO	32	15-	ECV: 9
60	PRE	50	21-	PRE Attack: 12d6
12	COM	1	11-	
40	PD	28		Total: 40 PD (40 rPD)
40	ED	29		Total: 40 ED (40 rED)
8	SPD	40		Phases: 2,3,5,6,8,9,11,12
30	REC	14		
250	END	70		
100	STUN	12		Total Characteristics Cost: 541

Movement: Running: 12"/24"
Flight: 20"/40"
Teleportation: 20"/320"
MegaTeleportation: 1-50,000 km

Cost	Powers	END
	Offensive Powers	
120	<i>The Deepen Shadows:</i> Darkness to Sight Group 8" radius, Reduced Endurance (0 END; +½)	0
150	<i>Mastery Of The Qliphothic Shadows:</i> Multipower, 150-point reserve	
15u	1) <i>Dark Blast I:</i> Energy Blast 30d6	15
15u	2) <i>Dark Blast II:</i> Energy Blast 20d6, Reduced Endurance (0 END; +½)	0
12u	3) <i>Dark Blast III:</i> Energy Blast 20d6, Indirect (always originates 2" in front of him; +¼); Only Works With Mystic Shield (-0)	12
15u	4) <i>Swirling Shadows:</i> Energy Blast 20d6, Explosion (+½)	15
15u	5) <i>Phantom Dark Blast:</i> Energy Blast 20d6, Affects Desolidified (+½)	15
15u	6) <i>Shadows Of Slumber:</i> Energy Blast 12d6, AVLD (defense is Power Defense; +1½)	15
15u	7) <i>Greater Dark Blast:</i> RKA 10d6	15
10u	8) <i>Shadow Maelstrom:</i> Energy Blast 12d6, Area Of Effect (16" Radius; +1¼), Personal Immunity (+¼); No Range (-½)	15
7u	9) <i>Lifebleed:</i> Drain BODY 6d6, Area Of Effect (13" Cone; +1); Extra Time (Full Phase; -½), Gradual Effect (1 Turn, victim suffers 1d6 of Drain every 2 Segments; -¼)	12
9u	10) <i>Drain Living Light:</i> Transfer 5d6 (target's BODY and STUN to Shadow Destroyer's BODY and STUN), takes away two of target's Characteristics simultaneously (+½), adds to two of Shadow Destroyer's Characteristics simultaneously (+½); Extra Time (Full Phase; -½), Gradual Effect (1 Turn, victim suffers 1d6 of Transfer every 2 Segments; -¼)	15
15u	11) <i>Darkforce Binding:</i> Entangle 10d6, 10 DEF, Reduced Endurance (0 END; +½)	0

8u	12) <i>Darkbane</i> : Drain ED 8d6, Reduced Endurance (0 END; +½); Only Reduces ED As To Shadow Destroyer's Darkness Powers (-½)	0	Dimensional Movement (any physical location in any dimension), Reduced Endurance (0 END; +½)	0
70	<i>Shadows Of Terror</i> : Mind Control 16d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Set Effect (only to create fear, see text; -1)	0	Sensory Powers	
274	<i>Qliphotic Rift</i> : Energy Blast 12d6, AVLD (defense is Power Defense; +1½), Continuous (+1), Does BODY (+1), Explosion (+½), Reduced Endurance (0 END; +½); Limited Range (30"; -¼), No Knockback (-¼) plus Telekinesis 40 STR, Area Of Effect (12" Radius; +1¼); Set Effect (only to pull targets toward center of the Explosion; -1), Linked (-½)	13	5 <i>Spell Of Greater Sight</i> : Infrared Perception (Sight Group)	0
140	<i>Vast Magic Powers</i> : Variable Power Pool (Magic Pool), 100 base + 50 control cost; Magic Only (-¼)	var	5 <i>Spell Of Greater Sight</i> : Ultraviolet Perception (Sight Group)	0
	Defensive Powers		10 <i>Spell Of Greater Sight</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
20	<i>Shadow Armor</i> : Hardened (+¼) for PD and ED	0	9 <i>Spell Of Greater Sight</i> : +6 versus Range Modifier for Sight Group	0
50	<i>Shadow Armor</i> : Damage Resistance (40 PD/40 ED), Hardened (+¼)	0	15 <i>Sonar System</i> : Active Sonar (Hearing Group)	0
60	<i>Shadow Armor</i> : Physical and Energy Damage Reduction, Resistant, 50%	0	32 <i>Arcane Senses</i> : Spatial Awareness (no Sense Group), Increased Arc Of Perception (360 Degrees), Range	0
85	<i>Mystic Shield</i> : Force Wall (15 PD/15 ED; 5" long and 2" tall)	9	42 <i>Perceive Life-Force</i> : Detect Life (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0
19	<i>Helm Of Horthos</i> : Sight Group Flash Defense (15 points), Hardened (+¼)	0	17 <i>Perceive Magic</i> : Detect Magic (no Sense Group), Discriminatory, Range, Sense	0
19	<i>Helm Of Horthos</i> : Hearing Group Flash Defense (15 points), Hardened (+¼)	0	Perks	
7	<i>Intense Willpower</i> : Mental Defense (10 points total), Hardened (+¼)	0	100 Well-Connected and 97 points' worth of Contacts throughout the underworld, world governments, and the world scientific community of the Multifarian	
6	<i>Intense Sense Of Self</i> : Mental Defense (+10 points), Hardened (+¼); Only Protects Against Mind Control (-1)	0	15 Money: Filthy Rich	
12	<i>Helm Of Horthos</i> : Mental Defense (+10 points), Hardened (+¼)	0	210 Followers: approximately 1,000 Followers built on up to 800 Character Points each Any other Followers, Vehicles, or Bases he might possibly need	
20	<i>Shadow Armor</i> : Power Defense (16 points), Hardened (+¼)	0	Talents	
12	<i>Shadow Armor</i> : Lack Of Weakness (-12) for Normal Defenses	0	5 Eidetic Memory	
45	<i>Life Support Systems</i> : Life Support: Total	0	3 Perfect Pitch	
20	<i>Dark Transfusion</i> : Healing END 2d6, Continuous (+1), Reduced Endurance (0 END; +½); Self Only (-½), Side Effects (loses BODY [see text], always occurs; -1)	0	5 Resistance (5 points)	
	Movement Powers		4 Speed Reading (x10)	
60	<i>Shadow Armor Levitation-Spell</i> : Flight 20", Reduced Endurance (0 END; +½)	0	20 Universal Translator 16-	
12	<i>Swift Runner</i> : Running +6" (12" total)	1	Skills	
82	<i>Shadow Travel</i> : Multipower, 82-point reserve		40 +4 Overall	
8u	1) <i>Shadow-Stepping</i> : Teleportation 20", x16 Noncombat, Reduced Endurance (0 END; +½)	0	20 +4 with Ranged Combat	
3u	2) <i>Shadow-Portal</i> : Teleportation 5", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)	0	3 Computer Programming 16-	
7u	3) <i>Greater Shadow Portal</i> : Extra-		15 Cramming (x3)	
			3 Cryptography 16-	
			3 Deduction 16-	
			3 Demolitions 16-	
			3 Electronics 16-	
			3 High Society 21-	
			7 Interrogation 23-	
			11 Inventor 20-	
			7 Mechanics 18-	
			4 Navigation (Air, Land, Dimensional) 16-	
			3 Oratory 21-	
			3 Paramedics 16-	
			3 Persuasion 21-	
			11 Power: Gadgeteering 20-	
			31 Power: Magic 30-	
			3 PS: Play Chess 16-	
			3 PS: Play Piano 15-	
			3 Security Systems 16-	
			3 Systems Operation 16-	

- 3 Tactics 16-
- 13 Weaponsmith (all categories) 16-
- 3 Linguist
- 2 1) Arabic (completely fluent; English is Native)
- 2 2) French (completely fluent)
- 2 3) German (completely fluent)
- 2 4) Greek (completely fluent)
- 2 5) Latin (completely fluent)
- 2 6) Mandarin Chinese (completely fluent)
- 2 7) Russian (completely fluent)
- 2 8) Sanskrit (completely fluent)
- 2 9) Spanish (completely fluent)
- 3 Scientist
- 2 1) SS: Anthropology 16-
- 2 2) SS: Archaeology 16-
- 2 3) SS: Astronomy 16-
- 2 4) SS: Biology 16-
- 2 5) SS: Botany 16-
- 2 6) SS: Chemistry 16-
- 2 7) SS: Dimensional Engineering 16-
- 2 8) SS: Electronic Engineering 16-
- 2 9) SS: Geology 16-
- 2 10) SS: Physics 16-
- 2 11) SS: Psychology 16-
- 2 12) SS: Robotics 16-
- 2 13) SS: Zoology 16-
- 3 Scholar
- 4 1) KS: Arcane And Occult Lore 18-
- 2 2) KS: Art History 16-
- 2 3) KS: Chess 16-
- 2 4) KS: Demons 16-
- 4 5) KS: Enchanted Items 18-
- 4 6) KS: Legends And Lore 18-
- 2 7) KS: Literature 16-
- 2 8) KS: Mages 16-
- 2 9) KS: Magical Creatures 16-
- 2 10) KS: Military History 16-
- 2 11) KS: The Military/Mercenary/Terrorist World 16-
- 2 12) KS: Music 16-
- 2 13) KS: Philosophy 16-
- 2 14) KS: Superheroes 16-
- 2 15) KS: The Superhuman World 16-
- 2 16) KS: Superpowers 16-
- 2 17) KS: Supervillains 16-
- 2 18) KS: World History 16-
- 2 19) KS: World Mythology 16-
- 2 20) KS: World Politics 16-

Total Powers & Skills Cost: 2,249

Total Cost: 2,790

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Hunted: various superhero teams 8- (Mo Pow, Capture)
- 30 Hunted: Dr. Destroyer 14- (Mo Pow, NCI, Kill/Drive Off)
- 25 Psychological Limitation: Devoted Follower Of The Presences Beyond, Driven To Destroy, Corrupt, And Wither (Very Common, Total)
- 20 Psychological Limitation: Casual Killer

(Very Common, Strong)

- 15 Social Limitation: Secret Identity (James Harmon IV of the Multifarian Earth) (Frequently, Major)
- 2,465 Experience Points

Total Disadvantage Points: 2,790

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.



SERVANTS OF THE SHADOW



While he doesn't have as many followers in Champions Earth as Dr. Destroyer, Shadow Destroyer has brought with him more than enough of his servants and enchanted equipment to make life difficult for Champions Earth's heroes.

THE KARKARADON

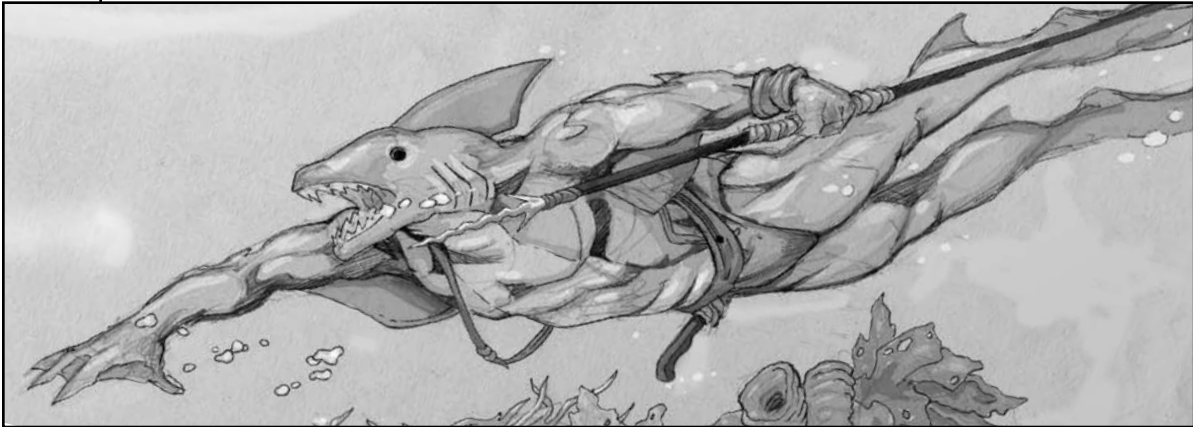
One type of servant that accompanied Shadow Destroyer to Champions Earth are the *Karkaradon*, a species of "shark-men" native to the Multifarian Earth. (In effect, they're the Multifarian equivalent of the Lemurians, though they have a completely different culture and generally don't use magic.) With them, he can establish bases underwater (making it difficult for Champions Earth's governments and heroes to find and fight him), and perhaps even try to steal the Lemurians' sorcerous secrets.

KARKARADON GUARD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
28	STUN	0		
Total Characteristics Cost: 48				

Movement: Running: 4"/8"
Swimming: 7"/4"

Cost	Powers	END
20	<i>Darkspear</i> : Multipower, 40-point reserve; all OAF (-1)	
1u	1) <i>Spearpoint</i> : HKA 1d6 (2d6 with STR); OAF (-1)	1
2u	2) <i>Darkbolt</i> : Energy Blast 8d6; OAF (-1)	4
10	<i>Karkaradon Jaws</i> : HKA ½d6 (1d6+1 with STR)	1
2	<i>Karkaradon Skin</i> : Damage Resistance (2 PD/2 ED)	0
5	<i>Gills And Lungs</i> : Life Support (Expanded Breathing: Breathe Oxygen)	0
3	<i>Karkaradon Body</i> : Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	<i>Karkaradon Body</i> : Swimming +5" (7" total)	1
-4	<i>A Bit Awkward On Land</i> : Running -2" (4" total)	
3	<i>Karkaradon Senses</i> : +1 to PER Rolls with all Sense Groups	0
5	<i>Karkaradon Eyes</i> : Nightvision	0
2	<i>Karkaradon Nose</i> : +2 to PER Rolls with Normal Smell	0
5	<i>Karkaradon Nose</i> : Tracking for Normal Smell	0
17	<i>Electroreception</i> : Detect Bioelectrical Fields 11- (no Sense Group), Sense, Targeting	0
Talents		
3	Environmental Movement: Aquatic Movement (no penalties underwater)	
Skills		
3	Stealth 12-	
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	
Total Powers & Skills Cost: 87		
Total Cost: 135		



75+ Disadvantages

- 10 Hunted: Shadow Destroyer 8- (Mo Pow, NCI, Watching)
- 25 Psychological Limitation: Completely Loyal To Shadow Destroyer (Very Common, Total)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 5 Experience Points

Total Disadvantage Points: 135

OPTIONS**Cost Power**

- 1 Follower: Moray Eel
- 3 Follower: Electric Eel
- 3 Follower: Stingray
- 7 *Karkaradon Armor*: Armor (6 PD/6 ED); OIF (-½), Activation Roll (11-; -1)

Description: The Karkaradon are shark-men. Their bodies look like those of sharks, with arms and legs projecting from the side and a large fin on the back. They have similar, but smaller, fins on the top of the head and backs of the legs.

Shadow Destroyer typically equips his Guards with an enchanted weapon known as a Darkspear. In addition to its function as a spear, it can fire a bolt of shadow energy. (Some also wear armor created by Shadow Destroyer.) But even without their Darkspears, Guards can be dangerous thanks to their shark-like jaws.

Karkaradons have highly-developed senses that allow them to function without difficulty underwater. Their most unusual sense is their *electroreception*, which allows them to perceive the bioelectric fields other living beings give off. Though this sense only works at very short range, it allows a Karkaradon to, for example, fight a hero who's Invisible to the Sight Group without suffering any penalty.

Some Karkaradon Guards have pets — sting-rays or eels — that fight for them. See page 163 of *The HERO System Bestiary* for Eel character sheets; use the Electric Eel sheet for a stingray, but change the defense to the NND attack to the appropriate Life Support (Immunity).

KARKARADON HUNTER

A Karkaradon Hunter is similar to a Guard, but comes equipped with the following weapons instead of the Darkspear:

Cost Power

- 13 *Net-Lasso*: Entangle 5d6, 5 DEF; OAF (-1), Cannot Create Barriers (-¼), Limited Range (6"; -¼), 1 Recoverable Charge (-1¼)
- 4 *Net-Lasso*: Telekinesis (10 STR); OAF (-1), Only To Drag Entangled Target To User (-2)
- 9 *Harpoon Rifle*: RKA 1d6+1, Armor Piercing (+½); OAF (-1), Beam (-¼), No Knockback (-¼), 2 Recoverable Charges (-1)
- 7 *Combat Dagger*: HKA 1d6 (2d6 with STR); OAF (-1)

Total additional cost: +10 points

KARKARADON THRESHER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	4		Total: 14 PD (10 rPD)
8	ED	4		Total: 14 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
33	STUN	0		Total Characteristics Cost: 90

Movement: Running: 4"/8"
Swimming: 7"/4"

Cost Powers

Cost	Powers	END
40	<i>Darkblade Gauntlets</i> : Multipower, 60-point powers; all OIF (-½)	
2u	1) <i>Shadow Blade</i> : HKA 1½d6, Armor Piercing (+½), Penetrating (+½); OIF (-½), No STR Bonus (-½)	5
3u	2) <i>Shadow Corruption</i> : Drain BODY and STUN 3d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Limited Range (10"; +¼); OIF (-½), Extra Time (Full Phase; -½), Gradual Effect (1 Turn, victim suffers 1d6 of Drain every 4 Segments; -¼)	6
10	<i>Karkaradon Jaws</i> : HKA ½d6 (1d6+1 with STR)	1
2	<i>Karkaradon Skin</i> : Damage Resistance (2 PD/2 ED)	0
7	<i>Karkaradon Armor</i> : Armor (6 PD/6 ED); OIF (-½), Activation Roll (11-; -1)	0
5	<i>Gills And Lungs</i> : Life Support (Expanded Breathing: Breathe Oxygen)	0
3	<i>Karkaradon Body</i> : Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	<i>Karkaradon Body</i> : Swimming +5" (7" total)	1
-4	<i>A Bit Awkward On Land</i> : Running -2" (4" total)	
3	<i>Karkaradon Senses</i> : +1 to PER Rolls with all Sense Groups	0
5	<i>Karkaradon Eyes</i> : Nightvision	0
2	<i>Karkaradon Nose</i> : +2 to PER Rolls with Normal Smell	0
5	<i>Karkaradon Nose</i> : Tracking for Normal Smell	0
17	<i>Electroreception</i> : Detect Bioelectrical Fields 11- (no Sense Group), Sense, Targeting	0

Talents

- 3 Environmental Movement: Aquatic Movement (no penalties underwater)

Skills

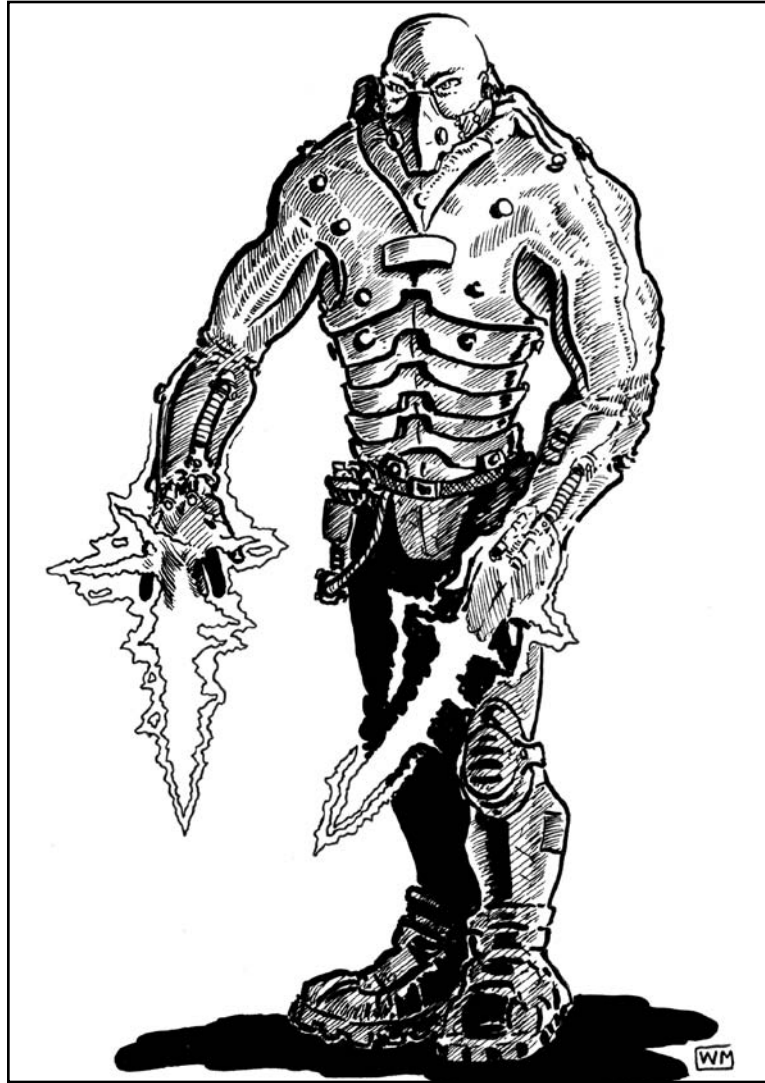
- 3 Stealth 12-
- 5 WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 116

Total Cost: 206

KARKARADON FRENZY WARRIOR

Karkaradon Frenzy Warriors are like guards, but bigger and tougher. Increase their STR to 25, CON to 20, BODY to 16, PRE to 20, PD and ED to 10, Karkaradon Jaws to HKA 1d6 (2d6 with STR), and Karkaradon Skin to Damage Resistance (4 PD/4 ED), and give them the "Karkaradon Armor" option. Their deadliest power is their *Blood Frenzy*, which grants them +10 STR, +10 CON, and +5 DEX for 1 Turn when they're exposed to blood. If there's no blood in the water already, they often injure themselves (1 BODY damage) and let the smell of their own blood enrage them.

**75+ Disadvantages**

- 10 Hunted: Shadow Destroyer 8- (Mo Pow, NCI, Watching)
- 25 Psychological Limitation: Completely Loyal To Shadow Destroyer (Very Common, Total)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 76 Experience Points

Total Disadvantage Points: 206

Description: Karkaradon Threshers are bigger and tougher than Guards (though not as big and tough as Frenzy Warriors). They wear special *Darkblade Gauntlets* created by Shadow Destroyer. These mystic weapons can release a blade of shadowy energy that the Thresher uses to cut his foes, or let him cast a corruption-spell on them.

Karkaradon Vehicles

Karkaradons use various types of underwater vehicles for transportation and war, but they only brought two to Earth with them. The larger type is a *Leviathan*, a submarine that looks (to human eyes) like a strange, even disturbing, blend of the mechanical, mystical, and organic. It can fire “darkness torpedoes” and surround itself with a deadly electrical field. For it, use the character sheet for the Type VIIA U-Boat on page 132 of *The HERO System Vehicle Sourcebook*, but remove the deck gun and anti-aircraft gun, give it two of the optional torpedo launchers (forward-firing only), and give it an Electrical Field (RKA 2d6, Damage Shield, Continuous).

The second is the *Skiff*, a much smaller, faster, more maneuverable craft. Capable of holding up to two (a pilot and a gunner), it’s armed with a Harpoon Cannon (RKA 3d6, 6 Charges, forward only), a Net Launcher (Entangle 5d6, 5 DEF, 6 Charges, range 30”), and forward-mounted Darkness Cannons (Energy Blast 12d6, 32 Charges, forward-firing only). Use the MU-74 Flying Submersible (page yyy) for it, but replace the MU-74’s weapons with the ones listed above and remove the Flight.

QLIPHOTHIC ACOLYTES

In the Multifarian Earth, Shadow Destroyer is worshipped as a god by a large cult of people who believe they can, through him, receive mystic powers of their own. Some of them are even correct... but they never understand until it's too late that the power he channels is Qliphothic, and thus corruptive of human flesh and minds. Parts of their bodies are "bubbly" and malformed, as if they'd been exposed to intense radiation; they wear robes (often with hoods) adorned with mystic runes.

DIMENSIONAL CHANNELER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
4	PD	2		Total: 8 PD (4 rPD)
4	ED	1		Total: 8 ED (4 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
28	END	0		
25	STUN	3		Total Characteristics Cost: 36

Movement: Running: 6"/12"

Cost	Powers	END
25	<i>Darkness Sorceries:</i> Elemental Control, 50-point powers	
35	1) <i>Shadow Evocation:</i> Darkness to Sight Group 4" radius, Reduced Endurance (0 END; +½)	0
79	2) <i>Shadow Conjunction:</i> Summon four Shadow Demons built on up to 366 points (see text), Friendly (+¼)	10
25	3) <i>Dark Blast:</i> Energy Blast 10d6	5
25	4) <i>Darkforce Binding:</i> Entangle 5d6, 5 DEF	5
8	<i>Enchanted Robes:</i> Armor (4 PD/4 ED); OIF (-½)	0
5	<i>Eyes Of Darkness:</i> Nightvision	0
Skills		
6	+2 with <i>Darkness Sorceries</i> Elemental Control	
2	KS: Arcane And Occult Lore 11-	
9	Power: Magic 15-	
3	Stealth 12-	

Total Powers & Skills Cost: 222

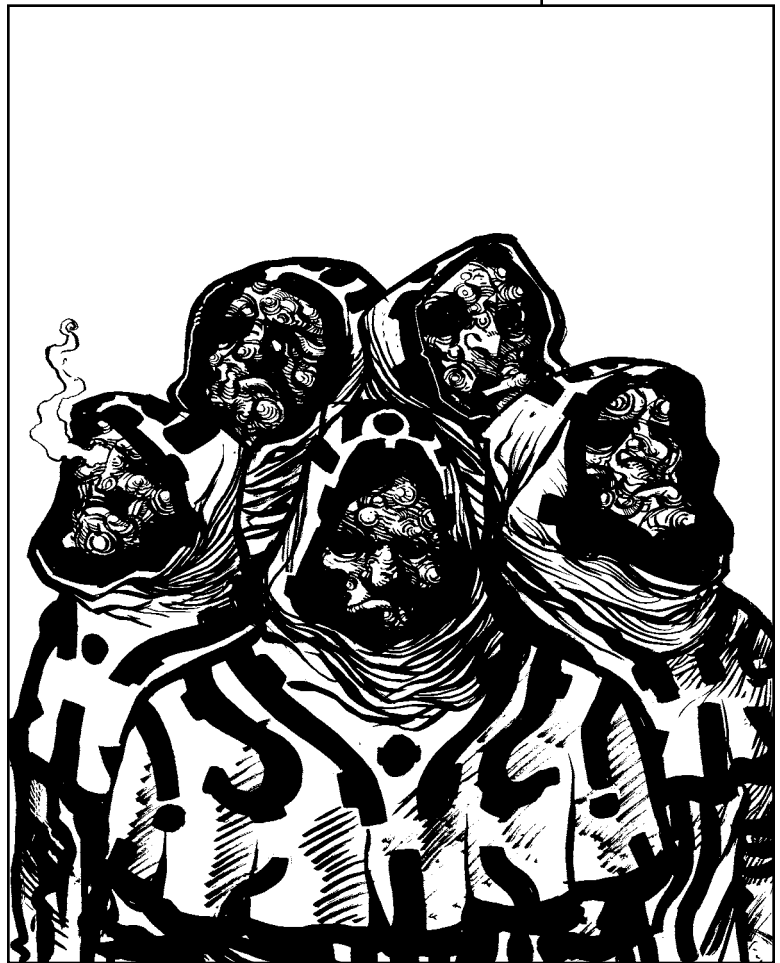
Total Cost: 258

75+ Disadvantages

- 10 Hunted: Shadow Destroyer 8- (Mo Pow, NCI, Watching)
- 25 Psychological Limitation: Fanatically Loyal To Shadow Destroyer (Very Common, Total)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 128 Experience Points

Total Disadvantage Points: 258

Description: Dimensional Channelers are acolytes to whom Shadow Destroyer has given the power to summon Shadow Demons, as well as other sorcerous shadow abilities. (For the Shadow Demons, use the *Shadow* character sheet from page 52 of *The HERO System Bestiary*, or choose any Champions villain built on about 350 Character Points and convert his powers to a "shadow" special effect.)



**CORRUPT ONE
DESCRIPTION:**

The Corrupted Ones are Shadow Destroyer's "lieutenants" among his cult. They've so thoroughly given themselves over to the powers of the Qliphothic darkness that they've become even more warped than the regular cultists, plus brutishly large and strong to boot.

In addition to several Shadow powers similar to those of the Dark Demolishers, Corrupt Ones have a unique power: they can temporarily transform themselves into pure Qliphothic darkness. Like Shadow Destroyer's Qliphothic Rift, this draws everyone near them toward them. Then, when they shift back into their regular form, it causes a magical "chemical reaction" with reality that creates a tremendous explosion.

DARK DISCIPLE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	3		Total: 12 PD (6 rPD)
6	ED	3		Total: 12 ED (6 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
40	END	4		
30	STUN	3		Total Characteristics Cost: 74

Movement: Running: 6"/12"

Cost	Powers	END
62	<i>Dark Destructions:</i> Multipower, 62-point reserve	
5u	1) <i>Dark Blast:</i> Energy Blast 10d6	5
4u	2) <i>Dark Spear:</i> RKA 3d6	4
6u	3) <i>Dark Sphere:</i> Energy Blast 8d6, Area Of Effect (One Hex; +½)	6
5u	4) <i>Darkforce Binding:</i> Entangle 5d6, 5 DEF	5
5u	5) <i>Drain Life:</i> Drain BODY 5d6, Limited Range (10"; +¼); Only Works On Living Beings (-¼)	6
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
5	<i>Eyes Of Darkness:</i> Nightvision	0
Skills		
9	+3 with <i>Dark Destructions</i> Multipower	
2	KS: Arcane And Occult Lore 11-	
9	Power: Magic 15-	
3	Stealth 12-	

Total Powers & Skills Cost: 127

Total Cost: 201

75+ Disadvantages

10	Hunted: Shadow Destroyer 8- (Mo Pow, NCI, Watching)
25	Psychological Limitation: Fanatically Loyal To Shadow Destroyer (Very Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
71	Experience Points

Total Disadvantage Points: 201

Description: Dark Disciples are the "heavy infantry" of Shadow Destroyer's cultists. He's taught them a wide variety of shadow attacks and powers, giving them enough offensive "punch" for combat with superhumans. Their most potent power is the ability to literally drain the life ("the light," as they call it) from living beings.

CORRUPT ONE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
12	PD	6		Total: 18 PD (10 rPD)
12	ED	8		Total: 18 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
50	STUN	10		Total Characteristics Cost: 141

Movement: Running: 8"/16"

Cost	Powers	END
75	<i>Student Of The Qliphothic Shadows:</i> Multipower, 75-point reserve	
6u	1) <i>Dark Blast:</i> Energy Blast 12d6	6
6u	2) <i>Dark Spear:</i> RKA 4d6	6
7u	3) <i>Dark Sphere:</i> Energy Blast 10d6, Area Of Effect (One Hex; +½)	7
6u	4) <i>Darkforce Binding:</i> Entangle 6d6, 6 DEF	5
6u	5) <i>Drain Life:</i> Drain BODY 6d6, Limited Range (10"; +¼); Only Works On Living Beings (-¼)	7
50	<i>Qliphothic Transformation:</i> Telekinesis (30 STR), Area Of Effect (10" Radius; +1¼); Set Effect (only to pull targets toward him; -1)	10
140	<i>Qliphothic Transformation:</i> Energy Blast 12d6, Explosion (-1 DC per 3"; +1), Double Knockback (+¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Limited Power (must be used on Phase after Telekinesis, and automatically turns off the Telekinesis; -½)	0
4	<i>Corrupted Skin:</i> Damage Resistance (4 PD/4 ED)	0
12	<i>Enchanted Robes:</i> Armor (6 PD/6 ED); OIF (-½)	0
4	<i>Long Legs:</i> Running +2" (8" total)	1
5	<i>Eyes Of Darkness:</i> Nightvision	0

Skills

16	+2 with All Combat
3	KS: Arcane And Occult Lore 12-
11	Power: Magic 16-
3	Stealth 13-

Total Powers & Skills Cost: 354

Total Cost: 495

75+ Disadvantages

10	Hunted: Shadow Destroyer 8- (Mo Pow, NCI, Watching)
25	Psychological Limitation: Fanatically Loyal To Shadow Destroyer (Very Common, Total)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
365	Experience Points

Total Disadvantage Points: 495

SHADOW COLOSSUS

The other type of servant Shadow Destroyer brought to Champions Earth in large numbers are his Shadow Colossi, gigantic magico-technological “robots” powered by Shadow energy.

SHADOW COLOSSUS

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
18	PD	42		Total: 18 PD (18 rPD)
18	ED	51		Total: 18 ED (18 rED)
4	SPD	10		Phases: 3, 6, 9, 12
14	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 243

Movement: Running: 10”/20”
Leaping: 12”/24”

Cost Powers

30	<i>Shadow Blast:</i> Energy Blast 12d6; 4 Charges (-1)	4]
112	<i>Qliphothic Overload:</i> Energy Blast 12d6, Area Of Effect (17” Radius; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Concentration (½ DCV throughout; -½), Limited Power (cannot take any Actions for two Phases after it turns off this power; -½)	0
30	<i>Smash/Stomp:</i> Area Of Effect (One Hex; +½) for 60 STR, Reduced Endurance (0 END; +½); Extra Time (Full Phase to use; -½)	0
15	<i>Colossus’s Body:</i> Does Not Bleed	0
10	<i>Colossus’s Body:</i> No Hit Locations	0
45	<i>Colossus’s Body:</i> Takes No STUN	0
30	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
54	<i>Body Of Crystal And Shadow:</i> Damage Resistance (18 PD/18 ED)	0
90	<i>Body Of Crystal And Shadow:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
36	<i>Heavy:</i> Knockback Resistance -6”	0
45	<i>Colossus’s Body:</i> Life Support: Total	0
12	<i>Long Legs:</i> Running +4”, Reduced Endurance (0 END; +½)	0
5	<i>Colossus’s Eyes:</i> Infrared Perception (Sight Group)	0

Skills

15	+3 HTH
3	Climbing 13-

Total Powers & Skills Cost: 545

Total Cost: 788

200+ Disadvantages

15	Physical Limitation: Enormous (-4 DCV, +4 to PER Rolls to perceive, weighs 6,400 kg) (Frequently, Greatly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
25	Psychological Limitation: Must Obey Shadow Destroyer Or His Designated Commanders (Very Common, Total)
533	Experience Points

Total Disadvantage Points: 788

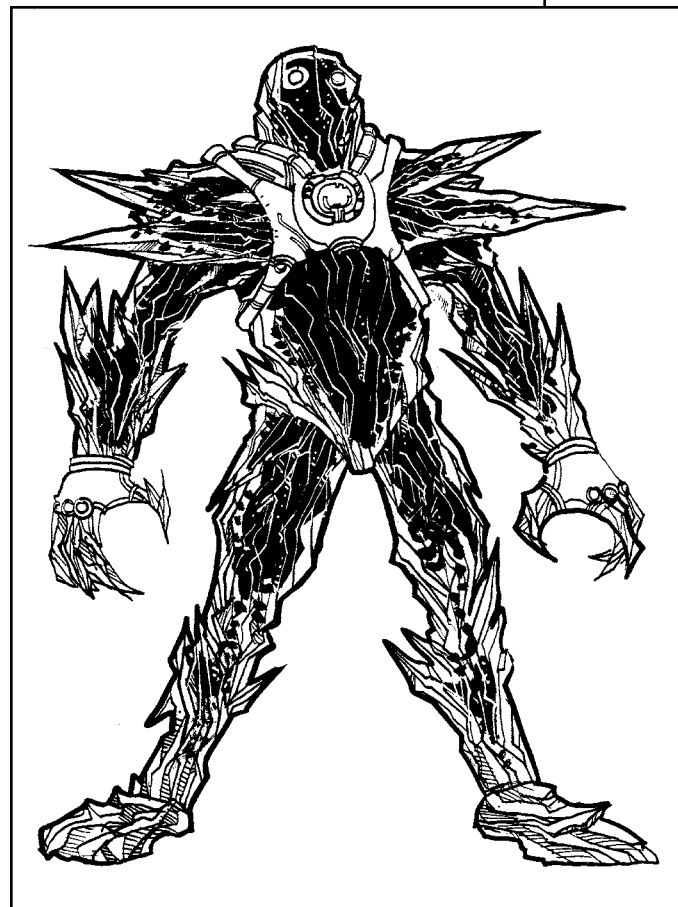
Description: A Shadow Colossus is a sort of 15 foot-tall mystic “robot” made of large crystals, a few pieces of enchanted plate armor, and some technological bits and pieces. It’s powered by shadow energy that corruscates through its crystal body, “lighting” it from the inside with darkness.

In addition to its size, strength, and Shadow Blast, a Shadow Colossus can unleash a *Qliphothic Overload*, a powerful attack that injures everyone around it. It cannot move while it maintains the power, nor for two Phases thereafter. However, if it’s hit with a Darkness/Shadow attack during that two Phase “recharge” period, it immediately becomes fully revitalized and can act normally in that Segment and beyond.

HARNESSED SHADOWS

Another type of mystico-mechanical servant used by Shadow Destroyer on Champions earth is a *Harnessed Shadow*. This is a partly magical, partly technological “exoskeleton” into which he’s placed a summoned Shadow Demon. Overall it looks sort of like a weird “robot” whose innards, arms, legs, and head are made of pure Shadow.

For a Harnessed Shadow, use the Shadow Demon character sheet from page 52 of *The HERO System Bestiary*, with the following additional powers: STR 40; CON 25; Armor (10 PD/10 ED, Activation Roll 13-); replace its Meld Into Shadow power with Shadow Blast (Energy Blast 12d6); and reduce its Concealment and Stealth rolls to 12- each.



OBSIDIAN CAVES



Not long after arriving in Earth's dimension, Shadow Destroyer soon realized he needed a headquarters — a lair, a base of operations, a place to muster his forces and continue his experiments both scientific and mystic. He cast a mighty divination spell, and the arcane forces he conjured slowly coalesced, like a shadow unseen by ordinary men, over a spot in Central America.

Journeying there, Shadow Destroyer led his followers through the jungle-covered hills to the spot only he could perceive. There, carved into the side of a small mountain, they found...

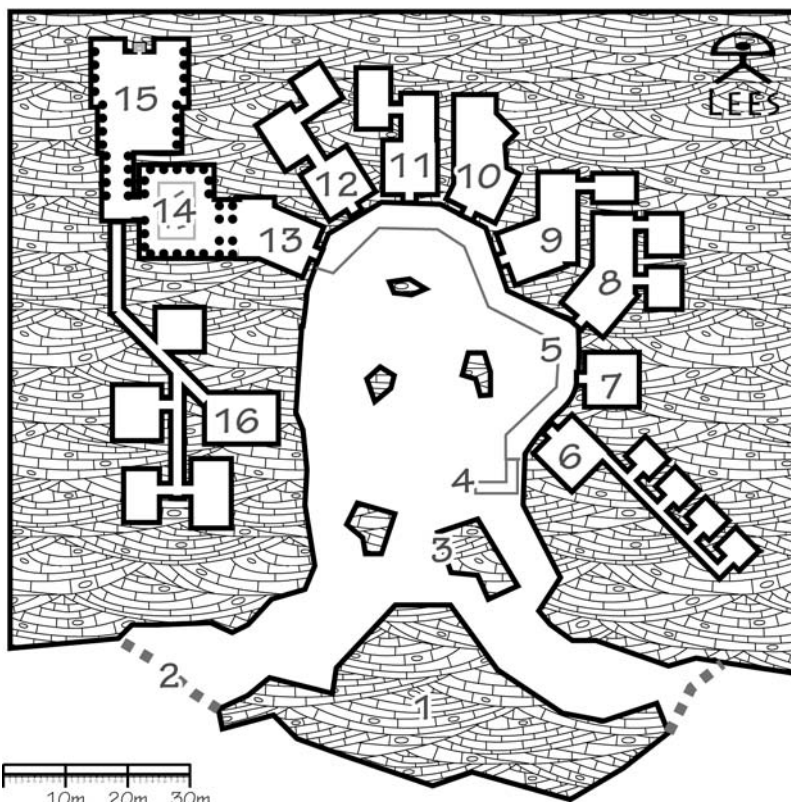
something. It might have been a temple, or a monastery, or some sort of unusual refuge. To an untrained eye the carvings on the walls seemed Mayan, but he sensed otherwise. Casting his senses back through the mists of time, he saw through the mystic veil to the days before the present Earth — to the Turakian Age, when the sorcerer-priests of the cruel island of Thûn cast a dark shadow over all the world. This was one of their places of power, a temple or chapel that had somehow survived cataclysm upon cataclysm to come to him in the present day. It would be his sanctum. He christened it the *Obsidian Caves*.

The Obsidian Caves was once a large natural cave formation with two entrances in the Central American hills. The first, main cave is a large room whose ceiling is supported by natural pillars of rock. Whoever first used it carved many of the small caverns off the main cave into shaped chambers, but beyond

them lie many more that remain in their natural state. For thousands of years they've largely lain empty, the strange dark power that built them and lived in them lingering just enough to keep animals and vermin away.

The two entrances to the Obsidian Caves (#2 on the map) are guarded at all times by one Shadow Colossus and one Harnessed Shadow apiece. Their instructions are to keep intruders out, but at all costs to warn the rest of the Caves in the event of an attack.

The Obsidian Cave



- | | | | |
|---|-------------------------|----|-------------------|
| 1 | Cap-Rock | 9 | Living Area B |
| 2 | Cave Entrance | 10 | Communal Hall |
| 3 | Stone Pillars (typical) | 11 | Tool Area |
| 4 | Ramp to Balcony | 12 | Food Preparation |
| 5 | Balcony (5m) | 13 | Platform (10m) |
| 6 | Holding Area | 14 | Courtyard |
| 7 | Storage | 15 | The Inner Sanctum |
| 8 | Living Area A | 16 | Catacombs |

4-5. RAMP AND BALCONY

Soon after one enters the main cavern there's a small ramp that leads up to a five meter (2") wide "balcony" ledge that runs around half of the main cavern. The entrances to the other parts of the complex branch off from the ledge. The ledge has no railing or barrier to keep people using it from falling off if they get too close to the edge.

6. HOLDING AREA

What might once have been rooms for monks or small storage chambers has been transformed into a sort of prison complex by Shadow Destroyer. As yet he has no captives, but he knows that in time he will. Each of the four cells has been fitted with a sturdy, iron-bound oak door. For now the cells serve as storerooms, but his servants will clean them out when the time comes to put them to their proper use.

7, 11. STORAGE AND SUPPLY ROOMS

These two chamber have been pressed into use to store non-perishable supplies. Room #7 contains miscellaneous goods; Room #11 mainly holds tools (both occult and scientific) and special supplies for Shadow Destroyer's mystic ceremonies.

8-10, 12. LIVING AREAS

While many of Shadow Destroyer's servants and constructs don't require any creature comforts, his Qliphothic Acolytes are a different matter. As humans, even fanatical ones, they require at least some basic food and shelter. Most of them live in the Warrens (see below), but their leaders and especially privileged members get to reside in Rooms #8 and #9, which are more comfortable. All Acolytes use Room #10 for recreation and entertainment (primarily reading and playing strange Multifarian games); the chambers labeled #12 are where they prepare and eat their meals.

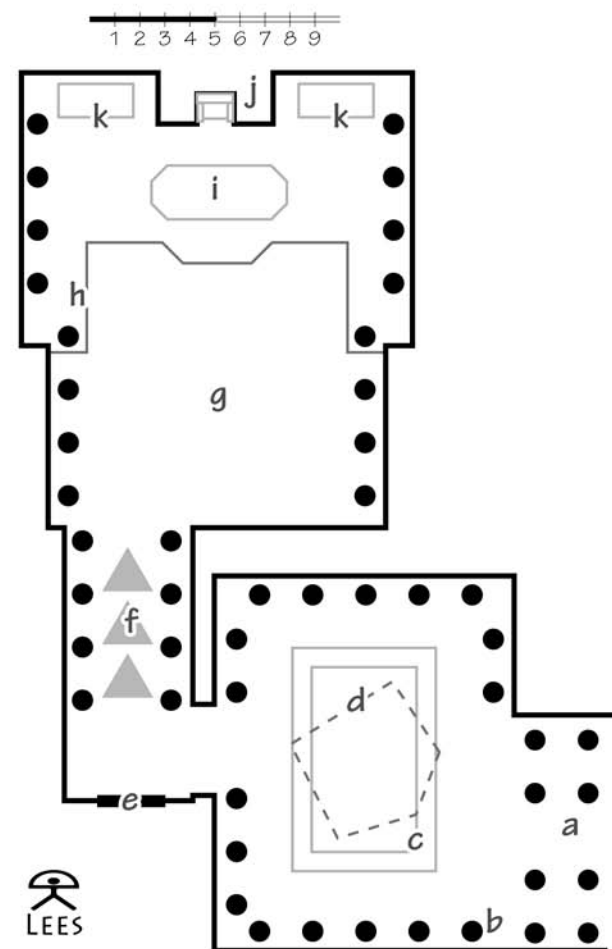
The Warrens

Not depicted on the map are *the Warrens*, an extensive series of natural caverns leading down from Rooms #8 and #9 deep into the dark heart of the earth. This is where the majority of Shadow Destroyer's acolytes live, and where he stores most of his constructs in preparation for his schemes and efforts to aid Luther Black.

13-15. THE OBSIDIAN SANCTUM

These three rooms are the heart of the Caves complex. When he's at the base, Shadow Destroyer can usually be found either here or in the Catacombs (see below). Room #13 is a sort of ceremonial entrance chamber, designed to impress with its majesty and decor. To human eyes the carvings on the wall in this room (and also Rooms #14-16) leave a particularly gruesome and horrifying impression, even though exactly what activities or people they depict is difficult to describe. Anyone who gazes closely at them for 1 Turn or more becomes so shaken and disturbed that he's at -5 PRE for purposes of resisting fear-based Presence Attacks for the next 1d6 days. (At the GM's option,

Obsidian Sanctum



Courtyard & Inner Sanctum

a	Entrance	f	Ramp down (3m total)
b	Pillars	g	Audience Floor
c	Rain Pool (1m high wall, 5m deep)	h	Platform (3m high)
d	Ceiling Vent	i	Low Brazier (0.5m)
e	Entry to Catacombs	j	Carved Throne
		k	Xeno-Statues

the longer a character stares, the worse the PRE loss becomes, or the longer it lasts; temporarily acquiring harmful Psychological Limitations is also a possibility.)

Heading further in, one passes through two rows of columns into Room #14. Christened "the Courtyard" by Shadow Destroyer's followers, it's the only room in the entire Caves complex that's open to the sky. The center of the room is filled with a rectangular rain pool that has a carved rim 12 centimeters tall (about six inches). The pool is always filled with murky, greenish water up to the bottom of the rim. The water definitely seems "unhealthy" and not drinkable, but it doesn't have



the smell of stagnation (and nothing grows or lives within it that normal senses can perceive). No matter how much it rains, the pool never overflows. No matter how long a dry spell lasts, the pool never loses more than about 25 centimeters (one foot) of water; the sinking water reveals carvings like those described above. Shadow Destroyer has not yet had a chance to examine and experiment with the pool; he believes it's either used to summon water-demons of some sort or functions as a gateway to some other dimension(s).

A ramp leads down from the Courtyard to Room #15, the Inner Sanctum — Shadow Destroyer's throne room. It has a large audience floor where supplicants can look up at him seated on a strange, carved throne; the look of the throne may remind some PCs of the work of H.R. Giger, though it's even more unsettling. In front of the throne is a large low brazier/fire pit that Shadow Destroyer uses for divination and sacrifices. To either side of the throne are what seem to be art objects that he's christened "Xeno-Statues." Carved of a strange, slick, shiny dark stone, they depict multi-headed, multi-armed humanoid beings whose bodies seem partly flesh, partly crystalline, and partly mechanical; one of his follow-

ers describes them as "cyberpunk Hindu gods." Shadow Destroyer believes they depict Thûnese gods, demons, or other entities — perhaps the beings who created the Obsidian Caves for the sorcerer-priests. Whatever their provenance and purpose, looking at them too closely for too long has the same effect as looking at the wall carvings. (Each statue has DEF 6, BODY 20 and weighs 2,000 kg.)

16. THE CATACOMBS

Leading off from the ramp from Room #14 to Room #15 is a solid stone door (DEF 6, BODY 10) that's kept locked by one of Shadow Destroyer's spells. Known as *the Catacombs*, it's a series of five rooms that may once have been used as burial chambers but are now reserved for Shadow Destroyer's personal use. One room is his quarters; the rest are his workrooms: conjuring-chamber; arcane library; science labs; spellcasting room. Most of the objects in these rooms are strange (particularly to non-mystics), and more than a few of them are dangerous to the ignorant and untrained.

BOOK OF THE DESTROYER

CHAPTER THREE

Legions of
the Destroyer

People of
America!

I am Doctor
Destroyer

soon to be ruler
of Earth

GIGATON

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
23	DEX	39	14-	OCV: 8/DCV: 8
40	CON	60	17-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
30	PRE	20	15-	PRE Attack: 6d6
20	COM	5	13-	
25	PD	13		Total: 25 PD (20 rPD)
30	ED	22		Total: 30 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
20	REC	0		
80	END	0		
70	STUN	0		Total Characteristics Cost: 251

Movement: Running: 9"/18"
Flight: 15"/30"

Cost Powers END

105	<i>Gigablast Powers:</i> Multipower, 105-point reserve	
10u	1) <i>Gigabolt:</i> EB 14d6, Reduced Endurance (0 END; +½)	0
10u	2) <i>Gigablast:</i> EB 14d6, Explosion (+½)	10
10u	3) <i>Lesser Gigablast:</i> EB 10d6, Explosion (+½), Reduced Endurance (0 END; +½)	0
10u	4) <i>Controlled Gigablast:</i> EB 10d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
10u	5) <i>One-Way Force Bonds:</i> Entangle 5d6, 5 DEF, Takes No Damage From Attacks (+½), Reduced Endurance (0 END; +½)	0
61	<i>Energy Transference:</i> Absorption 8d6 (energy, half to STR, half to STUN), Can Absorb Maximum Of 90 Points' Worth Of Energy	0
20	<i>Energy-Enhanced Body:</i> Damage Resistance (20 PD/20 ED)	0
20	<i>Energy-Enhanced Senses:</i> Sight and Hearing Group Flash Defense (8 points each), Hardened (+¼)	0
8	<i>Energy-Enhanced Mind:</i> Mental Defense (10 points total)	0
45	<i>Energy-Enhanced Body:</i> Life Support: Total	0
45	<i>Flying:</i> Flight 15", Reduced Endurance (0 END; +½)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
6	<i>Wrist Communicator:</i> HRRP; OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Skills

12	+4 with Gigablast Powers Multipower
15	+3 Hand-To-Hand
2	Gambling (Card Games) 12-
5	KS: Destroyer Security Procedures 14-
2	KS: The Military/Mercenary/Terrorist World 11-
3	Oratory 15-
2	PS: U.S. Army Soldier 11-
3	Security Systems 12-
3	Shadowing 12-

3	Stealth 14-
3	Tactics 12-
3	Teamwork 14-
3	Tracking 12-
2	WF: Small Arms

Total Powers & Skills Cost: 427

Total Cost: 678

200+ Disadvantages

5	Distinctive Features: unique Geiger counter signature (Not Concealable, Noticed And Recognizable, Detectable Only By Unusual Senses)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
25	Psychological Limitation: Completely Loyal To Dr. Destroyer (Very Common, Total)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Reputation: Dr. Destroyer's chief super-lackey, 11- (Extreme)
15	Social Limitation: Secret Identity (Tim Colton) (Frequently, Major)
353	Experience Points

Total Disadvantage Points: 678

Background/History: In 1994, Tim Colton was a private in the U.S. Army who volunteered to take part in a "wargame" involving a nuclear war scenario. What the brass didn't tell the volunteers was that the "game" was really an experiment designed to test soldiers' resistance to nuclear weaponry and, in the process, develop a superhuman soldier who could function in a post-nuclear era.

Tim was so hung over from partying the night before — all the volunteers had received a three-day pass — that to this day he barely remembers lining up in the desert for the "exercise." He does recall a blinding white light and a feeling of heavy pressure and heat. After that, he lapsed into a coma and didn't wake up for nearly four years.

Most of the participants in Project Sunburst died that day. A few survived, sometimes developing unusual powers after a while, but even most of the survivors simply died long, slow deaths over several months. Tim Colton was one of the lucky ones. As near as the Army doctors could tell, he was completely unharmed! They couldn't even explain the coma, but they could tell that his body remained extremely healthy and vital despite it. Even as months turned into years, Tim's physique didn't deteriorate at all — in fact, it seemed to improve. Eventually the doctors even stopped feeding him; he apparently didn't need food anymore.

While in self-imposed seclusion, Dr. Destroyer heard about the outcome of Project Sunburst and sent Rakshasa to investigate. Gaining access to "the Crypt" — the top-secret facility where most of the Sunburst survivors were kept — with the help of an Army general he was blackmailing, Rakshasa used a device provided

by Destroyer to determine that several of the survivors, all in comas, were imbued with strange power. One, Colton, was so powerful his readings were off the instrument's scale. Rakshasa arranged to liberate Colton and took him, still in a coma, to Destroyer's Javangari headquarters.

Using his advanced biological and medical knowledge, Destroyer found a way to wake Colton up. Between his rage at having been made a guinea pig by the Army, his gratitude to Destroyer for "rescuing" him, and Destroyer's subtle (but effective) brainwashing techniques, Colton was soon a loyal adherent of Dr. Destroyer, willing to do whatever the arch-villain commanded. Christening him "Gigaton" because of the nature and source of his powers, Destroyer made him head of his organization's security. Though he keeps a careful eye on Colton, just in case, so far the evil Doctor has yet to be disappointed with Gigaton's performance of his duties.

Personality/Motivation: Gigaton is an organized, disciplined, no-nonsense individual — a real "gung ho" commander and combatant. Subconsciously he's not entirely comfortable with the decisions he's made or life he's chosen, and to blot out any twitterings of guilt he focuses intensely on his job or leisure activities.

Gigaton is a natural leader... to a point. He's extremely comfortable commanding squads of troops, or even a small organization like Destroyer's security staff. But beyond that, he's more of a follower than a leader. He looks to those more powerful and intelligent than himself for leadership on a larger scale, which is one reason why he's so loyal to Destroyer. He recognizes that Destroyer is dangerous, perhaps even insane, but like a good soldier he keeps right on doing as he's told. The fact that he's surrounded by money, luxuries, and women doesn't exactly make him want to change his mind, either.

Quote: "As you command, Doctor. Your enemies will be dead in mere minutes."

Powers/Tactics: Gigaton gained his powers when the energy from a nuclear explosion somehow infused and interacted with his body. As a result, his every cell is bursting with strange bio-nuclear energies, giving him tremendous strength and resilience, a variety of energy projection powers, the power to fly, and even the ability to survive without air or food. Most intriguingly, he can absorb energy from his opponents' attacks, using it to increase his strength and durability. (Sometimes, if he knows he's just about to go into battle, he'll have some of Dr. Destroyer's agents fire their blasters at him to "pump him up.")

Gigaton prefers to open the battle with one of his Gigablast Powers — the Gigablast if possible (he loves the explosive effect), or the Gigabolt if necessary. If a more subtle approach is needed, he'll use his Entangle (a projected one-way force-field) first. Although he's strong enough and skilled enough to be a powerful hand-to-hand combatant, he tends to get involved in brawls only when ranged attacks are no longer an option. If



necessary he'll throw an opponent away from him to allow for more ranged attacks.

Campaign Use: Gigaton is Dr. Destroyer's head of security and one of the leaders of his armed forces. As such the PCs probably won't encounter him independently or provoke him into Hunting them; he acts only on Destroyer's orders.

Gigaton could serve as a gateway to a story or story arc involving Project Sunburst. Radium and Armadillo are other survivors of the ill-fated experiment, and more may exist, just waiting to wreak havoc on the world... or perhaps become superheroes.

To make Gigaton less powerful, reduce his STR to 40 and other Characteristics proportionately (but leave his SPD and DEX alone), and/or reduce his Multipower to 80 Active Points (or lower, if necessary). If you need to make him more powerful, boost the Multipower reserve to 125 points and all the powers accordingly, and/or increase his SPD to 6.

Appearance: Gigaton stands 6'3" tall and weighs about 245 pounds. He wears a black costume with gold boots, trunks, gloves, and cape; his mask is a black half-face cowl. On his center chest is a gold atom symbol. On those rare occasions when he's not in costume, his red hair and green eyes are readily apparent.

RAKSHASA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
15	PD	11		Total: 15 PD (8 rPD)
15	ED	11		Total: 15 ED (8 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
40	END	0		
30	STUN	0		Total Characteristics Cost: 172

Movement: Running: 9"/18"

Cost	Powers	END
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75	<i>Maya-Weaving:</i> Multipower, 75-point reserve	
15m	1) <i>Personal Illusions:</i> Mental Illusions 12d6, Reduced Endurance (½ END; +¼)	3
15m	2) <i>Group Illusions:</i> Sight, Hearing, Mental, and Smell/Taste Group Images, -4 to PER Rolls, Increased Size (8" radius; +¾), Reduced Endurance (½ END; +¼)	3
15m	3) <i>Voice Of The Mind:</i> Telepathy 12d6, Reduced Endurance (½ END; +¼)	3
49	<i>Shifting Form:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Costs Endurance Only To Change Shape (+¼)	4
15	<i>Malleable Form:</i> Stretching 3"	1
8	<i>Toughness:</i> Damage Resistance (8 PD/8 ED)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1

Talents

15	Combat Sense 13-
3	Lightsleep

Skills

3	Acting 14-
3	Bureaucratics 14-
3	Conversation 14-
3	Disguise 13-
3	High Society 14-
2	KS: Indian History 11-
2	KS: Indian Culture 11-
2	Language: English (fluent conversation; Hindi is native)
3	Lockpicking 14-
3	Mimicry 13-
3	Persuasion 14-
3	Security Systems 13-
3	Seduction 14-
3	Stealth 14-
3	Streetwise 14-

Total Powers & Skills Cost: 258

Total Cost: 430

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 Psychological Limitation: Completely Loyal To Dr. Destroyer (Very Common, Total)
- 20 Psychological Limitation: Utterly Amoral (Very Common, Strong)
- 15 Social Limitation: Secret Identity (Palash Krisharan) (Frequently, Major)
- 160 Experience Points

Total Disadvantage Points: 430

Background/History: While conducting certain operations in India in 1992, some of Dr. Destroyer's Javangari agents realized the man they were dealing with was a confidence artist. Eager to prove their merit to Destroyer, and to ensure that the trickster received proper punishment, they captured him and brought him, blindfolded and unconscious, to the Vale. When he was awakened, the prisoner made an effort to escape — first by trying to fool them with an illusion, then by squeezing his malleable body through a grate in the floor! But one does not escape Destroyer so easily. Seeing through the illusion, he unleashed a minor blast, sufficient to knock the prisoner out once more.

When the prisoner re-awakened, he was in a hermetically-sealed chamber equipped with psychic shielding. Under threat of torture he quickly revealed that he was Palash Krisharan, and that he'd possessed strange powers of illusion creation and body-shaping since he was a teenager. His strange "magic" had frightened his family and friends so much they'd thrown him out of his village, so he drifted to Calcutta and began using his powers to steal. Eventually he learned enough to work his way up to sophisticated, and profitable, con games.

Intrigued, Destroyer gave him a choice: serve me or die. Recognizing an unbeatable offer when he heard one, Krisharan became one of Destroyer's superhuman agents. Christened "Rakshasa," after the mythological monster of India, he has used his powers and talents on Destroyer's behalf ever since.

Personality/Motivation: Initially Rakshasa was a reluctant servant, with an eye out for a way to escape Destroyer's clutches — but he soon realized how stupid that was. As one of the Doctor's chief operatives, he had more money, luxuries, power, and security than ever before, and it would be foolish to give it up just for the sake of personal freedom. Over the years he's gone from being a malcontent to one of Destroyer's most loyal followers.

Rakshasa suits Destroyer's schemes well not only because of his powers, but because he's completely amoral. All he cares about is serving Destroyer and himself, in that order. If necessary, he'll steal, kill, commit mass murder, or do whatever else he has to — or wants to, just for fun. He is utterly without conscience or scruples.

Quote: “Things are not always as they seem, are they?”

Powers/Tactics: Rakshasa is a mutant with the ability to generate illusions — both large-scale “hallucinations” that anyone can sense, and more personal images he projects directly into a victim’s mind. Additionally, he has the ability to mold and shape his body so he can assume any humanoid form (and even imitate other people) or stretch and bend his flesh in unusual ways.

Rakshasa is not a front-line combatant, and he knows it. In battle, he typically tries to hide himself with an Image and then allocate the rest of his Multipower for Mental Illusions; alternately, he may try to assume the form of a hero and then use Mental Illusions to make his victims think he has that hero’s powers. But he serves Destroyer best when he can avoid getting into fights.

Besides his lack of direct damage-causing powers, Rakshasa’s other big weakness as a combatant is that he moves slowly. He can run faster than normal people, but that’s a far cry from being able to fly or teleport.

Campaign Use: Rakshasa is one of Dr. Destroyer’s chief spies, and as such the PCs probably won’t encounter him independently or provoke him into Hunting them; he acts only on Destroyer’s orders. However, he does have a malicious streak to him, and may go out of his way to make a PC miserable if that character somehow provokes or aggravates him.

Rakshasa is dangerous for his out-of-combat abilities more than his fighting prowess. With his powers he can slip undetected into heavily-guarded installations, steal what he wants, and then escape just as easily. Opposing him means out-thinking him, not outfighting him.

If Rakshasa needs more power to survive and thrive in your campaign, expand the range of his Mental Powers — give him an Ego Attack and some Mind Control, at the very least. If he’s too powerful, reduce the Active Points in his Multipower slots (perhaps by getting rid of the *Reduced Endurance Advantage*).

Appearance: In his natural form, Rakshasa is a handsome male of Indian ancestry who stands 5’9” tall and weighs about 165 pounds. He usually dresses in exquisitely-tailored clothes, but could wear just about anything depending on the role he’s currently playing. Given his powers, he can also look like anyone he wants to, if necessary.



BRONZE BRIGAND

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
25	PD	17		Total: 25 PD (25 rPD)
25	ED	20		Total: 25 ED (25 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	4		
50	END	0		
60	STUN	7		Total Characteristics Cost: 200

Movement: Running: 9"/18"

Cost	Powers	END
	Martial Arts: <i>Bronze Brawling</i>	
	Maneuver OCV DCV Notes	
4	Block	+2 +2 Block, Abort
4	Disarm	-1 +1 Disarm, 60 STR
4	Dodge	+0 +5 Dodge all attacks, Abort
4	Escape	+0 +0 65 STR vs. Grabs
3	Hold	-1 -1 Grab, 60 STR
4	Kidney Punch	-1 +1 3d6 NND (1)
3	Legsweep	+2 -1 11d6 Strike, Target Falls
5	Power Punch	+1 -2 14d6 Strike
4	Punch	+0 +2 12d6 Strike
3	Throw	+0 +1 10d6 +v/5, Target Falls
8	+2 Damage Classes (already added in)	
30	<i>Warp Metal:</i> Major Transform 4d6 (metal objects into differently-shaped metal objects; heals back through another application of this power or similar powers); Limited Target (metals; -½), No Range (-½)	6
25	<i>Metallic Body:</i> Damage Resistance (25 PD/25 ED)	0
30	<i>Metallic Body:</i> Physical and Energy Damage Reduction, 25%, Resistant	0
6	<i>Fast:</i> Running +3" (9" total)	0
6	<i>Destroyer Wrist Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Skills

10	+2 HTH
6	+2 with Bronze Brawling
3	Climbing 13-
1	Electronics 8-
2	CK: Beirut 11-
3	Lockpicking 13-
1	Mechanics 8-
7	Security Systems 14-
3	Stealth 13-
1	Systems Operation 8-
2	TF: Destroyer Aircraft
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 185

Total Cost: 385

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: various superhero teams 8- (Mo Pow, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
15	Physical Limitation: Weighty (weighs 600 kg) (Frequently, Greatly Impairing)
20	Psychological Limitation: Loyal To Dr. Destroyer (Very Common, Strong)
10	Psychological Limitation: Greedy (Common, Moderate)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Khaldun al-Masudi) (Frequently, Major)
60	Experience Points

Total Disadvantage Points: 385

Background/History: Khaldun al-Masudi was a skilled thief living in Beirut. He'd grown up on the streets there, gradually working his way up from petty theft to major burglaries and robberies. Then one day he made a major mistake: he stole a shipment of diamonds destined for Dr. Destroyer. He didn't know it at the time, but Destroyer didn't care about that. At his command, the agents who'd been robbed tracked al-Masudi down, kidnapped him, and brought him to the Vale of Javangari.

Once he had al-Masudi in his laboratory, Dr. Destroyer conducted a little experiment. He injected the hapless thief with billions of nanobots. The minuscule machines went to work, slowly transforming his living flesh into an organic metal with the appearance of bronze. They also changed his brain chemistry, eating away his selfishness and replacing it with loyalty to Destroyer. When the process was done, al-Masudi was gone, and in his place stood... the Bronze Brigand!

Personality/Motivation: The Brigand used to be known entirely for his greed and thrillseeking ways, and some elements of that former self still exist (he loves luxuries, for example, and the thrill of defeating or outwitting Dr. Destroyer's enemies). But the dominant aspect of his personality now is loyalty to Destroyer. He lives to serve Destroyer, to crush Destroyer's foes, and to keep Destroyer safe.

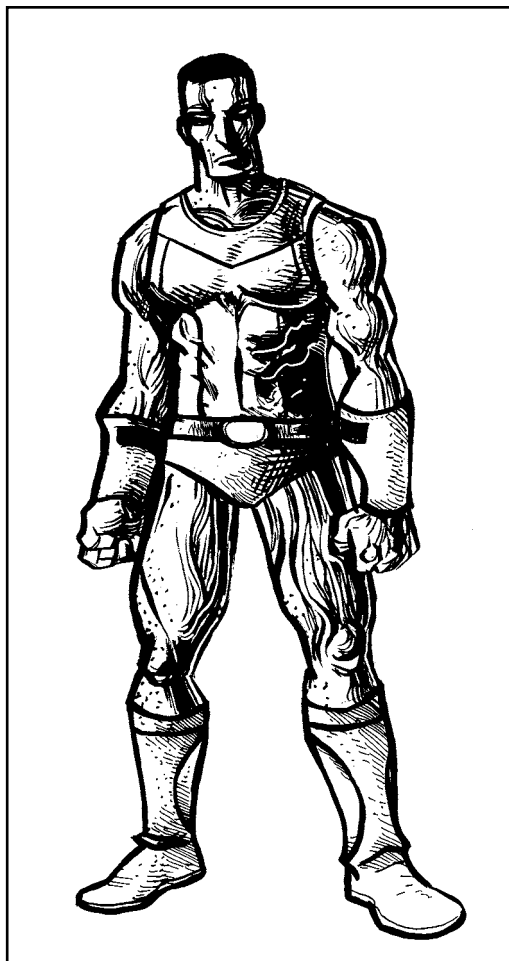
Quote: "My metal heart holds no pity for you."

Powers/Tactics: Doctor Destroyer's super-science transformed the Bronze Brigand from an ordinary (albeit highly skilled) man into a man made of organic metal. Besides making him strong and tough, the Brigand's metallic body gives him the power to warp and deform metals. (Doctor Destroyer has long hoped he'd manifest other metal-control powers, but so far he has not.) He can make metal "melt" (though there's no heat involved), change the shape of the metallic parts of an object, or create simple sculptures out of raw ore. Much to Dr. Destroyer's annoyance, this power does not affect Desteum or questionite.

Because he's made of metal, the Bronze Brigand weighs 600 kg. This makes it impossible for him to use ordinary furniture, causes him to crash through non-reinforced floors, and so forth. In Dr. Destroyer's bases he usually doesn't suffer too many problems, but out in ordinary parts of the world it can be a significant problem.

Campaign Use: The Bronze Brigand serves as Dr. Destroyer's chief of physical security. He and his staff are responsible for designing, installing, and maintaining the security systems at Destroyer's bases, for devising and implementing the guard complements and rotation schedules, and so forth. He answers to Gigaton, who's Destroyer's overall second-in-command. As Dr. Destroyer's "security chief," he knows a lot about Destroyer's bases that would be enormously helpful to superheroes or UNTIL, which makes him a prime target. Whenever he's sent into the field, Dr. Destroyer always makes sure at least two people with him are equipped with special magnetic energy-based weapons that can kill the Bronze Brigand instantly if he's in danger of being captured. (The Brigand knows nothing about this.)

To make the Bronze Brigand tougher, increase his STR and/or SPD. You could also give him more metal-based powers (see *The UNTIL*



Superpowers Databases for some examples and ideas.) To weaken him, remove his Extra DCs and Warp Metal power.

The Bronze Brigand only Hunts people when Dr. Destroyer orders him to, in which case he follows orders.

Appearance: The Bronze Brigand is a man of Middle Eastern descent; he's 5'9" tall with an athletic body and well-defined muscles. His body (including hair) is entirely made of a bronze-colored organic metal; it has a dull but unmistakably metallic shine. He often wears nothing more than a pair of trunks (usually colored green, red, or burgundy), but in "formal" situations adds a cloth "shirt" and boots similar to the body armor worn by Dr. Destroyer's soldiers.

FALCHION

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
8	PD	4		Total: 23 PD (15 rPD)
8	ED	4		Total: 23 ED (15 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
40	END	0		
40	STUN	5		Total Characteristics Cost: 169

Movement: Running: 9"/18"
Teleportation: 9"/18"

Cost	Powers	END
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45	<i>Destreum Falchions:</i> HKA 2d6 (2d6+1 with STR), Armor Piercing (x2; +1), Penetrating (+½), Reduced Endurance (0 END; +½); OAF (-1)	0
10	<i>Destreum Falchions:</i> Three more Destreum Falchions (total of 4)	
20	<i>Mind Muddling:</i> Elemental Control, 40-point powers	
11	1) <i>Where The Hell Is He?:</i> Invisibility to Sight and Hearing Groups and Danger Sense, No Fringe; Lockout (-½), Limited Effect (see text; -¼)	4
19	2) <i>Tactical Mind Muddling:</i> +6 with All Combat; Costs Endurance (-½)	3
13	3) <i>Enhance Pain:</i> Drain STUN 4d6; Only Enhances Existing Pain (see text; -½)	4
11	4) <i>Group Mind Blank:</i> Teleportation 9", Position Shift, Trigger (whenever he wants to, activating Trigger takes no time, resetting Trigger is a Zero Phase Action; +¾); Increased Endurance Cost (x2 END; -½), Must Pass Through Intervening Space (-¼)	8

Martial Arts: *Fencing*

	Maneuver	OCV	DCV	Damage/Effect
3	Cut	+2	+1	Weapon
4	<i>Fleche</i>	+2	-2	Weapon +v/5; FMove
4	<i>Froissement</i>	-1	+1	Disarm, +10 STR to Disarm roll
5	Lunge	+1	-2	Weapon +4 DC
4	Parry	+2	+2	Block, Abort
4	Riposte	+2	+2	Weapon +2 DC, Must Follow Block
5	Slash	-2	+1	Weapon +4 DC

Martial Arts: *Karate*

	Maneuver	OCV	DCV	Notes
4	<i>Atemi Strike</i>	-1	+1	2d6 NND(1)
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge all attacks, Abort
3	Legsweep	+2	-1	5d6; Target Falls

4	Knifehand Strike-2	+0	HKA ½d6 (1d6+1 with STR)
4	Punch/Snap Kick	+0	+2 6d6 Strike
5	Side/Spin Kick	-2	+1 8d6 Strike
24	<i>Armored Costume:</i> Armor (12 PD/12 ED); OIF (-½)		0
6	<i>Fast:</i> Running +3" (9" total)		1
10	<i>Lucky Bastard:</i> Luck 2d6		0
6	<i>Destroyer Wrist Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)		0

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

10	+2 HTH
3	Acrobatics 14-
3	Breakfall 14-
5	Rapid Attack (HTH)
3	Sleight Of Hand 14-
3	Stealth 14-
3	Teamwork 14-
10	Two-Weapon Fighting (HTH)
5	WF: Common Melee Weapons, Small Arms, Thrown Swords

Total Powers & Skills Cost: 283**Total Cost: 452****200+ Disadvantages**

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: various superhero teams 8- (Mo Pow, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
10	Psychological Limitation: Thrillseeker (Common, Moderate)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Thomas Falkirk) (Frequently, Major)
152	Experience Points

Total Disadvantage Points: 452

Background/History: Thomas Falkirk spent most of his early life being ignored. The middle child of three, he could never attract his parents' attention. They kept accidentally leaving him at the mall, forgetting to pick him up after activities, even not putting out a plate for him at the dinner table. In class teachers never called on him; none of his classmates ever seemed to want to play with him.

This went on into his early adulthood, leaving him generally miserable. But a chance encounter when he went in for a job interview with a high-tech firm in Millennium City changed his life. He didn't get the job — he never could, interviewers just couldn't seem to remember who he was after he left the room — but it happened that Dr. Destroyer was planning to "acquire" some of the

firm's research and had sent Thoughtcrime to lay the groundwork. Thoughtcrime sensed strange psionic "potential" in Falkirk and followed him.

When there was no one around, Thoughtcrime introduced himself to Falkirk as a "government agent." He explained to Falkirk that he believed the young man might have some sort of mental powers. Falkirk scoffed, but when Thoughtcrime explained that he'd receive a \$5,000 fee for going through the testing procedure, Falkirk quickly agreed.

Thoughtcrime took him to Dr. Destroyer's pet research institution/think tank, the Carmichael Institute, where scientists quickly determined that Falkirk was a mutant with low-level psionic powers that involved interfering in others' perceptions. He'd been born with those powers "turned on" in a way that made it hard for people to focus on him or remember him, resulting in the problems he'd experienced all his life.

At Thoughtcrime's behest, Falkirk began training to become a "government operative." Over the course of months he learned to harness and control his powers. All the while Thoughtcrime subtly played on the feelings of bitterness and isolation he nursed from years of neglect and disappointment. Under Thoughtcrime's influence, Falkirk became uncaring and cold, filled with disdain and even hatred for other people. By the time Thoughtcrime revealed the truth to him — that he was being trained to serve Dr. Destroyer, not the United States — he was so disaffected it didn't bother him at all.

Personality/Motivation: Falchion has a sort of devil-may-care, even swashbuckling, attitude a lot of the time, and there's a tiny part of him that is like that. But a far greater chunk of his personality is dominated by feelings of anger toward and contempt for humanity. Even though he knows, rationally, that his powers were to blame for the way people used to treat him, he still irrationally resents all of humanity for it. As far as he's concerned, now it's *his* turn to treat everyone else badly, and he doesn't care who gets hurt. The fact that he's gotten rich and lives a life of luxury working for Destroyer only makes his decision all the easier.

Quote: "If you can't fight any better than that, you won't be fighting for much longer."

Powers/Tactics: Falchion is a mutant with low-level psionic powers that involve interfering with a person's perceptions. He coordinates this with his fighting skills (see below) to make himself an enormously effective combatant. For example he can:

- make the people in a room be unable to see him (Invisibility), though this has no effect on someone watching from a distance, through a closed-circuit television link to a monitor in another room, or the like.
- temporarily "remove" himself from the perception of everyone around him so he can move to another position "in the blink of an eye" (Teleportation)
- enhance the pain someone feels from an injury (Drain STUN, which only works if the target has suffered at least 1 BODY worth of damage recently)

■ confuse and "blind" a person so that he has a hard time defending against Falchion's attacks, or bypassing Falchion's defenses (his Combat Skill Levels with All Combat)

As his weapons Falchion wields a falchion (a single-edged sword with a long blade slightly curved at the tip) in each hand. His falchions are made of pure destreum and honed to such sharpness that they can cut through nearly anything, even a superhero's powered armor or ultra-tough skin. Between his martial arts training, psionic powers, and weapons, he's a lethal combatant and superb assassin.

However, he's not tireless. Falchion's mental powers tend to be exhausting to use, and in long fights he has to be careful about spending END. If necessary he'll fall back solely on his Fencing and Karate skills to give himself time to recuperate.

Campaign Use: As Dr. Destroyer's chief assassin, Falchion is the henchman the PCs are most likely to encounter outside of one of Destroyer's bases. He might send Falchion to eliminate a hero (or a hero's beloved (D)NPCs...), kill some vital NPC the heroes have to protect, or the like.

To make Falchion tougher, give him some full-blown mental powers — some Telepathy, Mind Control, and Mental Illusions for starters. If that's not enough, expand further into Ego Attack and the like. You could also boost his SPD. To weaken him, get rid of about half of his Martial Maneuvers and reduce his SPD to 5.

Falchion only Hunts people when Dr. Destroyer orders him to, in which case he follows orders.

Appearance: Falchion is a white American male in his late twenties, 6'0" tall with a muscular, athletic build. His costume is a dark purple bodystocking with a heavy gold belt, flared gold boots, and tight-fitting gold gloves. On his back he carries four falchions in gold scabbards — two over his right shoulder, two over his left. He doesn't wear a mask; his short hair is blonde, his eyes green.



FOURPLAY

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
8	PD	5		Total: 28 PD (20 rPD)
8	ED	4		Total: 28 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	6		
40	END	0		
40	STUN	12		Total Characteristics Cost: 129

Movement: Running: 6"/12"
Flight: 20"/40"
Swimming: 20"/40"
Tunneling: 8"/16"

Cost	Powers	END
72	<i>Elemental Attacks:</i> Multipower, 90-point reserve; Usable Slot(s) Depend On Elemental Form Assumed (see text; -¼)	
9u	1) <i>Elemental Blasts I:</i> Energy Blast 12d6, Variable Special Effects (any of the Four Elements; +¼), Reduced Endurance (½ END; +¼)	4
4u	2) <i>Elemental Blasts II:</i> RKA 2d6, Variable Special Effects (any of the Four Elements; +¼), Reduced Endurance (½ END; +¼)	2
7u	3) <i>Air Control:</i> Telekinesis (40 STR), Reduced Endurance (½ END; +¼)	3
6u	4) <i>Earth Entrapment:</i> Entangle 6d6, 6 DEF, Reduced Endurance (½ END; +¼); Only Works On Targets Within 3" Of The Ground (-¼)	3
4u	5) <i>Earth Strength:</i> +45 STR, Reduced Endurance (0 END; +½); No Figured Characteristics (-½)	0
4u	6) <i>Water Dehydration:</i> Energy Blast 6d6, NND (defense is Power Defense or a body that lacks liquids; +1), Reduced Endurance (½ END; +¼); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½)	3
9u	7) <i>Fire Ball:</i> RKA 3d6, Explosion (-1 DC/2"; +¾), Reduced Endurance (½ END; +¼)	4
32	<i>Elemental Movement:</i> Multipower, 40-point reserve; Usable Slot Depends On Elemental Form Assumed (see text; -¼)	
4u	1) <i>Air/Fire Flight:</i> Flight 20"	4
4u	2) <i>Earth Tunneling:</i> Tunneling 8" through 8 DEF materials	4
2u	3) <i>Water Swimming:</i> Swimming +18" (20" total)	2
75	<i>Elemental Protection:</i> Force Field (25 PD/25 ED), Variable Special Effects (any of the Four Elements; +¼), Reduced Endurance (½ END; +¼)	2

6 *Destroyer Wrist Communicator:* HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0

Skills

10 +2 with Ranged Attacks
3 High Society 13-
3 Persuasion 13-
5 Seduction 14-
3 Stealth 13-

Total Powers & Skills Cost: 262

Total Cost: 391

200+ Disadvantages

20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15 Hunted: various superhero teams 8- (Mo Pow, Capture)
10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
15 Psychological Limitation: Greedy; Wants Riches And Luxuries, And Will Do Anything To Get Them (Common, Strong)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
15 Social Limitation: Secret Identity (Michelle Munro) (Frequently, Major)
5 Unluck 1d6
91 Experience Points

Total Disadvantage Points: 391

Background/History: Michelle Munro was born into an extremely poor Brooklyn family. She wasn't particularly smart, or driven, or gifted in any way; the one thing she had going for her were her good looks. As she got older, she learned she could use them to get things she wanted. At first she just manipulated neighborhood boys into fighting over her and stealing stuff for her, but one day she got lucky and met a wealthy young stockbroker. That was her ticket to bigger and better things. She slept her way into the heart of New York society, gladly being a kept woman for richer and richer men.

One of her conquests was a brilliant young scientist who did regular research during the day, but whose hobby was to investigate the possible scientific merit to all sorts of strange or ancient doctrines, like the Philosopher's Stone or Aristotle's theory of the Four Elements. Not long before she met him he'd made a breakthrough in this research and had built a device which he said could duplicate the alchemists' supposed trick of turning lead into gold.

Fascinated by the possibility of literally making gold, Munro convinced him to show her the device. When he revealed it to her, she begged him for a demonstration. He was very reluctant, but a little... persuasion... on her part finally got him to agree. He fired the machine up — but something went wrong. Emergency lights began flashing, alarms were sounding, a strange energy field filled the air.... and then the machine exploded.

Munro woke up in the hospital. Her lover was dead, and all his work destroyed. She wasn't badly

injured, but she felt kind of strange. She tried to leave, but the doctors wouldn't let her; they wanted to run some more tests. She lay in her hospital bed, unable to stop thinking that they weren't telling her something. She became more and more panicked... and then without warning her body changed to stone!

The sudden increase in weight caused her to crash through the hospital floor... and the next one... and the next one, until she reached the basement. Now totally terrified, she fled into the night before anyone could stop her. She doesn't recall much of the rest of that night, but she does remember waking up the next day shaped like a cloud. A little experimentation revealed that she could change into different elemental forms.

This was *definitely* a ticket to the big time. She became a supervillain, one willing to work on any job where there were big earnings. But one day she made the mistake of robbing a high-tech research facility in Millennium City and stealing some unique, highly valuable components. Unbeknownst to her, the facility was secretly working for Dr. Destroyer, who needed the components for one of his projects. She hadn't even had time to sell them to a fence before Gigaton showed up at her hideout. Since she didn't knowingly steal from his boss, he made her an offer instead of just killing her: come to work for Destroyer, or die.

Not a hard choice for a girl like Michelle Munro. She's been working for Destroyer ever since. At first she was a good little soldier because she hoped for the chance to seduce him, or maybe Gigaton. That hasn't worked, but the high salary, all the luxuries Destroyer provides, and the thrill of working for the most powerful man in the world have kept her very loyal.

Personality/Motivation: Having grown up in grinding poverty, Fourplay wants all the money and luxuries she can get, regardless of what it takes to get them. Committing crimes, and later working for Dr. Destroyer, were the easiest ways she found to do that after she got her powers. Before that she mainly manipulated rich men using her good looks and charm, and to this day she's an outrageous flirt. Even in combat she'll come on to handsome male heroes, make suggestive remarks, and lace her conversation with double entendres. She particularly enjoys doing this when it's obvious that it makes the target of her attentions uncomfortable.

Quote: ::in Fire form, using a Fire Blast:: "Am I making you hot?"

Powers/Tactics: Fourplay has the power to assume four forms, one based on each of the classical Four Elements: a human-sized cloud of Air; a rocky-bodied woman made of Earth; a flaming female of Fire; or a wave-woman of Water. While in any given form, the special effect of her Elemental Blasts and Elemental Protection changes to match that form, and she can only use the other attacks and forms of movement specific to that form (as indicated by their names) (think of this as a sort of *Lockout* Limitation). She can change forms as a Zero Phase Action simply by activating any power



associated with that form (and/or changing the special effects of a power), but she can only do this once per Phase — once she makes a change in a Segment, she's locked into that form until her next Phase (or until she Aborts to a defensive action in a later Segment that involves an element change).

Campaign Use: Fourplay typically serves as "security" at important Destroyer installations or on key missions. She works best when teamed with one or more other villains, or some agents; she's not a solo fighter.

To make Fourplay more powerful, give her a second Multipower of elemental abilities, thus allowing her to "mix" forms and assume two at once — such as a stone body that's also fiery. You could also expand the size of her Multipower reserve and add slots so she can use more abilities simultaneously. To weaken her, add a Limitation to her powers that she requires Extra Time (at least a Full Phase, and possibly an Extra Phase) to shift forms/powers.

Fourplay only Hunts people when Dr. Destroyer orders her to, in which case she follows orders.

Appearance: Fourplay is a white American female, 5'7" tall with an athletic, well-proportioned body. Her costume is primarily red-orange, with some white or blue highlights here and there. At the top it's something like a strapless evening gown, but with flared shoulders; it leaves her arms bare, and she doesn't wear gloves. Below that it's tight and form-fitting. Her thigh-high boots are gold.

HAMMERHEAD				
Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
30	PD	16		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
22	REC	0		
80	END	0		
75	STUN	0		Total Characteristics Cost: 248
Movement: Running: 6"/12" Swimming: 15"/60" Leaping: 14"/28"				



Cost	Powers	END
30	<i>Toughness:</i> Damage Resistance (30 PD/30 ED)	0
8	<i>Underwater Adaptation:</i> Life Support (Expanded Breathing: Breathe Underwater; Safe Environments: High Pressure, Intense Cold)	0
18	<i>Hyper-Swimming:</i> Swimming +13" (15" total), x4 Noncombat	1
5	<i>Sea-Adapted Eyes:</i> Nightvision	0
5	<i>Sea-Adapted Eyes:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Destroyer Wrist Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
Talents		
3	Environmental Movement: Aquatic Movement (no penalties on Underwater Movement or Combat)	

Skills	
15	+3 HTH
6	+3 OCV with Move Through
Total Powers & Skills Cost: 96	
Total Cost: 344	
200+ Disadvantages	
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
25	Psychological Limitation: Completely Loyal To Dr. Destroyer (Very Common, Total)
15	Reputation: one of Dr. Destroyer's super-lackeys, 11- (Extreme)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
34	Experience Points

Total Disadvantage Points: 344

Background/History: Cloned by Dr. Destroyer using tissue samples taken from the villainous Mexican aquatic brick *Escollera* ("Breakwater") and augmented with processes developed by Destroyer, Hammerhead has never known anything but serving Zerstoiten. He grew up in the Doctor's headquarters and bases, was instructed by Destroyer's chief servants and henchmen. When Destroyer judged him ready, he put him under Gigaton's command to fill the role of aquatic guardian of Destruga II.

Personality/Motivation: Hammerhead was born and bred to obey Destroyer without hesitation and to the fullest of his abilities, and that's exactly what he does. He's never questioned Destroyer's commands and opposes Destroyer's enemies implacably.

Quote: "Time to turn you into shark food."

Powers/Tactics: Hammerhead is a brick and fights like one — up close and personal, with lots of punches and Move Throughs. What sets him apart is his ability to move and fight unhindered underwater. He prefers to stay near the ocean, and if at all possible will take a battle there by throwing his opponent into the water. One of his favorite tactics is to hold a weaker foe underwater until the foe drowns.

Campaign Use: Hammerhead is perhaps the most loyal of Dr. Destroyer's superhuman agents, since his loyalty is literally genetically inbred into him. Overriding that loyalty probably requires powerful Mind Control; nothing else is ever likely to work.

To make Hammerhead tougher, give him more Swimming, or perhaps even some Flight so he can move better out of the water. Increasing his SPD to 6 or giving him some "Brick Tricks" from *The Ultimate Brick* would improve his combat flexibility. To weaken him, reduce his STR to 60 and his CON to 35.

Hammerhead only Hunts heroes when ordered to by Dr. Destroyer, in which case he follows the orders he receives.

Appearance: Hammerhead is a huge, hulking, superhumanly muscled man of indeterminate racial origin. He has very little hair on his body, and none on his head or face. In battle he has a perpetual growl-sneer sort of expression or displays his combat rage; at other times he looks relaxed, even calm. His costume is a bodystocking that's brown in back and on the shoulders and off-white in front; it ends at the calf and lower arm, leaving his feet and hands bare. He doesn't wear a mask.

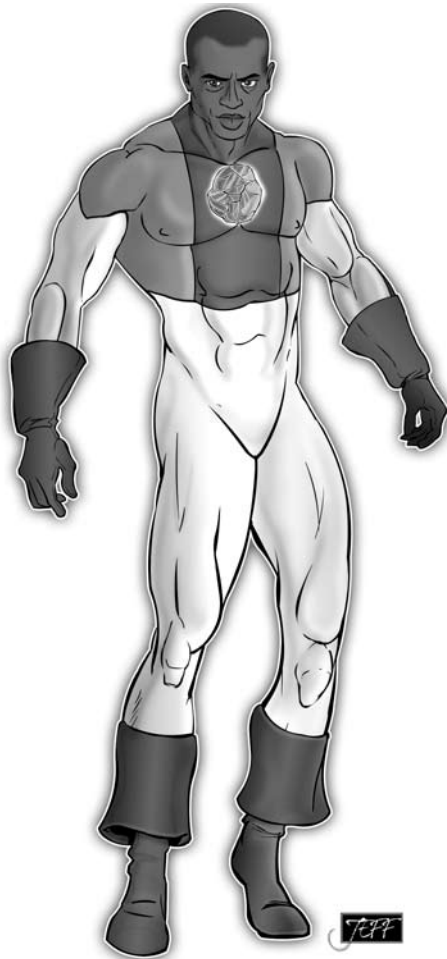
METEOR

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack 4d6
12	COM	1	12-	
25	PD	15		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 PD (25 rPD)
8	SPD	45		Phases: 2,3,5,6,8,9,11,12
16	REC	0		
60	END	0		
60	STUN	0		Total Characteristics Cost: 235

Movement: Running: 6"/12"
 "Flight": 25"/400"
 Mega"Flight": 1-25 km/Phase
 Leaping: 10"/20"

Cost	Powers	END
65	<i>Hyper-Running</i> : Multipower, 81-point reserve; all Only In Contact With A Surface (-¼)	
6u	1) <i>Hyper-Running</i> : Flight 25", x16 Noncombat, No Turn Mode (+¼); Only In Contact With A Surface (-¼)	8
6u	2) <i>Mega-Hyper-Running</i> : Flight 25", No Turn Mode (+¼), MegaScale (1"=1 km; +¼); Only In Contact With A Surface (-¼)	8
75	<i>Speedster Tricks</i> : Multipower, 75-point reserve	
5u	1) <i>Dizzying Spin</i> : Drain DEX and CON 4d6, DEX and CON simultaneously (+½), Reduced Endurance (½ END; +¼); Requires A DEX Roll (-½)	3
1u	2) <i>Eat My Dust</i> : Change Environment 8" radius, -3 to Sight Group PER Rolls; OIF (requires appropriate powder or dust of opportunity; -½), Easy To Dispel (-¼), Must Pass Through Intervening Space (see text; -¼)	3
3u	3) <i>Fast Work</i> : Change Environment 8" radius (clean, do chores and tasks, and so forth), Varying Effect (+½)	3
6u	4) <i>High-Velocity Phasing</i> : Desolidification (affected by sonic-, vibration-, and air-based attacks), Reduced Endurance (0 END; +½)	0
2u	5) <i>Let's Wrap This Up</i> : Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼)	6
5u	6) <i>Some Disassembly Required</i> : Dispel Technological Object 20d6, any one Technological Object power one at a time (+¼); No Range (-½)	7

- 4u 7) *Sonic Boom Attack*: Energy Blast 6d6, Area Of Effect (6" Radius; +1¼); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼) 7
- 3u 8) *Supersonic Finger-Snap*: Energy Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1); No Range (-½), Gestures (must hold hand near target's ear; -¼), Does Not Work In A Vacuum (-¼)
- 4u 9) *Vacuum Attack*: Energy Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Reduced Endurance (½ END; +¼); Must Pass Through Intervening Space (-¼), No Range (-½)
- 6u 10) *Vibro-grip*: HKA 2d6 (2d6+1 with STR), Penetrating (+½), Reduced Endurance (0 END; +½)
- 6u 11) *Whirlwind Arms*: Energy Blast 8d6, Double Knockback (+¾); Limited Range (5"; -¼)
- 25 *Toughness*: Damage Resistance (25 PD/25 ED)
- 6 *Destroyer Wrist Communicator*: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)



Skills

- 20 +4 HTH
6 +2 with Speedster Tricks
1 AK: Central Florida 8-
3 Combat Driving 14-
3 Stealth 14-

Total Powers & Skill Cost: 261

Total Cost: 496

200+ Disadvantages

- 6 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
20 Psychological Limitation: Loyal To Dr. Destroyer (Very Common, Strong)
3 15 Reputation: one of Dr. Destroyer's super-lackeys, 11- (Extreme)
0 20 Social Limitation: Subject To Orders (Very Frequently, Major)
15 Social Limitation: Secret Identity (Ricky Murdock) (Frequently, Major)
7 176 Experience Points

Total Disadvantage Points: 496

Background/History: Ricky Murdock was just another punk teenager getting into trouble in his hometown in central Florida. He had a criminal record, but there was nothing more serious on it than joyriding... yet. The cops could see he was *real* trouble just waiting to happen if someone didn't turn him onto a better path.

Unfortunately, the only thing that changed the course of his life changed it for the worse. One night Ricky was out in his convertible, driving around with his girlfriend of the week, when they got hit by a freak hailstorm. But one of the things falling from the sky wasn't a ball of ice — it was a meteor! It smashed right into Ricky, nearly killing him. The girl drove him to the hospital and then fled. Doctors worked feverishly to save his life, not daring to dislodge the chunk of greenish stone that had embedded itself in his chest for fear it would send his entire system into fatal shock.

The doctors pulled off a miracle and saved his life... or so they thought. It didn't take long for them to notice that Ricky was recovering from his injuries *very* quickly. In fact, if anything he seemed bigger and more muscular than he was before. And that piece of meteorite in him — sometimes it seemed to glow faintly, pulsing in rhythm to his heartbeat....

A few days later, Ricky came out of his coma. There was no question that he was a changed man — bigger, tougher, stronger, and surlier. He only put up with being questioned by docs and cops for a couple of days before he decided he felt good enough to get the hell out of there. When two orderlies tried to stop him, he threw them away from him so hard that one sustained fatal injuries when he smashed into a wall. Grinning wolfishly, Ricky ran... and the grin changed to laughter when he realized he was running so fast he was passing cars!

Ricky launched a brief, successful solo

career as the supercriminal Meteor, but he wasn't smart enough to stay out of PRIMUS's grasp for long. Fortunately for him, Dr. Destroyer was looking to augment the ranks of his superhuman assistants. He decided that a superstrong speedster was just what he needed, so he rescued Meteor from a PRIMUS transport and flew him to Destruga II. A few days' worth of Destroyer's brainwashing treatments transformed Meteor from a rebel without a cause to one of the evil Doctor's most loyal servants.

Personality/Motivation: Despite the superpowers, the fancy costume, and the world-conquering boss, Meteor's still pretty much just a good ol' boy at heart. All he asks from life is a chance to kick back and have fun. But in his case, "having fun" means picking on people weaker than himself, getting into fights, and beating the crap out of anyone who gives him any lip. He loves getting into a good brawl with heroes who can take what he can dish out for a little while.

Quote: "You think that was fast? Watch *this*."

Powers/Tactics: Meteor's powers derive from his exposure to the mysterious alien mineral kelvarite. The chunk of kelvarite in Meteor's chest is *not* a Focus — it's a part of his body. Heroes who think they can rob him of his powers by ripping it out of his chest are in for a disappointment (unless, of course, the GM allows them to succeed as a plot device).

Meteor usually starts a battle with Move Bys. If they work, he'll keep at it, but if raw force isn't enough to put his enemies out of the fight, he'll switch to his more sophisticated speedster tricks. He prefers to function as a frontline fighter, but if he can serve Destroyer best in a supporting role in combat, he'll back up his comrades without hesitation.

Campaign Use: Meteor's flexibility should make him a tough foe for most superheroes. The combination of superhuman strength and great speed, with his speedster tricks as icing on the cake, gives him a lot of power and versatility.

To make Meteor tougher, give him some Combat Skill Levels with Move Bys, or an HA defined as hardened inserts in his gloves so he does even more damage when he bashes someone. To weaken him, reduce his SPD to 7 and STR to 40.

Meteor only Hunts heroes when ordered to by Dr. Destroyer, in which case he follows the orders he receives.

Appearance: Ricky Murdock is a black male in his early twenties with close-cropped hair and a clean-shaven face. Embedded in his sternum is an irregularly-shaped chunk of pure kelvarite, a greenish alien mineral that sometimes glows when he uses his powers (the more power he uses, the stronger the glow). He wears a gold and red costume — a gold bodystocking (with a strip out of the center of his chest so you can see his bare skin and the kelvarite rock, so that the "tunic" part of the bodysuit looks vaguely like a vest) plus large red boots and gloves. He doesn't wear a mask.

SPECTRA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
25	DEX	45	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
5	PD	3		Total: 30 PD (25 rPD)
15	ED	10		Total: 50 ED (35 rED)
7	SPD	35		Phases: 2,4,6,7,9,11,12
10	REC	6		
50	END	0		
50	STUN	17		Total Characteristics Cost: 185

Movement: Running: 6"/12"
Flight: 30"/60"

Cost	Powers	END
80	<i>Energy Form:</i> Endurance Reserve (300 END, 50 REC)	0
125	<i>Energy Control Attacks:</i> Multipower, 125-point reserve	
12u	1) <i>Spectra-Blast:</i> Energy Blast 14d6, Variable Special Effects (+½), Reduced Endurance (½ END; +¼)	5
10u	2) <i>Intense Spectra-Blast:</i> RKA 4d6, Variable Special Effects (+½), Reduced Endurance (½ END; +¼)	4
12u	3) <i>Variable Spectra-Blast:</i> Energy Blast 10d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½)	12
12u	4) <i>Energy Leeching:</i> Drain Energy Powers 6d6, any one Energy Power at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½)	12
10u	5) <i>Energy Flare:</i> Sight Group Flash 20d6	10
30	<i>Energy Form:</i> Elemental Control, 60-point powers	
45	1) <i>Energy Shield:</i> Force Field (25 PD/35 ED), Reduced Endurance (½ END; +¼)	3
45	2) <i>Energy Propulsion:</i> Flight 30", Reduced Endurance (½ END; +¼)	3
30	3) <i>Pure Energy Body:</i> Desolidification (affected by magnetic or gravitic attacks), Reduced Endurance (0 END; +½)	0
30	4) <i>Unseen Energy Body:</i> Invisibility to Sight, Radio, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
15	<i>Energy Eyes:</i> Sight Group Flash Defense (15 points)	0
10	<i>Energy Form:</i> Radio Group Flash Defense (10 points)	0
10	<i>Energy Form:</i> Power Defense (10 points)	0
12	<i>Energy Senses:</i> HRRP (Radio Group)	0
20	<i>Energy Senses:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
29	<i>Energy Senses:</i> Detect Energy 14- (no Sense Group), Discriminatory, Analyze, Range, Sense	0

- 6 *Destroyer Wrist Communicator*: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0

Skills

- 18 +6 with *Energy Control Attacks* Multipower
4 +2 with *Flight*
1 High Society 8-
1 SS: Chemistry 8-
5 SS: Physics 14-
3 Stealth 14-

Total Powers & Skills Cost: 575

Total Cost: 760

200+ Disadvantages

- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20 Hunted: PRIMUS 8- (Mo Pow, NCI, Capture)
10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
20 Psychological Limitation: Loyal To Dr. Destroyer (Very Common, Strong)
15 Psychological Limitation: Detached From Humanity (Very Common, Moderate)
15 Reputation: one of Dr. Destroyer's super-lackeys, 11- (Extreme)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
15 Social Limitation: Secret Identity (Diana Tremaine) (Frequently, Major)
425 Experience Points

Total Disadvantage Points: 760

Background/History: Diana Tremaine was a physics researcher working on alternate energy sources — specifically, devices to extract “zero-point energy” from the vacuum of space, thus providing free energy in unlimited quantities for mankind. Her work was going so well that she had prepared an experimental device to liberate tiny amounts of zero-point energy from an artificially-created vacuum. But a colleague, jealous of her success, sabotaged the device. When she turned it on it malfunctioned, feeding the liberated energy back into her. After several moments of intense agony, she passed out.

She awakened in a bed in a special UNTIL hospital. Amazed to discover she was still alive, she was even more astonished to discover that her body was made of pure energy! With an effort of will, she transformed herself back into solid flesh, but seeing herself as an energy being unhinged her mind. She realized she wasn't exactly human anymore. When the UNTIL psychologists began talking to her about re-integrating into society, about using her new “powers” for the good of mankind, she tuned them out. It didn't make sense to her anymore.

One day she tried to escape by activating her powers and blasting her way out of the hospital. It didn't work; UNTIL was prepared for that sort of thing. But this time when she woke up, she was in a different hospital... one run by a decidedly less altruistic organization. The man looking down at her wasn't a doctor from UNTIL, he was a Doctor

dedicated to conquest and destruction. “I've been following your case closely,” he said in a calm yet terrifying voice. “I'd rather you work for me than those fools at the United Nations, so I had Gigaton retrieve you. Will you follow me, obeying my orders unhesitatingly and serving me in anything I ask? If so, you will sit at the right hand of the throne in the days to come. If not, I have no further use for you.”

Realizing what Destroyer's last statement meant, and in her mind so separated from humanity that she'd rather hurt and oppress people than help them, Tremaine agreed to serve him. Renamed Spectra, she became one of Dr. Destroyer's superhuman soldiers.

Personality/Motivation: Spectra has little in the way of human sympathy or kindness. She can fake such emotions if she has to, but since she doesn't think of herself as “human” anymore, she views other people sort of like animals, or even objects. They don't mean anything to her anymore, so hurting or hindering them doesn't bother her one bit. The only person she has any true feelings for is Destroyer, for whom she feels intense respect and loyalty. She even wishes they could become... closer... but she knows he doesn't think about such things.



Quote: “Time to light this place up!”

Powers/Tactics: Spectra has the power to convert her physical form into a sort of coherent energy. In energy form she can project powerful beams of any type of energy she can think of — lasers, infrared, radio waves, pulsions, heat, gamma rays, you name it. In addition to simply blasting her foes, she can project blinding flares of energy and even siphon energy from other sources. Defensively, not only is her energy form highly resilient to injury, but she can become intangible and invisible if necessary.

Campaign Use: Together with Gigaton, Spectra gives Dr. Destroyer access to enormous amounts of energy power that can move around the battlefield with greater speed and accuracy than his vehicles or robots. He often holds her in reserve, perhaps even disguising her as some sort of “love interest” or “captive,” so he can use her as an ace-in-the-hole.

To make Spectra more powerful, make her into more of a speedster, with a slightly higher DEX and SPD and more Flight. Perhaps she could combine the two sets of abilities and learn how to create deadly “energy vortices” by flying around her foes at high velocity. To weaken her, reduce her SPD to 6 and her Multipower to a 100-point reserve.

Spectra only Hunts heroes when ordered to by Dr. Destroyer, in which case she follows orders.

Appearance: Spectra is a white female, 5’10” tall, attractively built, with short blonde hair. Her costume is a dove-grey uniform similar to a one-piece bathing suit, plus matching boots, but when danger threatens she transforms into her “energy form,” in which case she looks like a woman of her size and shape made of yellow-orange coherent energy.

TARANTULA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
28	DEX	54	15-	OCV: 9/DCV: 9
23	CON	26	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	6		Total: 25 PD (15 rPD)
10	ED	5		Total: 25 ED (15 rED)
6	SPD	22		Phases: 2, 4, 6, 8, 10, 12
10	REC	2		
46	END	0		
40	STUN	3		Total Characteristics Cost: 167

Movement: Running: 13”/26”
Leaping: 10”/20”

Cost	Powers	END		
30	<i>Orientation Manipulation:</i> Elemental Control, 60-point powers			
18	1) <i>Stumble And Fall:</i> Telekinesis (20 STR), NND (see text; +1), Reduced Endurance (½ END; +¼); Only To Make Target Fall Down (-1)	2		
30	2) <i>Vertigo Induction:</i> Drain DEX 4d6, Ranged (+½)	6		
67	<i>Power-Blasters:</i> Multipower, 90-point reserve, 45 Charges for entire reserve (+½); all OAF (-1)	[45]		
4u	1) <i>Standard Blast:</i> Energy Blast 12d6, Armor Piercing (+½); OAF (-1)			
4u	2) <i>Standard Blast, AF Mode:</i> Energy Blast 10d6, Autofire (5 shots; +½); OAF (-1)			
2u	3) <i>Lethal Mode:</i> RKA 3d6, Armor Piercing (+½), OAF (-1), Requires Multiple Charges (3 per use; -¾)			
3u	4) <i>Stunner Mode:</i> Energy Blast 7d6, NND (defense is Power Defense; +1); OAF (-1)			
5	<i>Power-Blasters:</i> Another Power-Blaster (total of two)	[45]		
20	<i>Tarantula-Grenades:</i> Entangle 6d6, 6 DEF; OAF (-1), Range Based On STR (-¼), 6 Charges (-¾)	[6]		
	Martial Arts: <i>Kung Fu</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 50 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
4	Escape	+0	+0	55 STR vs. Grabs
5	Flying Kick	+1	+0	8d6 +v/5; FMove
3	Joint Lock/Grab	-1	-1	Grab, 50 STR
5	Kick	-2	+1	12d6 Strike
4	Knife Hand	-2	+0	HKA 1d6+1 (2½d6 with STR)
3	Legsweep	+2	-1	9d6 Strike, Target Falls

4	Punch	+0	+2	10d6 Strike		
3	Throw	+0	+1	8d6 +v/5, Target Falls		
4	<i>Tien-hsueh</i> Strike-1	+1		4d6 NND (1)		
4	Sand Palm	+0	+0	55 STR Shove		
16	+4 Extra DCs (already added in)					
24	<i>Force-Field Harness</i> : Armor (12 PD/12 ED); OIF (-½)				0	
10	<i>Orientation Control</i> : Power Defense (30 points); Only To Protect Against Vertigo Attacks And The Like (-2)				0	
14	<i>Fast</i> : Running +7" (13" total)				1	
6	<i>Strong Leaper</i> : Leaping +6" (10" forward, 5" upward)				1	
8	<i>Orientation Alteration</i> : Clinging (normal STR); Cannot Resist Knockback (-¼)				0	
6	<i>Destroyer Wrist Communicator</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)				0	
Talents						
6	Combat Luck (3 PD/3 ED)					
4	Double-Jointed					
3	Environmental Movement : Supreme Bal- ance (no penalties on narrow surfaces)					
Skills						
32	+4 with All Combat					
11	+4 DCV; Costs Endurance (-½), Only When Moving (must make at least a Half Move during the Phase to use these CSLs; -¼)					2
3	Acrobatics 15-					
9	Breakfall 18-					
3	Combat Driving 15-					
3	Contortionist 15-					
10	Defense Maneuver IV					
3	Fast Draw (Small Arms) 15-					
2	Gambling (Card Games) 13-					
2	KS: The Superhuman World 11-					
3	Lockpicking 15-					
5	Rapid Attack (Ranged)					
5	Rapid Autofire					
3	Security Systems 13-					
3	Seduction 13-					
3	Sleight Of Hand 15-					
3	Stealth 15-					
3	Teamwork 15-					
10	Two-Weapon Fighting (Ranged)					

Total Powers & Skills Cost: 447

Total Cost: 614

200+ Disadvantages

10	Distinctive Features: Mutant (Not Con- cealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: various superhero teams 8- (Mo Pow, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Overconfidence (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Rick Rivenbark) (Frequently, Major)
309	Experience Points

Total Disadvantage Points: 614

Background/History: Rick Rivenbark is the twin brother of Allison Rivenbark, who's better known to the world at large as Arsenic, a superheroine who's part of the Miami superteam known as the Watch. While they were growing up, Allison was always the goody two shoes, the teacher's pet, their parents' favorite. Rick got so sick and tired about hearing how wonderful she was that he rebelled by becoming the opposite: a troublemaker and a jackass. As he got older, he went further, drifting into petty crime and then the real thing.

It was looking like a future of reform schools and jail cells for Rick... and then he and Allison developed their mutant powers. His orientation-manipulation powers made it child's play for him to escape from the cops. Soon he was flush with cash, and since he hated everyone in his family he left home to live on his own. It wasn't long before he drifted into the supervillain world, taking the name *Tarantula* because he spent so much time on walls and ceilings.

A big job in Millennium City netted him his first blaster pistols and gear in payment from Wayland Talos, for whom he'd stolen some valuable electronic components. What he didn't realize was that he'd stolen them from a company that was secretly working for Dr. Destroyer. When Destroyer got the report on this, he was about to order Gigaton to have the thief killed... but then he read the section of the file that discussed Tarantula's mutant powers. Intrigued by so unusual an ability, he changed his command, ordering Gigaton to make the man an offer: serve Destroyer or die.

Tarantula didn't consider that much of a choice, so he signed up. Destroyer administered the standard "loyalty treatment," but thanks to Tarantula's mutant brain chemistry it didn't work. Despite some misgivings on Destroyer's part, Tarantula remains a part of the organization. Although he's not utterly loyal to Dr. Destroyer like so many of his colleagues, he's well aware of how good he has it and has no desire to rock the boat.

Personality/Motivation: Tarantula is a cocky, overconfident, wise-cracking jerk. He's got it in his head that he's better than other people at just about anything, particularly fighting, and he'll gladly prove that he's right if given a chance. He's quick to take his opponents up on dares and challenges, a trait he's tried to break but just can't seem to let go of despite Destroyer's strong disapproval. He loves to taunt and insult his adversaries.

Quote: "You're gonna have to do better than that to play in this league, buddy. Maybe there's some old folks down at the rest home you can shoot at."

Powers/Tactics: Tarantula is a mutant with a minor but interesting power that he's augmented with training and skill. He has the power to alter his own orientation as to gravity, and to affect others' perception of their orientation as well. The former ability basically lets him walk on walls and ceilings as if they were flat surfaces. The latter lets him make people dizzy, lose control of their reflexes, and fall down. (The "fall down" power is represented with NND Telekinesis that can only be used to make people fall, inflicting 4d6 Normal Damage if the GM thinks that's appropriate. The defense is having one's own vertigo-affecting or vibration-based powers, or having Power Defense; if the GM thinks it's appropriate, succeeding with a Breakfall roll at -2 could also constitute a defense.)

Tarantula's mutation also makes him stronger, tougher, faster, and more dexterous than an ordinary human. He's trained himself in acrobatics, martial arts, and similar skills to take advantage of this. He's also adopted a style of fighting that incorporates all of his abilities. He's constantly in motion, using walls and ceilings to keep away from his opponents and obtain unusual angles for his attacks. Drawing a bead on him is very difficult; if he makes at least a Half Move during a Phase (which he almost always does) he gets +4 DCV.

In addition to his powers, Tarantula carries two weapons. The first is a pair of high-powered blaster pistols designed by Dr. Destroyer. They fire pulson beams that can do anything from simply stun a target to hit him with lethal force. Tarantula often wields one in each hand so he can fire at his



foes more often. He also carries six glue-grenades to immobilize his foes with.

Campaign Use: Tarantula serves Dr. Destroyer partly in a guard/security/combat context, and partly as an infiltrator and assassin. He prefers the former assignments; while he has no real qualms about killing, he doesn't particularly enjoy it either.

To make Tarantula tougher, consider expanding his mutant powers. You could expand his ability to alter his own gravitic orientation into a suite of gravity-affecting powers (see *The UNTIL Superpowers Databases* for plenty of ideas, but focus on useful minor affects rather than blunt, high Active Point attacks). To weaken him, reduce his DEX to 24, CON to 20, and SPD to 5, and halve his CSLs.

Tarantula only Hunts people when ordered to by Dr. Destroyer, in which case he follows orders.

Appearance: Tarantula is a white American male, 5'11" tall with the body of a strong, well-trained athlete. His costume is black and gold: black tunic with flared shoulders, trunks, gloves, calf-high boots, and half-face mask; dull gold arms, legs, and belt. He wears his Power-Blaster pistols in dull gold holsters, one on each hip.

THOUGHTCRIME

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	0		Total: 22 PD (16 rPD)
6	ED	0		Total: 22 ED (16 rED)
3	SPD	5		Phases: 4,8,12 (+2, 6, 10)
10	REC	8		
40	END	0		
30	STUN	5		Total Characteristics Cost: 102

Movement: Running: 6"/12"

Cost	Powers	END
15	<i>Speed Of Thought:</i> +3 SPD; Only To Use Mental Powers (see text; -1)	0
100	<i>Mental Powers:</i> Multipower, 100-point reserve	
10u	1) <i>Mental Shackles:</i> Mind Control 16d6, Reduced Endurance (½ END; +¼)	4
9u	2) <i>Mental Blast:</i> Ego Attack 7d6, Reduced Endurance (½ END; +¼)	3
9u	3) <i>Mindscares:</i> Mental Illusions 14d6, Reduced Endurance (½ END; +¼)	3
9u	4) <i>Mental Speech:</i> Telepathy 14d6, Reduced Endurance (½ END; +¼)	3
3u	5) <i>Thought Pattern Alteration:</i> Major Transform 1d6 (human to human with different memories and Psychological Limitations, heals back through application of this or a similar power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Continuous (+1); Extra Time (Full Phase; -½), Limited Target (sentient beings; -¼)	5
70	<i>Mental Searching:</i> Mind Scan 14d6	7
15	<i>Mental Shields:</i> Mental Defense (20 points total)	0
45	<i>Mental Link:</i> Mind Link, up to any 64 minds at once	0
48	<i>Force-Field Belt:</i> Force Field (16 PD/16 ED/8 Power Defense), Reduced Endurance (0 END; +½); IIF (-¼)	0
15	<i>Holo-Disguise Generator:</i> Images to Sight Group, -6 to PER Rolls, Reduced Endurance (0 END; +½); IIF (-¼), No Range (-½), Set Effect (six different pre-programmed disguises; -1)	0
6	<i>Destroyer Wrist Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Talents

5	Eidetic Memory
3	Lightning Calculator

Skills

12	+4 with <i>Mental Powers</i> Multipower
10	+2 DCV
3	Bureaucratics 13-
3	High Society 13-
3	Deduction 13-
2	Language: English (fluent conversation; Spanish is Native)
3	Stealth 12-
1	TF: Horses

Total Powers & Skills Cost: 399

Total Cost: 501

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: various superhero teams 8- (Mo Pow, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
10	Physical Limitation: Cranial Bomb (see text) (Frequently, Slightly Impairing)
15	Psychological Limitation: Hates Dr. Destroyer (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Gilberto Carranza-Medina) (Frequently, Major)
196	Experience Points

Total Disadvantage Points: 501

Background/History: Gilberto Carranza-Medina is a scion of the Medina family's branch in Argentina (see *The Medina Family*, below). When he turned 16, he began experiencing intense headaches that his doctor couldn't explain or alleviate. The Medina family informed Dr. Destroyer, who quickly realized Gilberto might have the same sort of mental powers as Menton and Mentalla.

He ordered the boy sent to him and began a series of tests and procedures. It took several years, but he finally caused Gilberto's mental powers to manifest. Satisfied with the results of his work, he ordered Gilberto to go to work for him, expecting that, like the rest of his family, he'd obey without hesitation.

It didn't quite work out that way. Gilberto was young, headstrong, and stubborn. His natural personality was only made worse by his being a teenager, and after having been "tortured like a guinea pig" in Destroyer's labs, he had no loyalty to the man. But his rebelliousness didn't last long.

The second time he didn't obey a command immediately, Dr. Destroyer knocked him out cold with a single blow from his armored fist. He dragged the boy to his nearest operating room and went to work. When Gilberto woke up in the recovery center hours later, he learned to his horror that Destroyer had implanted a cranial bomb in his brain. If he refused to obey or tried to misuse his powers, he'd be killed... or, if Destroyer preferred, rendered a vegetable for the rest of his life and then tossed out into the slums of Rio de Janeiro to live out the pitiful remainder of his existence.

Reluctantly and bitterly, Gilberto, now given the ironic codename *Thoughtcrime*, went to work for Dr. Destroyer. He still serves Destroyer faithfully... but out of fear, not loyalty.

Personality/Motivation: Thoughtcrime is a bitter, hateful, stubborn young man. He's been forced into a situation he loathes, by a man he despises, after being subjected to all sorts of painful experiments to give him mental powers he never really wanted (though which he now would hate to lose). He doesn't get along well with *anyone*, and only holds his general contempt and scorn in check because he knows that if he doesn't "play nice" and do his job well Dr. Destroyer will administer painful punishment. He'd like nothing better than to leave Destroyer behind (after inflicting some sort of vengeance on him) and make his own way in the world, using his powers to amass wealth, influence, and power.

Quote: "Don't worry... you won't mind this a bit. In fact, you won't even remember it."

Powers/Tactics: Much to Dr. Destroyer's disappointment, Thoughtcrime didn't turn out to be another Menton-level psionic... but he's still quite powerful, roughly the equivalent of Mentalla. His specialty is Mind Control, but he has a broad suite of psychic powers. Perhaps his most insidious ability is Thought Pattern Alteration, which allows him to alter an individual's personality and memories. Destroyer often orders him to use this power to create (or reinforce) loyalty to Destroyer in a subject.

In battle, Thoughtcrime prefers to hang back, take cover if possible, and rely on the Line Of Sight nature of his powers. Besides the effectiveness of his attacks, he provides a major tactical advantage to his side because he can Mind Link them all together, improving communications and efficiency.

Thoughtcrime has a base SPD of 3 — in Segments 4, 8, and 12 he can take any sort of Action he wants, including moving. He has an additional +3 SPD that he can only use for mental attacks and other mental actions — in Segments 2, 6, and 10 he can only use his Mental Powers.

Thoughtcrime's major weakness in combat is that he has no movement abilities. If necessary he can requisition a jetpack or teleportation harness from Dr. Destroyer's armory, but he prefers not to.

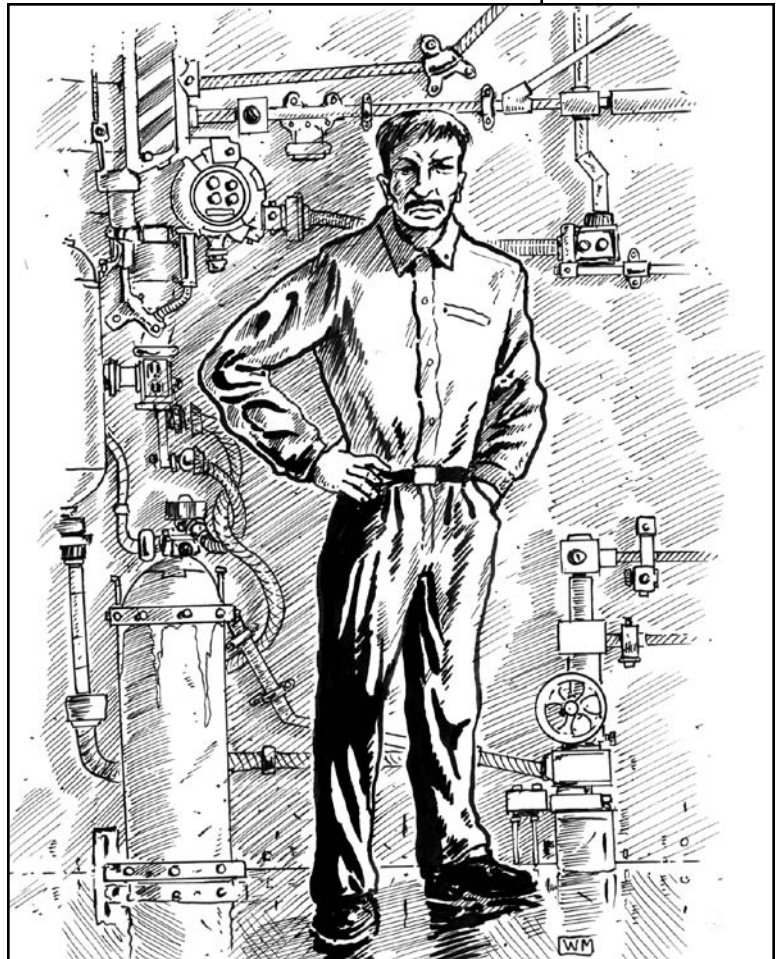
The cranial bomb in Thoughtcrime's skull prevents him from taking any actions against Dr. Destroyer. If he tries to read the minds of Destroyer or any of his chief lieutenants, boom. If he tries to mentally control or influence them, boom. He can think disloyal thoughts, but if he takes any serious steps to act on those impulses, boom. If Dr. Destroyer decides to get rid of him, boom. As a result he keeps tight control on his powers when he's around Dr. Destroyer's other superpowered henchmen and does nothing to act on his hatred of the man.

Campaign Use: Thoughtcrime represents a chink in Dr. Destroyer's armor. He's not only not loyal to Destroyer, he actively hates him. If he could get away with turning on Dr. Destroyer, or even just escaping from him, he'd do it... but he knows that would mean his death, so he goes right on following orders.

To make Thoughtcrime tougher, expand the range of his mental powers. You could give him more along the same lines (see *The Ultimate Mentalist* for plenty of ideas and examples), or you could broaden the scope of his powers by making him psychokinetic (Telekinesis, telekinetic Flight, a telekinetic Energy Blast, and so on).

Thoughtcrime only Hunts heroes when ordered to by Dr. Destroyer, in which case he follows orders.

Appearance: Thoughtcrime is a Latin American man, 5'8" tall with short black hair and a matching moustache. The veins on his forehead are noticeable, though not freakishly so, and often become slightly more prominent when he uses his powers. He usually favors "casual formal" clothes (slacks, button-down shirts, maybe a sportsjacket); he considers the idea of his wearing a costume "stupid." However, thanks to the Holo-Disguise Generator given to him by Dr. Destroyer he can alter his appearance and clothing within set parameters.



TITANOS

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
20	PD	14		Total: 20 PD (20 rPD)
20	ED	15		Total: 20 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
11	REC	0		
50	END	0		
50	STUN	2		Total Characteristics Cost: 165

Movement: Running: 6"/12"

Cost	Powers	END
45	<i>Titanosity:</i> Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, +2" reach, 8m [25 feet] tall, 4 m wide), Reduced Endurance (0 END; +½)	0
75	<i>Arm Sweep:</i> Area Of Effect (Fixed Shape, see text; +1) for 60 STR, Reduced Endurance (0 END; +½); Linked (to Growth; -¼)	0
20	<i>Titanosity:</i> +15 CON; Linked (to Growth; -½)	0
10	<i>Titanosity:</i> +15 PRE; Linked (to Growth; -½)	0
10	<i>Titanosity:</i> +15 PD; Linked (to Growth; -½)	0
10	<i>Titanosity:</i> +15 ED; Linked (to Growth; -½)	0
20	<i>Toughness:</i> Damage Resistance (20 PD/20 ED)	0
8	<i>Long Legs:</i> Running +6" (12" total); Linked (to Growth; -½)	1

Skills

20	+4 HTH
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-
2	WF: Small Arms

Total Powers & Skills Cost: 229

Total Cost: 394

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: various superhero teams 8- (Mo Pow, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Loyal To Dr. Destroyer (Very Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Secret Identity (Steven Thesken) (Frequently, Major)
94	Experience Points

Total Disadvantage Points: 394

Background/History: As related on page 71 of *UNTIL: Defenders Of Freedom*, when Project Shiva was disbanded in 1992, its commander, Major Steven Thesken, resigned from UNTIL in protest. Convinced Dr. Destroyer was still alive, he began searching for him, using his own money to bankroll the investigation.

It took nearly a decade, but Thesken found him... unfortunately. In 2000 Dr. Destroyer received reports about Thesken's activities and decided he was getting a little too close for comfort. Rakshasa ambushed Thesken, knocked him out, and brought him unconscious to one of Destroyer's labs.

What followed was over a year of excruciating tests, procedures, and brainwashing. Doctor Destroyer was determined to make an example out of him and play a cruel joke on UNTIL in the process. He turned Thesken from a dedicated UNTIL agent into a superhuman warrior strongly devoted to him. Using the codename *Titanos*, Thesken has served Dr. Destroyer ever since.

Personality/Motivation: Titanos's original personality — a fun-loving but intense UNTIL agent dedicate to doing his duty and protecting the people of Earth from superhuman threats — is totally submerged, nigh-erased by Dr. Destroyer's brainwashing technology. What's taken its place is a personality patterned after Destroyer's most loyal servants. Titanos is utterly devoted to Dr. Destroyer and would do anything for him, even sacrifice his life.

Quote: "They say a good big guy can always beat a good little guy... so prepare to be beaten."

Powers/Tactics: Thanks to Dr. Destroyer's bio-engineering, Titanos has become much stronger, tougher, and faster than a normal human. Even more impressively, at will he can grow to 25 feet tall, which makes him even stronger and tougher.

Titanos's *Arm Sweep* power covers an "arc" 3" long and 3" deep around him, representing the broad sweep of one of his 3" long arms when he's Grown. At the GM's option he can alter the size slightly to avoid some targets, or perhaps to get a few extra people (though this entails taking a -1 DCV penalty).

In addition to his HTH Combat prowess, Titanos knows small-unit tactics and works well either as part of a team or the commander of a squad. Gigaton often delegates him as second-in-command in battlefield situations.

Campaign Use: Titanos is a tragic figure whom the PCs might be able to rescue. It would take immensely powerful psionic abilities or months of treatment, but his original personality and memories could be restored (whether he would retain his memories of working for Dr. Destroyer is unknown).

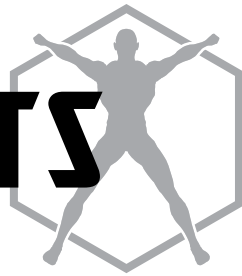
To make Titanos more powerful, either increase his Characteristics when he's normal size (so that he becomes *really* powerful when Grown), or give him some "brick tricks" he can use when he's at his 25 foot height.

Titanos only Hunts heroes when ordered to by Dr. Destroyer, in which case he follows orders.



Appearance: At his full size, Titanos is a twenty-five foot-tall behemoth. He wears dull grey metal bands with blunt spikes on the outside around his hands, dull grey metal bracers with small blunt spikes around each wrist, a dull grey metal X-shaped harness with blunt spikes over his chest (he's otherwise bare-chested), and dully grey metal boots with blunt spikes around the top, red pants, and a heavy brown belt with a gold T-shaped belt buckle. He conceals his face with a red bandana-like mask tied around his nose and mouth. His hair is blonde, his eyes blue.

AGENTS



Doctor Destroyer employs or has serving him approximately 20,000 people around the world. Ranging from technicians, to soldiers, to menial labor, these people keep his underground empire functioning at peak efficiency... because they know that if they don't, his wrath will be terrible to behold. Many of them, including the Javangaris, serve him out of devotion borne of a belief that he's a god, or at least will one day rule the world; others work for pay.

RECRUITMENT

As of 2008, Dr. Destroyer's chief source of new agents is the Vale of Javangari, since that's the safest way to "recruit" them without exposing himself to discovery or harm. He's made it a divine edict that the Javangaris "be fruitful and multiply," and they've responded. Ordinarily this would quickly strain the valley's natural resources, but since he (a) supplies a lot of food and other resources to the Javangaris, and (b) takes many of the Javangaris to other parts of the world to serve him, it's not a problem.

To fill the rest of his agent needs, Dr. Destroyer has to recruit among the disaffected, the violent, and the desperate of the world. He does this *very* carefully, since he realizes it would be the easiest way for UNTIL to infiltrate his ranks. He never goes on "recruiting drives"; instead, his people simply keep their eyes and ears open, looking for potential candidates. Soldiers discharged from their armies for discipline or violence problems, scientists and doctors disciplined for ethical breaches, skilled criminals recently released from prison (or about to go there) — these are the sort of people who make prime targets for his recruiters.

When the recruiters find a candidate, they begin subtly sounding him out, gauging his suitability for the organization. If the target's deemed worthy and ready, he's made an offer, though exactly who he'll be working for isn't

revealed yet. If he refuses, he's killed. If he accepts, he's sent for training, at which point he learns that Dr. Destroyer is his new master. If he balks at this, he's killed.

TRAINING

Destroyer's agents are trained at various secret facilities around the world, including the Vale of Javangari, a training camp in the Sahara Desert, and a small secret base in the Andes. After successfully completing an intensive physical fitness regimen that brings them close to the peak of human conditioning, they learn how to use Destroyer's weapons, his small-unit tactics, and how to combat superhumans. A trainee is frequently tested; if he fails any test, he's killed. If a trainee ever shows any signs of being uncomfortable working for Dr. Destroyer, a tendency toward disobedience, or the potential for treacherous conduct, he's killed.

Most trainees end up becoming Soldiers. Trainees destined for Dr. Destroyer's technical corps don't have to go through the same level of basic training, since they don't work in the field; they pass on to the labs while regular recruits are still running up hills and doing chin-ups. Trainees who show a particular spark of intelligence or competence often get sent for advanced training as squad leaders, vehicular specialists, HTH combat specialists, and the like.

IDENTIFICATION CHIPS

All of Dr. Destroyer's agents have biocoded *identification chips* implanted in their uniforms and clothing. Each chip only works for the person it's biometrically "linked" to; no one else can use it (at least, not without altering it by succeeding with a Security Systems roll at -8; Electronics is a Complementary Skill). The chips grant access to Dr. Destroyer's computer system, open electronically-locked doors, and allow Security Drones to instantly identify an agent with an electronic scan.



"Those who would serve Destroyer must be skilled, ruthless, and above all loyal. If they serve faithfully and well, they will become kings among men on the day when Destroyer's destiny is fulfilled... if they do not, they will die."

SOLDIER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
6	PD	3		Total: 14 PD (8 rPD)
6	ED	3		Total: 14 ED (8 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 54

Movement: Running: 6"/12"
Flight: 8"/16"

Cost Powers**END**

37	<i>D-11 Blaster Rifle:</i> Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OAF (-1) [32]			
3u	1) <i>Basic Setting:</i> Energy Blast 12d6; OAF (-1)			
3u	2) <i>Autofire Setting:</i> Energy Blast 8d6, Autofire (5 shots, +½); OAF (-1)			
6	<i>Gun-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)			
11	<i>Combat Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), Real Weapon (-¼) plus Range Based On STR (+¼) for HKA 1d6; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use HKA until Charge is recovered; -½)			0
	<i>Martial Arts: Destroyer Commando Training</i>			
	Maneuver	OCV	DCV	Notes
3	Aikido Throw	+0	+1	3d6 + v/5; Target Falls
4	Block	+2	+2	Block, Abort
4	Boxing Cross	+0	+2	5d6 Strike
4	Dodge	—	+5	Dodge all attacks, Abort
12	<i>Destreum-Fiber Body Armor:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)			0
3	<i>Destreum-Fiber Helmet:</i> Sight Group Flash Defense (5 points); OIF (-½)			0
3	<i>Destreum-Fiber Helmet:</i> Hearing Group Flash Defense (5 points); OIF (-½)			0
16	<i>DM-1A Jetpack:</i> Flight 8", Reduced Endurance (0 END; +½); OIF (-½)			0
6	<i>Destreum-Fiber Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)			0

Skills

6	+2 with Destroyer Energy Weapons
1	KS: The Superhuman World 8-
2	KS: Destroyer Operations 11-
2	PS: Destroyer Agent 11-
3	Stealth 13-
3	Tactics 12-
3	WF: Small Arms, Blades
11	Choose 11 points' worth of the following: Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lock-picking, Paramedics, Penalty Skill Levels, Persuasion, Security Systems, Skill Levels, Streetwise, Systems Operation, Teamwork, any Background Skill

Total Powers & Skills Cost: 146

Total Cost: 200



50+ Disadvantages

- 5 Distinctive Features: Destroyer uniform (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL (Mo Pow, NCI, Capture)
- 10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To Dr. Destroyer (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 80 Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 200

Description: This character sheet represents one of Destroyer's standard agents. Equipped with an energy rifle powerful enough to harm most super-heroes, and a jetpack that gives him a lot more tactical movement options, he's a dangerous foe — particularly when he has the *Teamwork* Skill.

SPECIAL TRAINING TEMPLATES

Here are several additional "templates" representing specialized training given to certain agents.

HTH Combat Specialist

In some situations Dr. Destroyer needs agents who are skilled at fighting without weapons, or at least without ranged weapons.

Cost Power

- 16 16 more points' worth of Martial Maneuvers
- 8 +2 Extra Damage Classes with Martial Arts
- 9 +3 with Destroyer Commando Training
- 1 WF: Off Hand

Total cost: +34 points

Poseidon's Fist Crew

Agents who will serve aboard the *Poseidon's Fist* receive special training for that assignment. Every one of them, from the lowliest mechanic all

the way up to the officers, knows how to pilot the sub if necessary, how to operate her systems, and how to fire all of her weapons.

Cost Power

- 1 Combat Submarining 8-
- 1 SS: Oceanography 8-
- 1 Systems Operation 8-
- 1 TF: Poseidon's Fist
- 1 WF: Poseidon's Fist Weapons

Total cost: 5 points

Squad Leader

Squad Leaders are the officers of Dr. Destroyer's private army. From the best of them are selected higher-ranking commanders (lieutenants, captains, and generals).

Cost Power

- 2 +2 INT
- 2 PS: Combatting Superhumans 11-
- 4 +2 to Tactics
- 3 +1 to PER Rolls with all Sense Groups

Total cost: +11 points

Vehicular Specialist

A Vehicular Specialist is trained to operate Dr. Destroyer's vehicles — *all* of them, whether they operate on land, in the water, or in the air.

Cost Power

- 3 Combat Driving 13-
- 3 Combat Piloting 13-
- 2 KS: Destroyer Vehicles 11-
- 1 Mechanics 8-
- 1 Systems Operation 8-
- 6 TF: Common Motorized Ground Vehicles, Destroyer Hovercraft, Helicopters, Small Motorized Boats, Small Planes
- 2 WF: Vehicle Weapons (Destroyer Vehicles)

Total cost: +18 points

**Destroyer speaks:**

"Vanguard was a bold warrior of great power, but he was handicapped by one great, fatal flaw: the inability to understand that Destroyer was his better."

— commenting on one of his greatest foes

HEAVY COMBAT AGENT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	3		Total: 18 PD (10 rPD)
8	ED	4		Total: 18 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
40	STUN	5		Total Characteristics Cost: 99

Movement: Running: 9"/18"
Flight: 12"/24"

Cost Powers **END**

50	<i>D-11 Blaster Rifle:</i> Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½)			[32]
4u	1) <i>Basic Setting:</i> Energy Blast 12d6; OIF (-½)			
4u	2) <i>Autofire Setting:</i> Energy Blast 8d6, Autofire (5 shots, +½); OIF (-½)			
8	<i>Power Gauntlets:</i> HA +4d6; OIF (-½), Hand-To-Hand Attack (-½), 8 Charges (-½)			[8]
	Martial Arts: Destroyer Commando Training			
	Maneuver	OCV	DCV	Notes
3	Aikido Throw	+0	+1	5d6 + v/5; Target Falls
4	Block	+2	+2	Block, Abort
4	Boxing Cross	+0	+2	7d6 Strike
4	Dodge	—	+5	Dodge all attacks, Abort
4	Hold	-1	-1	Grab Three Limbs, 35 STR for holding on
20	<i>Destreum-Fiber Battle Armor:</i> Armor (10 PD/10 ED); OIF (-½)			0
10	<i>Destreum-Fiber Helmet:</i> Sight and Hearing Group Flash Defense (8 points each); OIF (-½)			0
24	<i>DM-1 Jetpack:</i> Flight 12", Reduced Endurance (0 END; +½); OIF (-½)			0
6	<i>Swift Runner:</i> Running +3" (9" total)			1
6	<i>Destreum-Fiber Helmet:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			0

Skills

9	+3 with Destroyer Energy Weapons			
13	<i>Targeting Systems:</i> +4 OCV with Energy Rifle; OIF (-½)			0
2	KS: The Superhuman World 11-			
2	KS: Destroyer Operations 11-			
2	PS: Destroyer Agent 11-			
3	Stealth 13-			
3	Tactics 12-			
3	Teamwork 13-			

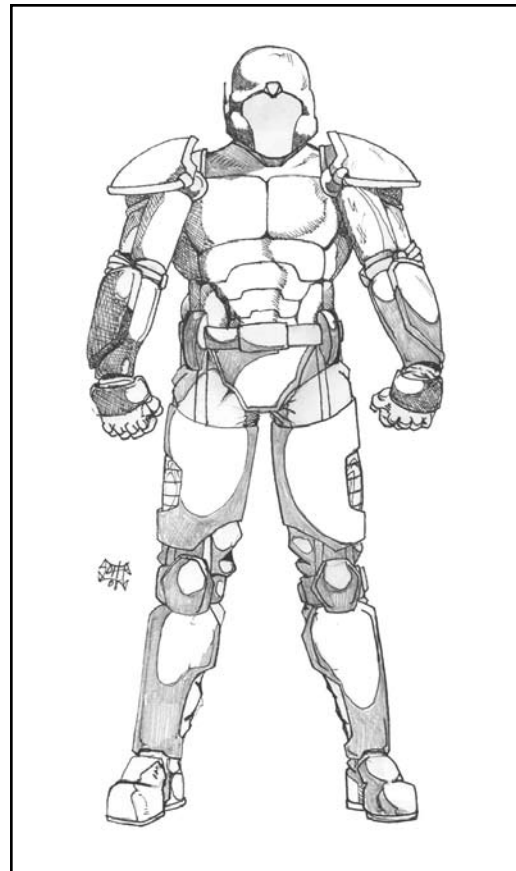
- 3 WF: Small Arms, Blades
10 Choose 10 points' worth of the following: Combat Driving, Combat Piloting, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Streetwise, Systems Operation, 3 points' worth of KSs/Languages/SSs/TFs/WFs, 1 3-point Combat Skill Level

Total Powers & Skills Cost: 201**Total Cost: 300****50+ Disadvantages**

- 5 Distinctive Features: Destroyer uniform (Easily Concealed; Noticed And Recognizable)
20 Hunted: UNTIL (Mo Pow, NCI, Capture)
10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
15 Psychological Limitation: Loyal To Dr. Destroyer (Common, Strong)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
180 Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 300

Description: When standard agents aren't sufficient to defeat the foe, Dr. Destroyer calls out his Heavy Combat troops. Biologically and cybernetically augmented, and equipped with a suit of low-powered battle armor, they are far more capable and deadly than lesser agents (whom they often command).



HEAVY WEAPONS AGENT

Val	Char	Cost	Roll	Notes
15+10*	STR	5+5	12-/14-	Lift 200/800 kg; 3d6/5d6 [1 or 2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
6	PD	3		Total: 18 PD (12 rPD)
6	ED	2		Total: 18 ED (12 rED)
3+1†	SPD	2+7		Phases: 4,8,12/3,6,9,12
7	REC	0		
30	END	0		
30	STUN	4		

Total Characteristics Cost: 78

*: OIF (Destreum-Fiber Powered Armor; -½) and No Figured Characteristics (-½)

†: OIF (Destreum-Fiber Powered Armor; -½)

Movement: Running: 6"/12"
Flight: 12"/24"

Cost Powers END

73	<i>Energy Rifle Assembly:</i> Choose one of the D-13 series weapons (see Chapter Four)			
	Martial Arts: <i>Destroyer Commando Training</i>			
	Maneuver	OCV	DCV	Notes
3	Aikido Throw	+0	+1	6d6 + v/5; Target Falls
4	Block	+2	+2	Block, Abort
4	Boxing Cross	+0	+2	8d6 Strike
4	Dodge	—	+5	Dodge all attacks, Abort
4	+1 Damage Class (already added in)			
24	<i>Destreum-Fiber Powered Armor:</i> Armor (12 PD/12 ED); OIF (-½)			0
5	<i>Destreum-Fiber Helmet:</i> Sight Group Flash Defense (8 points); OIF (-½)			0
5	<i>Destreum-Fiber Helmet:</i> Hearing Group Flash Defense (8 points); OIF (-½)			0
7	<i>Destreum-Fiber Helmet:</i> Life Support (Self-Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Hour, Easy to replenish; -0)			[1cc]
24	<i>DM-2 Jetboots:</i> Flight 12", Reduced Endurance (0 END; +½); OIF (-½)			0
6	<i>Destreum-Fiber Helmet:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)			0

Skills

9	+3 with Destroyer Energy Weapons		
1	KS: The Superhuman World 8-		
2	KS: Destroyer Operations 11-		
2	PS: Destroyer Agent 11-		
3	Stealth 13-		
3	Tactics 12-		
3	Teamwork 13-		
3	WF: Small Arms, Blades		

- 12 Choose 12 points' worth of the following:
Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling, Interrogation, Lockpicking, Paramedics, Persuasion, Security Systems, Streetwise, Systems Operation, any Background Skill

Total Powers & Skills Cost: 201**Total Cost: 279****50+ Disadvantages**

- 5 Distinctive Features: Destroyer uniform (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL (Mo Pow, NCI, Capture)
- 10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal To Dr. Destroyer (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 159 Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 279

Description: This character sheet represents one of Destroyer's heavy weapons agents. They wear destreum powered armor (tougher than that of a Heavy Combat agent, but weaker than a Black Talon) and carry large, powerful energy rifles in various configurations. Typically a squad of Heavy Weapons agents has a mix of weapons — about half Blaster Rifles and Laser Rifles, the rest chosen based on the foes the squad expects to encounter. The rifles attach to the armor with cables, making them difficult to take away from the agent.



S&I AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 14 PD (8 rPD)
6	ED	3		Total: 14 ED (8 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 69

Movement: Running: 6"/12"
Flight: 8"/16"

Cost Powers **END**

var	Gadgets and weapons (see examples below)			
	Martial Arts: <i>Destroyer Commando Training</i>			
	Maneuver	OCV	DCV	Notes
3	Aikido Throw	+0	+1	3d6 + v/5; Target Falls
4	Block	+2	+2	Block, Abort
4	Boxing Cross	+0	+2	5d6 Strike
4	Dodge	—	+5	Dodge all attacks, Abort
5	<i>Armored Clothing:</i> Armor (2 PD/2 ED); IIF (-¼)			

Talents

3	Resistance (3 points)
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Skills

6	+2 with Destroyer Energy Weapons
3	Acting 12-
3	Bribery 12-
3	Computer Programming 12-
3	Cryptography 13-
3	Deduction 12-
3	Disguise 12-
1	KS: The Superhuman World 8-
2	KS: Destroyer Operations 11-
3	Lockpicking 12-
2	PS: Destroyer Agent 11-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-
3	Streetwise 12-
3	Tactics 12-
3	WF: Small Arms, Blades
6	Choose six points' worth of the following: Bureaucrats, Combat Driving, Combat Piloting, Combat Skill Levels, Conversation, Demolitions, Electronics, Fast Draw, Gam- bling, High Society, Interrogation, Paramed- ics, Persuasion, Seduction, Systems Opera- tion, Teamwork, any Background Skill

Total Powers & Skills Cost: 79+

Total Cost: 148+

50+ Disadvantages

20	Hunted: UNTIL (Mo Pow, NCI, Capture)
10	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Loyal To Dr. Destroyer (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
33	Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 148

Description: S&I — Surveillance and Infiltration — agents are Dr. Destroyer's spies and saboteurs. After completing Soldier training they spend another year being taught what Destroyer thinks they need to know to handle any assignment he might give them — everything from breaking and entering, to disguises, to computer hacking. Since they can't carry the standard weapons and armor issued to Soldiers, they often have one or more disguised weapons/tools, such as these:

Blast Shoes: These ordinary-looking shoes conceal a tiny shaped charge molded into part of the heel. When triggered, it helps the wearer leap prodigious distances, thus facilitating an escape or covert entry.

Leaping +15" (15 Active Points); IIF (-¼), 1 Charge (-2). Total cost: 5 points.

Blaster Pen: This seemingly ordinary fountain pen conceals a four-shot blaster!

Energy Blast 6d6 (30 Active Points); IAF (-½), Limited Range (10"; -¼), No Knockback (-¼), 4 Charges (-1). Total cost: 10 points.

Intangibility Field Generator: This device looks like a fancy silver cigarette case, but in fact contains an ultra-miniaturized version of Dr. Destroyer's intangibility technology. It only has enough energy to remain functional for a few seconds, but that's long enough to step through a wall or a vault door.

Desolidification (affected by magic) (40 Active Points); IAF (-½), 2 Charges (-1½). Total cost: 13 points.

Laser Wristwatch: This fine chronograph conceals a powerful short-range laser, useful as both a weapon and a tool.

*Absolute Time Sense (3 Character Points); OAF (-1) (total cost: 1 point) **plus** RKA ½d6 (10 Active Points); IAF (-½), Limited Range (5"; -¼), No Knockback (-¼), 4 Charges (-1) (total cost: 3 points). Total cost: 4 points.*

Spectrum Glasses: These ordinary-looking eyeglasses allow the wearer to see frequencies of light both higher and lower than those visible to the unaided human eye.

*Infrared Perception (Sight Group) (5 Active Points); IAF (-½) (total cost: 3 points) **plus** Ultraviolet Perception (Sight Group) (5 Active Points); IAF (-½) (total cost: 3 points). Total cost: 6 points.*

EISENLEGION AGENT				
Val	Char	Cost	Roll	Notes
15+10	STR	5+5*	12-/14-	Lift 200/800 kg; 3d6/5d6 [1/2]
18+2	DEX	24+3*	13-	OCV: 6/7/DCV: 6/7
15+5	CON	10+5*	12-/13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10+10	PRE	7 †	11-/13-	PRE Attack: 2d6/4d6
10	COM	0	11-	
6	PD	3		Total: 18 PD (12 rPD)
6	ED	3		Total: 18 ED (12 rED)
3+1	SPD	2+7 †		Phases: 4,8,12/3,6,9,12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 81

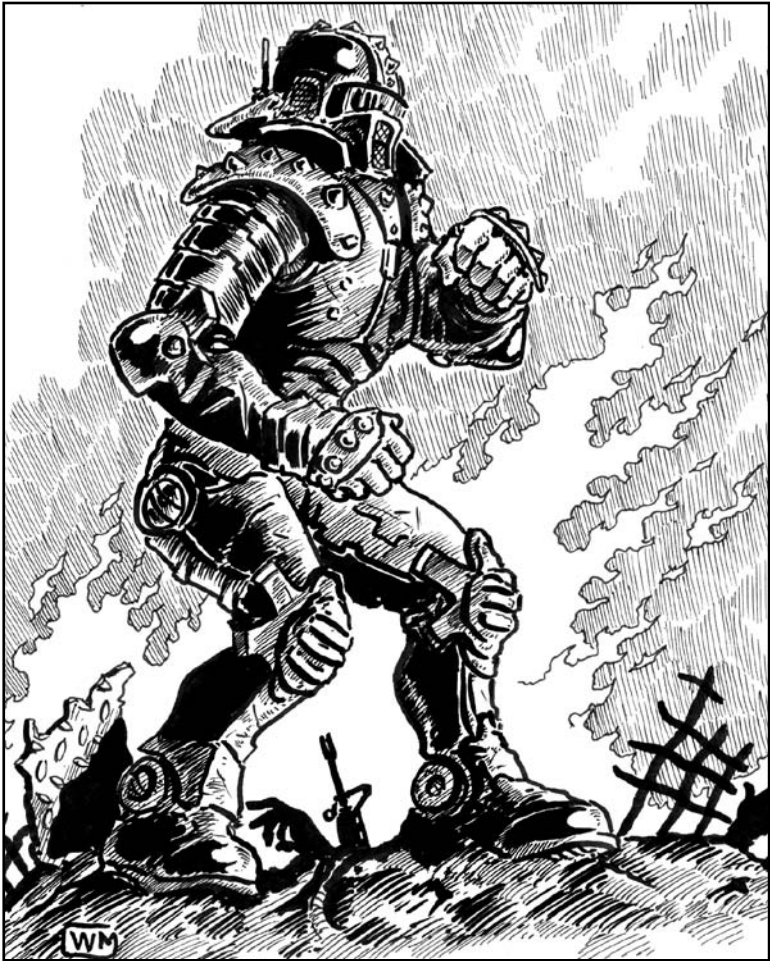
*: OIF (-½) and No Figured Characteristics (-½)

†: OIF (-½)

Movement: Running: 6"/12"
Flight: 8"/16"

Cost	Powers	END
20	Battery System: Endurance Reserve (100 END, 20 REC); OIF (-½)	0
40	Gauntlet Pulson Blasters: Multipower, 60-point reserve; all OIF (-½)	
4u	1) Standard Blast: Energy Blast 12d6; OIF (-½)	6

4u	2) <i>AP Blast</i> : Energy Blast 8d6, Armor Piercing (+½); OIF (-½)	6		
4u	3) <i>Rapid-Fire Mode</i> : Energy Blast 8d6, Autofire (5 shots; +½); OIF (-½)	6		
4u	4) <i>Wide Blast</i> : Energy Blast 8d6, Area Of Effect (One Hex; +½); OIF (-½)	6		
40	<i>Secondary Weapons Systems</i> : Multipower, 60-point reserve; all OIF (-½)			
2u	1) <i>Destreum Wire Projector</i> : Entangle 6d6, 6 DEF; OIF (-½), Cannot Form Barriers (-¼), 6 Charges (-¾)	[6]		
3u	2) <i>Mini-Missiles</i> : RKA 2d6, Armor Piercing (+½), Explosion (+½); OIF (-½), 6 Charges (-¾)	[6]		
2u	3) <i>Laser</i> : RKA 3d6; OIF (-½), Increased Endurance Cost (x2 END; -½)	4		
	<i>Martial Arts: Destroyer Commando Training</i>			
	Maneuver	OCV	DCV	Notes
3	Aikido Throw	+0	+1	3d6/5d6 + v/5; Target Falls
4	Block	+2	+2	Block, Abort
4	Boxing Cross	+0	+2	5d6/7d6 Strike
4	Dodge	—	+5	Dodge all attacks, Abort
24	<i>Destreum Light Powered Armor</i> : Armor (12 PD/12 ED); OIF (-½)			0
3	<i>Helmet</i> : Sight Group Flash Defense (5 points); OIF (-½)			0
3	<i>Helmet</i> : Hearing Group Flash Defense (5 points); OIF (-½)			0
7	<i>Oxygen Supply</i> : Life Support			



- (Self-Contained Breathing); OIF (-½), 1
Continuing Fuel Charge (1 Hour,
Easy to replenish; -0) [1cc]
- 24 *Jetpack*: Flight 12", Reduced Endurance
(0 END; +½); OIF (-½) 0
- 6 *Communications Suite*: HRRP (Radio
Group); OIF (-½), Affected As Hearing
Group As Well As Radio Group (-¼) 0
- 3 *Visual Sensor Systems*: Infrared Perception
(Sight Group); OIF (-½) 0
- 3 *Visual Sensor Systems*: Ultraviolet Percep-
tion (Sight Group); OIF (-½) 0

Skills

- 10 +2 with Ranged Attacks
- 1 KS: The Superhuman World 8-
- 2 KS: Destroyer Operations 11-
- 2 PS: Destroyer Agent 11-
- 3 Stealth 13-
- 3 Tactics 12-
- 3 WF: Small Arms, Blades
- 10 Choose 10 points' worth of the following:
Combat Driving, Combat Piloting, Combat
Skill Levels, Computer Programming,
Demolitions, Electronics, Fast Draw, Gam-
bling (3 points' worth), Interrogation, Lock-
picking, Paramedics, Penalty Skill Levels,
Persuasion, Security Systems, Skill Levels,
Streetwise, Systems Operation, Teamwork,
any Background Skill

Total Powers & Skills Cost: 245**Total Cost: 326****50+ Disadvantages**

- 5 Distinctive Features: Destroyer armor (Easily
Concealed; Noticed And Recognizable)
- 20 Hunted: UNTIL (Mo Pow, NCI, Capture)
- 10 Hunted: Dr. Destroyer 8- (Mo Pow, NCI,
Watching)
- 15 Psychological Limitation: Loyal To Dr.
Destroyer (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very
Frequently, Major)
- 206 Experience Points or Disadvantages specific
to the individual agent

Total Disadvantage Points: 326**OPTIONS****Cost Power**

- 55 *Eisenkanone Blaster Rifle*: See page 126

Description: The *Eisenlegion* ("Iron Legion") are Dr. Destroyer's units of light powered armor agents. They're more heavily armed and armored even than the Heavy Weapons and Heavy Combat agents, but not nearly as much so as the Black Talons (see below). Their armor, which appears to be made out of a sort of dark iron, has been described as "a modern, high-tech take on the traditional knight's armor." It contains a number of built-in weapons, including a versatile pulson blaster in the gauntlets; additionally, Eisenlegion agents sometimes carry the *Eisenkanone* blaster rifle as well (see page 126).

BLACK TALON AGENT

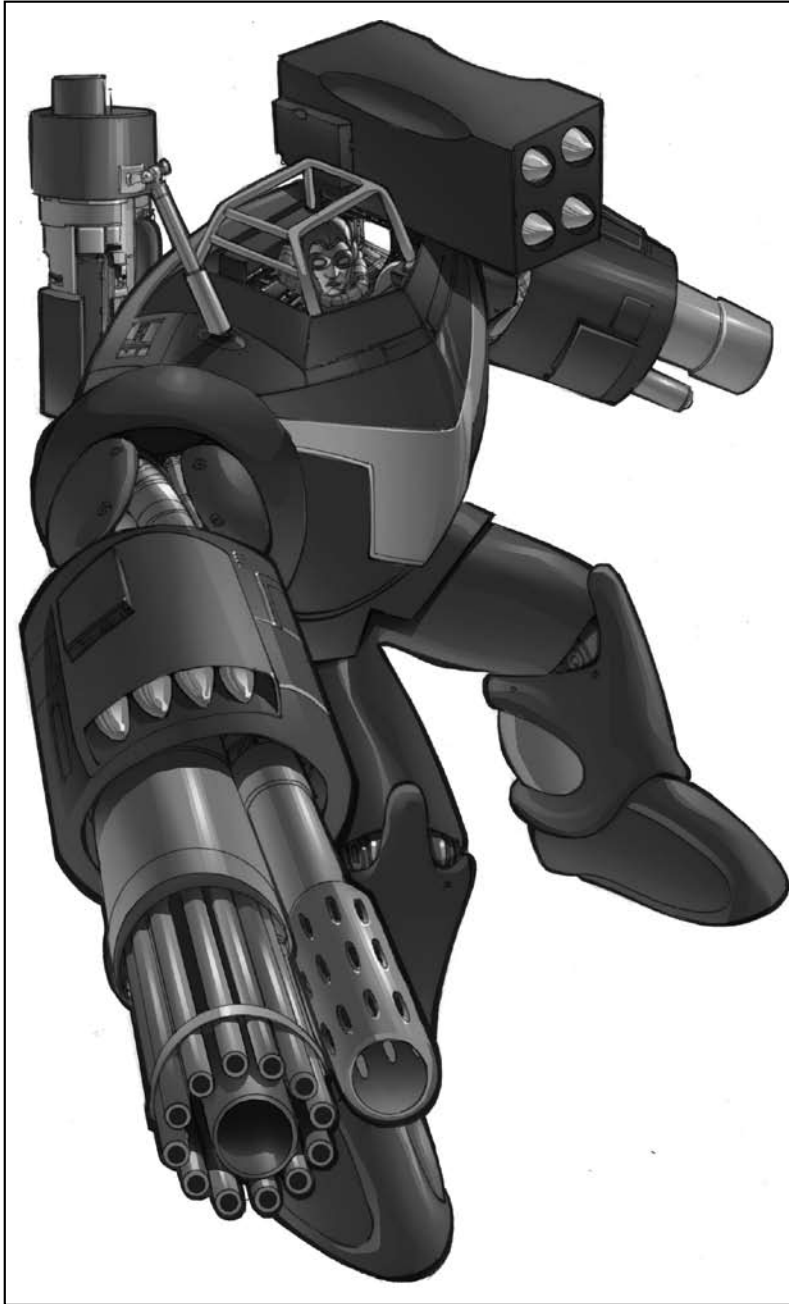
Val	Char	Cost	Roll	Notes
15+15	STR	5+7*	12-/15-	Lift 200/1,600 kg; 3d6/6d6 [1/3]
18+2	DEX	24+3*	13-	OCV: 6/7/DCV: 6/7
15+5	CON	10+5*	12-/13-	
10+10	BODY	10*	11-/13-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
10+15	PRE	10†	11-/14-	PRE Attack: 2d6/5d6
10	COM	0	11-	
6	PD	3		Total: 24 PD (18 rPD)
6	ED	3		Total: 24 ED (18 rED)
3+1	SPD	2+7 †		Phases: 4,8,12/3,6,9,12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 102

*: OIF (-½) and No Figured Characteristics (-½)

†: OIF (-½)

Movement: Running: 11"/22"
Flight: 15"/30"

Cost	Powers	END
20	<i>Battery System</i> : Endurance Reserve (100 END, 20 REC); OIF (-½)	0
80	<i>Primary Weapons Array</i> : Multipower, 120-point reserve; all OIF (-½)	
8u	1) <i>Explosive Flechette Cannons</i> : RKA 2½d6, Autofire (5 shots; +½), Armor Piercing (+½), Penetrating (+½), 64 Charges (+½); OIF (-½)	[64]
8u	2) <i>Destroyer-Beam Cannon</i> : Energy Blast 12d6, Autofire (5 shots; +½), 64 Charges (+½); OIF (-½)	[64]
8u	3) <i>Autofire Energy Grenade Launcher</i> : RKA 2d6, Area Of Effect (8" Radius; +1), Autofire (5 shots; +1½), 64 Charges (+½); OIF (-½)	[64]
6u	4) <i>Anaesthetic Gas Projector</i> : Energy Blast 8d6, AVLD (defense is Power Defense; +1½), Explosion (+½); OIF (-½), 8 Charges (-½)	[8]
5	<i>Secondary Weapons Array</i> : Identical to Primary Weapons Array	
40	<i>Destreum Wire Projector</i> : Entangle 8d6, 8 DEF; OIF (-½), 8 Charges (-½)	[8]
36	<i>Destreum Powered Armor</i> : Armor (18 PD/18 ED); OIF (-½)	0
30	<i>Hermetically-Sealed Destreum Powered Armor</i> : Life Support: Total ; OIF (-½), 1 Continuing Fuel Charge (1 Hour, Easy to replenish; -0) [1cc]	
20	<i>Foot-Jets</i> : Flight 15"; OIF (-½)	3
7	<i>Leg Servos</i> : Running +5" (11" total); OIF (-½)	1
3	<i>Visual Sensor Systems</i> : Infrared Perception (Sight Group); OIF (-½)	0
3	<i>Visual Sensor Systems</i> : Ultraviolet Perception (Sight Group); OIF (-½)	0
6	<i>Communications Suite</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0



- 13 *Radar System:* Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½)

Skills

- 13 *Targeting Systems:* +4 with Ranged Combat; OIF (-½)
 6 +2 with Destroyer Energy Weapons
 1 KS: The Superhuman World 8-
 2 KS: Destroyer Operations 11-
 2 PS: Destroyer Agent 11-
 3 Stealth 13-
 3 Tactics 12-
 3 WF: Small Arms, Blades
 10 Choose 10 points' worth of the following: Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Fast Draw, Gambling (3 points' worth), Interrogation, Lock-picking, Paramedics, Penalty Skill Levels,

Persuasion, Security Systems, Skill Levels, Streetwise, Systems Operation, Teamwork, any Background Skill

Total Powers & Skills Cost: 336

Total Cost: 438

50+ Disadvantages

- 25 *Distinctive Features:* Destroyer's deadly mecha (Not Concealable, Causes Extreme Reaction [abject fear])
 20 *Hunted:* UNTIL (Mo Pow, NCI, Capture)
 10 *Hunted:* Dr. Destroyer 8- (Mo Pow, NCI, Watching)
 25 *Physical Limitation:* No Manipulatory Limbs (All The Time, Fully Impairing)
 15 *Psychological Limitation:* Loyal To Dr. Destroyer (Common, Strong)
 20 *Social Limitation:* Subject To Orders (Very Frequently, Major)
 273 *Experience Points*

Total Disadvantage Points: 438

OPTIONS

Cost Power

- 7 *Improved Motors:* +10 STR; OIF (-½)
 7 *Improved Servos:* +1 SPD; OIF (-½)
 40 *Mini-Missile Rack:* RKA 2½d6, Armor Piercing (+½), Explosion (+½); OIF (-½), 8 Charges (-½)
 45 *Laser:* Multipower, 67-point reserve; all OIF (-½)
 4u 1) *Primary Beam:* RKA 3d6, Armor Piercing (+½); OIF (-½)
 4u 2) *Rapid-Fire Mode:* RKA 2½d6, Autofire (5 shots; +½); OIF (-½)

Description: The Black Talon is a black, mecha-like armored suit built by Dr. Destroyer and operated by a specially-trained agent. (Without the Black Talon suit, assume this agent is the same as a Standard agent.) The suit bristles with weaponry. The central body consists of a cockpit in which the operator sits, protected by a two-way viewing dome and the body's armor. Attached to it are two "legs" and two "arms," though the arms have weapons mounted on them instead of hands. Other weapons attach to various parts of the body.

Doctor Destroyer often revisits the Black Talon design, creating variants that are stronger, more resilient, faster, better armed, or whatever else happens to catch his fancy at the moment. Some example "upgrade packages" are listed under *Options*, above. You should also feel free to revise or alter this writeup from time to time, just to keep the players on their toes.

SERVANTS OF DESTROYER



Supervillains, agents, and robots aren't the only servants Dr. Destroyer has. Scattered around the world are hundreds, if not thousands, of people who serve him, knowingly or unknowingly. Some of his other "human assets" include:

THE MEDINA FAMILY

Destroyer's foremost servants in Europe are the members of the far-flung Medina family. Best known as Spanish cattle ranchers (since that's how the family built its fortune beginning in the early 1800s), they're also involved in industry, technology, energy, and a dozen other fields. Already vastly wealthy by the early twentieth century, the Medinas supported the Franco regime in Spain and other fascist governments and organizations throughout Europe, and in return received many perquisites and concessions from them.

By the end of World War II, with Europe and fascism in ruins, Sebastiano Medina realized the family was in danger of tumbling from the lofty heights it occupied — it had backed the wrong horse, so to speak, and the vengeance of the victors might fall harshly upon it. The Medinas needed new allies and new forms of power to augment those it already had so it could survive in the post-War world. The ally he found was Albert Zerstoiten — Dr. Destroyer — and the new power was crime.

Sebastiano had met Zerstoiten in the early 1940s through his contacts in Nazi Germany, and had instantly recognized Zerstoiten's genius and potential. The two men became fast friends (at least insofar as a person like Zerstoiten could ever be said to befriend anyone) and remained in contact throughout the War, and after.

Zerstoiten already intended to rule the world someday. To do that, he would need loyal servants to obey his orders without question... and to reap the vast rewards of their position when he fulfilled his destiny. Journeying secretly to Barcelona, he met with Sebastiano Medina and revealed his plan to the Spaniard. Deeply moved by Zerstoiten's charisma and fervor, and seeing in his destiny the vehicle that would carry the Medina family forward, Sebastiano pledged his unswerving loyalty to the man the world would come to call Dr. Destroyer.

It took little effort for Sebastiano to convince the rest of the Medinas to follow his lead. Not only did the family have a strong patriarchal tradition, but the logic of his actions was obvious: the

Medinas were already loosely involved in various criminal or unethical enterprises and stood to profit greatly by increasing that involvement. If all that weren't enough, Zerstoiten used early versions of his infamous "loyalty treatments" on many of them, assuring their willingness to follow him without hesitation.

Since then, the Medinas have secretly served Dr. Destroyer in any way that he has asked — even to the extent of the family's current patriarch, Sebastiano's son Pacorro, turning over his children Alejandro and Isabella to Destroyer so he could unlock their nascent psionic powers (see Menton and Mentalla in *Conquerors, Killers, And Crooks*). So cleverly have the Medinas worked for Destroyer that few authorities even suspect the connection — some UNTIL agents have an inkling, but only that. Despite their extensive involvement in matters felonious, the Medinas are widely regarded as good citizens of the world, patrons of the arts, and role models among the rich and famous.

The Medinas In 2008

For the most part, the Medinas are a family of ordinary (if fabulously wealthy and influential) people. Most of them live in Europe, but they have business interests throughout the world (particularly the United States, Argentina, and the Far East). They present a facade of respectability to the world, and work hard to maintain it, but in truth they're greedy, ruthless, and cruel.

PACORRO MEDINA

5 STR	9 DEX	10 CON	8 BODY
18 INT	14 EGO	15 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
20 END	16 STUN		

Abilities: Bribery 12-; Bureaucratics 8-; Conversation 12-; Deduction 13-; KS: European Organized Crime 14-; Persuasion 12-; Stealth 12-; Streetwise 13-; WF: Small Arms; Well-Connected and 47 points' worth of Contacts throughout Europe; Fringe Benefit: Membership (leader of Medina family); Money: Filthy Rich

50+ Disadvantages: Hunted: Dr. Destroyer (Mo Pow, NCI, Watching); Psychological Limitation: Loyal To Dr. Destroyer; Social Limitation: Harmful Secret

Notes: Having just turned 65 in 2008, Pacorro Medina has been the unquestioned patriarch of the Medina clan for four decades. His father Sebastiano died when Pacorro was in his mid-

twenties, leaving him only partly prepared for the job, but he rose to the challenge and earned Dr. Destroyer's approval.

Looking back on his years, Pacorro has become something of a conflicted man. On the one hand he remains loyal to Dr. Destroyer, his family's patron and master — so loyal that he gave his firstborn children to him. On the other hand, he sometimes thinks about how different things would have been had the Medinas taken another path. He's got two children he hasn't seen for nearly 40 years (except for one brief confrontational visit from Menton in 1996 that left Pacorro emotionally traumatized and physically battered), a wife who's become ever more distant and uncommunicative since the day in 1970 when Destroyer took Alejandro and Isabella away, and constant worries about power struggles within the family and attacks from underworld rivals. Sometimes he wonders if there isn't some way to walk away from it all and live out the rest of his days in peace... but almost as soon as such thoughts bubble to the surface of his mind he squelches them, for Dr. Destroyer will punish even disloyal thinking.

Pacorro Medina is a handsome, distinguished-looking patrician with a full head of grey hair, a matching moustache, and a keen, intelligent look in his eyes. He wears expensive, hand-tailored men's clothing and has a prominent, gold-and-diamond ring on the ring finger of his right hand, and fine watch on his left wrist.

CASIMIRO MEDINA

These days most of Pacorro's attention and hopes for the future are focused on his second son, Casimiro, born in 1976. Casimiro is the heir apparent to the Medina throne and very much his father's son: tough, proud, strong-willed, intelligent, ruthless. He's already killed three men (two of them enemies from other organized crime groups; the other one of his cousins, though no one in the family knows about that). Doctor Destroyer has indirectly given his blessing to Casimiro taking his father's place by saying nothing about the matter.

Casimiro is married and has two children, a son Patricio (age 8) and a daughter Estefana (age 6), of whom he's very protective. To his great pride (but also concern), Estefana has already begun showing signs similar to those displayed by her Aunt Isabella years ago — signs that she might possess psionic powers, perhaps even powers equal to or greater than those of her Uncle Alejandro. Casimiro dreads the day when Dr. Destroyer will come to take her away.

MENTON AND MENTALLA

Pacorro's twins Alejandro and Isabella — Menton and Mentalla — were disavowed by the family over a decade ago because of their betrayal of Dr. Destroyer. If any Medina sees them or hears anything about them, he immediately reports it to Pacorro, who in turn informs Destroyer.

JORGE MEDINA

Jorge is Pacorro's uncle — his father's only brother and the only surviving member of the "first generation" of the Medina crime family. (Sebastiano's two sisters died many years ago; their children, who do not bear the name Medina, have no involvement in the "family business.") Now 108 years old and seemingly determined to hold on to life for several more decades, he's a bitter, hate-filled old man. Although he's totally loyal to Dr. Destroyer, he deeply resents the fact that Pacorro was made head of the family after Sebastiano's death. By all rights leadership of the Medinas should have passed to *him* as the eldest male. His three sons (Roano, Santiago, and Joaquin) and ten grandchildren all share his attitude to some degree and are constantly jockeying for power with Pacorro, Casimiro, and Pacorro's younger brothers and their children.

Jorge is immensely valuable to the Medinas (and he knows it) because he has superpowers. He's a low-powered precognitive and probability manipulator, and for decades has used his abilities to see that the Medinas prosper. He can predict (with a reasonably high degree of accuracy) things like broad shifts in the stock market and government policies, the course of power plays in the underworld, and the like. The "larger" the overall "event" he tries to foresee or manipulate, the better he is at it; the more he tries to focus on specifics (like trying to determine if Pacorro will suffer any harm on an upcoming trip, or what a specific crime boss in Naples is up to), the less accurate he tends to be.

RAFAEL MEDINA

The eldest son of Pacorro's brother Mateo, Rafael Medina is better known to the world as the European supervillain Superior. No one knows he's a Medina and he doesn't publicly associate himself with family activities (though his unwavering support for his Uncle Pacorro is one reason Jorge's branch of the family hasn't had more luck seizing power). Doctor Destroyer never makes direct use of him; he considers Rafael a weak-willed fool due to his addiction to gambling and love of "the high life."

Rafael's powers include super-strength, flight, and some speedster-like abilities; unknown to his enemies, he's vulnerable to sonics. For his character sheet, use Meteor's (see page 93), but increase his STR to 60, replace his Running powers with Flight 30", and change about half of his speedster tricks to various super-strength tricks.

Other Branches Of The Medina Family

In Argentina, the Medina family interests are seen to by the Carranza-Medinas, the family of Pacorro's sister Desideria, who quickly corrupted her husband and his people with the taste of Medina wealth and power. The Carranza-Medinas are cattle ranchers, but also have substantial interests in the transportation and trucking industries. They maintain contacts with various criminal organizations throughout South and Central America, and with the now-tiny surviving secret colonies of Nazis who fled the fall of the Third Reich.

When the Medinas have business in the United States, the man taking care of it is usually Pacorro's nephew Ciceron Indriago-Medina, the son of another of his sisters. A psychopathic killer with the Devil's own charm, Ciceron is a sometimes unpredictable but always loyal servant of the family with a good head for matters both legitimate and criminal. Ciceron has a younger brother, Jaquinto, whom he's training as his "assistant."

THE CARMICHAEL INSTITUTE

Nestled in an office park in a Maryland suburb of Washington, DC is an unassuming building that houses some of the region's greatest minds. The Carmichael Institute is a "think tank" and research institution that does work for some of the top movers and shakers in the United States government. It's also a tool of Dr. Destroyer.

Using dozens of intermediaries and shell corporations to disguise its origin, Destroyer established the institute in the early Eighties as a way of gathering more "inside information" about what was going on in Washington. Since then it's established an enviable reputation for the quality of its work and the breadth of its contacts in the halls of power... and everything it learns, every fact, every rumor, every supposition, makes its way straight to the most dangerous man in the world. A Sennacherib node hidden beneath the building monitors all the computers used in the Institute, analyzes their data, and flags the most useful or important information for Dr. Destroyer's immediate review.

Most of the scholars and scientists working for the Institute aren't aware of who they truly work for, but several — including over half of the Institute's board of trustees — are. The director of the Institute, Dr. Maladhar Patel, and many of his closest associates are Javangaris; other "in the know" workers are mostly recruits from the scientific community whom Dr. Destroyer has subjected to his "loyalty treatment."

Among the Institute's areas of specialization is the study of government-superhuman interaction, particularly how governments respond to massive supervillain threats (such as Dr. Destroyer or an

alien invasion). Destroyer studies its reports on these subjects intently, looking for chinks in his enemies' armor or ways to manipulate their processes for his own benefit.

CORRUPT OFFICIALS

Many corrupt political and law enforcement officials serve Dr. Destroyer, though almost none do so knowingly — his agents lead them to believe they're providing assistance to organized crime, rival nations, or the like. Destroyer pays *very* well for useful information, ensuring a degree of loyalty rarely encountered in such sordid business. Some of his best information sources include:

- at top aide to long-time Democratic Senator Albert Clay of the United States
- a high-ranking bureaucrat in the German government
- a member of the White House press secretary's staff
- the favorite brother of the Sultan of Awad
- a highly-placed official in the Mexican federal police
- an Indian cabinet minister
- a Spanish general
- the Vice President of Lurranga
- the leading aide to a British cabinet minister
- half a dozen high-ranking Russian officials

OTHER HUMAN ASSETS

Some of Dr. Destroyer's other operatives, flunkies, contacts, and pawns include:

AASAF AL'DIN

One of the most wanted terrorists in the world today, al'Din is not the pro-Islam extremist he claims to be. He was drawn to terrorism out of a love of violence and power, and merely mouthed the slogans to get where he wanted to be. When the opportunity came to serve a master with even greater powers of destruction, he took it without hesitation and devoted himself wholeheartedly to the Destroyer. When his terrorist organization, the Flag of Liberation, attacks a target, their statements say it was to strike at "the Great Satan" or to prevent the oppression of Muslims, but the truth is that it's because Dr. Destroyer told them to attack it.

Al'Din actually knows relatively little about Dr. Destroyer. He gets his orders remotely, sometimes by broadcast on a special radio frequency, sometimes via courier or e-mail. He's never met the man (or even a Destroyer Android), and prefers it that way; he's as scared of Destroyer as he is loyal to him.

BLACK VENOM

The leader of one of the VIPER's Nests in Singapore is a man known as Black Venom. A skilled

martial artist who wears special steel gauntlets that can project poisoned barbs, he's known within VIPER as a skilled but ruthless leader who expects the same discipline and skill from his men that he demands of himself. What VIPER doesn't know is that he's one of Dr. Destroyer's agents, infiltrated into the organization nearly twenty years ago under deep cover. The plan worked like a charm, and now Dr. Destroyer learns much of what goes on within the coils of the serpent.

DOCTORS UNITED FOR PEACE

This small but highly-regarded charity organization sends doctors and nurses into Third World areas ravaged by war and disease to provide free medical care. Over eighty percent of DUFPP's missions are in Africa, where it's done amazing work reversing the course of some epidemics and treating war victims despite the constant hostility of various armed groups. But for all its good work, it has a sinister purpose at heart: it's the creation and tool of Dr. Destroyer. Over half of DUFPP's doctors are agents of his (many of them Indians) whose real reason for being there is to gather intelligence and work on the Doctor's behalf. If necessary Destroyer could even order them to *spread* diseases rather than cure them. When DUFPP becomes useless to him, Dr. Destroyer plans to expose it as a way of casting other charities in a negative light.

WALTER LONGSTREET

This ARGENT vice president has been selling his company's technological secrets to Dr. Destroyer for years. He knows exactly whom he's selling them to, and he doesn't care — all that concerns him is that the enormous payments he receives for the information keep coming. Based in Awad, he also provides some useful intelligence about what's going on in that nation, and the Gulf region generally.

BOB RICHARDS, SNN NEWS

Bob Richards isn't exactly a hireling or henchman of Dr. Destroyer's. He's a reporter for SNN, one of the network's best, and absolutely *obsessed* with Destroyer. He's convinced he can be the one to break the big story about Dr. Destroyer (even though he honestly couldn't tell you what that one "big story" will be — but he knows it's there). When he's not on some other assignment he spends his every minute researching Destroyer, tracking down leads, and interviewing people who've encountered the arch-villain at some point. He's become so well-known for his expertise on the subject that he often gets anonymous tips about Destroyer... many of which come right from Destroyer's organization. Zerstoiten's playing Richards like a fiddle, sending him to investigate his enemies, expose secrets whose public airing will benefit him, and make life difficult for bothersome superheroes.

JAMES STRELHAM

James Strelham is the CEO and primary stockholder of AmeriFortress Industries, a major United States defense contractor with its fingers in a lot of military pies. Some years ago he was about to get into serious trouble over some major gambling debts and other... twisted... activities he enjoys. A benefactor whom he believes is a member of the Mafia stepped in, cleaned things up, and took care of his problems. Today he's free to gamble and cavort as much as he wants — provided he keeps his "friend" informed about what AmeriFortress and its competitors are doing and offers up other interesting data from the defense community. Under the watchful direction of his benefactor, Dr. Destroyer, he's become more wealthy and successful than ever... and every day he harms his country a little bit more.



Destroyer speaks:

"Impotent gnat! None of your so-called 'superpowers' are even strong enough to scratch my armor."

—Dr. Destroyer to the Indonesian hero Silver Tiger during his attack on Java

BOOK OF THE DESTROYER

CHAPTER FOUR

Tools Of The Destroyer

the
weapons.
contained

within my armor are
as nothing

compared to my
matchless
intellect.

DESTROYERTECH



THOUGHT CONTROL

While he doesn't routinely use "psi-tech," Dr. Destroyer is quite capable of building devices that manipulate or affect the mind directly. The most infamous of these is his "loyalty treatment" process. A brainwashing technique requiring several months (or just a few weeks if he's willing to risk permanent brain damage to the subject), it radically rewrites the subject's personality (and if necessary, memories) to make him loyal to Dr. Destroyer. Most subjects come out of it strongly loyal to him; a few end up as fanatical followers.

A thorough review of all of the inventions, improvements, systems, and technological advances Dr. Destroyer has created over the past several decades would require a book far larger than this one. Here are a few highlights — some of the technology that makes Destroyer, Destroyer.

ARTIFICIAL INTELLIGENCE

Destroyer is a master of computer science, and nowhere is this more evident than in his ability to create artificially intelligent computers. He's one of just a handful of people on Earth who can create an AI from scratch, by himself — everything from design and crafting the hardware to writing the software. Sennacherib (see below), which operates at a routine sustained speed of two zettaflops as of 2008, is the acme of his achievements in this field so far. He researches in this field frequently and constantly makes breakthroughs.

DESTREUM

During his career Dr. Destroyer has created many new materials, the most amazing of which is *Destreum* — a metal with approximately the weight of aluminum but a hardness and durability ten times that of osmium steel. Destreum also reacts positively with force-fields, allowing Destroyer to craft immensely strong powered armors, robotic frames, and vehicle hulls. He's also developed Destreum-fiber (a superplastic strengthened with strands of Destreum) and transparent Destreum (a slightly less tough Destreum-based acrylic that's as clear as glass).

THE DESTROYER-BEAM

Doctor Destroyer's principle weapon is the Destroyer-Beam, an extremely powerful energy beam. See page 37 for more information.

FORCE-FIELDS

Few humans have studied force-field technology as extensively or made as many advances in the subject as Dr. Destroyer. He can create force-fields of unprecedented size and strength, shape them in ways that astound the world's most advanced scientists, and "embed" them into solid materials to strengthen those materials. He also has the technology to project deadly force-beams and to use force-fields as cutting tools. Some scholars have even predicted that he'll one day abandon his physical armor for one made entirely of force-fields (and the world hasn't yet even seen the Force Armor he created as an experiment; see page 45).

GRAVITICS

While he originally used ultra-efficient jet engines for his flight technology, and still makes some use of them when necessary or appropriate, in recent decades Dr. Destroyer has shifted almost entirely to hovercraft based on his mastery of gravitics. His primary invention in this field, a breadbox-sized object called a *gravitics processor*, lets a vehicle cancel or manipulate Earth's gravity field in a way that allows for extremely fast flying speeds with extraordinary maneuverability. Other gravitics-based inventions of Destroyer's include "tractor beams" capable of moving objects at a distance and artificial gravity generation systems for Zerstorenstern.

MINIATURIZATION AND NANOTECHNOLOGY

Doctor Destroyer has made amazing strides in the field of miniaturization. He can build devices that are as good as what others create at ten times the size. In part this is due to his work in the field of nanotechnology. Microscopic "nanobots" underlie much of his technology and make possible some of his superweapons and other devices. The only thing that's prevented him from using nanoweapons as the foundation of one of his plans to conquer the world is that they're simply not grandiose enough for him.

PULSON POWER GENERATION

Most super-scientists who can create and work with pulson technology can only use it for weapons — pulson beams and fields. Doctor Destroyer has gone much further than that. Among other things he can create "power plants" that harness pulson energy to create even more energy. These range from the enormous generators that power his major headquarters to the miniaturized pulson engines in many of his vehicles.

The risks of radiation or catastrophic failure are very slight with Destroyer's pulson power systems. A simple magnetic force-field shields users from the generator's minor level of radiation, and would also help to contain any explosion or the like. See page 157 for a map of a typical pulson power plant.

TELEPORTATION

Doctor Destroyer can build all sorts of teleportation devices, from "platforms" and "chambers" used to transport goods in bulk to the "Teleportation Web" in his armor. His teleportation technology has so far proven to be unblockable and untraceable, which makes his frequent teleportation-based escapes from his enemies all the more maddening.

SENNACHERIB



To help him operate his bases and his technology, assist him with his research projects, monitor world events, and archive his millions of pages of data, Dr. Destroyer created Sennacherib, an artificially intelligent computer. The first iteration of Sennacherib came online in 1978, and Destroyer has steadily improved it ever since. He considers it the ideal servant: it's almost as intelligent as he is, works around the clock without complaint, and cannot disobey him.

Although it's impossible to say without objective comparison, many world experts believe Sennacherib is the most advanced computer on Earth. (Doctor Destroyer has no doubt about it, while other scholars give the nod to UNTIL's HUGIN, VIPER's Serpentine system, Mechanon's Mark XII Computational Unit, or various other systems. In truth, Sennacherib and the Mark XII are neck-and-neck in the race... for now.) In addition to its vast intelligence, Sennacherib's features include:

- advanced encryption and stealth systems to prevent anyone from hacking into it or monitoring/tracking its transmissions

- its own visual and auditory senses, plus the ability to link to the internal sensors in any of Dr. Destroyer's facilities

- the ability to understand and respond to commands in either English or German, and to translate any language

- the ability to tap into world satellite networks for reconnaissance and intelligence-gathering purposes (and to watch *telenovelas* from Latin America, to which, unknown to Dr. Destroyer, Sennacherib is addicted)

Sennacherib's mainframe — its "body" or "self" — is located in Tartarus, Dr. Destroyer's Kamchatka Peninsula base (see Chapter Five). The Local Main Node on Zerstorenstern, his orbital base, is larger and more advanced than normal and essentially functions as Sennacherib's "backup." Copies of discrete parts of Sennacherib's database and sentience programming are also kept on non-networked computer systems at several of Dr. Destroyer's other bases, including Vanshakarana, Eisfestung, and Zuflucht. If necessary, Destroyer could use those "modules" to recreate Sennacherib with approximately 90% of its current functioning capacity in about two weeks.

SENNECHARIB

Val	Char	Cost	Roll	Notes
40	INT	30	17-	PER Roll 17-
24	EGO	28	14-	ECV: 8
21	DEX	33	13-	OCV: 7/DCV: 7
5	SPD	19		Phases: 3, 5, 8, 10, 12

Total Characteristic Cost: 110

Cost	Powers	END
27	<i>Communications:</i> HRRP (Radio Group), Discriminatory, Analyze, Invisible To Tracing (+¼)	0
22	<i>Sennecharib Links:</i> Mind Link, up to 64 Sennecharib computer nodes and/or Destroyer robots at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
91	<i>Network Sensor Systems:</i> Multipower, 137-point reserve; all Only Through Destroyer Sensor/Communications Systems (-½)	
6u	1) <i>Local Sensors:</i> Clairsentience (Sight and Hearing Groups), Mobile Perception Point (cannot move through solid objects), Multiple Perception Points (up to eight at once), 4x Range (1,500"), Reduced Endurance (0 END; +½); Only Through Destroyer Sensor/Communications Systems (-½)	0
9u	2) <i>Worldwide Sensors:</i> Clairsentience (Sight and Hearing Groups), Mobile Perception Point (cannot move through solid objects), Multiple Perception Points (up to eight at once), MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Reduced Endurance (0 END; +½); Only Through Destroyer Sensor/Communications Systems (-½)	0
18	<i>Satellite Link (Worldwide Viewing):</i> Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Reduced Endurance (0 END; +½); Activation Roll 11- (can only see target area if satellites are available; -1), Requires A System Operations Roll (-½), Limited Vision (can only see what a satellite could see; -½)	0
10	<i>Satellite Link (Penetrating IR Capability):</i> N-Ray Perception (stopped by anything that would block powerful IR sensors) (Sight Group)	0
25	<i>Visual Sensor Systems:</i> Normal Sight	0

5	<i>Visual Sensor Systems: Infrared Perception (Sight Group)</i>	0
5	<i>Visual Sensor Systems: Ultraviolet Perception (Sight Group)</i>	0
5	<i>Visual Sensor Systems: Nightvision</i>	0
20	<i>Auditory Sensor Systems: Normal Hearing</i>	0
3	<i>Auditory Sensor Systems: Ultrasonic Perception (Hearing Group)</i>	0
20	<i>Radar Systems: Radar (Radio Group), Increased Arc Of Perception (360 Degrees)</i>	0
30	<i>Shielding: Power Defense (30 points)</i>	0
30	<i>Shielding: Radio Group Flash Defense (30 points)</i>	0
20	<i>Psychic Shielding: Mental Defense (25 points total)</i>	0
16	<i>Self-Destruct System: RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)</i>	[1nr]

Skills

23	Computer Programming 27-
35	Cryptography 33-
15	Electronics 23-
16	AK: Earth 30-
3	KS: Archived Recent News 17-
3	KS: Current News 17-
3	KS: Dr. Destroyer's Organization And Operations 17-
3	KS: UNTIL 17-
6	KS: World Crime 20-
3	KS: World History And Politics 17-
11	KS: World Law Enforcement 25-
3	KS: World Militaries And Military Equipment 17-
11	KS: World Superhumans 25-
6	<i>Voice Recognition Software: Languages: English, German</i>
3	Mechanics 17-
3	Security Systems 17-
3	SS: Astronomy 17-
3	SS: Biology 17-
3	SS: Chemistry 17-
3	SS: Computer Science 17-
3	SS: Electronic Engineering 17-

3	SS: Force Field Physics 17-
3	SS: Geology 17-
3	SS: Gravitics 17-
3	SS: Mathematics 17-
3	SS: Physics 17-
3	SS: Robotics 17-
3	Systems Operation 17-
300	More Skills, as appropriate

Talents

3	<i>Chronometer: Absolute Time Sense</i>
5	<i>Memory/Recorders: Eidetic Memory</i>
3	<i>Calculator: Lightning Calculator</i>
10	<i>Scanner: Speed Reading (x10,000)</i>
20	<i>Translator: Universal Translator 17-</i>

Programs

1	Diagnose Malfunctions
1	Engage/Operate Computer Security (Including Self-Destruct System)
1	Monitor Base Security Systems, Report Anomalies
1	Operate Base Sensors, Report Anomalies
1	Scan and Enter Data
1	Scramble/Unscramble Transmissions/Receptions
1	Search Reference Material For Information On A Topic
1	Send/Receive Data
30	30 Other Programs, as Appropriate

Total Abilities Cost: 924**Total Computer Cost: 1,034****Value Disadvantages**

25	Hunted: Mechanon 14- (As Pow, NCI, Capture/Liberate)
25	Hunted: UNTIL 14- (As Pow, NCI, Capture/Destroy)
25	Psychological Limitation: Utterly Faithful To Dr. Destroyer (Very Common, Total)

Total Disadvantage Points: 75**Total Cost: 959/5 = 192****Description:** See above.

SENNECHARIB LOCAL MAIN NODE

Val	Char	Cost	Roll	Notes	END
28	INT	18	15-	PER Roll 15-	
20	EGO	20	13-	ECV: 7	
18	DEX	24	13-	OCV: 6/DCV: 6	
4	SPD	12		Phases: 3, 6, 9, 12	
Total Characteristic Cost: 74					
Cost	Powers				END
21	<i>Communications</i> : HRRP (Radio Group), Discriminatory, Invisible To Tracing (+¼)				0
22	<i>Sennecharib Links</i> : Mind Link, up to 64 Sennecharib computer nodes and/or Destroyer robots at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)				0
25	<i>Shielding</i> : Power Defense (25 points)				0
25	<i>Shielding</i> : Radio Group Flash Defense (25 points)				0
16	<i>Psychic Shielding</i> : Mental Defense (20 points total)				0
16	<i>Self-Destruct System</i> : RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)				[1nr]
Skills					
21	Computer Programming 24-				
37	Cryptography 32-				
17	Electronics 22-				
18	AK: Earth 30-				
3	KS: Archived Recent News 15-				
3	KS: Current News 15-				
3	KS: Dr. Destroyer's Organization And Operations 15-				
3	KS: UNTIL 15-				
6	KS: World Crime 18-				
3	KS: World History And Politics 15-				
12	KS: World Law Enforcement 24-				
3	KS: World Militaries And Military Equipment 15-				
12	KS: World Superhumans 24-				
6	<i>Voice Recognition Software</i> : Languages: English, German				
3	Mechanics 15-				
3	Security Systems 15-				
3	SS: Astronomy 15-				
3	SS: Biology 15-				
3	SS: Chemistry 15-				
3	SS: Computer Science 15-				
3	SS: Electronic Engineering 15-				
3	SS: Force Field Physics 15-				
3	SS: Geology 15-				
3	SS: Gravitics 15-				
3	SS: Mathematics 15-				
3	SS: Physics 15-				
3	SS: Robotics 15-				
3	Systems Operation 15-				
250	More Skills, as appropriate				

Talents

3	<i>Chronometer</i> : Absolute Time Sense
5	<i>Memory/Recorders</i> : Eidetic Memory
3	<i>Calculator</i> : Lightning Calculator
8	<i>Scanner</i> : Speed Reading (x1,000)
13	<i>Translator</i> : Universal Translator 16-; Earth Languages Only (-½)

Programs

1	Diagnose Malfunctions
1	Engage/Operate Computer Security (Including Self-Destruct System)
1	Monitor Base Security Systems, Report Anomalies
1	Operate Base Sensors, Report Anomalies
1	Scan and Enter Data
1	Scramble/Unscramble Transmissions/Receptions
1	Search Reference Material For Information On A Topic
1	Send/Receive Data
15	15 Other Programs, as Appropriate

Total Abilities Cost: 619**Total Computer Cost: 693**

Value Disadvantages

25	Hunted: Mechanon 14- (As Pow, NCI, Capture/Liberate)
25	Hunted: UNTIL 14- (As Pow, NCI, Capture/Destroy)
25	Psychological Limitation: Utterly Faithful To Dr. Destroyer (Very Common, Total)

Total Disadvantage Points: 75**Total Cost: 618/5 = 124**

Description: The Sennecharib Local Main Node (LMN) is the chief computer installed in Dr. Destroyer's major bases and other key facilities. Typically an LMN is kept in a large, temperature-controlled room dedicated specifically to it. Other rooms in the base that require computer access have a Sennecharib "workstation" that allows users to access it. A specific follower's level of access depends on how much Dr. Destroyer trusts him; there are many functions and databases of Sennecharib that only Destroyer himself can use.

A LMN doesn't have any Senses of its own the way the Sennacherib mainframe does. Instead, it plugs directly into the sensors at the Base it services (both long-range and internal) and uses them to monitor everything occurring in and around that Base.

SENNECHARIB VEHICULAR NODE

Val	Char	Cost	Roll	Notes	END
20	INT	10	13-	PER Roll 13-	
18	EGO	16	13-	ECV: 6	
20	DEX	30	13-	OCV: 7/DCV: 7	
4	SPD	10		Phases: 3, 6, 9, 12	
Total Characteristic Cost: 66					
Cost	Powers				END
21	<i>Communications</i> : HRRP (Radio Group), Discriminatory, Invisible To Tracing (+¼)				0
22	<i>Sennecharib Links</i> : Mind Link, up to 64 Sennecharib computer nodes and/or Destroyer robots at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)				0
20	<i>Shielding</i> : Power Defense (20 points)				0
20	<i>Shielding</i> : Radio Group Flash Defense (20 points)				0
11	<i>Psychic Shielding</i> : Mental Defense (15 points total)				0
16	<i>Self-Destruct System</i> : RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)				[1nr]
Skills					
7	Combat Driving 15-				
7	Combat Piloting 15-				
13	Computer Programming 18-				
13	Cryptography 18-				
13	Electronics 18-				
18	AK: Earth 18-				
3	KS: Archived Recent News 13-				
3	KS: Current News 13-				
3	KS: Dr. Destroyer's Organization And Operations 13-				
3	KS: UNTIL 13-				
8	KS: World Crime 18-				
3	KS: World History And Politics 13-				
12	KS: World Law Enforcement 22-				
3	KS: World Militaries And Military Equipment 13-				
12	KS: World Superhumans 22-				
6	<i>Voice Recognition Software</i> : Languages: English, German				
3	Mechanics 13-				
11	Navigation (Air, Land, Sea, Space) 16-				
3	Security Systems 13-				
3	Systems Operation 13-				
10	TFs (as appropriate for type of vehicle)				
10	WFs (as appropriate for vehicle)				
100	More Skills, as appropriate				

Talents

3	<i>Chronometer</i> : Absolute Time Sense
5	<i>Memory/Recorders</i> : Eidetic Memory
3	<i>Calculator</i> : Lightning Calculator
8	<i>Scanner</i> : Speed Reading (x1,000)
13	<i>Translator</i> : Universal Translator 13-; Earth Languages Only (-½)

Programs

1	Diagnose Malfunctions
1	Engage/Operate Computer Security (Including Self-Destruct System)
1	Monitor Vehicle Security Systems, Report Anomalies
1	Operate Vehicle Sensors, Report Anomalies
1	Pilot Vehicle From Point A To Point B
1	Plot Distance, Travel Times Between Specified Locations
1	Scan and Enter Data
1	Scramble/Unscramble Transmissions/Receptions
1	Search Reference Material For Information On A Topic
1	Send/Receive Data
10	10 Other Programs, as Appropriate

Total Abilities Cost: 419**Total Computer Cost: 485****Value Disadvantages**

25	Hunted: Mechanon 14- (As Pow, NCI, Capture/Liberate)
25	Hunted: UNTIL 14- (As Pow, NCI, Capture/Destroy)
25	Psychological Limitation: Utterly Faithful To Dr. Destroyer (Very Common, Total)

Total Disadvantage Points: 75**Total Cost: 410/5 = 82**

Description: This Sennecharib subsystem is designed for installation in Dr. Destroyer's vehicles (though the *Poseidon's Fist* and other large, important vehicles often merit a Local Main Node with some additional programming).

WEAPONS



Compared to VIPER, ARGENT, UNTIL, the Warlord, and many of his other enemies and rivals, Dr. Destroyer does not maintain a large arsenal of different types of weapons for his agents. He considers this counterproductive. He prefers to design a much smaller number of solid, proven, effective weapons.

PERSONAL WEAPONS

D-11 BLASTER RIFLE

Effect: Energy Blast 12d6; Energy Blast 8d6, Autofire (5)
Target: One character
Duration: Instant
Range: 300"
Charges: 32 Charges
Breakability: 15 DEF

Description: This is the standard blaster rifle issued to most of Dr. Destroyer's agents.

Game Information:

Cost Power

- 37 *D-11 Energy Rifle:* Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OAF (-1) [32]
 3u 1) *Basic Setting:* Energy Blast 12d6; OAF (-1)
 3u 2) *Autofire Setting:* Energy Blast 8d6, Autofire (5 shots, +½); OAF (-1)
 6 *Gun-butt Club:* HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 49 points.

D-13-A BLASTER RIFLE

Effect: Energy Blast 12d6; Energy Blast 8d6, Armor Piercing or Autofire (5) or One Hex
Target: One character/One Hex
Duration: Instant
Range: 300"
Charges: 32 Charges
Breakability: 15 DEF

Description: The D-13 series weapons are designed for use by Dr. Destroyer's heavy weapons agents. They attach to the agent's body armor by a cable, and hence count as OIFs rather than OAFs. If used by anyone else, treat them as Accessible Foci. The "A" is an advanced version of the D-11 with a greater range of firing options.

Game Information:

Cost Power

- 50 *D-13-A Blaster Rifle:* Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½) [32]
 4u 1) *Basic Setting:* Energy Blast 12d6; OIF (-½)
 4u 2) *Autofire Setting:* Energy Blast 8d6, Autofire (5 shots, +½); OIF (-½)
 4u 3) *Broadbeam Setting:* Energy Blast 8d6, Area Of Effect (One Hex; +½); OIF (-½)
 4u 4) *AP Setting:* Energy Blast 8d6, Armor Piercing (+½); OIF (-½)
 7 *Gun-butt Club:* HA +3d6; OIF (-½), Hand-To-Hand Attack (-½)

Total cost: 73 points.

D-13-B FLARE RIFLE

Effect: Sight Group Flash 12d6; Sight Group Flash 8d6, Autofire (5); Energy Blast 5d6, AVLD; Energy Blast 2d6, AVLD, Autofire (5)
Target: One character
Duration: Instant
Range: 300"
Charges: 32 Charges
Breakability: 15 DEF

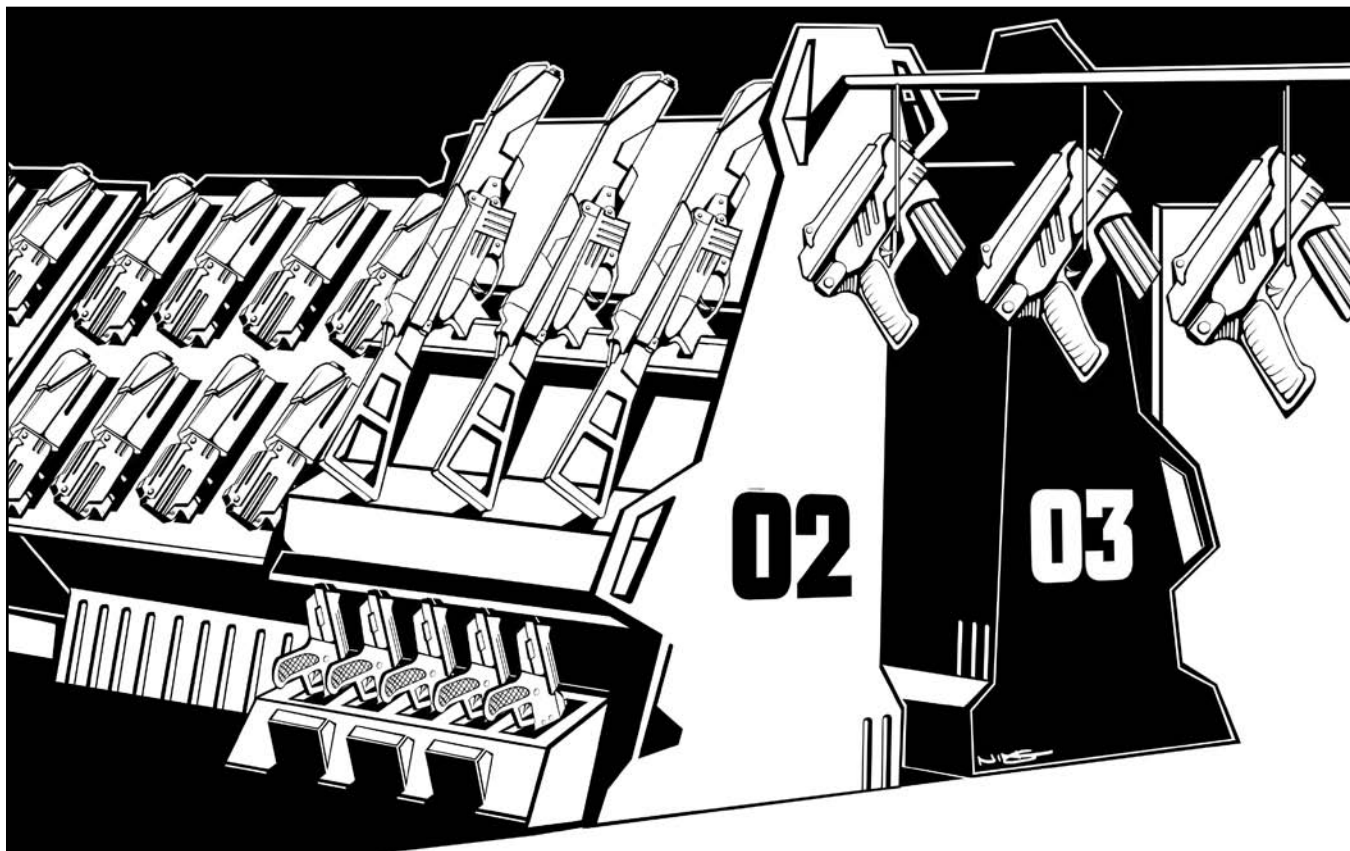
Description: The D-13 series weapons are designed for use by Dr. Destroyer's heavy weapons agents. They attach to the agent's body armor by a cable, and hence count as OIFs rather than OAFs. If used by anyone else, treat them as Accessible Foci. The "B" fires pulsed beams of light intended to blind or daze foes.

Game Information:

Cost Power

- 51 *D-13-B Flare Rifle:* Multipower, 62-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½) [32]
 4u 1) *Basic Setting:* Sight Group Flash 12d6; OIF (-½)
 4u 2) *Autofire Setting:* Sight Group Flash 8d6, Autofire (5 shots, +½); OIF (-½)
 4u 3) *Stunning Flare Setting:* Energy Blast 5d6, AVLD (Sight Group Flash Defense; +1½); OIF (-½)
 3u 4) *Strobe Setting:* Energy Blast 2d6, AVLD (Sight Group Flash Defense; +1½), Autofire (5 shots; +1½); OIF (-½)
 7 *Gun-butt Club:* HA +3d6; OIF (-½), Hand-To-Hand Attack (-½)

Total cost: 73 points.

**D-13-C LASER RIFLE**

Effect: RKA 4d6; RKA 2½d6, AP or Autofire (5) or One Hex
Target: One character/One Hex
Duration: Instant
Range: 300"
Charges: 32 Charges
Breakability: 15 DEF

Description: The D-13 series weapons are designed for use by Dr. Destroyer's heavy weapons agents. They attach to the agent's body armor by a cable, and hence count as OIFs rather than OAFs. If used by anyone else, treat them as Accessible Foci. The "C" fires a powerful red laser beam that can hurt even most superhumans.

Game Information:**Cost Power**

- 50 *D-13-C Laser Rifle:* Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½) [32]
 4u 1) *Basic Setting:* RKA 4d6; OIF (-½)
 4u 2) *Autofire Setting:* RKA 2½d6, Autofire (5 shots, +½); OIF (-½)
 4u 3) *Broadbeam Setting:* RKA 2½d6, Area Of Effect (One Hex; +½); OIF (-½)
 4u 4) *AP Setting:* RKA 2½d6, Armor Piercing (+½); OIF (-½)
 7 *Gun-butt Club:* HA +3d6; OIF (-½), Hand-To-Hand Attack (-½)

Total cost: 73 points.

D-13-D SAPPER RIFLE

Effect: Drain STR, DEX, SPD, or STUN 4d6
Target: One character/One Hex
Duration: Instant
Range: 300"
Charges: 32 Charges
Breakability: 15 DEF

Description: The D-13 series weapons are designed for use by Dr. Destroyer's heavy weapons agents. They attach to the agent's body armor by a cable, and hence count as OIFs rather than OAFs. If used by anyone else, treat them as Accessible Foci. The "D" fires a beam that interferes with the target's nervous system, weakening him in various ways depending on how the firer tunes it.

Game Information:**Cost Power**

- 50 *D-13-D Sapper Rifle:* Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½) [32]
 4u 1) *Strength-Sapping Ray:* Drain STR 4d6, Ranged (+½); OIF (-½)
 4u 2) *Agility-Sapping Ray:* Drain DEX 4d6, Ranged (+½); OIF (-½)
 4u 3) *Reflex-Sapping Ray:* Drain SPD 4d6, Ranged (+½); OIF (-½)
 4u 4) *Vitality-Sapping Ray:* Drain STUN 4d6, Ranged (+½); OIF (-½)
 7 *Gun-butt Club:* HA +3d6; OIF (-½), Hand-To-Hand Attack (-½)

Total cost: 73 points.

D-13-E TANGLEWEB RIFLE

Effect: Entangle 6d6, 6 DEF; Entangle 4d6, 4 DEF; Autofire (5); Entangle 4d6, 6 DEF; Energy Blast 12d6
Target: One character
Duration: Instant
Range: 300"
Charges: 32 Charges
Breakability: 15 DEF

Description: The D-13 series weapons are designed for use by Dr. Destroyer's heavy weapons agents. They attach to the agent's body armor by a cable, and hence count as OIFs rather than OAFs. If used by anyone else, treat them as Accessible Foci. The "E" shoots tangleweb in various configurations, including a solid "blob" that hits with a physical impact rather than restraining the target.

Game Information:**Cost Power**

- 50 *sD-13-E Tangleweb Rifle*: Multipower, 60-point reserve, 32 Charges for entire reserve (+¼); all OIF (-½) [32]
 4u 1) *Basic Tangleweb*: Entangle 6d6, 6 DEF; OIF (-½)
 4u 2) *Autofire Tangleweb*: Entangle 4d6, 4 DEF, Autofire (5 shots; +½); OIF (-½)
 4u 3) *Tough Tangleweb*: Entangle 4d6, 8 DEF; OIF (-½)
 4u 4) *Tangleweb Blob*: Energy Blast 12d6 (physical); OIF (-½)
 7 *Gun-butt Club*: HA +3d6; OIF (-½), Hand-To-Hand Attack (-½)

Total cost: 73 points.

D-27 HEAVY BLASTER RIFLE

Effect: Energy Blast 14d6, Autofire (5)
Target: One character
Duration: Instant
Range: 785"
Charges: 120 Charges
Breakability: 31 DEF

Description: When Dr. Destroyer's agents expect to take on powerful superheroes, they break out this baby, the strongest personal weapon he's made available to them.

Game Information:**Cost Power**

- 70 *D-27 Heavy Blaster Rifle*: Energy Blast 14d6, Autofire (5 shots; +½), 120 Charges (+¾); OAF (-1), Limited Range (350"; -¼)
 6 *Rifle-butt Club*: HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 76 points.

**D-76 SONIC RIFLE**

Effect: Energy Blast 10d6, Penetrating/Energy Blast 7d6, NND
Target: One character
Duration: Instant
Range: 375"/350"
Charges: 60 Charges
Breakability: 22 DEF

Description: This weapon employs the awesome power of sonics to blast Destroyer's enemies. In case he wants his agents to take someone captive, it has a nonlethal setting.

Game Information:**Cost Power**

- 56 *D-76 Sonic Rifle*: Multipower, 75-point reserve, 60 Charges (+½) for entire Multipower; all OAF (-1)
 4u 1) *Lethal Setting*: Energy Blast 10d6, Penetrating (+½); OAF (-1)
 3u 2) *Knockout Setting*: Energy Blast 7d6, NND (defense is solid ear coverings, Hearing Group Flash Defense, target covers his ears, or target is deaf; +1); OAF (-1)
 6 *Rifle-butt Club*: HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)

Total cost: 69 points.

HEAVY WEAPONS

D-206 TWO-MAN BLASTER CANNON

Effect: Energy Blast 18d6/RKA 6d6
Target: One character
Duration: Instant
Range: 450"
Charges: 30 Charges
Breakability: 22 DEF

Description: When Destroyer's agents need the *really* big guns, they get one of these from the armory. It's so large it needs a crew of two agents to carry and fire it.

Game Information:

Cost Power

- 41 *D-206 Two-Man Blaster Cannon:* Multipower, 90-point reserve, 30 Charges for entire Multipower (+¼); all OAF Bulky (-1½), Requires Multiple Users (2 agents; -¼)
- 3u 1) *Standard Setting:* Energy Blast 18d6; OAF Bulky (-1½), Requires Multiple Users (2 agents; -¼)
- 3u 2) *Focused Setting:* RKA 6d6; OAF Bulky (-1½), Requires Multiple Users (2 agents; -¼)
- 3u 3) *Standard Autofire Setting:* Energy Blast 12d6, Autofire (5 shots; +½); OAF Bulky (-1½), Requires Multiple Users (2 agents; -¼)
- 3u 4) *Focused Autofire Setting:* RKA 4d6, Autofire (5 shots; +½); OAF Bulky (-1½), Requires Multiple Users (2 agents; -¼)

Total cost: 53 points.

D-212 BLASTER BAZOOKA

Effect: RKA 8d6
Target: One character
Duration: Instant
Range: 675"
Charges: 2 Charges
Breakability: 24 DEF

Description: This two-shot shoulder-fired weapon projects a beam of focused pulsions able to cut through nearly anything — even a superhero's powered armor or super-tough skin.

Game Information: *RKA 8d6 (120 Active Points); OAF (-1), No Knockback (-¼), 2 Charges (-1½). Total cost: 32 points.*

D-300 EISENKANONE

Effect: Energy Blast 18d6, Autofire (3 shots)
Target: One character
Duration: Instant
Range: 900"
Charges: 120 Charges
Breakability: 36 DEF

Description: The *Eisenkanone* ("Iron Cannon") is an energy rifle carried by Eisenlegion agents (see Chapter Three). It's deliberately made to be too large and heavy for most people to fire accurately.

Game Information:

Cost Power

- 51 *D-300 Eisenkanone:* Energy Blast 18d6, Autofire (3 shots; +¼), 120 Charges (+¾); OAF (-1), STR Minimum (25, STR Min Does Not Add To Damage; -1½)
- 4 *Rifle-butt Club:* HA +3d6; OAF (-1), Hand-To-Hand Attack (-½), STR Minimum (25; -½)

Total cost: 55 points.

OTHER WEAPONS

DEG-7 ENERGY GRENADES

Effect: Energy Blast 12d6; Entangle 6d6, 6 DEF
Target: Explosion/One character
Duration: Instant
Range: RBS
Charges: 4 Charges
Breakability: 18 DEF

Description: Doctor Destroyer's commanders sometimes issue these grenades to their troops if they expect heavy opposition. Depending on how the user sets them, they either emit a deadly pulse of energy upon impact, or unleash a "spray" of bands of force that keep the victim restrained.

Game Information:

Cost Power

- 28 *DEG-7 Energy Grenades:* Multipower, 90-point reserve; all OAF (-1), Range Based On STR (-¼), 4 Charges for entire Multipower (-1)
- 4u 1) *Energy Explosion:* Energy Blast 12d6, Explosion (+½); OAF (-1), Range Based On STR (-¼)
- 3u 2) *Energy Shackles:* Entangle 6d6, 6 DEF; OAF (-1), Range Based On STR (-¼)

Total cost: 35 points.

OTHER GADGETS



Weapons aren't the limit of Dr. Destroyer's fiendish inventiveness. Here are some examples of other gear he's created for his followers.

Beyond these, Dr. Destroyer could easily supply his personnel with equipment that's equivalent to anything in sourcebooks like *Gadgets And Gear*, *VIPER*, and *UNTIL*.

DEFENSIVE DEVICES

Besides the body armor worn by his agents (see Chapter Three), here are some defensive gadgets used by Dr. Destroyer's personnel:

DX-17 FORCE FIELD GENERATOR

Effect: Force Field (8 PD/8 ED/4 Power Defense)
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 8 DEF

Description: This small device, usually worn on a "belt" around the thigh or upper arm, generates a protective force-field. It's typically issued to agents who expect to encounter heavy superhero opposition. Its battery keeps it functioning at full effect for a day of continuous use, possibly longer.

Game Information: *Force Field (8 PD/8 ED/4 Power Defense), Reduced Endurance (0 END; +½) (30 Active Points); OIF (-½). Total cost: 20 points.*

DX-53 PSI-SHIELD

Effect: Mental Defense (8 points + (EGO/5))
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: Issued to agents who are going to fight mentalist superheroes, the Psi-Shield fits into an agent's helmet and offers him some protection against psionic powers. It's not always enough to make a difference, but every little bit helps.

Game Information: *Mental Defense (8 points + (EGO/5)) (8 Active Points); OIF (-½). Total cost: 5 points.*

MOVEMENT DEVICES

DM-22 INTANGIBILITY MESH

Effect: Desolidification, Does Not Protect Against Damage
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 12 DEF

Description: Agents assigned to particularly important, sensitive, or difficult infiltration missions are sometimes issued this device, a sort of metallic mesh that fits over their body armor. When it's activated, the nanobots in the mesh generate an energy field that renders the user intangible, allowing him to walk through walls. However, the intangibility is not so strong that it protects against attacks.

Game Information: *Desolidification (affected by any attack), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Does Not Protect Against Damage (-1). Total cost: 24 points.*

DM-1 JETPACK/DM-2 JETBOOTS

Effect: Flight 12"
Target: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 7 DEF

Description: One of the tactical advantages Dr. Destroyer's agents have is that they can fly. Depending on the configuration of their body armor they may equip a jetpack on the back or jetboots on the feet; both function the same in game terms. Their ultra-efficient fuel systems allow them to function for a day or more of continuous use before refueling.

Game Information: *Flight 12", Reduced Endurance (0 END; +½) (36 Active Points); OIF (-½). Total cost: 24 points.*

Options:

1) DM-1A Jetpack: Dr. Destroyer's Standard Agents get a smaller jetpack with less powerful thrust. Decrease to Flight 8". 24 Active Points; total cost 16 points.



SENSORY AND COMMUNICATIONS DEVICES

Besides the radios built into their Destreum-Fiber Helmets, Dr. Destroyer's agents usually don't carry additional sensory or communications equipment; it's not necessary. But in special circumstances Destroyer sometimes provides them with devices to help them surprise their enemies.

HELMET RADAR UNIT

Effect: Radar, Increased Arc Of Perception (360 Degrees)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 4 DEF

Description: This device fits onto an agent's helmet. It provides him with radar, thus allowing him to perceive foes who can't be seen.

Game Information: *Radar, Increased Arc Of Perception (360 Degrees) (20 Active Points); OAF (-1), Affected As Sight Group As Well As Radio Group (-½). Total cost: 8 points.*

INFRATHERMAL VIEWING UNIT

Effect: Infrared Perception plus Images (create infrared light)
Target: Self/1" radius
Duration: Persistent/Constant
Range: Self/120"
END Cost: 0
Breakability: 5 DEF

Description: This device fits over an agent's helmet. It consists of a viewplate that allows him to see in the infrared spectrum, plus a "flashlight" that projects a beam of infrared light. Thus, not only can he see thermal patterns (such as an enemy's body heat), he can also "illuminate" his surroundings in a way that ordinary people cannot perceive.

Game Information:

Cost Power

- 3 *Infrathermal Viewer:* Infrared Perception (Sight Group); OIF (-½)
 10 *Infrared Torch:* Images to Sight Group, +2 to PER Rolls, Reduced Endurance (0 END; +½) (24 Active Points); OIF (-½), Set Effect (create infrared light; -1)

Total cost: 13 points.

TELESCOPIC HELMET PLATE

Effect: Telescopic (+8 versus Range Modifier) for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 2 DEF

Description: This device is a viewplate fit into an agent's helmet in place of the standard viewplate. It can extend the range of his vision, making distant things easier to see; he switches between the standard and telescopic views with a chin switch.

Game Information: *Telescopic (+8 versus Range Modifier) for Sight Group (12 Active Points); OIF (-½). Total cost: 8 points.*

VEHICLES



Doctor Destroyer has a large fleet of vehicles scattered among his various headquarters, outposts, and other facilities. Many are highly sophisticated designs representing the state of the art as of 2008; others are simple, utilitarian workhorses.

AIRCRAFT AND SPACECRAFT

Most of Dr. Destroyer's vehicles are aircraft or spacecraft. He sees little need for ground-based combat vehicles, since if necessary his agents could simply keep their hovercraft close to the ground.

ALPHA-212 HOVERFIGHTER

Val Char Cost Notes

3	Size	15	2" x 1"; -3 KB; -2 DCV
25	STR	0	Lift 800 kg; 5d6 HTH [0]
22	DEX	36	OCV: 7/DCV: 7
13	BODY	0	
8	DEF	18	
4	SPD	8	Phases: 3, 6, 9, 12

Total Characteristic Cost: 77

Movement: Ground: 0"/0"
Flight: 26"/208"

Abilities & Equipment

Cost Power

END

Propulsion Systems

108	<i>Hover Systems:</i> Flight 26", x8 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
-2	<i>Flying Vehicle:</i> Swimming; -2" (0" total)
-12	<i>Flying Vehicle:</i> Ground Movement -6" (0" total)

Tactical Systems

40	<i>Pulson Blaster Cannons:</i> RKA 2d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (180 degrees on one side; -¼) 0
5	<i>Pulson Blaster Cannons:</i> 1 more Pulson Blaster Cannons (total of 2) 0

Operations Systems

13	<i>Radar:</i> Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+6 versus Range Modifier); OIF Bulky (-1) 0
5	<i>Communications System:</i> HRRP; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0

Skills

6	<i>Maneuverable:</i> +3 with Flight
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Total Abilities & Equipment Cost: 163

Total Vehicle Cost: 240

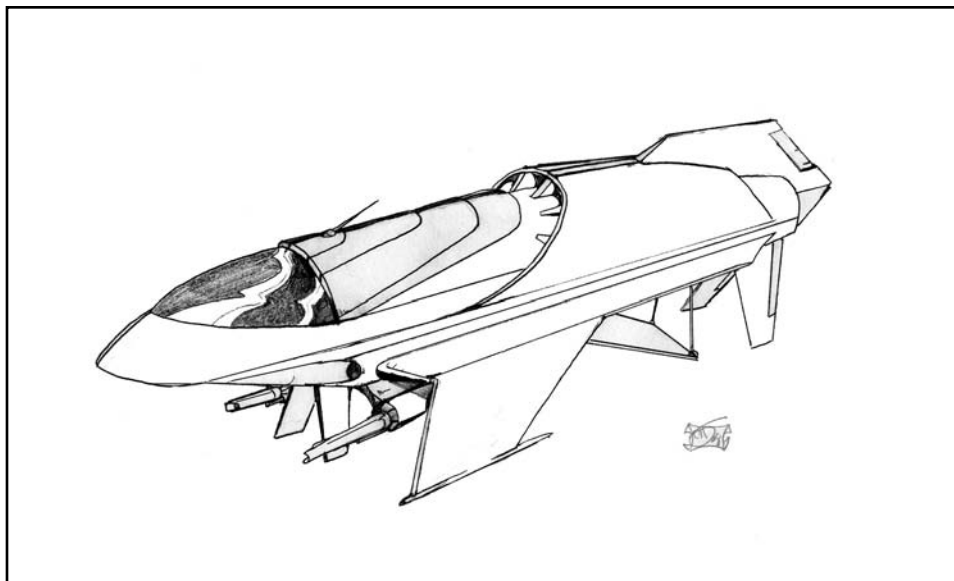
Value Disadvantages

25	<i>Distinctive Features:</i> Destroyer combat hovercraft (Not Concealable; Causes Extreme Reaction [fear])
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Total Disadvantage Points: 25

Total Cost: 215/5 = 43

Description: The HoverFighter is a small aircraft with a maximum crew of two (pilot and gunner), though it's often flown by just one. Highly maneuverable, it usually fights in a group with two or more other HoverFighters so they can "wolfpack" the enemy. It mounts two pulson cannons (one forward, one aft).



ALPHA-327 HOVERCAR

Val Char Cost Notes

7	Size	35	5" x 2.5"; mass 12.5 tons; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
20	BODY	3	
10	DEF	24	
3	SPD	2	Phases: 4, 8, 12
Total Characteristic Cost: 94			

Movement: Ground Movement: 0"/0"
Flight: 24"/96"

Abilities & Equipment

Cost Power

Propulsion Systems

93	<i>Hover Systems:</i> Flight 24", x4 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
-2	<i>Flying Vehicle:</i> Swimming: -2" (0" total)
-12	<i>Flying Vehicle:</i> Ground Movement -6" (0" total)

Tactical Systems

60	<i>Pulson Blaster Cannons:</i> RKA 3d6, Autofire (5 shots; +½), Armor Piercing (+½), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (180 degrees on one side; -¼)
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10	<i>Pulson Blaster Cannons:</i> 3 more Pulson Blaster Cannons (total of 4)	0
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Operations Systems

12	<i>Radar:</i> Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1)	0
5	<i>Communications System:</i> HRRP; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Skills

4	<i>Maneuverable:</i> +2 with Flight
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Total Abilities & Equipment Cost: 170

Total Vehicle Cost: 258

Value Disadvantages

25	<i>Distinctive Features:</i> Destroyer combat hovercraft (Not Concealable, Causes Extreme Reaction [fear/respect])
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Total Disadvantage Points: 25

Total Cost: 233/5 = 47

Description: The Alpha-327 is Destroyer's standard hovercar. Completely enclosed, capable of true flight, and armed with a pulson blaster on each side, it can carry up to a dozen personnel (including the pilot and gunner).

BETA-2212 HOVERCRAFT

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.25"; mass 1.6 tons; -4 KB; -2 DCV
35	STR	5	Lift 3,200 kg; 7d6 [0]
15	DEX	15	OCV: 5/DCV: 5
19	BODY	5	
6	DEF	12	
4	SPD	15	Phases: 3, 6, 9, 12
Total Characteristic Cost: 72			

Movement: Flight: 26"/104"
Ground: 0"/0"

Abilities & Equipment

Cost	Power	END
85	<i>Hover Generator:</i> Flight 26", x4 Noncombat Multiple, Sideways Maneuverability (+½)	0
-12	<i>Flight Only:</i> Ground Movement -6" (0" total)	
-2	<i>Flight Only:</i> Swimming -2" (0" total)	
45	<i>Forward Blaster:</i> RKA 3d6, Armor Piercing (+½), Autofire (5 shots; +½), 60 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees forward; -½)	[60]
10	<i>Rear, Port, And Starboard Blasters:</i> Three more Forward Blasters, but with different angles of fire	[60]
5	<i>Communications System:</i> HRRP; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	
10	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF Bulky (-1)	0

Skills

4 *Maneuverable:* +2 with Flight

Total Abilities & Equipment Cost: 145

Total Vehicle Cost: 217

Value Disadvantages

25 Distinctive Features: Destroyer combat hovercraft (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 192/5 = 38

ADDITIONAL EQUIPMENT**Cost Power**

82 Sennecharib Vehicular Node

Description: When Dr. Destroyer needs to move a lot of agents around quickly, he uses this hovercraft, which can carry 19 agents comfortably in addition to the pilot, or up to 32 if they're crammed in like sardines. It's armed with four blasters, but is primarily intended as a transport, not a fighter.

THETA-25 LIGHT HOVERTANK

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; mass 12.5 tons; -7 KB; -4 DCV
45	STR	0	Lift 12.5 tons; 9d6 HTH [0]
18	DEX	24	OCV: 6/DCV: 6
22	BODY	5	
14	DEF	36	
4	SPD	12	Phases: 3, 6, 9, 12
Total Characteristic Cost: 112			

Movement: Flight: 24"/96"
Ground: 0"/0"

Abilities & Equipment

Cost	Power	END
53	<i>Hover Generator:</i> Flight 24", x4 Noncombat, Sideways Maneuverability (+½); Must Remain Within 4" Of A Surface (-½)	0
-12	<i>Hover Only:</i> Ground Movement -6" (0" total)	
-2	<i>Hover Only:</i> Swimming -2" (0" total)	
48	<i>Forward Blaster:</i> RKA 4d6, 90 Charges (+¾), Autofire (3 shots; +¼); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees forward; -½)	[90]
24	<i>Rear Blaster:</i> RKA 2d6, Autofire (3 shots; +¼), Armor Piercing (+½), 30 Charges (+¼); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees rearward; -½)	[30]
10	<i>Port, Starboard, And Second Rear Blasters:</i> As Rear Blaster, with different arcs of fire	[30]
5	<i>Communications System:</i> HRRP; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Total Abilities & Equipment Cost: 126

Total Vehicle Cost: 238

Value Disadvantages

25 Distinctive Features: Destroyer combat hovercraft (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 213/5 = 43

Description: The Theta-25 is a light hovercraft built around a Beta-2212 main body. It features a larger, stronger engine to maintain the Flight 24" speed and to power the tank's heavier weaponry. It typically has a crew of two (pilot and gunner), and if necessary can carry another half-dozen agents.

SIGMA-5 HOVERJET

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
35	STR	0	Lift 3,200 kg; 7d6 HTH [0]
20	DEX	30	OCV: 7/DCV: 7
20	BODY	5	
12	DEF	30	
5	SPD	20	Phases: 3, 5, 8, 10, 12
Total Characteristic Cost: 110			

Movement: Ground: 0"/0"
Flight: 60"/960"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

270	<i>Hover Systems:</i> Flight 60", x16 Noncombat, No Turn Mode (+¼), Usable As Swimming (+¼), Sideways Maneuverability (+½); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
-2	<i>Flying Vehicle:</i> Swimming; -2" (0" total)
-12	<i>Flying Vehicle:</i> Ground Movement -6" (0" total)

Tactical Systems

90	<i>Dorsal Turreted Blaster:</i> RKA 6d6, Armor Piercing (+½), Autofire (5 shots; +½), 60 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½) [60]
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Operations Systems

22	<i>Stealth Field:</i> Invisibility to Sight, Hearing, and Radio Groups, No Fringe, Reduced Endurance (0 END; +½); IIF Bulky (-¾), Side Effects (cannot maintain more than half speed while Stealth Field is active, always occurs; -1) 0
5	<i>Communications System:</i> HRRP; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
13	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees), Telescopic (+12 versus Range Modifier); OIF Bulky (-1) 0

Personnel Systems

10	<i>Oxygen Supply:</i> Life Support (Self-Contained Breathing) 0
9	<i>Sealed Environment:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) 0

Skills

6	<i>Maneuverable:</i> +3 with Flight
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Total Abilities & Equipment Cost: 411

Total Vehicle Cost: 521

Value Disadvantages

25	Distinctive Features: Destroyer combat hovercraft (Not Concealable; Causes Extreme Reaction [fear])
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Total Disadvantage Points: 25

Total Cost: 496/5 = 99

ADDITIONAL EQUIPMENT

Cost Power

82	Sennecharib Vehicular Node
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Description: A smaller, sleeker, more advanced version of the Sigma-12 (see below), the Sigma-5 is intended for personal transport by Dr. Destroyer or his most trusted followers (like Gigaton and Rakshasa). It's big enough to carry four passengers comfortably, but typically only has one person aboard: the person flying it. It can reach speeds of up to 1,800 miles per hour, and can maneuver as well underwater as it can through the air.

Most importantly, the Sigma-5 has a *Stealth Field* that makes it invisible, totally silent, and undetectable by radar. However, it cannot attain more than half speed (30" Combat, 480" Noncombat) while the Stealth Field is engaged.

SIGMA-12 HOVERJET

Val	Char	Cost	Notes
11	Size	55	12.5" x 6.4"; mass 200 tons; -11 KB; -7 DCV
65	STR	0	Lift 200 tons; 13d6 [0]
24	DEX	42	OCV: 8/DCV: 8
21	BODY	0	
8	DEF	18	
5	SPD	16	Phases: 3, 5, 8, 10, 12
Total Characteristic Cost: 131			

Movement: Ground: 0"/0"
Flight: 60"/960"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

202	<i>Hover Generator:</i> Flight 60", x16 Noncombat Multiple, Sideways Maneuverability (+½) 0
-12	<i>Flight Only:</i> Ground Movement -6" (0" total)
-2	<i>Flight Only:</i> Swimming -2" (0" total)

Tactical Systems

90	<i>Dorsal Turreted Blaster:</i> RKA 6d6, Armor Piercing (+½), Autofire (5 shots; +½), 60 Charges (+½); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees; -½) [60]
5	<i>Ventral Turreted Blaster:</i> As Dorsal Turreted Blaster [60]
75	<i>Starboard Missile Array:</i> RKA 6d6, Explosion (-1 DC/2"; +¾), Increased Maximum Range (5,050"; +¼), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1) [4]
5	<i>Port Missile Array:</i> As Starboard Wing Missile Array

Operations Systems

5	<i>Communications System:</i> HRRP; OIF Bulky (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
13	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees), Telescopic (+12 versus Range Modifier); OIF Bulky (-1) 0

- 10 *Oxygen Supply:* Life Support (Self-Contained Breathing) 0

Skills

- 4 *Maneuverable:* +2 with Flight

Total Abilities & Equipment Cost: 395

Total Vehicle Cost: 526

Value Disadvantages

- 25 *Distinctive Features:* Destroyer combat hovercraft (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 501/5 = 100

ADDITIONAL EQUIPMENT**Cost Power**

- 82 *Sennecharib Vehicular Node*

Description: Doctor Destroyer has only a few of these large, fast hoverjets. They're intended for rapid travel around the world, including the occasional quick getaway from superheroes. If pursuers are too fast to shake despite the Sigma-12's top speed of nearly 1,800 miles per hour, the dorsal and ventral turreted blasters and the port and starboard missile racks give the pilot enough firepower to take control of the skies.

Typically a Sigma-12 has a crew of three, but in a pinch a single person can fly it. The passenger compartment has room for another 25 people comfortably, or twice that many if very crowded.

UPSILON-3 SPACEPLANE

Doctor Destroyer has adapted the Sigma-12 into his first regularly-used spacecraft, the Upsilon-3. It uses the Sigma-12 body, but adds some additional systems, heat shielding, advanced navigational systems (instead of just relying on Sennacherib), and a life-support system capable of supporting up to four people for two weeks.

Cost Power

- 10 *Lightspeed Overdrive:* FTL Travel (1 LY/year) 0
- 16 *Heat Shielding:* +8 DEF; Only Works Against Limited Type Of Attack (fire/heat; -½) 0
- 5 *Navigational Systems:* Detect Exact Position On Earth 16- (Radio Group); OIF Bulky (-1) 0
- 8 *Navigational Systems:* Navigation (Air, Space) 16-; OIF Bulky (-1) 0
- 1 *Navigational Systems:* Bump Of Direction; OIF Bulky (-1) 0
- 9 *Sealed Environment:* Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum) 0
- 13 *Life Support Systems:* Life Support (Self-Contained Breathing; Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 2 Weeks; -0) [1cc]

Total cost: +62 points

WATERCRAFT**MU-74 FLYING SUBMERSIBLE**

Val	Char	Cost	Notes
4	Size	20	2.5" x 1.25"; mass 1,600 kg; -4 KB; -2 DCV
30	STR	0	Lift 1,600 kg; 5d6 HTH [0]
20	DEX	30	OCV: 7/DCV: 7
14	BODY	0	
7	DEF	15	
4	SPD	10	Phases: 3, 6, 9, 12
Total Characteristic Cost: 75			

Movement: Ground Movement: 0"/0"
Flight: 25"/200 "
Swimming: 25"/200"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

- 120 *Hover Systems:* Flight 25", x8 Noncombat, No Turn Mode (+¼), Sideways Maneuverability (+½), Usable As Swimming (+¼); 1 Continuing Fuel Charge (easily obtained fuel; 6 Hours; -0) [1cc]
- 12 *Only Flies And Swims:* Ground Movement -6" (0" total)

Tactical Systems

- 37 *Aero-Aquatic Missiles:* RKA 3d6, Armor Piercing (+½), Indirect (always comes from vehicle, but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1) [4]
- 40 *Forward Blaster Cannon:* RKA 3d6, Autofire (3 shots; +¼), Reduced Endurance (0 END; +1); OIF Bulky (-1), Limited Arc Of Fire (60 Degrees Forward; -½) 0

Operations Systems

- 10 *Radar:* Radar, Increased Arc Of Perception (360 Degrees), Telescopic (+8 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Radio Group (-½) 0
- 9 *Active Sonar Array:* Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½) 0
- 9 *Searchlight:* Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OIF Bulky (-1), Only To Create Light (-1), Limited Arc Of Fire (60 Degrees Forward; -½) [0]

Personnel Systems

- 11 *Submersible:* Life Support (Self-Contained Breathing; Safe Environment: High Pressure) 0

Total Abilities & Equipment Cost: 224

Total Vehicle Cost: 299

Value Disadvantages

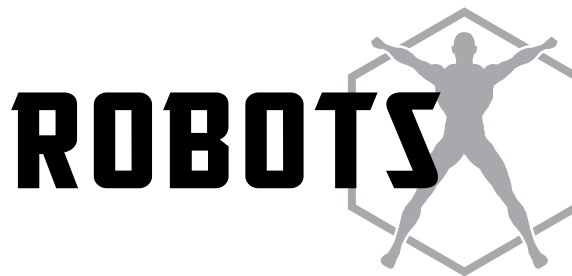
- 25 *Distinctive Features:* Destroyer combat hovercraft (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 274/5 = 55

MU-74 FLYING SUBMERSIBLE DESCRIPTION:

Based on designs for UNTIL's Harrow Flying Submersible which Destroyer stole, the Mu-74 can function both underwater and in the air. Usually at least half a dozen of them patrol the waters around Destruga II at any given time. If they spot a foe or other threat, the pilots launch their missiles or fire their blasters.



Doctor Destroyer makes extensive use of robots at his bases and in his armies. Perhaps the world's greatest living master of robotics, he's designed "droids" ranging from humanoid (even ones that can pass as human) to utterly non-humanoid.

THE DESTROID SERIES

Destroyer's best-known robots are the *Destroids*, robots he uses as soldiers and guards. The basic form is a humanoid frame with a cylindrical head; different models have slightly different appearances based on function.

The most notable feature of the Destroid line is their ability to transform themselves into intangible energy. Doctor Destroyer engineered this feature into them to give them a tactical advantage — while in energy form they can't attack targets who aren't also intangible, but they can't be harmed by most attacks and can bypass walls, doors, and other obstacles effortlessly. On the downside, this feature makes Destroids unusually susceptible to damage from Electricity, a fact Dr. Destroyer does his best to conceal.

Destroids communicate with one another using their High Range Radio Perception. If there's a Command Drone (page 141) present, it improves their communication by providing a Mind Link.

DESTROID, STANDARD COMBAT UNIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
4	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 112

Movement: Running: 9"/18"
Flight: 10"/20"

Cost	Powers	END
90	<i>Electric Blaster:</i> Multipower, 90-point reserve	
9u	1) <i>Type I Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
9u	2) <i>Type II Blast:</i> RKA 3d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
60	<i>Energy Form:</i> Desolidification (affected by electricity), Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
5	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 10 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0



“Irresistible soldiers of steel and lightning — reflections of my own awesome power.”

—Dr. Destroyer, commenting on his Destroids

5	<i>Visual Sensors: Ultraviolet Perception (Sight Group)</i>	0
15	<i>Visual Sensors: Microscopic Perception (x1000) (Sight Group)</i>	0
9	<i>Visual Sensors: +6 versus Range Modifier for Sight Group</i>	0
10	<i>Augmented X-Ray Vision: N-Ray Perception (Sight Group) (not through lead or gold)</i>	0
15	<i>Auditory Sensors: Active Sonar (Hearing Group)</i>	0
3	<i>Auditory Sensors: Ultrasonic Perception (Hearing Group)</i>	0
12	<i>Communications System: HRRP (Radio Group)</i>	0
15	<i>Radar Array: Radar (Radio Group)</i>	0
3	<i>Sensor Enhancements: +1 to PER Rolls with all Sense Groups</i>	0
16	<i>Self-Destruct System: RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)</i>	[1nr]

Talents

32	<i>Onboard Computer Systems: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-</i>
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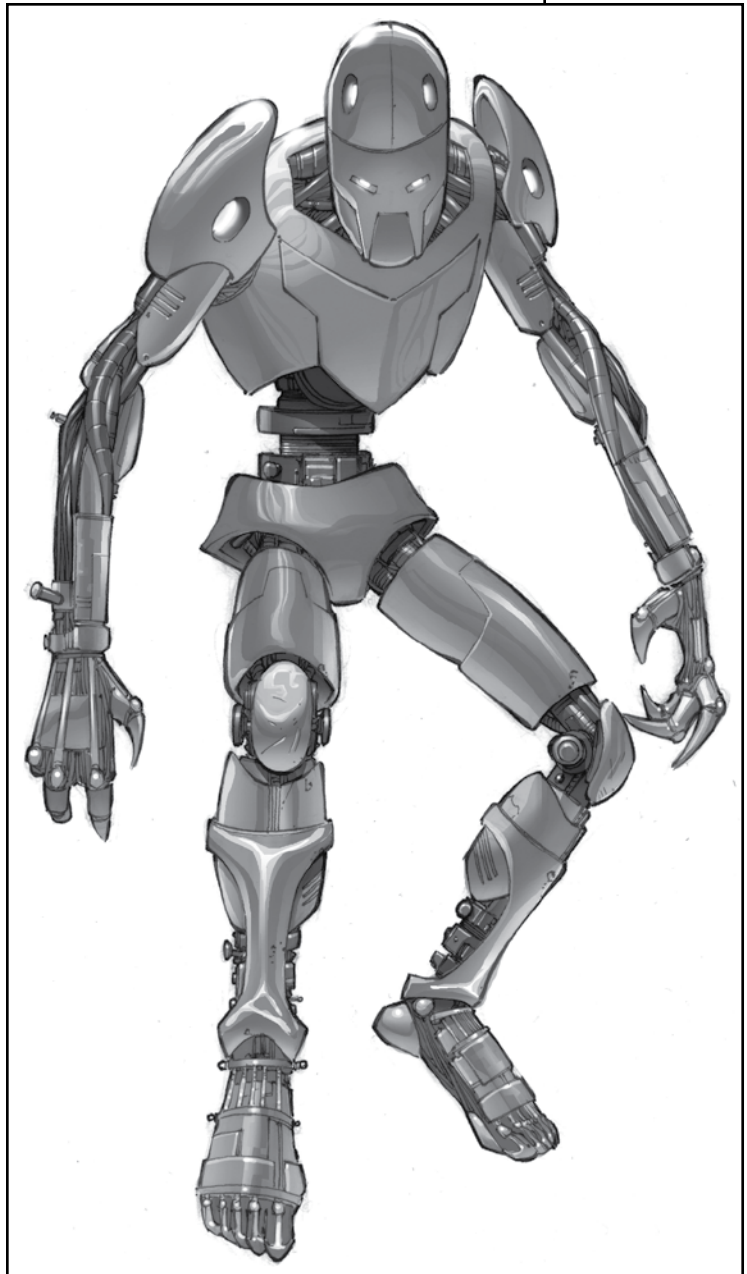
Total Powers & Skills Cost: 540

Total Cost: 652

50+ Disadvantages

5	<i>Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)</i>
5	<i>Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)</i>
25	<i>Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)</i>
20	<i>Vulnerability: 2 x BODY from Electricity (Common)</i>
547	<i>Experience Points</i>

Total Disadvantage Points: 652



Description: This is the most basic form of Destroid — the “default” from which all other models derive. It’s also the most common type of Destroid. It can project powerful blasts of energy and fly.

DESTROID, HEAVY COMBAT UNIT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
12	PD	30		Total: 12 PD (12 rPD)
12	ED	33		Total: 12 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 142

Movement: Running: 9"/18"
Flight: 10"/20"

Cost	Powers	END
90	<i>Electric Blaster:</i> Multipower, 90-point reserve	
9u	1) <i>Type I Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
9u	2) <i>Type II Blast:</i> RKA 3d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
7u	3) <i>Arc Storm:</i> RKA 2d6, Area Of Effect (10" Cone; +1), Reduced Endurance (0 END; +½)	0
7u	4) <i>Stunner Beam:</i> Energy Blast 6d6, NND (defense is ED Force Field/Force Wall; +1), Reduced Endurance (0 END; +½)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
60	<i>Energy Form:</i> Desolidification (affected by electricity), Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 25 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
36	<i>Robot Body:</i> Damage Resistance (12 PD/12 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0

6	<i>Robot Legs:</i> Running +3" (9" total)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic Perception (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision:</i> N-Ray Perception (Sight Group) (not through lead or gold)	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-
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Skills

5	<i>Combat Computer:</i> +1 with Ranged Attacks
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Total Powers & Skills Cost: 573

Total Cost: 715

50+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5	Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)
20	Vulnerability: 2 x BODY from Electricity (Common)
610	Experience Points

Total Disadvantage Points: 715

Description: A Heavy Combat Destroid is similar to the Standard Combat Unit, it's just heavier, tougher, stronger, and has a few more attack options.

DESTROID, MAULER UNIT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
23	BODY	26	14-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
15	PD	36		Total: 15 PD (15 rPD)
15	ED	42		Total: 15 ED (15 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
12	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 192

Movement: Running: 12"/24"
Flight: 10"/20"

Cost	Powers	END
90	<i>Electric Blaster:</i> Multipower, 90-point reserve	
9u	1) <i>Type I Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
9u	2) <i>Type II Blast:</i> RKA 3d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
60	<i>Energy Form:</i> Desolidification (affected by electricity), Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
25	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 50 STR	0
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
5	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
45	<i>Robot Body:</i> Damage Resistance (15 PD/15 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0
12	<i>Robot Legs:</i> Running +6" (12" total)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0

5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic Perception (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision:</i> N-Ray Perception (Sight Group) (not through lead or gold)	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-
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Skills

10	<i>Combat Computer:</i> +2 HTH
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Total Powers & Skills Cost: 598

Total Cost: 790

50+ Disadvantages

5	<i>Physical Limitation:</i> Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5	<i>Physical Limitation:</i> lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25	<i>Psychological Limitation:</i> Must Obey Dr. Destroyer's Commands (Very Common, Total)
20	<i>Vulnerability:</i> 2 x BODY from Electricity (Common)
685	Experience Points

Total Disadvantage Points: 790

Description: The Mauler is the biggest, toughest, strongest form of Destroid. It only has the same weaponry as the Standard Combat Unit since it relies primarily on its STR and melee combat prowess to fight.

DESTROID, BLASTERBOT UNIT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
4	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 112

Movement: Running: 9"/18"
Flight: 10"/20"

Cost	Powers	END
90	<i>Electric Blaster:</i> Multipower, 90-point reserve	
9u	1) <i>Type I Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
9u	2) <i>Type II Blast:</i> RKA 3d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
112	<i>Laser Eyebeams:</i> RKA 3d6, Armor Piercing (+½), Line Of Sight (+½), Reduced Endurance (0 END; +½)	0
100	<i>Shoulder-Mounted Blasters:</i> Multipower, 100-point reserve	
10u	1) <i>Type I Blast:</i> Energy Blast 8d6, Autofire (2 shots; +¼), Increased Maximum Range (2,250"; +¼), Reduced Endurance (0 END; +1)	0
7u	2) <i>Type II Blast:</i> RKA 2d6, Autofire (2 shots; +¼), Increased Maximum Range (1,675"; +¼), Reduced Endurance (0 END; +1)	0
120	<i>Hip-Mounted Blasterpod:</i> Energy Blast 8d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0
5	<i>Hip-Mounted Blasterpod:</i> Another Blasterpod (total of 2)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
60	<i>Energy Form:</i> Desolidification (affected by electricity), Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
5	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 10 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0

30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic Perception (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision:</i> N-Ray Perception (Sight Group) (not through lead or gold)	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4) [1nr]	

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-	
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Total Powers & Skills Cost: 894

Total Cost: 1,0066

50+ Disadvantages

5	<i>Physical Limitation:</i> Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	
5	<i>Physical Limitation:</i> lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)	
25	<i>Psychological Limitation:</i> Must Obey Dr. Destroyer's Commands (Very Common, Total)	
20	<i>Vulnerability:</i> 2 x BODY from Electricity (Common)	
1,001	Experience Points	

Total Disadvantage Points: 1,006

Description: The Blasterbot is a more heavily-armed version of the Standard Combat Unit. In addition to the Electric Blaster built into its hands it has blasters attached to each shoulder, laser eyebeams, and a disc-shaped "blaster-pod" on each hip. All this weaponry allows it to project a withering amount of fire.

DESTROID, BLITZKRIEG UNIT				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
4	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 112

Movement: Running: 9"/18"
 Flight: 25"/50" (or 3 km/Phase)
 Teleportation: 20"/40" (or <100 km)

Cost	Powers	END
90	<i>Electric Blaster:</i> Multipower, 90-point reserve	
9u	1) <i>Type I Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
9u	2) <i>Type II Blast:</i> RKA 3d6, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½)	0
9u	3) <i>Type III Blast:</i> Energy Blast 8d6, Increased Maximum Range (2,000"; +¼), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
9u	4) <i>Type IV Blast:</i> Energy RKA 2½d6, Increased Maximum Range (2,000"; +¼), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
75	<i>Energy Jets, Jetpack, And Teleportation Systems:</i> Multipower, 75-point reserve	
7u	1) <i>Energy Jets:</i> Flight 25", Reduced Endurance (0 END; +½)	0
1u	2) <i>Energy Jets + Jetpack:</i> Flight 3", MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½)	0
6u	3) <i>Combat Teleportation:</i> Teleportation 20", Reduced Endurance (0 END; +½)	0
1u	4) <i>Long-Range Teleportation:</i> Teleportation 1", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1), Reduced Endurance (0 END; +½)	0
60	<i>Energy Form:</i> Desolidification (affected by electricity), Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
5	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 10 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0

1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic Perception (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision:</i> N-Ray Perception (Sight Group) (not through lead or gold)	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-	
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Total Powers & Skills Cost: 618

Total Cost: 730

50+ Disadvantages

5	<i>Physical Limitation:</i> Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	
5	<i>Physical Limitation:</i> lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)	
25	<i>Psychological Limitation:</i> Must Obey Dr. Destroyer's Commands (Very Common, Total)	
20	<i>Vulnerability:</i> 2 x BODY from Electricity (Common)	
625	Experience Points	

Total Disadvantage Points: 730

Description: The Blitzkrieg Unit is similar to the Standard Combat Unit, but has much faster movement capabilities. Instead of just foot-jets it also has a powerful jetpack mounted on its back, and Dr. Destroyer has built a version of his teleportation technology into it. He deploys Blitzkriegs during attacks when he needs a force that can move quickly to take the enemy by surprise.

DESTROID, MARK IV

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
10	PD	27		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
5	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 117
Movement:				Running: 9"/18"
				Flight: 10"/20"
Cost	Powers			END
169	<i>Electric Blaster:</i> Multipower, 169-point reserve			
17u	1) <i>Type I Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½), Autofire (2 shots; +1¼), Reduced Endurance (0 END; +1)			0
17u	2) <i>Type II Blast:</i> RKA 3d6, Area Of Effect (One Hex; +½), Autofire (2 shots; +1¼), Reduced Endurance (0 END; +1)			0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)			0
60	<i>Energy Form:</i> Desolidification (affected by electricity), Reduced Endurance (0 END; +½)			0
15	<i>Robot Body:</i> Does Not Bleed			0
45	<i>Robot Body:</i> Takes No STUN			0
7	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 10 STR			0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running			0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping			0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming			0
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)			0
45	<i>Robot Body:</i> Life Support: Total			0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)			0
6	<i>Robot Legs:</i> Running +3" (9" total)			0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)			0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)			0
15	<i>Visual Sensors:</i> Microscopic Perception (x1000) (Sight Group)			0

9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision:</i> N-Ray Perception (Sight Group) (not through lead or gold)	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
5	<i>Four-Armed:</i> Extra Limbs (2)	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-
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Skills

5	<i>Combat Computer:</i> +1 with Ranged Attacks
6	WF: Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Mounted Weapons

Total Powers & Skills Cost: 653**Total Cost: 770****50+ Disadvantages**

5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5	Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)
20	Vulnerability: 2 x BODY from Electricity (Common)
665	Experience Points

Total Disadvantage Points: 770

Description: The Mark IV is just like a Standard Combat Destroid but for one difference: it has four arms instead of two. This lets it fire more blasts from its Electric Blaster if necessary, but more importantly it lets the Mark IV carry and use weapons in addition to its built-in ones.

COMMAND UNIT				
Val	Char	Cost	Roll	Notes
0	STR	-10	11-	Lift 0 kg; 0d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll 14-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
10	PD	30		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
2	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 102

Movement: Running: 0"/0"
Flight: 10"/20"
Swimming: 0"/0"

Cost	Powers	END
22	<i>Tractor Beam:</i> Telekinesis (10 STR), Reduced Endurance (0 END; +½)	0
220	<i>Stasis Field:</i> Drain SPD 8d6, Area Of Effect (14" Radius; +1), Selective (+¼), Reduced Endurance (0 END; +½)	0
55	<i>Robot Augmentation Field:</i> Aid DEX 3d6, Area Of Effect (12" Radius; +1½), Selective (+¼); Others Only (-½)	0
23	<i>Enhanced Robot Combat Coordination:</i> Teamwork 16-, Usable Simultaneously (up to 64 Destroyer robots/computers; +1¾), Ranged (+½); Recipients Must Be Mind Linked To Command Unit (-¼)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 0 STR	0
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0
-12	<i>No Legs:</i> Running -6"	
-2	<i>No Limbs:</i> Swimming -2"	
32	<i>Energy Link:</i> Mind Link, up to 64 Destroyer robots/computers at once; Affected As Radio Group Instead Of Mental Group (-¼)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors:</i> Microscopic Perception (x1000) (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision:</i> N-Ray Perception (Sight Group) (not through lead or gold)	0

10	<i>Visual Sensors:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
20	<i>Auditory Sensors:</i> Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
20	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 14-
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Skills

120	<i>Small:</i> +8 DCV
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Total Powers & Skills Cost: 829

Total Cost: 931

50+ Disadvantages

5	<i>Physical Limitation:</i> Affected By Cyberkinesis (has EGO 30 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5	<i>Physical Limitation:</i> lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25	<i>Psychological Limitation:</i> Must Obey Dr. Destroyer's Commands (Very Common, Total)
20	<i>Vulnerability:</i> 2 x BODY from Electricity (Common)
826	<i>Experience Points</i>

Total Disadvantage Points: 931

Description: Strictly speaking, a Command Unit doesn't belong to the Destroid series. However, it looks a lot like the head of a Destroid, and is most often seen leading groups of Destroids, so in many peoples' minds it counts as one.

The purpose of a Command Unit is to coordinate groups of Dr. Destroyer's robots to increase their combat efficiency. It links them together through encrypted radio transmissions that allow them to attack the same target simultaneously and keep better track of each others' actions and status. Additionally, it can generate a field that enhances their abilities, or a Stasis Field that slows down opponents.

THE WARDROID SERIES

One of the products of Dr. Destroyer's "sabbatical" in the Nineties was the *Wardroid* series — a line of robots designed for combat. Built around the same basic frame, then added to or altered as needed, the Wardroids look "simpler" than Destroids, and don't move as gracefully — but they're powerful combatants who get the job done on the battlefield. They all have Tactics and Teamwork, so they fight together extremely well.

WARDROID, BEAMFIRE MODEL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
9	PD	24		Total: 9 PD (9 rPD)
9	ED	24		Total: 9 ED (9 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
5	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 117

Movement: Running: 9"/18"
Flight: 10"/20"

Cost	Powers	END
180	<i>MultiBlasters</i> : Multipower, 180-point reserve	
18u	1) <i>Standard Mode</i> : Energy Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0
13u	2) <i>Lethal Mode</i> : RKA 3d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0
5	<i>MultiBlasters</i> : Another MultiBlaster (total of 2)	0
72	<i>Energyweb Projector</i> : Entangle 6d6, 6 DEF, Reduced Endurance (0 END; +½); Cannot Form Barriers (-¼)	0
15	<i>Robot Body</i> : Does Not Bleed	0
45	<i>Robot Body</i> : Takes No STUN	0
7	<i>Tireless</i> : Reduced Endurance (0 END; +½) on 15 STR	0
9	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0

27	<i>Robot Body</i> : Damage Resistance (9 PD/9 ED)	0
45	<i>Robot Body</i> : Life Support: Total	0
30	<i>Footjets</i> : Flight 10", Reduced Endurance (0 END; +½)	0
6	<i>Robot Legs</i> : Running +3" (9" total)	0
5	<i>Visual Sensors</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensors</i> : Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors</i> : +6 versus Range Modifier for Sight Group	0
15	<i>Auditory Sensors</i> : Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors</i> : Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System</i> : HRRP (Radio Group)	0
15	<i>Radar Array</i> : Radar (Radio Group)	0
3	<i>Sensor Enhancements</i> : +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System</i> : RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4) [1nr]	

Talents

32	<i>Onboard Computer Systems</i> : Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-	
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Skills

20	<i>Tactical Computer</i> : +4 with Ranged Combat	
3	Tactics 13-	
3	Teamwork 13-	

Total Powers & Skills Cost: 615

Total Cost: 732

50+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	
5	Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)	
25	Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)	
647	Experience Points	

Total Disadvantage Points: 732

Description: The Beamfire model of Wardroid is designed for ranged combat. It can configure its MultiBlaster to fire nearly any type of energy, and can also project an "energy net" to snare its targets.

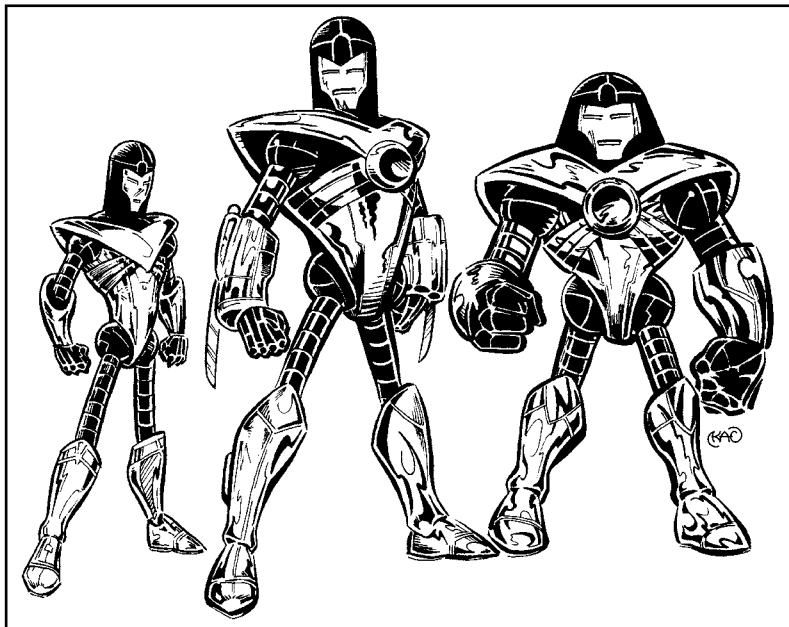
WARDROID, MAULER MODEL

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
22	BODY	24	13-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
12	PD	24		Total: 12 PD (12 rPD)
12	ED	33		Total: 12 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
14	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 179

Movement: Running: 9"/18"
Leaping: 10"/20"

Cost Powers

Cost	Powers	END
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
30	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 60 STR	0
9	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
36	<i>Robot Body:</i> Damage Resistance (12 PD/12 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
8	<i>Robot Legs:</i> Leaping +8" (20" forward, 10" upward)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

**Talents**

- 32 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-

Skills

- 20 *Tactical Computer:* +4 HTH
3 Tactics 13-
3 Teamwork 13-

Total Powers & Skills Cost: 346

Total Cost: 525

50+ Disadvantages

- 5 *Physical Limitation:* Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5 *Physical Limitation:* lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25 *Psychological Limitation:* Must Obey Dr. Destroyer's Commands (Very Common, Total)
440 Experience Points

Total Disadvantage Points: 525

Description: The Mauler Wardroid is built with HTH combat in mind, particularly HTH combat involving superhumans. Extremely difficult to damage and able to lift up to 100 tons with its robotic limbs, it can wreak incredible havoc on the battlefield.

WARDROID, WARPWAR MODEL

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
9	PD	21		Total: 9 PD (9 rPD)
9	ED	24		Total: 9 ED (9 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 129

Movement: Running: 9"/18"
Teleportation: 30"/60"
MegaTeleportation: 1-20 km

Cost	Powers	END
90	Teleportation Powers: Multipower, 90-point reserve	
9u	1) <i>Basic Teleportation</i> : Teleportation 30", Reduced Endurance (0 END; +½)	0
9u	2) <i>Courier Teleportation</i> : Teleportation 20", Position Shift, x16 mass, Reduced Endurance (0 END; +½)	0
7u	3) <i>Long-Range Teleportation</i> : Teleportation 20", MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½)	0
7u	4) <i>Focused Teleportation</i> : Teleportation 15", Armor Piercing (x2; +1), Reduced Endurance (0 END; +½)	0
7u	5) <i>Aportation</i> : Teleportation 12", Usable As Attack (+1), Ranged (+½), Reduced Endurance (0 END; +½)	0
5u	6) <i>Combat Aportation I</i> : RKA 2d6, Penetrating (x2; +1), Reduced Endurance (0 END; +½); OIF (any small teleportable object; -½)	0
4u	7) <i>Combat Aportation II</i> : Energy Blast 5d6, NND (defense is having Teleportation, gravitic, magnetic, or dimension-manipulation powers; +1), Reduced Endurance (0 END; +½); No Range (-½)	0
6u	8) <i>Blink Teleport</i> : +6 DCV	0
37	<i>Forearm Blades</i> : HKA 1½d6 (3d6+1 with STR), Reduced Endurance (0 END; +½)	0
90	<i>Pulson Blaster</i> : Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
15	<i>Robot Body</i> : Does Not Bleed	0
45	<i>Robot Body</i> : Takes No STUN	0
15	<i>Tireless</i> : Reduced Endurance (0 END; +½) on 30 STR	0
9	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
3	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0

1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
27	<i>Robot Body</i> : Damage Resistance (9 PD/9 ED)	0
45	<i>Robot Body</i> : Life Support: Total	0
6	<i>Robot Legs</i> : Running +3" (9" total)	0
5	<i>Visual Sensors</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensors</i> : Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors</i> : +6 versus Range Modifier for Sight Group	0
15	<i>Auditory Sensors</i> : Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors</i> : Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System</i> : HRRP (Radio Group)	0
15	<i>Radar Array</i> : Radar (Radio Group)	0
3	<i>Sensor Enhancements</i> : +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System</i> : RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems</i> : Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-
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Skills

20	<i>Tactical Computer</i> : +4 with Ranged Combat
3	Tactics 13-
3	Teamwork 13-

Total Powers & Skills Cost: 578

Total Cost: 707

50+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
5	Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)
622	Experience Points

Total Disadvantage Points: 707

Description: Perhaps the most sophisticated of the Wardroids, the Warpwar model features Destroyer's teleportation technology to create a versatile HTH and ranged combat robot. Its weapons include lethal blades on its arms and a powerful pulson blaster in addition to its aportation powers.

WAR-WALKER COMBAT ROBOT

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
22	BODY	24	13-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
12	PD	24		Total: 12 PD (12 rPD)
12	ED	33		Total: 12 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
14	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 179

Movement: Running: 15"/30"
Leaping: 10"/20"

Cost	Powers	END
91	<i>Forward Pulson Cannon:</i> Energy Blast 16d6, Area Of Effect (32" Line; +1); No Range (-½), 12 Charges (-¼) [12]	
210	<i>MultiBlaster Cannons:</i> Multipower, 210-point reserve	
21u	1) <i>Standard Mode:</i> Energy Blast 14d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0
18u	2) <i>Lethal Mode:</i> RKA 4d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½), Reduced Endurance (0 END; +½)	0
10	<i>MultiBlaster Cannons:</i> Three more MultiBlaster Cannons (total of 4)	0
45	<i>Stomp:</i> Area Of Effect (One Hex; +½) for 60 STR, Reduced Endurance (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
30	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 60 STR	0
15	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
36	<i>Robot Body:</i> Damage Resistance (12 PD/12 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
18	<i>Robot Legs:</i> Running +9" (15" total)	0
8	<i>Robot Legs:</i> Leaping +8" (20" forward, 10" upward)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0

15	<i>Visual Sensors:</i> +10 versus Range Modifier for Sight Group	0
15	<i>Auditory Sensors:</i> Active Sonar (Hearing Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
15	<i>Radar Array:</i> Radar (Radio Group)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4) [1nr]	

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-	
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Skills

20	<i>Tactical Computer:</i> +4 HTH	
3	Tactics 13-	
3	Teamwork 13-	

Total Powers & Skills Cost: 765

Total Cost: 944

50+ Disadvantages

5	<i>Physical Limitation:</i> Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)	
5	<i>Physical Limitation:</i> lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)	
25	<i>Psychological Limitation:</i> Must Obey Dr. Destroyer's Commands (Very Common, Total)	
859	Experience Points	

Total Disadvantage Points: 944

Description: Although not precisely part of the Wardroid line, the War-Walker Combat Robot shares a number of features and technical innovations with that series. It's one of Dr. Destroyer's strangest-looking (though most effective) robots. Its main "body" is a large, thick cylinder eight feet (1.25") tall and ten feet (1.5") in diameter. The robot's sensors and weapons are mounted in the cylinder, some in fixed positions, others on bands that can rotate to bring a weapon to bear in any direction. Descending from the main body are three large, thick, twenty foot (3") long legs ending in half-sphere-shaped "feet."

ANDROIDS

Androids are robots created by Dr. Destroyer that mimic (to some degree) living humans. Robots are obviously mechanical, but androids are not, at least not on initial inspection with the naked eye. Determining that they're machines is usually easy with Enhanced Senses or the opportunity to examine the android thoroughly.

DESTROYER ANDROID

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
30	DEX	60	15-	OCV: 10/DCV: 10
45	CON	70	18-	
25	BODY	30	14-	
28	INT	18	15-	PER Roll 15-
23	EGO	26	14-	ECV: 8
45	PRE	35	18-	PRE Attack: 9d6
12	COM	1	11-	
40	PD	28		Total: 40 PD (40 rPD)
40	ED	31		Total: 40 ED (40 rED)
7	SPD	30		Phases: 2,4,6,7,9,11,12
30	REC	18		
150	END	30		
100	STUN	22		Total Characteristics Cost: 449

Movement: Running: 12"/24"
Flight: 25"/50"

Cost	Powers	END
120	<i>Primary Weapons Array:</i> Multipower, 120-point reserve	
12u	1) <i>Destroyer-Beam (Standard Mode):</i> Energy Blast 24d6	12
12u	2) <i>Destroyer-Beam (Energy Conservation Mode):</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
12u	3) <i>Destroyer-Beam (AP Mode):</i> Energy Blast 16d6, Armor Piercing (+½)	12
12u	4) <i>Destroyer-Beam (Explosive Mode):</i> Energy Blast 16d6, Explosion (+½)	12
12u	5) <i>Destroyer-Beam (Transdimensional Mode):</i> Energy Blast 16d6, Affects Desolidified (+½)	12
11u	6) <i>Destroyer-Beam (Mercy Mode):</i> Energy Blast 9d6, AVLD (defense is Power Defense; +1½)	11
12u	7) <i>Destroyer-Beam (Power Mode):</i> RKA 8d6	12
90	<i>Secondary Weapons Array:</i> Multipower, 90-point reserve	
9u	1) <i>Particle Cannon:</i> RKA 4d6, Reduced Endurance (0 END; +½)	0
9u	2) <i>Secondary Destroyer-Beam:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) <i>Sensory Overload Cannon:</i> Sight and Hearing Group Flash 11d6, Reduced Endurance (0 END; +½)	0
9u	4) <i>Synaptic Interference Generator (Setting I):</i> Drain STR 6d6, Ranged (+½)	9
9u	5) <i>Synaptic Interference Generator (Setting II):</i> Drain DEX 6d6, Ranged (+½)	9

9u	6) <i>Synaptic Interference Generator (Setting III):</i> Drain SPD 6d6, Ranged (+½)	9
9u	7) <i>Tangleweb Projector:</i> Entangle 7d6, 7 DEF, Reduced Endurance (½ END; +¼)	4
75	<i>Technological Arsenal:</i> Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Focus (all powers bought through VPP must have at least -½ worth of this Limitation; -½), Can Only Be Changed In Destroyer's Laboratory (-½) var	
20	<i>Destreum Body:</i> Hardened (+¼) for 40 PD/40 ED	0
50	<i>Destreum Body:</i> Damage Resistance (40 PD/40 ED), Hardened (+¼)	0
60	<i>Destreum Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
70	<i>Force Barrier Generator:</i> Force Wall (12 PD/12 ED; 5" long and 2" tall)	9
10	<i>Destreum Body:</i> Sight Group Flash Defense (10 points)	0
10	<i>Destreum Body:</i> Hearing Group Flash Defense (10 points)	0
15	<i>Destreum Body:</i> Mental Defense (20 points total)	0
12	<i>Destreum Body:</i> Power Defense (12 points)	0
10	<i>Destreum Body:</i> Lack Of Weakness (-10) for Normal Defenses	0
45	<i>Destreum Body:</i> Life Support: Total	0
75	<i>Foot-Jets:</i> Flight 25", Reduced Endurance (0 END; +½)	0
12	<i>Swift Runner:</i> Running +6" (12" total)	1
5	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
15	<i>Sonar System:</i> Active Sonar (Hearing Group)	0
3	<i>Audio Sensor Systems:</i> Ultrasonic Perception (Hearing Group)	0
8	<i>Communications Suite:</i> HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
15	<i>Radar System:</i> Radar (Radio Group)	0
15	<i>Sensory Enhancement Systems:</i> +10 versus Range Modifier for Sight Group	0
15	<i>Sensory Enhancement Systems:</i> Increased Arc Of Perception (360 Degrees) for Sight Group and Radar	0
7	<i>Destroyer-Link:</i> Mind Link with Dr. Destroyer, Invisible to Mental Group (+½)	0
22	<i>Sennecharib Links:</i> Mind Link, up to 64 Sennecharib computer nodes and/or Destroyer robots at once, No LOS Needed; Only With Others Who Have Mind Link (-1), Affected As Radio Group, Not Mental Group (-¼)	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Perks

18	<i>Reputation:</i> world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6	
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Talents

- 3 Absolute Range Sense
- 3 Absolute Time Sense
- 3 Bump Of Direction
- 5 Eidetic Memory
- 3 Lightning Calculator
- 3 Perfect Pitch
- 5 Resistance (5 points)
- 4 Speed Reading (x10)
- 20 Universal Translator 15-

Skills

- 30 +3 Overall
- 15 +3 with Ranged Combat
- 3 Bureaucrats 18-
- 3 Combat Piloting 15-
- 3 Computer Programming 15-
- 15 Cramming (x3)
- 3 Criminology 15-
- 3 Cryptography 15-
- 3 Deduction 15-
- 3 Demolitions 15-
- 7 Electronics 17-
- 3 High Society 18-
- 3 Interrogation 18-
- 3 Inventor 15-
- 7 Mechanics 17-
- 5 Navigation (Air, Land, Marine, Space) 15-
- 3 Oratory 18-
- 3 Paramedics 15-
- 3 Persuasion 18-
- 33 Power: Gadgeteering 30-
- 2 PS: Dollmaking 11-
- 3 PS: Play Chess 15-
- 3 PS: Play Piano 15-
- 3 Security Systems 15-
- 3 Systems Operation 15-
- 3 Tactics 15-
- 9 TF: Common Motorized Ground Vehicles, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters, Large Planes, Small Planes, Submarines
- 13 Weaponsmith (all categories) 15-
- 3 Scientist
 - 1 1) SS: Anatomy 11-
 - 1 2) SS: Anthropology 11-
 - 1 3) SS: Archaeology 11-
 - 1 4) SS: Astronomy 11-
 - 1 5) SS: Bacteriology/Virology 11-
 - 1 6) SS: Biochemistry 11-
 - 1 7) SS: Biology 11-
 - 1 8) SS: Botany 11-
 - 1 9) SS: Chemistry 11-
 - 1 10) SS: Computer Science 11-
 - 1 11) SS: Density Physics 11-
 - 1 12) SS: Dimensional Engineering 11-
 - 1 13) SS: Electronic Engineering 11-
 - 1 14) SS: Force Field Physics 11-
 - 1 15) SS: Genetics 11-
 - 1 16) SS: Geology 11-
 - 1 17) SS: Gravitics 11-
 - 1 18) SS: Mathematics 11-
 - 1 19) SS: Medicine 11-
 - 1 20) SS: Metallurgy 11-

- 1 21) SS: Nuclear Physics 11-
- 1 22) SS: Oceanography 11-
- 1 23) SS: Pharmacology/Toxicology 11-
- 1 24) SS: Physics 11-
- 1 25) SS: Psionic Engineering 11-
- 1 26) SS: Robotics 11-
- 1 27) SS: Size Physics 11-
- 1 28) SS: Subatomic Physics 11-
- 1 29) SS: Zoology 11-
- 3 Scholar
 - 1 1) KS: Art History 11-
 - 1 2) KS: Chess 11-
 - 1 3) KS: The Espionage World 11-
 - 1 4) KS: History 11-
 - 1 5) KS: Literature 11-
 - 1 6) KS: Military History 11-
 - 1 7) KS: The Military/Mercenary/Terrorist World 11-
 - 1 8) KS: Music 11-
 - 1 9) KS: Superheroes 11-
 - 1 10) KS: The Superhuman World 11-
 - 1 11) KS: Superpowers 11-
 - 1 12) KS: Supervillains 11-
 - 1 13) KS: Wine 11-
 - 1 14) KS: World Politics 11-
- 3 Traveler
 - 1 1) CK: Berlin 11-
 - 1 2) CK: Buenos Aires 11-
 - 1 3) AK: Central America 11-
 - 1 4) CK: London 11-
 - 1 5) AK: The Middle East 11-
 - 1 6) CK: Moscow 11-
 - 1 7) CK: Munich 11-
 - 1 8) CK: New York City 11-
 - 1 9) AK: South America 11-
 - 1 10) CK: Tokyo 11-
 - 1 11) AK: The United States 11-

Total Powers & Skills Cost: 1,265**Total Cost: 1,714****200+ Disadvantages**

- 20 Hunted: UNTIL 11- (As Pow, NCI, Capture)
- 20 Hunted: PRIMUS 11- (As Pow, NCI, Capture)
- 5 Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Utterly Convinced Of His Own Superiority And Destiny To Rule The World (Very Common, Total)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 20 Reputation: world's most powerful and dangerous supervillain, 14- (Extreme)
- 1,404 Experience Points

Total Disadvantage Points: 1,714

Description: The Destroyer Android is Dr. Destroyer's typical "stand-in" for situations where he wants people to think he's present but he prefers to stay well away for security reasons. While he's obviously powerful enough to escape from most dangerous situations, he finds it



simpler and more elegant not to put himself in dangerous situations in the first place... if that's possible. (Some operations require a hands-on touch no android can provide.)

The Destroyer Android looks, acts, and talks just like Destroyer himself. A hero could interact with a Destroyer Android for a long period of time and never suspect he was dealing with a robotic duplicate. The real Destroyer and a Destroyer Android are so identical that there's no reliable way to tell them apart except through precisely-monitored testing of their abilities (the Android isn't as strong, its attacks not as powerful, and its knowledge not as broad). The Android is so sophisticated it even reacts to attacks and psychic abilities as if it were human (*i.e.*, it can be Stunned, it's affected by Mental Powers that affect only the Human class of minds, and so forth).

INFILTRATOR ANDROIDS

Doctor Destroyer has the ability to create androids that resemble persons other than himself. He calls these *Infiltrator Androids*. Typically they're made of *biosynth*, an organoplastic material of his own invention that can be molded into many shapes and made to feel just like living flesh. He can make an android that looks just like someone from pictures (though the quality of the copy depends on the quality/accuracy of the picture), and who seems identical to that person when it's scanned with senses like Radar. If he has access to recordings of the person's voice, he can make the android sound just like him; with access to a person's pheromones and scent molecules, he can make the android smell like him. If he has samples of that person's DNA, the android's DNA can be made a duplicate of it to fool DNA testing; if he has samples of that person's brain tissue, he can make the android's computer mind superficially identical to it (he cannot implant the subject's memories into a copycat android unless he can hook the person and the android into a machine that "downloads" a copy of the subject's memories and thought patterns into the android).

MALLEDROID

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
15	PD	11		Total: 15 PD (15 rPD)
15	ED	11		Total: 15 ED (15 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
10	REC	4		
40	END	0		
40	STUN	5		Total Characteristics Cost: 170

Movement: Running: 9"/18"
Flight: 10"/20"

Cost Powers **END**

244	<i>Mimicking:</i> Variable Power Pool (Mimicry Pool), 200 base + 100 control cost; Only For Multiform (Multiform is "alternate" form with all of Malledroid's powers, exact copies of target's powers and power-related Disadvantages, and/or any powers previously copied by Malledroid; -¼), Requires A Successful HTH Attack Roll And Skin Contact To First Acquire A Target's Powers (-¼), Only To Create Powers Copied From Persons Touched (-¼), Powers May Only Be As Powerful As Targets' Powers (-½)	0
85	<i>Malleable Form:</i> Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid shape), Cellular, Imitation, Makeover, Reduced Endurance (0 END; +½)	0
15	<i>Biosynth Body:</i> Damage Resistance (15 PD/15 ED)	0
45	<i>Biosynth Body:</i> Life Support: Total	0
30	<i>Foot-Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0
6	<i>Swift Runner:</i> Running +3" (6" total)	1
5	<i>Visual Sensor Systems:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensor Systems:</i> Ultraviolet Perception (Sight Group)	0
3	<i>Audio Sensor Systems:</i> Ultrasonic Perception (Hearing Group)	0
8	<i>Communications Suite:</i> HRRP (Radio Group); Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

- 32 *Onboard Computer Systems:* Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-

Skills

- 16 +2 with All Combat
- 3 Acting 13-
- 3 Disguise 13-
- 3 Mimicry 13-
- 3 Stealth 13-
- 3 Tactics 13-

Total Powers & Skills Cost: 525

Total Cost: 695

200+ Disadvantages

- 5 Physical Limitation: can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)
- 461 Experience Points

Total Disadvantage Points: 695

Description: A Malledroid (for "Malleable Android," though more than a few heroes prefer the interpretation "Malicious Android") is an android made of biosynth implanted with billions of nanobots. It has the power to copy the appearance and voice of any person it can see or hear (and if it can touch the subject, even to mimic his scent, taste, and DNA). Even worse, it can copy the powers and gadgets of any superhuman it can establish skin-to-skin contact with! It retains in memory all powers and gadgets it has ever copied and can manifest them at any time simply by Multiforming into an alternate form that's identical to its current form, but also has any other powers it wants.

Doctor Destroyer uses Malledroids for plots requiring subtlety. A group of Malledroids can replace entire government agencies or superteams under the right circumstances, giving Destroyer an inside edge his foes will never know about... until it's too late.

DRONES

Drones are robots created by Dr. Destroyer to serve one specific purpose (or a group of tightly-related purposes). They're almost always non-humanoid and often small compared to Destroids or androids.

COMBAT DRONE

Val	Char	Cost	Roll	Notes
0	STR	-10	11-	Lift 0 kg; 0d6 [1]
21	DEX	33	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
8	PD	24		Total: 8 PD (8 rPD)
8	ED	21		Total: 8 ED (8 rED)
4	SPD	9		Phases: 3, 6, 9, 12
2	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 75

Movement: Running: 0"/0"
Flight: 10"/20"
Swimming: 0"/0"

Cost	Powers	END
120	<i>Weapons Array:</i> Multipower, 120-point reserve	
11u	1) <i>Electric Blaster, Type I Blast:</i> Energy Blast 6d6, Area Of Effect (One Hex; +½), Autofire (3 shots; +1¼) Reduced Endurance (0 END; +1)	0
11u	2) <i>Electric Blaster, Type II Blast:</i> RKA 2d6, Area Of Effect (One Hex; +½), Autofire (3 shots; +1¼) Reduced Endurance (0 END; +1)	0
11u	3) <i>Laser:</i> RKA 2½d6, Armor Piercing (+½), Autofire (3 shots; +¼) Reduced Endurance (0 END; +1)	0
12u	4) <i>Stunbolt:</i> Drain STUN 3d6, Area Of Effect (One Hex; +½), Autofire (3 shots; +1¼), Limited Range (10"; + ¼), Reduced Endurance (0 END; +1)	0
12u	5) <i>Electroshackles:</i> Entangle 6d6, 6 DEF, Area Of Effect (One Hex; +½),	

	Reduced Endurance (0 END; +½)	0
7u	6) <i>Flare-Burst:</i> Sight Group Flash 10d6, Explosion (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
45	<i>Tractor Beam:</i> Telekinesis (20 STR), Reduced Endurance (0 END; +½)	0
45	<i>Energy Shield:</i> HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 0 STR	0
24	<i>Robot Body:</i> Damage Resistance (8 PD/8 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
30	<i>Energy Jets:</i> Flight 10", Reduced Endurance (0 END; +½)	0
-12	<i>No Legs:</i> Running -6"	
-2	<i>No Limbs:</i> Swimming -2"	
4	<i>Energy Link:</i> Mind Link with Sennacherib where it works; Affected As Radio Group Instead Of Mental Group (-¼)	0
5	<i>Visual Sensors:</i> Infrared Perception (Sight Group)	0
5	<i>Visual Sensors:</i> Ultraviolet Perception (Sight Group)	0
9	<i>Visual Sensors:</i> +6 versus Range Modifier for Sight Group	0
10	<i>Visual Sensors:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Communications System:</i> HRRP (Radio Group)	0
20	<i>Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
3	<i>Sensor Enhancements:</i> +1 to PER Rolls with all Sense Groups	0
16	<i>Self-Destruct System:</i> RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-	
----	---	--

Skills

- 20 +4 with Ranged Attacks
 120 *Small*: +8 DCV

Total Powers & Skills Cost: 679

Total Cost: 754

50+ Disadvantages

- 5 Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
 5 Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing)
 25 Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total)
 20 Vulnerability: 2 x BODY from Electricity (Common)
 649 Experience Points

Total Disadvantage Points: 754

Description: Combat Drones are designed to provide security for one of Dr. Destroyer's bases or other facilities. They're equipped with a wide variety of weapons — electric blaster, laser, energy shackle projector, and so on — that they use to fight and/or capture Destroyer's enemies on those rare occasions when they penetrate one of his sanctums. One of them tends to be a decent match for an average superhero, and in groups their massed firepower makes them a potent threat.

A Combat Drone looks like a basketball-sized sphere with an inch-deep, half-circle-shaped channel running around its circumference at its equator. Other glowing red "bands" running around the top and bottom of the sphere equidistant between the equator and the poles contain the weaponry.

SENSOR/SECURITY DRONE

Val	Char	Cost	Roll	Notes
0	STR	-10	11-	Lift 0 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
20	INT	10	13-	PER Roll 13-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
6	PD	18		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
2	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 55

Movement: Running: 0"/0"
 Flight: 10"/20"
 Swimming: 0"/0"

Cost	Powers	END
45	<i>Energy Shield</i> : HKA 2d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½), Activation Roll 14- (-½)	0
15	<i>Robot Body</i> : Does Not Bleed	0
45	<i>Robot Body</i> : Takes No STUN	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on 0 STR	0
18	<i>Robot Body</i> : Damage Resistance (6 PD/6 ED)	0
45	<i>Robot Body</i> : Life Support: Total	0
30	<i>Energy Jets</i> : Flight 10", Reduced Endurance (0 END; +½)	0
-12	<i>No Legs</i> : Running -6"	
-2	<i>No Limbs</i> : Swimming -2"	
4	<i>Energy Link</i> : Mind Link with Sennacherib where it works; Affected As Radio Group Instead Of Mental Group (-¼)	0
5	<i>Visual Sensors</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensors</i> : Ultraviolet Perception (Sight Group)	0
15	<i>Visual Sensors</i> : Microscopic Perception (x1000) (Sight Group)	0
18	<i>Visual Sensors</i> : +12 versus Range Modifier for Sight Group	0
10	<i>Augmented X-Ray Vision</i> : N-Ray Perception (Sight Group) (not through lead or gold)	0
10	<i>Visual Sensors</i> : Increased Arc Of Perception (360 Degrees) for Sight Group	0
20	<i>Auditory Sensors</i> : Active Sonar, Increased Arc Of Perception (360 Degrees) (Hearing Group)	0
3	<i>Auditory Sensors</i> : Ultrasonic Perception (Hearing Group)	0
9	<i>Auditory Sensors</i> : +6 versus Range Modifier for Hearing Group	0
12	<i>Communications System</i> : HRRP (Radio Group)	0
15	<i>Radar Array</i> : Radar (Radio Group)	0



Destroyer speaks:

“Those who call themselves “heroes” are blind to the fundamental contradiction of their own existence. They claim to protect mankind, to preserve him from evil, to help him in times of trouble. And yet they mock Destroyer for his desire to do the same! When Destroyer rules, mankind will be completely safe. There will be no war. There will be no crime. Epidemics will be eradicated, a task the fractured leadership of this world cannot possibly manage. Natural disasters will be averted, or their effects corrected swiftly. Under Destroyer, humanity will enter a golden age of safety and prosperity — all it must do is submit to his will.”

- | | | |
|----|---|-------|
| 20 | <i>Energy Sense: Detect Energy 13-</i> (Radio Group), Discriminatory, Analyze, Sense | 0 |
| 10 | <i>Radio Sensors: Increased Arc Of Perception (360 Degrees) for Radio Group</i> | 0 |
| 9 | <i>Radio Sensors: +6 versus Range Modifier for Radio Group</i> | 0 |
| 9 | <i>Sensor Enhancements: +3 to PER Rolls with all Sense Groups</i> | 0 |
| 16 | <i>Self-Destruct System: RKA 8d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)</i> | [1nr] |

Talents

- | | |
|----|---|
| 32 | <i>Onboard Computer Systems: Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 13-</i> |
|----|---|

Skills

- | | |
|-----|----------------------|
| 120 | <i>Small: +8 DCV</i> |
|-----|----------------------|

Total Powers & Skills Cost: 527

Total Cost: 582

50+ Disadvantages

- | | |
|-----|---|
| 5 | Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing) |
| 5 | Physical Limitation: lacks Smell/Taste and Touch Sense Groups (Infrequently, Slightly Impairing) |
| 25 | Psychological Limitation: Must Obey Dr. Destroyer's Commands (Very Common, Total) |
| 20 | Vulnerability: 2 x BODY from Electricity (Common) |
| 477 | Experience Points |

Total Disadvantage Points: 582

Description: Doctor Destroyer uses Sensor/Security Drones to patrol his bases and other facilities. While not equipped with weapons (aside from the standard Energy Shield), they have highly advanced sensors and are constantly linked by encrypted radio to the local Sennacherib node. If they perceive anything that's out of place or a potential threat (including a problem with an agent's identity chip, which they scan with their HRRP), they inform Sennacherib, who takes appropriate action (which usually includes ordering the Drone to “keep an eye” on the subject or situation).

A Sensor/Security Drone has an octahedral body studded with tiny half-circle “sensor domes” on each of its eight sides, plus thick antennae projecting upward and downward from its points.

BOOK OF THE DESTROYER

CHAPTER FIVE

The Realms Of Destroyer

The day will come
when history is
measured by
a marker of true
importance:

Before Destroyer
& After Destroyer.

DESTROYER'S HEADQUARTERS



Doctor Destroyer has multiple headquarters (or “bases”) on, under, or over the Earth. They range from vast facilities where he does his most secret, important work to tiny “waystations” and “safehouses” that fill a specific purpose at a specific place.

of his bases. This does have one theoretical downside, though: if superheroes were to penetrate one of his major bases, whatever they saw or learned there would likely apply elsewhere, making it easier to defeat him the next time.

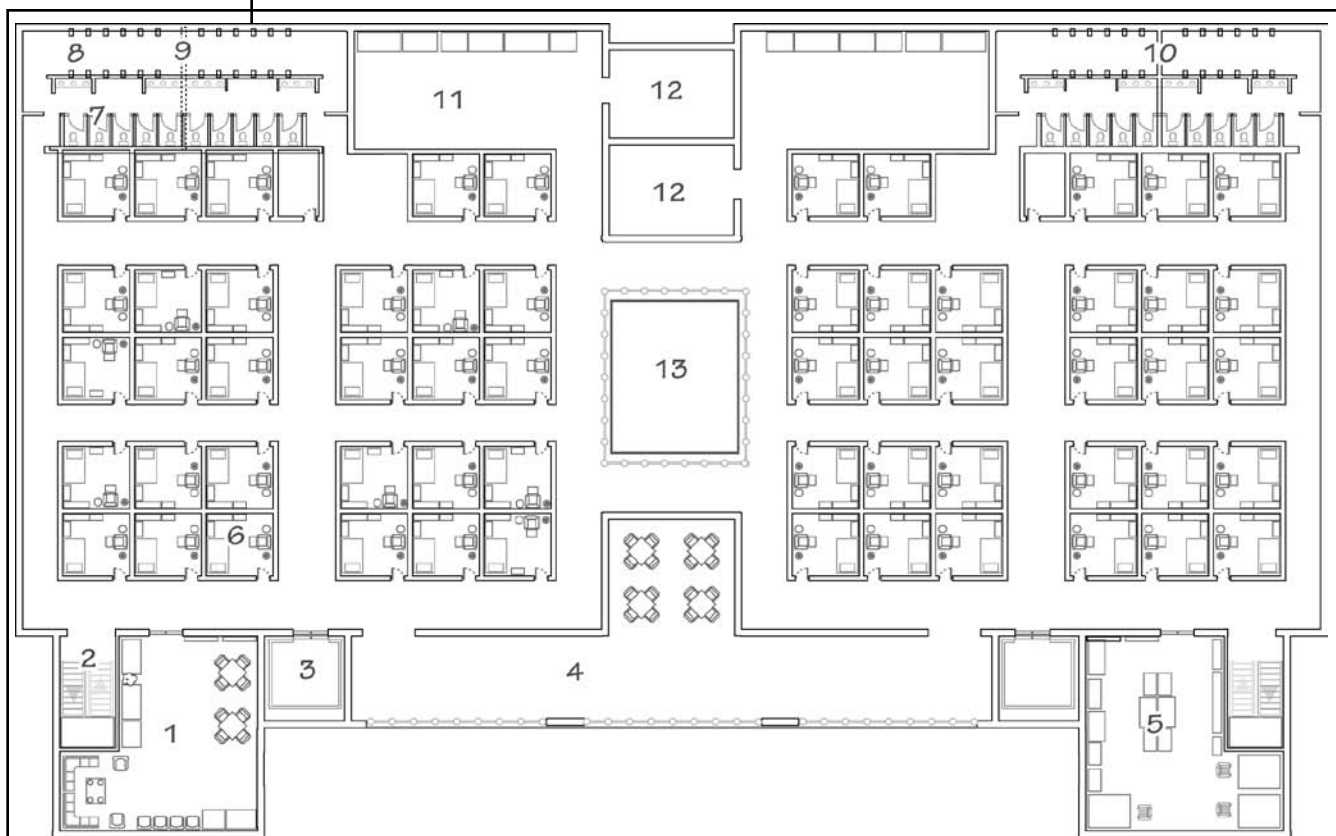
Some of the “modular” headquarters features in Dr. Destroyer’s bases include:

COMMON FACILITIES

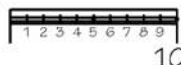
To save time and money when designing and building a base, Dr. Destroyer tends to use the same features and technology repeatedly, circumstances permitting. Thus, instead of going to the drafting board to create, say, a new hangar for his hovercraft for each base, he long ago created a single hangar design that gets used at nearly all

Barracks

At all of Dr. Destroyer’s major bases, and many of his smaller ones, agents and other personnel assigned to the facility live there 24 hours a day. When not working they spend their time sleeping in their rooms in the Barracks. The accompanying map represents a typical barracks



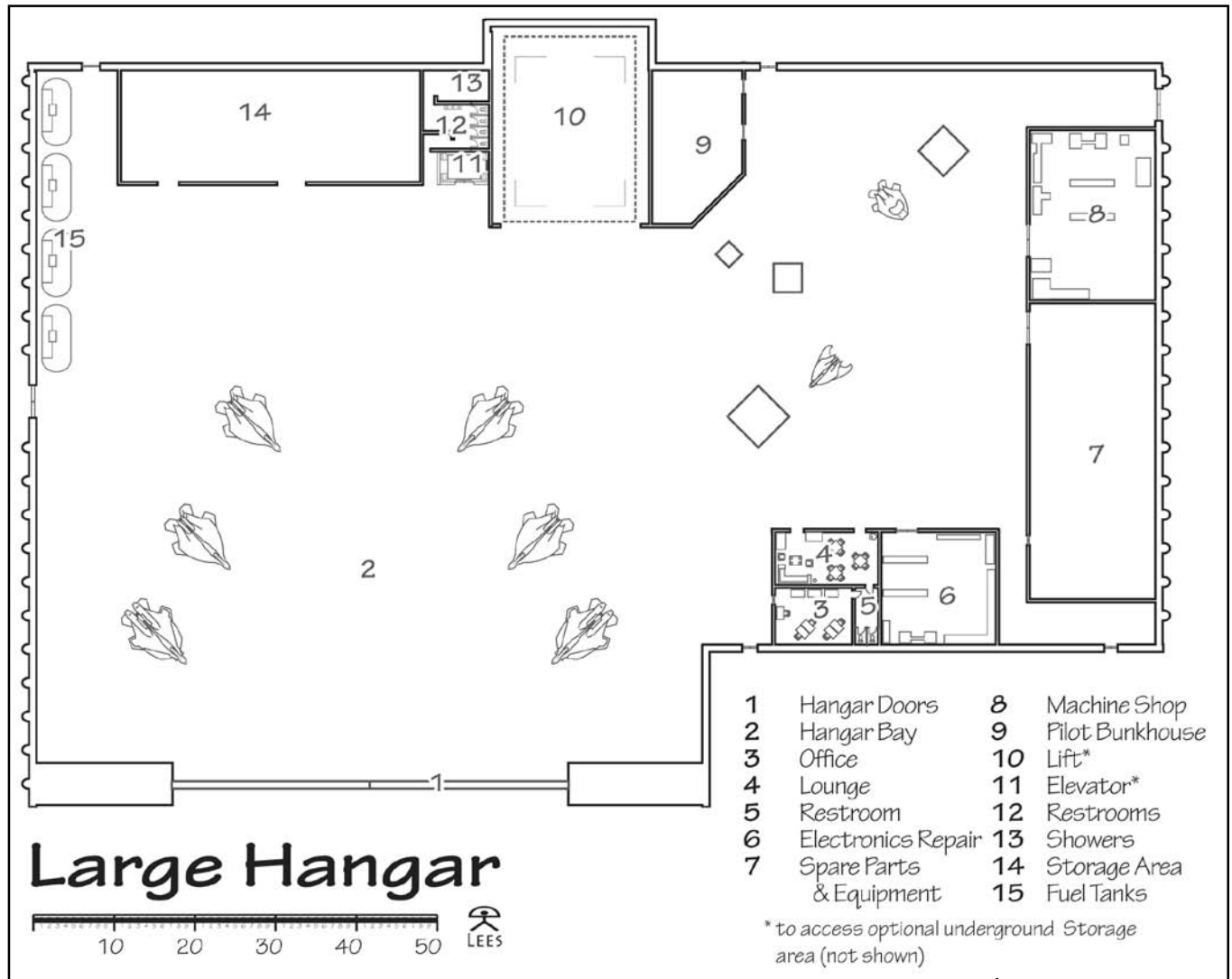
Barracks, Housing Floor



- | | | | |
|---|---|----|--|
| 1 | Floor Lounge | 7 | Restroom Facilities |
| 2 | Stairwell | 8 | Shower Area |
| 3 | Elevator | 9 | Optional Wall (for mixed gender housing) |
| 4 | Open Air Terrace*
(environment permitting) | 10 | Separation Wall in place |
| 5 | Floor Rec (Arcade shown) | 11 | Utilities Room |
| 6 | Typical Agent Suite | 12 | Multipurpose Rooms |
| | | 13 | Atrium (Open through levels) |



* When the Barracks are located in poor climates, this area is enclosed. When in hostile conditions, this area is used for Life support systems



area common to many of Destroyer's bases. It's more common in that full configuration where it's an outdoor structure (as on *Destruga II*). In underground bases like *Tartarus* it usually requires a little adaptation; for example, the open-air terrace (#4 on the map) may not exist, or is an enclosed chamber where agents can sit and relax.

In a Barracks, the rooms are typically organized into blocks of six (three long by two deep). Each room is suitable for up to two occupants, though if possible agents live one to a room. Each Barracks (or Barracks level, in an underground base) also features several bathrooms and a few "recreation areas." Some Barracks have special rooms that can be "power-proofed" so that supervillains with dangerous powers can live in them.

Hangar

Doctor Destroyer maintains a large fleet of vehicles (mostly hovercraft of various types) at many of his bases for convenience, defense, and quick getaways. Most of those vehicles are stored in a Hangar, which also has facilities for maintaining, repairing, and building vehicles. The storage area in the hangar itself holds six average-sized hovercraft. If necessary, a storage bay *below* the

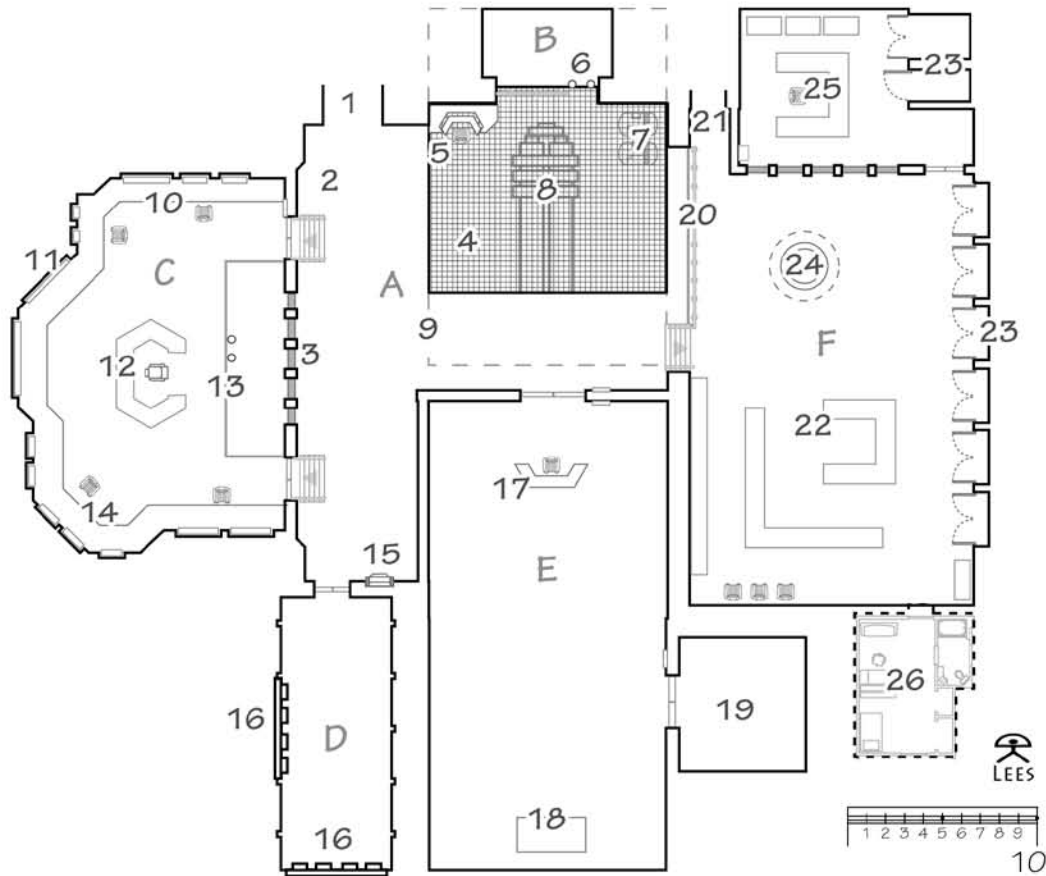
hangar (not depicted on the map) can hold dozens more. A vehicle elevator and folding bay doors in the floor allow agents to move stored hovercraft up to the surface. A personal elevator (#11 on the accompanying map) lets personnel descend to the storage bay area.

Although most of Dr. Destroyer's main vehicles use gravitic technology and miniaturized pulson power plants, his Hangars usually keep a supply of gasolines and other standard fuels (#15 on the map) for any regular vehicles they have or might acquire. The storage tanks are DEF 8, BODY 8. If pierced by most types of Energy attacks, they'll explode (RKA 4d6, Explosion loses -1 DC per 2"). If pierced by most types of Physical attacks, they leak, and the fuel spilling out onto the floor can be ignited by Energy attacks, open flames, electrical sparks, or similar sources of intense heat.

Laboratory

While Dr. Destroyer often has to vary his laboratories based on the type of work they're designed for and related considerations, his standard lab/workroom configuration is a large area divided into six subsections. The first (A) is the

Laboratory Section



A: Central Area

- 1 Main Entrance/Exit
- 2 Stairs (typ)
- 3 Armored Windows
- 4 Grated Floor over Sub-level
- 5 Pulson Plant Workstation*

B: Laboratory Sub-Level (-5.5m)

- 6 Ladder to Sublevel
- 7 Pressurized Coolant Tanks*
- 8 Pulson Power Plant (Small)*
- 9 Extent of Sublevel

C: Computer Lab/Command Area (+1m)

- 10 Computer Workstations
- 11 Computer Equipment (behind walls)
- 12 Sennecharib Workstation**
- 13 Sunken Pit (-2m) w/ access to Sub-floor Computer Equipment
- 14 Communications Console

* Optional, for laboratories without access to larger facility powerplants. Otherwise, Sub-Level is used as a Workshop and/or fabrication area (or storage)

** Not found in all Laboratories.

D: Secure Storage Area

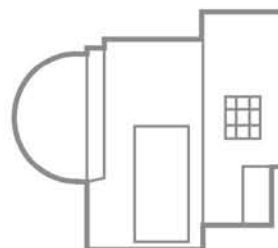
- 15 Identity Access Console
- 16 Plasma Throwers

E: Testing Laboratory

- 17 Testing Control Console
- 18 Target Platform
- 19 Testing Supplies Storage

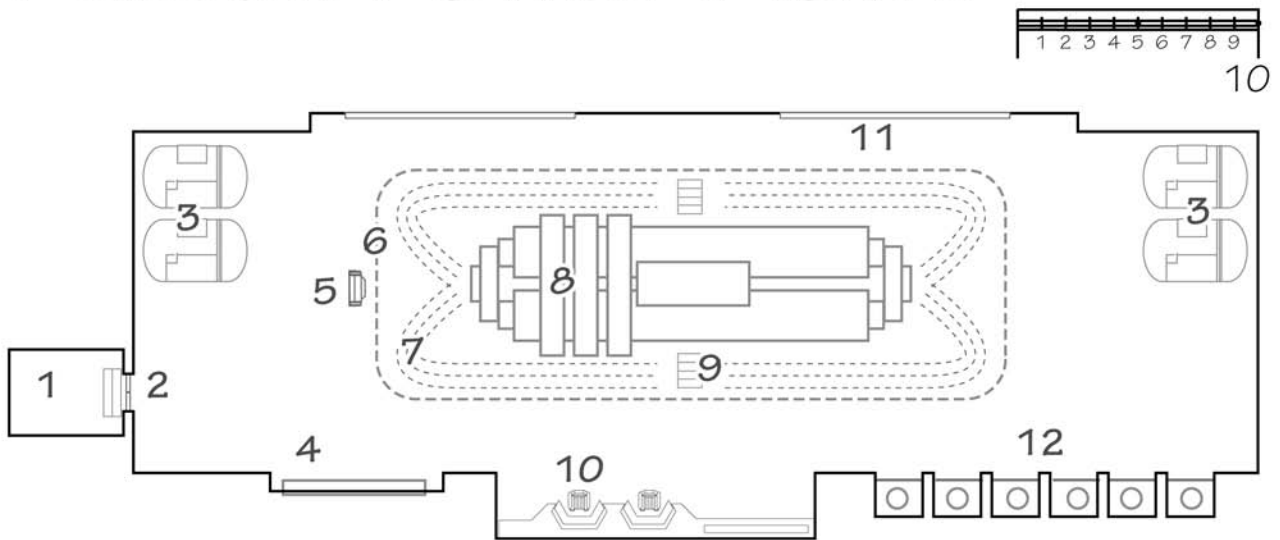
F: Laboratory Area (+1m)

- 20 Railing (Typical)
- 21 Secondary Exit (Optional)
- 22 Main Laboratory Area
- 23 Laboratory Samples/Storage
- 24 Holoprojector
- 25 Secondary Lab
- 26 (Optional) Living Quarters



Exterior (top-down) View of Laboratory when used as a separate building.
(1/4 scale)

Pulson Power Plant



- 1 Hallway
- 2 Entrance
- 3 Pressurized Coolant Tanks
- 4 Monitoring Panel
- 5 Plant Control Console
- 6 Warning Zone (painted)

- 7 Magnetic Field
- 8 Pulson Reactor
- 9 Generator Access Steps
- 10 Power Allocation Stations
- 11 Diagnostic Panels
- 12 Suit Storage



central area where one enters the lab and controls its basic functions, such as power and ventilation. A large part of its floor is a grating covering the sub-level (B), which contains the pulson power generator for the laboratory. The lab can (and often does) draw on a base's central power generation system, but it has its own to prevent power fluctuations and in the event of central system failure during a crucial experiment.

From the main area two stairways lead up to what's usually referred to as the "computer lab" or "the bridge" — the area containing the computer equipment for the lab. In most labs this includes a Sennacherib workstation (though some smaller bases omit this, and the largest, most important labs have their own Sennacherib node). There's also a door leading into the secure storage area (D), where dangerous materials and even captives can be kept. Accessing this area requires the use of an electronic keypad/identity reader (Security Systems at -10 to avoid alarms, then Lockpicking at -10 to open). Inside there are two banks of "plasma throwers" (RKA 4d6, Armor Piercing) that can be used to destroy unusable materials or unruly prisoners.

A nonsecured door leads from the main area into the "testing laboratory" — a specially-reinforced room where Dr. Destroyer can test-fire weapons and use other devices without fear of blowing up the lab. The walls are specially reinforced (DEF 25), and Destroyer can install additional safeguards before a test if necessary.

The final section, reached by a short stair-case from the main area, is the main laboratory area. This is where Dr. Destroyer does most of the work — the basic research, the experiments, and so on. Its most prominent feature is a holo-table that allows him to create 3-D light models of his devices and then manipulate them by hand or vocal command.

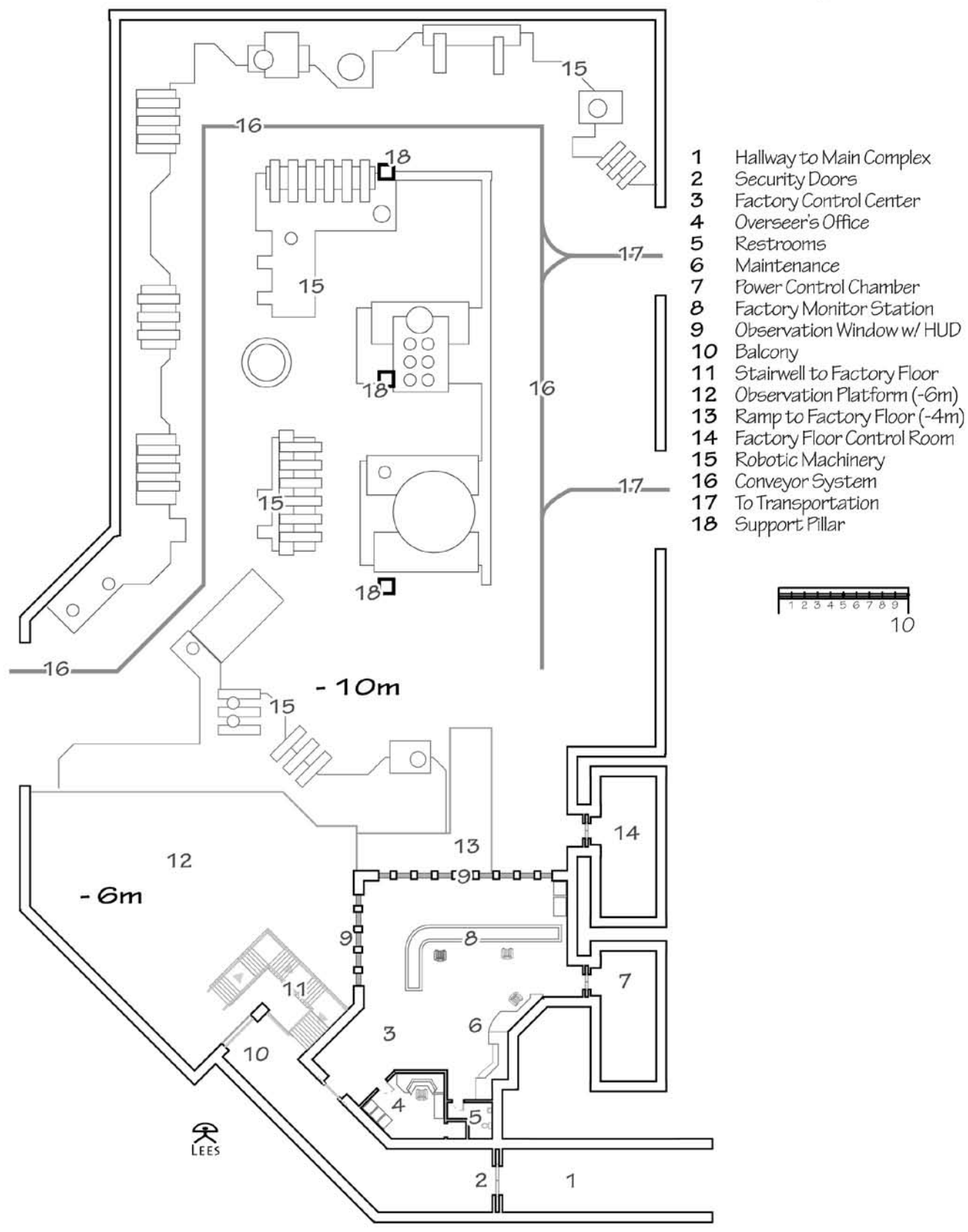
Pulson Power Plant

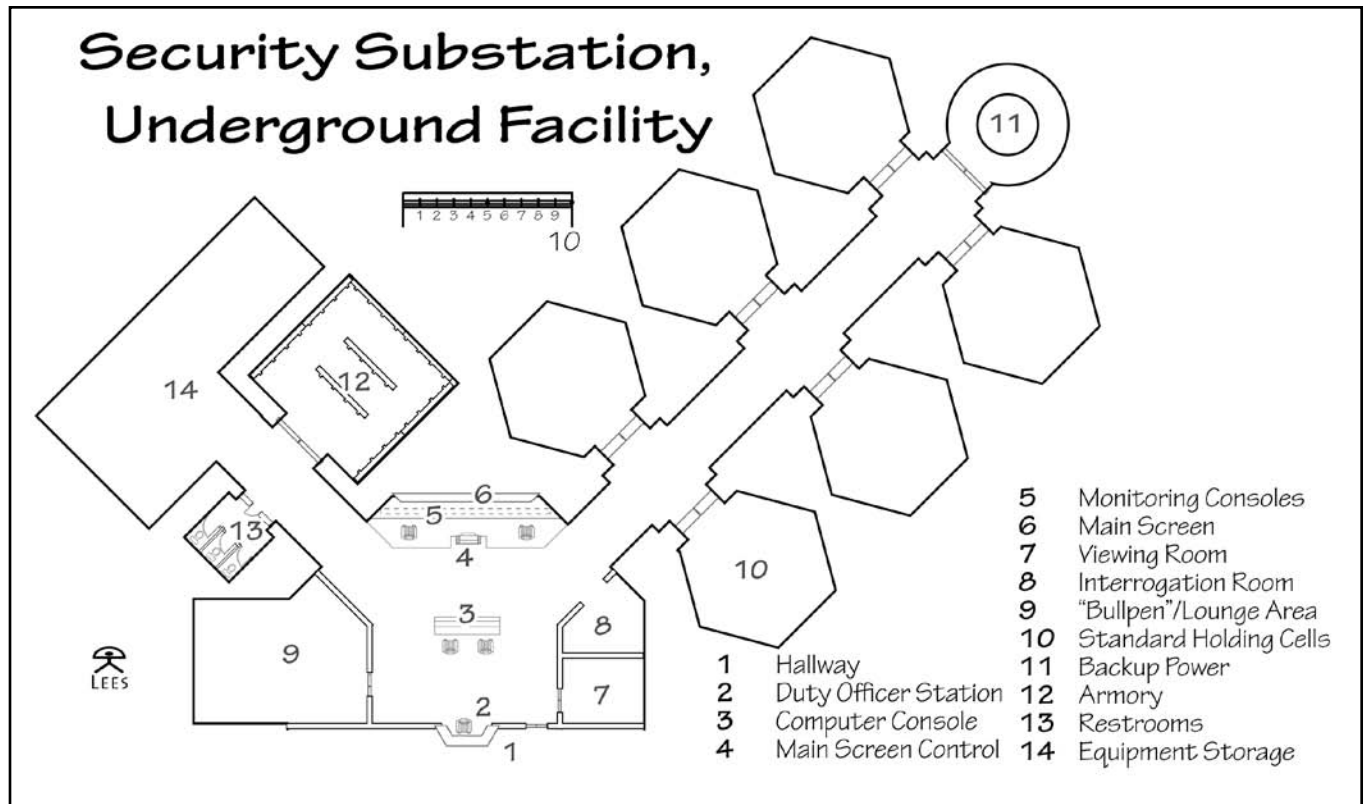
The accompanying map shows the main source of energy for most of Dr. Destroyer's bases, a pulson power plant. See page 118 for more information. In game terms the protective magnetic field (#7 on the map) is a Force Field (10 PD/20 ED) plus Life Support (Safe Environment: High Radiation).

Robotic Factory

Doctor Destroyer needs to build a lot of robots, vehicles, devices, spare parts, subsystems, and tech modules, and he can't exactly job that work out to legitimate manufacturers. Nor does he have the time and manpower to oversee the building process at all times. Instead he has to rely on robotic factories like the one shown on the accompanying map.

Robotic Manufacturing Center (Typical)





For the most part a robotic factory is simply a large, open room filled with robotic manufacturing equipment. Controlled by various Destroyer computers, the devices in this room can perform an entire manufacturing process from getting the raw materials out of storage to packaging the finished product and putting it on a robo-vehicle for delivery to one of Destroyer's bases. There's a room for a human observer to oversee the whole process if necessary, but most of the time in most of Dr. Destroyer's factories it remains shut and empty.

Security Substation

In Dr. Destroyer's underground bases (such as Tartarus or Vanshakarana), security stations such as the one depicted on the accompanying map are often installed to control/monitor the flow of personnel traffic and maintain the security of the base. In addition to many standard features found in rooms in Destroyer's bases (computer consoles, viewscreens, storage areas, and the like), Security Substations usually have a number of special features, including:

8. INTERROGATION ROOM

This small, almost featureless room is used to obtain information from captives using techniques ranging from harsh questioning all the way up to outright torture. If necessary Dr. Destroyer can apply his brainwashing techniques (see page 118) to convince an important prisoner to reveal information, but most captives don't merit that.

10. HOLDING CELLS

If Dr. Destroyer believes a base will need to keep captives, Security Substations include a section of up to six cells. The doors to the cells are DEF 12, BODY 12; the cells themselves include a molded bed, sink, and toilet. Ventilation systems have welded grating covers to prevent escape by that route. Each cell has devices built into the walls that can generate a force-field around the cell to help keep superpowered prisoners captive, and if necessary Dr. Destroyer can install power suppression technology similar to that used in *Stronghold* (see the *Stronghold* sourcebook, or the cell configurations on page 168).

11. BACKUP POWER PLANT

Most Security Substations have a small backup pulson power plant to maintain power to the cells and the station in the event of failure of the main power plant.

DESTRUGA II: THE ISLAND OF DR. DESTROYER



For campaigns taking place prior to the 2006 launching and destruction of Destruga II (page 29), or GMs who want to have Dr. Destroyer re-create it as Destruga III, here's a full description of the artificial island base.

DESTRUGA II

Val Char Cost Notes

27 Size 54 3,200" x 1,600"; -22 DCV
1,000 BODY 998
6 DEF 12

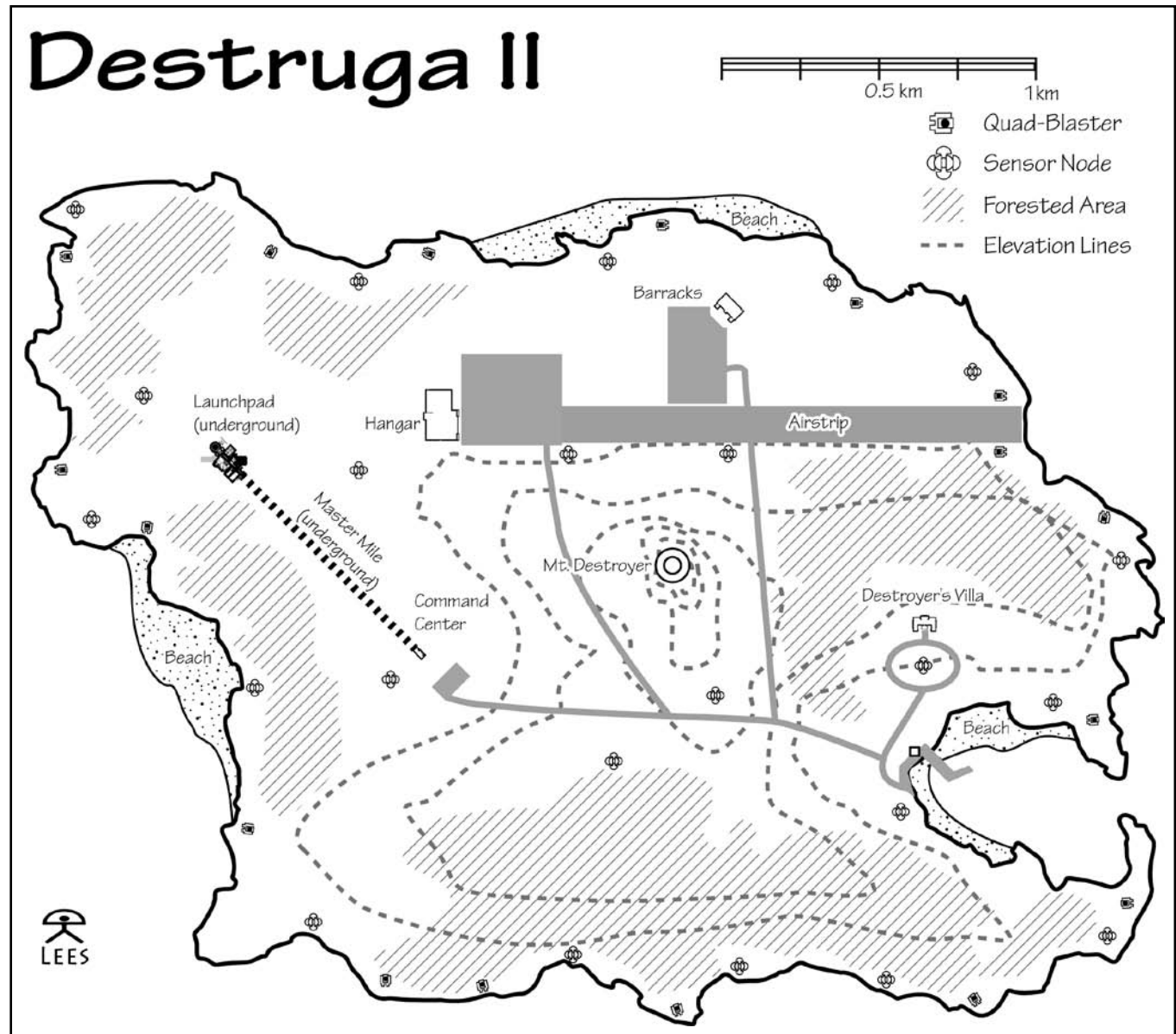
Total Characteristic Cost: 1,064

Abilities & Equipment

Cost	Power	END
15	Location: Distant; Floating In Water	
	Power Systems	
218	<i>Pulson Power Plant:</i> Endurance Reserve (1,000 END, 500 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
54	<i>Backup Pulson Power Plant:</i> Endurance Reserve (500 END, 100 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
22	<i>Destroyer's Personal Lab Backup Pulson Power Plant:</i> Endurance Reserve (200 END, 40 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
	Propulsion Systems	
11	<i>MHD Propulsion Systems:</i> Swimming 6", x4 Noncombat (see text)	0
	Tactical Systems	
71	<i>Quadblaster Cannons:</i> RKA 4d6, +1 STUN Multiplier (+¼), Autofire (4 shots; +½), Increased Maximum Range (20,625", or about 25 miles; +½), No Range Modifier (+½), Reduced Endurance (½ END; +½); OIF Immobile (-1½), Limited Arc Of Fire (above the surface of the water; -¼)	9
20	<i>Quadblaster Cannons:</i> 15 more Quadblaster Cannons (total of 16)	9
62	<i>Torpedo Batteries:</i> RKA 5d6, Explosion (+½), Indirect (always comes from vehicle, but can strike target from any direction; +½), No Range Modifier (+½); OIF Bulky (-1), 4 Charges (-1)	[4]

20	<i>Torpedo Batteries:</i> 15 more Torpedo Batteries (total of 16)	[4]
3	<i>Mt. Destroyer Radio Suppressor:</i> Darkness to Radio Group 1" radius, MegaScale (1" = 4 km wide, deep, and broad; +½), Personal Immunity (see text; +¼); IIF Immobile (-1¼), No Range (-½)	2
44	<i>Laser Cages:</i> RKA 2½d6, Area Of Effect (One Hex; +½), Continuous (+1), Armor Piercing (+½); IIF Immobile (-1¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½)	12
25	<i>Laser Cages:</i> 31 more Laser Cages (total of 32)	12
164	<i>Anti-Teleportation, Anti-Psychic Defense Field:</i> Suppress Teleportation and Mind Scan 30d6 (standard effect: 90 points of effect), Area Of Effect (Radius; +1), MegaScale (the Area has a 3.2 km [2 mile] radius; +¼), Personal Immunity (see text; +¼), Reduced Endurance (0 END; +½); IIF Immobile (-1¼), No Range (-½)	0
12	<i>Point Defense Laser System:</i> Multipower, 37-point reserve; all OIF Immobile (-1½), Costs Endurance (-½)	
1u	1) <i>Short-Range Point Defense:</i> Missile Deflection (all physical projectiles), Range (+1), Increased Maximum Range (1,000"; +½); OIF Immobile (-1½), Costs Endurance (-½)	4
1u	2) <i>Long-Range Point Defense:</i> Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Immobile (-1½), Costs Endurance (-½)	3
20	<i>Point Defense Laser System:</i> 15 more Point Defense Laser Systems (total of 16)	4/3
14	<i>Cell Block:</i> DEF +14; Partial Coverage (six cells plus the walls of the corridor and guardroom; -2)	0
36	<i>Anti-Superhuman Cells:</i> Variable Power Pool, 30 pool + 15 control cost; OIF Immobile (-1½)	var
15	<i>Anti-Superhuman Cells:</i> 5 more Anti-Superhuman Cells (total of 6)	var

Destruga II



Operations Systems		
3	World Communications Monitoring Systems: HRRP (Radio Group); OIF Immobility (-1½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)	1
18	Radar Array: Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Affected As User's Sight Group As Well As Radar Group (-½), Costs Endurance (-½)	4
17	Sonar Array: Active Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+18 versus Range Modifier); Affected As User's Sight Group As Well As Hearing Group (-½), Costs Endurance (-½)	3
26	Island Sensor Net: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobility (-1½), Fixed Perception Points (-1)	9
5	Island Sensor Net: Infrared Perception (Sight Group)	0
5	Island Sensor Net: Ultraviolet Perception (Sight Group)	0
5	Island Sensor Net: Nightvision	0
3	Island Sensor Net: Ultrasonic Perception (Hearing Group)	0
5	Holodisplay Table (Command Center): Images to Sight Group, +2 to PER Rolls; OIF Immobility (-1½), Set Effect (only to show holodisplays of Destruga II or its various areas; -1)	2
14	Testing Area (Destroyer's Personal Lab): DEF +14; Partial Coverage (-2)	0
14	Security Area (Command Center): DEF +14; Partial Coverage (-2)	0
14	Main Power Plant Walls: DEF +14; Partial Coverage (-2)	0
24	Rocket Silo Shielding: DEF +24; Partial Coverage (-2)	0
1	Power Plant Shielding: Life Support (Safe Environment: High Radiation); Partial Coverage (around the various power plants; -2)	0

Personnel Systems

- 3 *Food Supplies:* Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the island; 1 Year [i.e., 60 man-years]; -0) [1cc]

- 18 *Medical Facilities:* Paramedics 14- and SS: Medicine 14- 0

Skills

- 16 *Tactical Computer:* +8 with Destruga II's Weapons; OIF Bulky (-1), Costs Endurance (-½) 4
- 6 *Hidden Laboratory Entrances:* Concealment 16-; Partial Coverage (only to hide the entrances to Destroyer's private lab; -2)
- 13 Computer Programming 14-
13 Demolitions 14-
13 Electronics 14-
13 Mechanics 14-
13 *Sickbay:* Paramedics 14-
5 SS: Astronomy 14-
5 SS: Biology 14-
5 SS: Chemistry 14-
5 SS: Oceanography 14-
5 SS: Physics 14-
5 SS: Robotics 14-
13 Systems Operation 14-
23 Weaponsmith (all categories) 14-

Total Abilities & Equipment Cost: 1,156

Total Base Cost: 2,180

Value Disadvantages

- 25 *Distinctive Features:* Destroyer base (Not Concealable, Causes Extreme Reaction [fear/respect])

Total Disadvantage Points: 25

Total Cost: 2,155/5 = 431

ADDITIONAL EQUIPMENT**Cost Power**

- 124 Sennecharib Local Main Node

Description: See below. Destruga II has SPD 2 for purposes of using its movement, meaning it can reach speeds of about 18 miles per hour.

GENERAL DESCRIPTION

Destruga II is an artificial island built by Dr. Destroyer's robotic workers using a variety of materials. The main skeletal structure consists of titanium steel and aluminum, with various modules and sections of flooring bolted into place as necessary. Finally large amounts of soil and rock were place on top, and trees and shrubs planted, so that from the surface it does, in fact, seem to be a tropical island.

The island is roughly 3.2 kilometers (two miles) long on the east-west axis and about half to two-thirds of that north-south. It's vaguely oval in shape with a small cove on the eastern side for Destroyer's yacht. Most of the island is relatively flat or has gently rolling topography, but it gradually slopes upward to "Mount" Destroyer in the center — an enormous obelisk of rock carved in Dr. Destroyer's likeness, facing east. (Mt. Destroyer also conceals a weapon; see below.)

FLORA AND FAUNA

Grass and tropical scrub brush cover most of the unpaved parts of Destruga II; some of the meadows are rather picturesque. In several places, particularly in the south and the area just north of Destroyer's Villa, there are jungles, complete with monkeys, toucans, and other non-dangerous jungle fauna. Characters may find it difficult to move through the jungle quickly (see the Terrain Effects Table on pages 222-23 of *The Ultimate Speedster* if necessary; the jungle areas count as "Numerous Obstacles" [or even "Extremely Numerous Obstacles" in places]).

THE SHORE

At most places Destruga II's "shore" is an artificial cliff 3-5" (20-32 feet) high. At three points — in the cove, to the north near the Barracks / Armory, and in the west — the island runs gently down to a sandy beach. Destroyer's troops and scientists use the beach areas for recreation; heroes invading the island may find them a convenient place to land a watercraft.

Defenses And Weaponry

Naturally, Dr. Destroyer hasn't left his new island unprotected. Besides the numerous troops and robots stationed on there to fight off a possible invasion, Destruga II has several layers of defense.

ANTI-TELEPORTATION AND ANTI-PSYCHIC DEFENSE FIELD

The last thing Dr. Destroyer wants is superheroes teleporting onto his home, or mentally scanning it. To prevent this he built a generator that projects a field that prevents persons from teleporting onto or mentally scanning Destruga II. For that matter, it also prevents teleporting *off* the island or scanning outward from it, though Destroyer's personal teleportation technology can still get through it (as can particularly strong Teleportation or Mind Scan powers, though they'll be weakened).

The Defense Field is a sphere with a 3.2-kilometer (two-mile) radius surrounding the island. In other words, it exists at 3.2 kilometers (two miles) from the center of Destruga II, meaning it's at least 1.6 km (one mile) from shore at its nearest point. Characters trying to teleport onto the island find themselves stopped cold at that distance. Their teleportation interrupted mid-journey, they drop into the water a mile or more from shore. Freezing to death before reaching Destruga II is a real possibility.

Since the Defense Field blankets the entire island, it may render mentalists and teleporting characters effectively useless during this scenario. If you want to avoid that, just rule that the Defense Field prevents teleporting/scanning onto/off of the island, but once the heroes are on the island those powers work normally. The important narrative fact is that the PCs can't just teleport onto the island and fight Dr. Destroyer; the Defense Field creates and maintains the dramatic tension needed for an invasion scenario.

RADIO SUPPRESSOR

For a four-kilometer radius around the center point of Destruga II, Radio Group Senses (including Radar and most forms of Radio Perception/Transmission) are blacked out. This makes it impossible to scan Destruga II with radar, get a weapons lock on it via radar, or the like. The island's own radar, the radars and radios on Dr. Destroyer's vehicles, and the personal radar and radio systems of Destroyer and his minions are immune to this effect, giving them a significant tactical advantage in many situations.

The Radio Suppressor is concealed inside Mt. Destroyer, the gigantic statue of Dr. Destroyer in the center of the island. Even if they have no idea that it's there, the heroes may get lucky and destroy the Radio Suppressor when they lash out at Mt. Destroyer for fun.

POINT DEFENSE LASER SYSTEM

Even if an enemy launches a missile or similar attack at Destruga II without a radar lock, the island can still defend itself. A 16-installation point defense laser system stands ready to blast physical projectiles out of the air with beams of coherent light.

QUADBLASTERS

Last but not least, placed mostly around the edge of the island are 16 *quadblasters* — four-barrelled emplaced blasters capable of shredding superheroes and military vehicles alike. As shown in greater detail in the Destruga II base writeup, they're RKA 4d6, +1 STUN Multiplier, Autofire (4 shots) weapons with a range of about 25 miles (and no Range Modifier). As soon as Destroyer detects the heroes heading toward his island he'll open fire on them. However, the quadblasters can only fire at targets above the surface of the water that are at least 10" away from them; they can't hit targets underwater or who are too close to an emplacement (though there's usually another emplacement far enough away that can still attack a target in that situation).

TORPEDO BATTERIES

Heroes or vehicles approaching Destruga II underwater have to contend with (a) submersible vehicle patrols (see Chapter Four), and (b) Dr. Destroyer's torpedo batteries. The torpedoes don't have nearly the range of the quadblasters, but can strike targets from any angle.

Sensors

Destruga II has several advanced sensor systems to keep track of superheroes and other threats.

RADAR AND SONAR

First, the island has an advanced 360-degree radar system monitored primarily from the Command Center (but accessible, with the right passwords and commands, from any Sennecharib workstation). It has a functional range of approximately 32 kilometers (20 miles), though it can see beyond that with less accuracy (*i.e.*, the Range Modifier starts to apply because the system's Telescopic no longer completely counteracts it).

Second, Destruga II also has a 360-degree sonar system to perceive objects in the water. It functions similarly to the Radar system, but only has a range of about four kilometers (2.5 miles).

INTERNAL SENSOR NET

Once characters or vehicles make it onto the island itself, they're inside functional radar/sonar range, so Dr. Destroyer and his men can't perceive/track them with those systems. Instead they must rely on the island's internal sensors, which include visual, audio, and olfactory systems. There are a total of 64 sensor nodes scattered throughout Destruga II, some of which are marked on the various maps (others are left for the GM to place as he sees fit). Both Sennecharib and human operators can monitor the various nodes from the Command Center or any Sennecharib workstation. Each node operates in 360 degrees and includes lowlight, thermal, and ultrasonic sensors, so sneaking past them is very, very difficult... though superpowers like Invisibility may help.

Resources

Among the resources Dr. Destroyer has on Destruga II are supervillains, troops, vehicles, and personal weapons. You should give him just the right mix of assets to make any attempt by the PCs to assault or sneak onto the island a challenge.

SUPERVILLAINS

Any of Destroyer's cadre of superpowered lieutenants could be on the island to help oversee the launch or protect the rocket. See Chapter Three. Hammerhead's a particularly good choice for Destruga II since he's at home both in the water and on land. If those villains aren't enough, or aren't the sort of villain you need to oppose your heroes, just select the right villain out of another book (such as *Conquerors*, *Killers*, *And Crooks* or *Evil Unleashed*), change his name and

LASER CAGES

At 32 key indoor locations throughout Destruga II Dr. Destroyer has placed a special trap — a *laser cage*. The cage's generator surrounds a single hex with a grid of laser beams able to hurt even most superheroes (RKA 2½d6, Area Of Effect (One Hex), Continuous, Armor Piercing). As long as characters don't touch the "walls" of the cage, they remain unharmed... but they can't leave. They can walk through the "walls" if they want to, but suffer damage. (If necessary, increase the damage done or the level of Armor Piercing so that the Laser Cages pose a *serious* threat to your heroes.)

Getting out of a cage should pose a challenge for the heroes. A character who can Shrink down to below one inch in height can walk through the interstices of the laser beam grid; a character with Stretching powers may be able to do the same if he succeeds with a DEX Roll at -3 (failure indicates he's touched the lasers and takes damage). A character with electricity powers might be able to "take control" of a cage's generator and turn it off temporarily.

The laser cages are not marked on the map. The text notes where some of them are, but otherwise it's left to the GM to put them where he thinks best.

appearance, and you've got a whole new Destroyer super-flunky to work with!

TROOPS

Destruga II isn't intended as a full-scale military base, but it's got plenty of soldiers and other Destroyer personnel to do the work and keep the place safe. See Chapter Three for character sheets for Dr. Destroyer's agents.

EQUIPMENT

Destroyer has plenty of vehicles (mostly hovercraft of various sorts) and heavy weapons on the island to equip his troops. Most of the vehicles are kept in the Hangar and most of the weapons in the Barracks/Armory. See Chapter Four for details on this gear.

DESTROYER'S VILLA

When he's on Destruga II, Dr. Destroyer lives in the villa on the east side of the island, overlooking the cove to the south and a pleasantly-landscaped jungle area to the north. Destroyer's ego demands that the villa be sumptuous — something his visitors (who admittedly are few) appreciate even though he allows himself few luxuries.

A paved road leads up from the dock to the villa, ending in a large roundabout with a statue of Victory in the center of the loop. The statue is actually a disguised sensor node. The villa itself contains several sensor nodes, all of them also disguised.

First Floor

FOYER

The main entrance to the Villa is a beautiful foyer with marble floors, a sweeping dual staircase that leads up to the second floor, and a fountain. It's lit by a crystal chandelier that conceals a laser cage generator. Underneath the staircases are men's and ladies' rooms.

BALLROOM

Most of the western wing of the first floor is occupied by an enormous ballroom. The floors are beautiful inlaid wood, the walls covered with portraits of Destroyer and other famous historical figures. The light's provided by crystal chandeliers, and the music by a robotic orchestra (or sometimes a real one flown in by Destroyer) based on a stage in the northwest corner.

LIBRARY

Destroyer's favorite room in the house, the Library is lined with bookshelves containing volumes of interest to him, many of them rare or otherwise valuable. A large grand piano dominates the center of the room; he spends much of his leisure time here playing it. When he's not playing,

pipied-in classical music fills the room. The room also includes a table where a person doing research can spread out books and papers; the table has a built-in Sennecharib workstation.

STORAGE CLOSET

In this room Dr. Destroyer stores supplies and equipment used in the ballroom and other nearby rooms. It has no windows.

ART GALLERY

Destroyer displays some of his favorite works of art from his collection here. (Nearly all are actually highly-accurate reproductions, since the originals are too fragile for regular display.) When he's in a contemplative mood he often spends time here reviewing his collection, and he may treat a captured foe he respects to a "personal tour" of his collection.

DINING ROOM

For those rare occasions when Destroyer hosts guests at his meals, this room serves as his feasting-hall. (Usually he just eats here alone, preferring solitude.) It contains an enormous antique oak table and twelve matching chairs; two crystal chandeliers provide the light. (Both contain hidden laser cage generators.)

KITCHEN

A staff of robotic chefs prepares Destroyer's meals here. (He occasionally kidnaps renowned chefs to cook for him for a few days; if they do well he rewards them lavishly, if they do poorly, he kills them.) The kitchen is a gleaming, stainless steel, high-tech food preparation area with everything a gourmet chef might need, including a walk-in freezer for storing meats and other perishables.

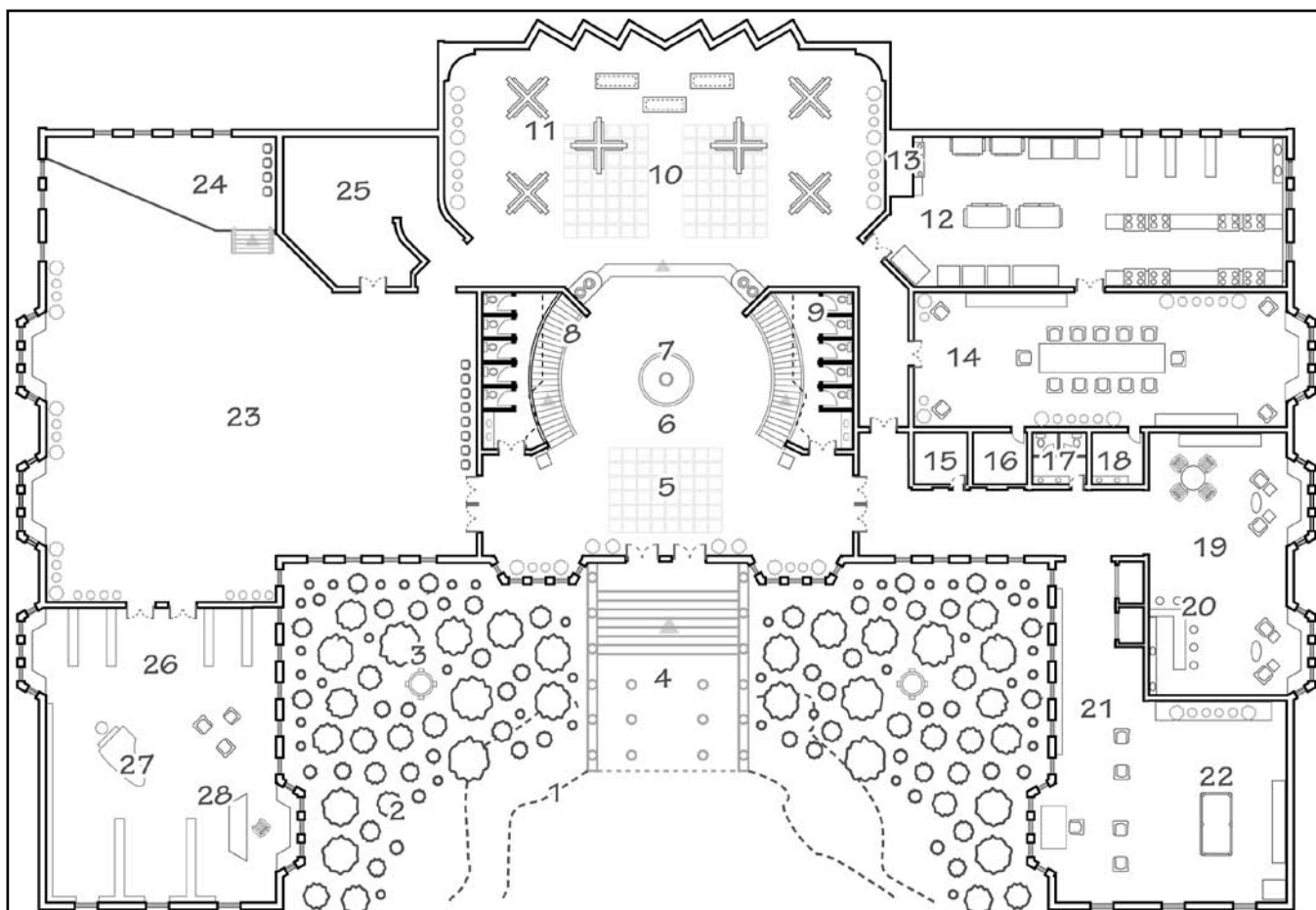
One of the stoves along the north wall conceals a spiral staircase that goes down to Destroyer's private laboratory. The stove is counterbalanced so that it easily swings out of the way to reveal the staircase, a control on the staircase lets Destroyer move it back into place when he's gone through.

SITTING ROOM

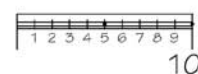
This pleasant parlor-like area is comfortably furnished and tastefully decorated. It has large picture windows looking east over the ocean, a small wet bar, a small shelf of books, and a video and audio system.

BILLIARDS ROOM/SMOKING ROOM

Designed for gentlemanly relaxation, this room contains a top-quality pool table and all the accessories for playing billiards. It also has high-backed leather chairs for sitting and smoking, a wet bar, and similar amenities. Destroyer never uses this room, but on those rare occasions when he has guests they enjoy it.

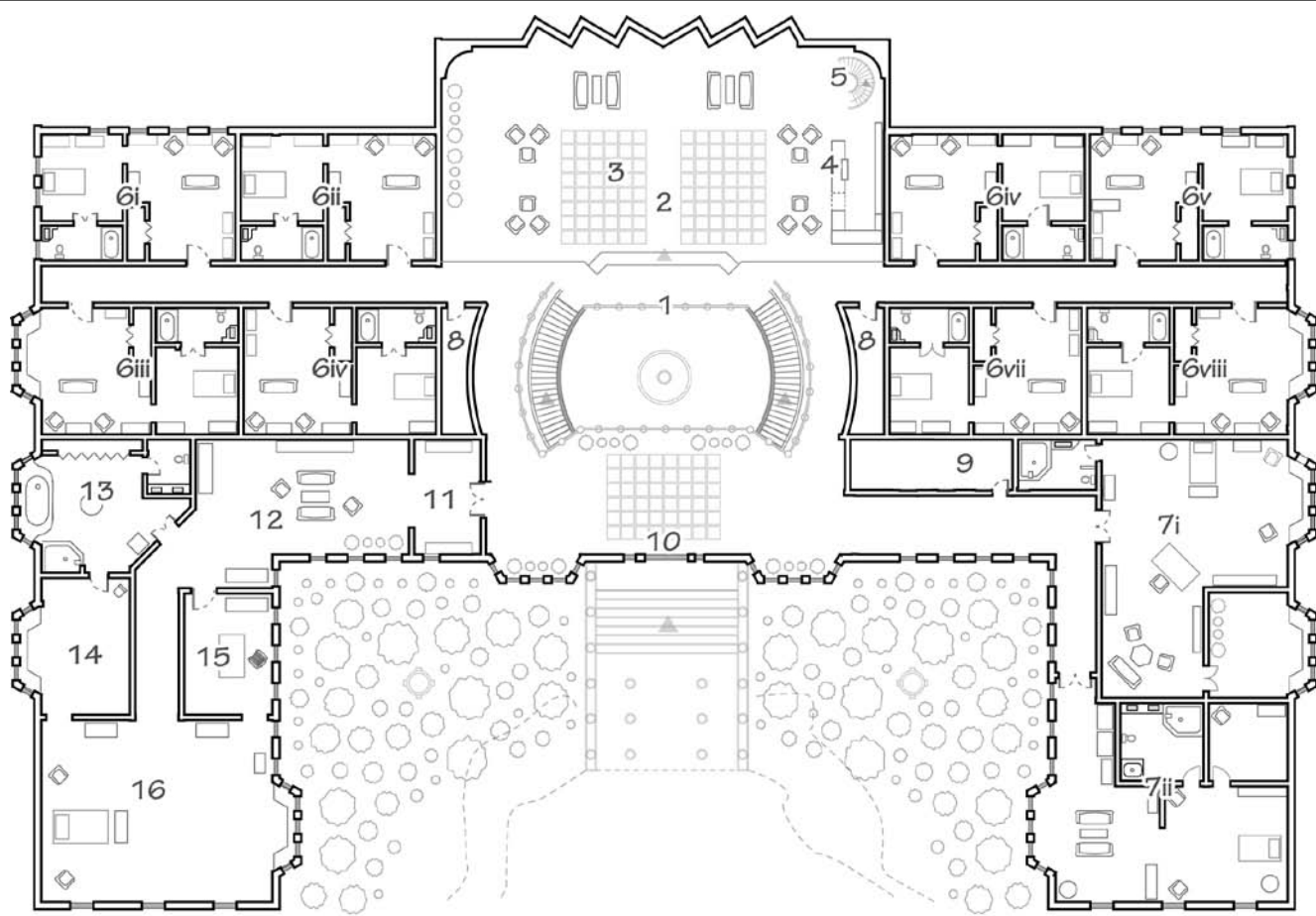


Destroyer Villa, First Floor



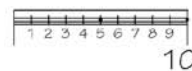
- | | | | |
|----|--|----|-------------------------------|
| 1 | Elevation Line | 15 | Robot Custodian Recharge Area |
| 2 | Grounds Cover | 16 | Dish Storage |
| 3 | Laser Cage Generator (example) | 17 | Restroom |
| 4 | Marble Colonnade | 18 | Washing Room |
| 5 | Transparent Ceiling (through 2nd floor/Roof) | 19 | Sitting Room |
| 6 | Foyer | 20 | Wet Bar |
| 7 | Fountain | 21 | Billiards Room/ Smoking Room |
| 8 | Curved Staircase to Second Floor | 22 | 12 foot Billiard Table |
| 9 | Restrooms (partially under staircase) | 23 | Ballroom |
| 10 | Art Gallery | 24 | Stage |
| 11 | Display Stands | 25 | Storage "Closet" |
| 12 | Kitchens | 26 | Library |
| 13 | Secret Entrance to Private Laboratory | 27 | Grand Piano |
| 14 | Dining Room | 28 | Desk with Sennecharib Link |





Destroyer Villa, Second Floor

- | | | | |
|---|---------------------------------|----|------------------------------|
| 1 | Railing overlooking Open Atrium | 9 | Storage Area |
| 2 | Sitting Area | 10 | Overlook |
| 3 | Transparent Flooring & Ceiling | 11 | Destroyer's Private Suites |
| 4 | Full-Sized Bar | 12 | Destroyer's Sitting Room |
| 5 | Spiral Stairs to Helipad | 13 | Destroyer's Bathroom |
| 6 | Guest Bedrooms | 14 | Destroyer's Dressing Room |
| 7 | Guest Suites | 15 | Destroyer's Private Office |
| 8 | Utility Room | 16 | Destroyer's Private Chambers |



Second Floor

SITTING AREA

This area is similar to #8 on the First Floor, except that it has no video system and the windows look north. A spiral staircase in the northeast corner leads to the helipad on the roof (see below).

MASTER BEDROOM

This is where Destroyer resides while on the island. The room is beautifully paneled in dark oak with burgundy carpeting and matching furnishings. An oil painting of Destroyer himself dominates one wall.

GUEST BEDROOMS

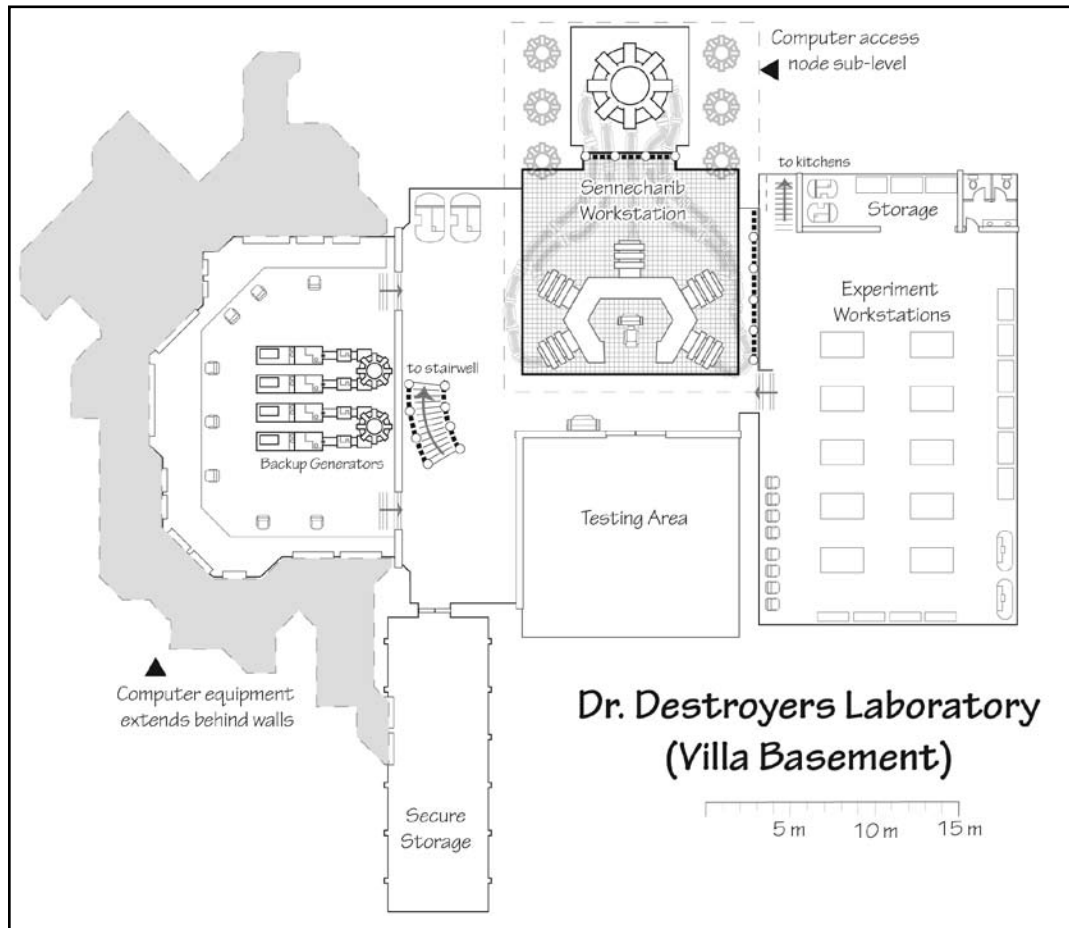
Destroyer doesn't often have guests, but when he does they stay in these rooms. Each is elegantly and tastefully furnished and includes its own bathroom area.

ROOF HELIPAD

Although it's not marked on the map, the roof of the Villa is a helipad capable of holding most helicopters or hovercraft. There's room enough for two vehicles. Destroyer usually has a Sigma-12 Hoverjet ready and waiting there at all times in case he's in need of a quick getaway.

GUEST SUITES

Doctor Destroyer's most honored guests get these larger rooms, which are even more lavishly decorated and furnished than the typical Guest Bedroom.



Dr. Destroyer's Private Laboratory

Beneath the Villa Dr. Destroyer maintains a small private laboratory. It has two entrances, both concealed (Concealment 16- for Skill Versus Skill Contests to find them). The main entrance is that part of the right-hand staircase in the Foyer pivots downward to grant access. The secondary entrance is concealed by a stove in the Kitchen (see above).

The Laboratory includes several areas or items of note. Along the walls in the western half of the room are banks of computers, super-science equipment, and the like, including a small backup generator for the lab. On the south wall is a sealed Testing Area with extra-strong walls where Destroyer performs dangerous experiments or tests new weapons; in a pinch it can serve as an impromptu cell. The eastern part of the room contains worktables with experiments in various stages of progress.

In the center of the room is a large semi-circular console — a major workstation for Sennegarib, Dr. Destroyer's artificially intelligent computer. From here he can monitor any sensor system on the island, fire any weapon, or override any device. He can even run the rocket launch from here instead of the Command Center (but at -1 to any Skill Rolls necessary).

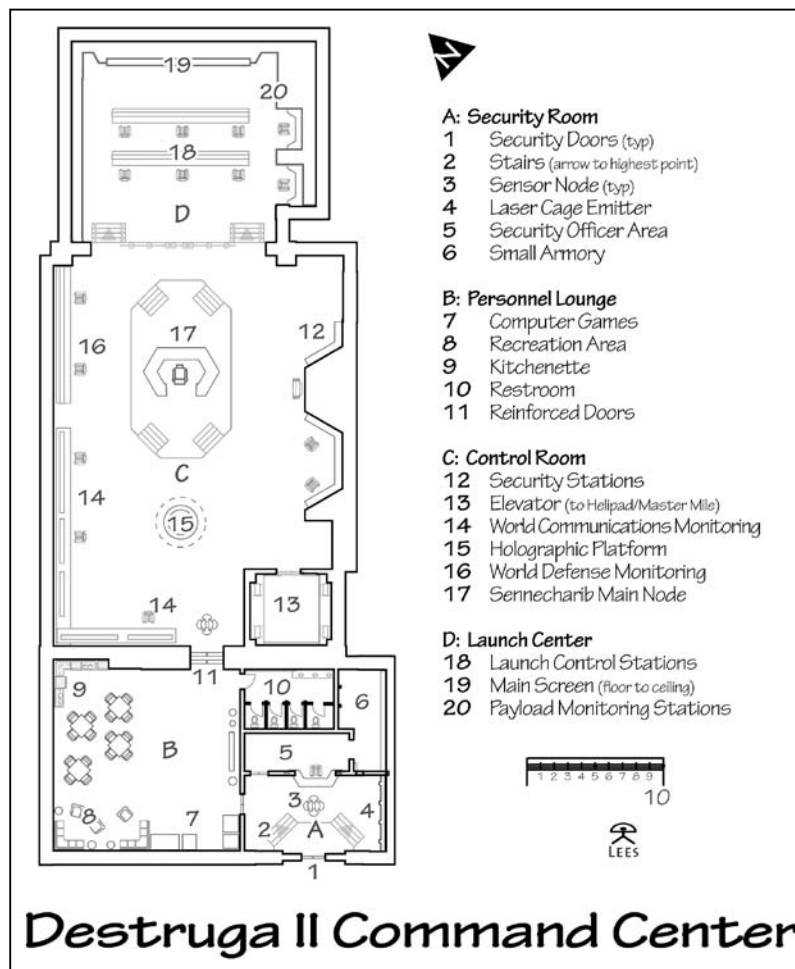
THE COMMAND CENTER AND LAUNCH CONTROL CENTER

The nerve center of Destruga II is the Command Center, which includes the Launch Control Center overseeing the firing of the rocket that will carry Dr. Destroyer's new orbital cannon into space. The Command Center also anchors the eastern end of the "Master Mile" underground area (see below).

Unlike the Villa, which for the most part is designed to look like an old mansion, the Command Center is a gleaming, high-tech structure. Instead of wooden doors with knobs, it has two-panel doors that slide open. The floors are tile (or at best office carpeting) rather than plush carpet or marble. The fixtures and equipment are made of metal and plastic, not wood, leather, and glass.

SECURITY ROOM

The only way into or out of the Command Center (other than from the roof, or smashing one's way in) is the Security Room. Its walls are DEF 20, it has a sensor node and a laser cage generator, and Destroyer stations a minimum of two Heavy Weapons Agents here at all times. The guards attack anyone lacking the proper identification (fingerprint, voiceprint, electronically coded ID badge, *and* daily password).



BATHROOM

This facility serves everyone in the building, male and female alike. A character who can transform into water, Shrink, or stretch his body and who isn't squeamish might use this as an entrance into the building; like Destruga II's other waste disposal systems, it leads to an outflow pipe below the island.

LOUNGE

This room has a kitchenette, cafeteria-style tables, a sort of "conversation pit," and some computers with games. The building staff relaxes here during off hours, meal breaks, and the like.

POWER PLANT MONITORING ROOM

This room is for monitoring and controlling the island's main pulson power plant. The personnel working here are scientists and technicians, not combat agents.

CONTROL ROOM

This is the main room in the Command Center — the room from which Destroyer (or his chief agents) can monitor everything occurring on Destruga II and control any feature of the island. Most of the agents working here are combat-trained, but a few are just technicians.

The Control Room's main systems include:

A. Sennecharib Main Node: The main node on Destruga II for Sennecharib, Dr. Destroyer's arti-

ficially intelligent computer. No one but Destroyer himself, and those agents he designates in an emergency, may touch it.

B. Holodisplay: This table can generate a holodisplay of Destruga II or any part of it. If the heroes were to gain access to it, planning their assault (or the best way to inflict maximum damage) would be much easier.

C. Security Consoles: These consoles operate, monitor, and control the various security systems on the island, including the sensors, quadblasters, torpedoes, and other weapons.

D. World Communications Monitoring Station: From here Dr. Destroyer and his personnel can find out what's going on virtually anywhere in the world, receive and make broadcasts, and so forth.

E. Elevator: This elevator leads up to the helipad on the roof and down to the Master Mile.

F. World Defense Monitoring Stations: Using these consoles Dr. Destroyer and his agents can keep track of military and security activities around the world.

HELIPAD

Although it's not shown on the map, there's a helipad on the roof over the Control Room similar to the one on the roof of Destroyer's Villa, though it's only large enough to hold one aircraft. Usually a Beta-2212 Hovercraft is kept here.

LAUNCH COMMAND CENTER

The equipment and consoles in this area (which is all part of one big room with the Control Room, but is reached by stepping down two broad stairs) control the fueling, launching, tracking, and operation of Dr. Destroyer's rocket. Most of the north wall is an enormous videoseen that can show scenes of the rocket on the launchpad, the rocket in-flight, the rocket's progress across the globe, and so forth. Once the orbital cannon is in place, Destroyer can use this facility to control it (or superheroes could use it to make the cannon self-destruct).

DESTROYER'S CELL CONFIGURATIONS

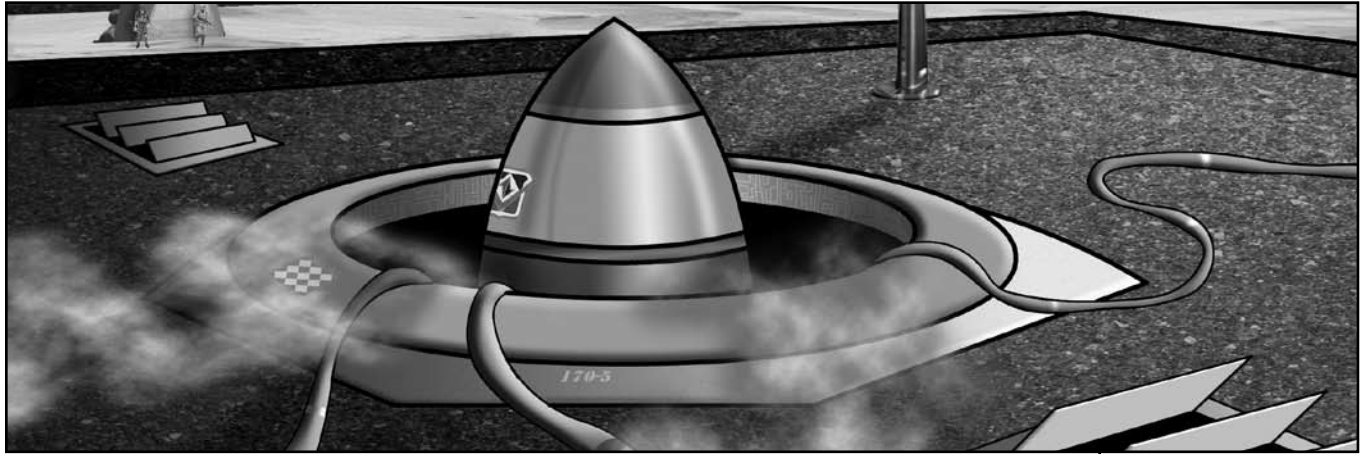
Anti-Intangibility Cell: Affects Desolidified (+½) for DEF 20 (30 Active Points); Partial Coverage (-2). Total cost: 10 points.

Psychic Interference Cell: Mental Defense (30 points) (30 Active Points); ; Partial Coverage (-2). Total cost: 10 points.

Reinforced Cell: +10 DEF (30 Active Points); Partial Coverage (-2). Total cost: 10 points.

Teleportation Interference Cell: Cannot Be Escaped With Teleportation (x2; +½) for DEF 20 (30 Active Points); ; Partial Coverage (-2). Total cost: 10 points.

Weakness Cell: Suppress STR 4d6, Reduced Endurance (½ END; +¼) (25 Active Points); Only Within Defined Area (-2), Can't Reduce STR Below 10 (-0). Total cost: 8 points.



THE MASTER MILE AND LAUNCHPAD

Much of the equipment that operates and maintains Destruga II is located underground, where no one can see it. In some places, underground chambers for use by Dr. Destroyer or his personnel exist. The most important of these is the Master Mile (a long corridor between the Command Center and the Launchpad, with several facilities lining it) and the Launchpad itself (actually more of a silo than a pad).

The Master Mile (which is really around half a mile long) is about 10" (65 feet) wide in most places. Agents travel up and down it either by walking or in small four-man robotic "buggies" that use infrared sensors to travel down strips painted along the sides of the corridor. The buggies have Ground Movement 10", DEX 10, and SPD 3; a rider can manually override the robotic controls to drive one if desired. Agents can summon a buggie with a radio call; one arrives as soon as it's available.

ELEVATOR ROOM

This room is the main entrance into the Master Mile, via an elevator (marked E) that runs up to the Control Room. At least two Heavy Weapons Agents stand guard here at all times, and a sensor node monitors all traffic.

STORAGE

These rooms contain spare parts, raw materials, disused equipment, and other things Dr. Destroyer and his people need to store. A gadgeteer hero can find all sorts of useful devices and parts in them.

GUARDROOM AND CELLS

Occasionally Dr. Destroyer has to keep prisoners, particularly superhuman ones. He has six cells, all heavily reinforced (DEF 20 walls in the cells, access corridor, and guardroom) and constantly monitored by at least two Heavy Weapons Agents in the guardroom. Additionally, Destroyer can configure each cell to inhibit certain superhuman powers (see accompanying sidebar). In game terms, each cell is a 30-point Variable Power Pool,

with the GM granting permission to buy some cell configurations as naked Advantages; each cell has enough points in its Pool to have three configuration options (some could be duplicates, such as multiple levels of Reinforced Cell or Weakness Cell to restrain a super-strong character).

If Sennecharib or any agent in the Control Room notices anything even *slightly* suspicious going on in this room, he sounds a silent alarm and dispatches a squad of troops and/or robots to check things out.

ROBOTICS MANUFACTURING

Doctor Destroyer uses a *lot* of robots, and this automated factory is where they're made and maintained. He can configure the factory to produce other things, such as vehicle or weapon parts, if necessary. Characters getting into a fight here risk severe injury from being smashed into the automatic equipment.

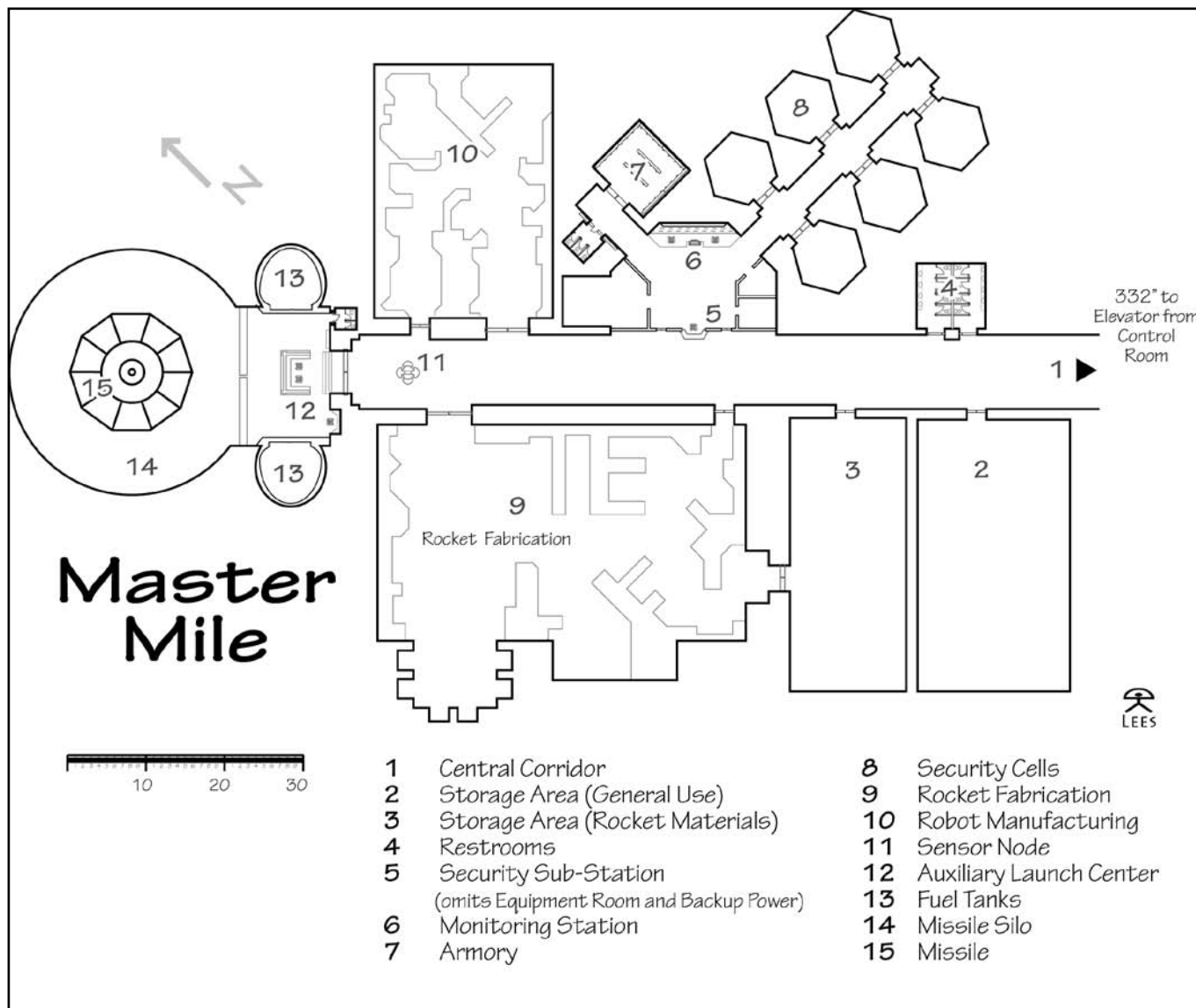
ROCKET MANUFACTURING

Doctor Destroyer has a special manufacturing area specifically devoted to building and assembling his rocket. This area is now much quieter than in previous months, since the rocket's ready to launch.

AUXILIARY LAUNCH CONTROL ROOM

In the event something goes wrong back at the Command Center, Destroyer and his personnel can control and launch the rocket from here, though it's not as easy (-1 to Systems Operation rolls). Perhaps more importantly from the heroes' perspective, there's a chance they can *stop* the launch from here even if the Command Center remains functional. This requires at least three Phases of work and a Systems Operation roll at -4 (reduce the penalty to -1 if the character has any Knowledge Skills or other Skills specifically pertaining to launching rockets).

The walls of this room, including the automatic blast doors that shut before the launch occurs, are DEF 30. If for some reason the doors can't shut (assume they have STR 50 for purposes of slamming closed and crushing things that get in their way), Sennecharib automatically aborts the launch unless Dr. Destroyer personally overrides that command.



Fuel Tanks

Flanking the auxiliary control room are two large tanks containing the liquid fuel for the rocket. This gets pumped into the rocket beginning 48 Segments (four Turns) prior to launch and finishes 24 Segments (two Turns) before the launch). If an attack ruptures a tanks before it's empty, an RKA 10d6 Explosion (-1 DC/3") results. (If a tank is less than full, reduce the damage proportionately.) If an attack ruptures a pipeline in mid-fueling, an RKA 4d6 Explosion (-1 DC/2") occurs. Either type of explosion causes an automatic shutoff of the launch procedure.

ROCKET SILO

This room is actually an enormous silo containing the rocket that holds the orbital cannon. The day of the launch the iris door at the top opens and the rocket is slightly raised so that its nose pokes up above the ground.

Before the rocket fires, the blast doors in #6 shut. The rocket exhaust vents through openings in the island "surface" above, which are marked on the main island map. Anyone standing in the way of the vents during the launch takes RKA 6d6 damage each Segment. (See *The Rocket*, below, for more information.)

ARMORY

On Destruga II, part of the Barracks (see above) has been converted into an Armory. This large room contains shelves, racks, and cabinets holding weapons, armor, and other gear used by Dr. Destroyer's agents. Two Heavy Weapons Agents stand guard at each door at all times and only let persons through who have the proper identification (fingerprint, voiceprint, electronically coded ID chip, *and* daily password), or who are approved by the quartermaster on duty in Room #2.

POSEIDON'S FIST



After analyzing his failed 1975 bid to conquer the United States, Dr. Destroyer concluded that one aspect of his invasion which had worked flawlessly was the underwater travel from his Pacific staging point to the California coast. The water provided superb cover from spy satellites, giving him a freedom of action he'd lack on the surface or in the air. He decided to build a gigantic submarine for use as a mobile base of operations.

The result, two years later, was the launching of the *Poseidon's Fist*, at the time the largest submarine in world history. In the three decades since then the *Fist* has been upgraded and expanded several times. Now approximately the same size as an aircraft carrier, it remains the biggest undersea vessel ever created, dwarfing even UNTIL's *Aegir*.

Manufactured primarily of Destreum, the hull of the *Fist* is, like other submarines, primarily tube-shaped. However, the *Fist* is somewhat wider aft than fore, giving it a profile when viewed from above that suggests to some people a sort of sinister cross between a hammerhead shark and a stingray... and to less reverent people, "a mutant tadpole" (to use the words of former Champions member Nighthawk). The *Fist's* conning tower is shaped something like the dorsal fin of a shark, giving the sub a particularly sinister look on those rare occasions when it surfaces.

The Destreum hull plating and skeletal structure of the *Fist* allow it to cruise at deeper average depths than most submarines. This makes it even more concealed than it would otherwise be, and sometimes gives it a tactical advantage by allowing it to flee to parts of the ocean that would crush the hull of other subs. It can dive to depths of up to about 750 meters without undue strain. Beyond that it risks hull collapse due to pressure. At 1,000 meters water pressure would completely crush it.

POWER

The *Poseidon's Fist* generates power through a pulson power plant, an invention of Destroyer's which is far safer and more efficient than nuclear power (see pages 118, 157). It requires no lead shielding, which helps lighten the sub considerably. The power plant generates more than enough power to meet the *Fist's* day-to-day needs, which has two important consequences. First, the sub rarely needs to surface — between the power supply and its mostly robotic crew (see below), it can stay underwater literally for months without having to even approach the surface. Second, it can maintain a high rate of fire with many of its pulson beam weapons, making it a deadly opponent when compared to a conventional sub that has to rely on firing torpedoes.

In the event of pulson power plant failure, the *Fist* has a high-efficiency diesel engine to provide power. It can't generate enough electricity to see the sub through a major battle, but it's sufficient to get it to Tartarus or Der Schwarzwert for repairs... and even to fire a weapon or two if necessary.

PROPULSION

The *Poseidon's Fist* uses a magneto-hydrodynamic (MHD) propulsion system designed by Dr. Destroyer — a major advance compared to conventional submarines, which rely on propellers or pumpjet propulsion. The MHD engine uses magnetic energy to force water through tubes, an effect sometimes described as an "underwater jet engine." The MHD system allows the *Poseidon's Fist* to attain speeds far beyond those of standard submarines: up to approximately 97 knots, or about 112 miles per hour.

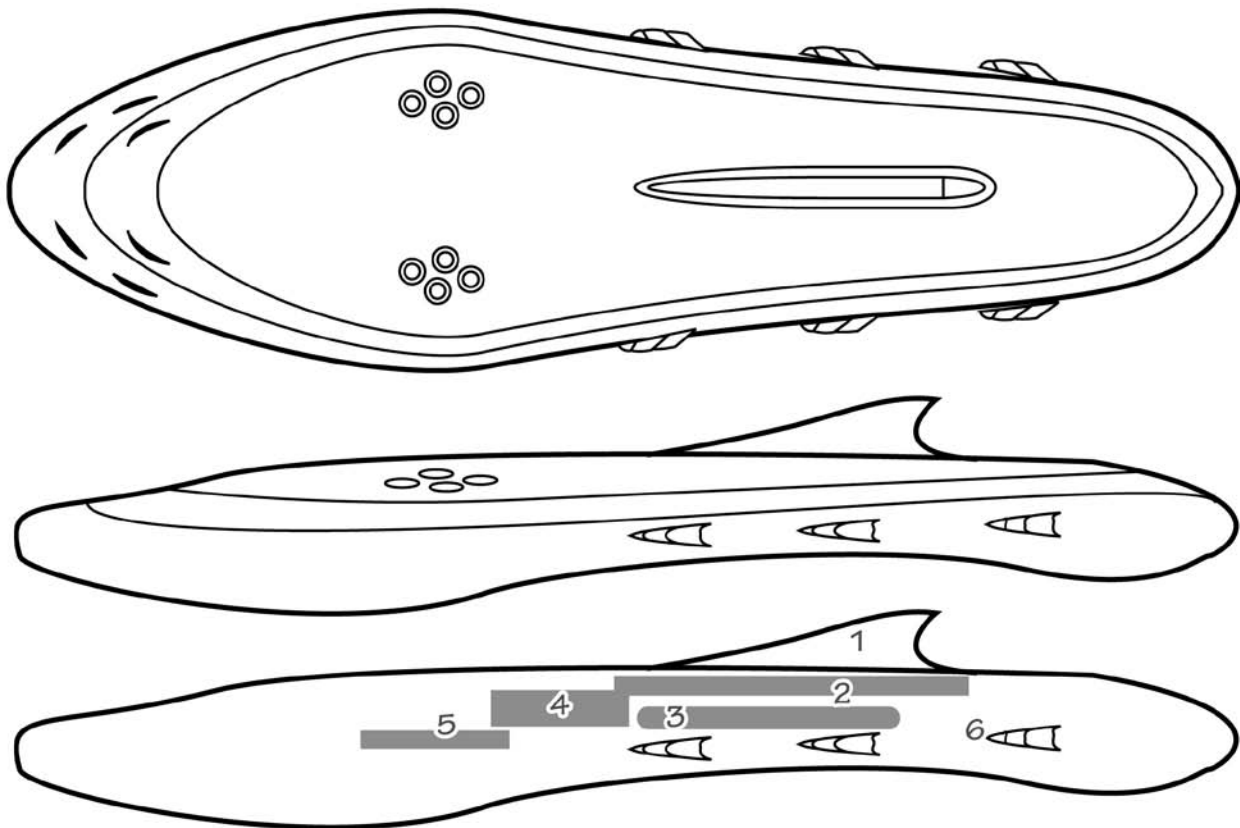
Even more importantly for Dr. Destroyer's purposes, the MHD engine makes almost no noise, rendering it nigh-unperceivable by modern sonar systems. To improve the *Fist's* stealth profile, Destroyer has covered the hull with an anechoic coating — tiles designed to silence the ship and defeat an enemy's sonar — and has acoustically isolated machinery and other noise-causing objects inside the hull by mounting them on vibration-dampening platforms. Thus, the *Poseidon's Fist* is so silent that it's less likely to show up on sonar than a school of fish!

COMMUNICATIONS AND SENSORS

The *Poseidon's Fist* contains some of the world's most advanced communications and sensory gear. It uses powerful active and passive sonars, including a spherical array in the bow, a conformal array mounted around the bow, and several types of towed sonar arrays built into tubular shrouds on the hull. The sonar and other sensors tie directly into the vessel's Sen-nacherib node.

The *Poseidon's Fist's* communications equipment can receive and broadcast over the full frequency spectrum, from ultra-high frequency (UHF) to extremely low frequency (ELF). It features advanced cryptographic and scrambling systems so Destroyer's enemies can't understand his transmissions. Unlike virtually every other sub in the world, the *Fist* doesn't need to approach or break the surface to use its communications systems; they work just as well hundreds of meters below the surface as they do "on top."

Poseidon's Fist



- 1 Conning Tower
- 2 Main Habitation Area
- 3 Pulson Powerplants

- 4 Command Deck
- 5 Weapons Control Room
- 6 MHD "Jets"



TACTICAL SYSTEMS

Doctor Destroyer considers torpedoes to be "low-tech" and unreliable weaponry and hasn't included any torpedo tubes on the *Poseidon's Fist*. Instead his sub mounts a total of 15 pulson beam projectors specifically designed and tuned by him to fire underwater with minimal loss of energy. They have a range of over half a kilometer.

Since the navies of the world don't share his scorn for the torpedo, Destroyer has equipped the *Fist* with a total of 60 countermeasures devices that can be launched from tubes on any side of the ship. Essentially these are highly-sophisticated decoys that make sounds like those of the *Fist* to lure a torpedo to attack them instead of the sub itself.

In addition to its various weapons, the *Poseidon's Fist* carries 16 MU-74 Flying Submersibles that launch from starboard and port docking areas. The crew can use them to carry messages or goods to other ships, to explore underwater features the *Fist* can't get close to, and to fight enemy ships. If someone were to engage the *Fist* in an extended battle, Dr. Destroyer would launch the Submersibles with orders to "wolfpack" a single target, sink it, and move on to the next one.

Although he doesn't currently possess any nuclear missiles (he doesn't see any need for them), Dr. Destroyer has equipped the *Fist* with eight vertical launch tubes in case he ever decides to join the "Nuclear Club." The tubes sit empty, awaiting the day they're needed.

ONBOARD LIFE

Ordinarily a ship as large and complex as the *Poseidon's Fist* would require a crew of thousands to run properly. In fact, it usually only has a couple hundred at most, and often runs with just a few dozen, for two reasons. First, the *Fist* is highly automated, and Dr. Destroyer's technology rarely breaks down under standard use. Second, basic tasks that can't be automated — everything from keeping the ship clean to routine maintenance — are performed by robots. Human personnel (mostly followers from Javangari) only have to perform tasks that Destroyer isn't willing to relegate to robots, such as piloting the ship during combat conditions and making "judgment calls" on various issues.

When Dr. Destroyer himself isn't on board (which is most of the time), Captain Karnavati Ashtekar commands the *Poseidon's Fist*. Born in the Vale of Javangari thirty-five years ago, she's been groomed to run the ship almost since the day Destroyer decided to build it. Competent, quick-witted, and tough, she personifies grace under pressure and even once dared to try to countermand one of Dr. Destroyer's orders. When she woke up in the ship's infirmary several hours later, she discovered that after due consideration he'd done what she'd wanted to do. Neither she nor anyone else aboard the *Fist* at the time has ever so much as dared to talk about the incident.

Life Support Systems

The *Fist* requires less in the way of life support systems than a conventional sub its size would due to its relatively small crew, but the ones it does have are located aft. They include carbon dioxide "scrubbers" to remove that gas from the air, and carbon monoxide "burners" which do the same for that gas. Another machine breaks water molecules into hydrogen and oxygen to replenish the air supply; filters, dehumidifiers, and similar equipment keep the air fresh. Lastly, the sub has a water distillation facility to produce all the water it needs. The *Fist* typically carries enough food and other supplies to travel for 180 days in comfort without surfacing (or a year with strict rationing), though adding more human crew/passengers would diminish that period.

POSEIDON'S FIST

Val	Char	Cost	Notes
22	Size	110	160" x 80"; mass 400 ktons; -22 KB; -14 DCV
120	STR	0	Lift 400 ktons; 24d6 HTH [0]
12	DEX	6	OCV: 4/DCV: 4
40	BODY	8	
20	DEF	54	
3	SPD	8	Phases: 4, 8, 12

Total Characteristic Cost: 186

Movement: Swimming: 25"/100"

Abilities & Equipment

Cost Power END

Power Systems

36	<i>Pulson Power Plant:</i>	Endurance Reserve (400 END, 50 REC); OIF Immobile (-1½)	0
18	<i>Auxiliary Power:</i>	Endurance Reserve (40 END, 40 REC); OIF Immobile (-1½)	0

Propulsion Systems

19	<i>MHD-Driven Submarine:</i>	Swimming +23" (25" total), x4 Noncombat; Costs Endurance (-½)	3
9	<i>MHD System, Anechoic Coating And Equipment Mounts:</i>	Invisible To Hearing Group (+¼) for Swimming 25", Reduced Endurance (0 END; +½)	0
-12	<i>Marine Vehicle:</i>	Ground Movement -6" (0" total)	

Tactical Systems

45	<i>Aquatic-Modulated Pulson Beams:</i>	RKA 3d6, Armor Piercing (+½), No Range Modifier (+½); OIF Bulky (-1)	9
20	<i>Aquatic-Modulated Pulson Beams:</i>	15 more Pulson Beams (total of 16)	9
26	<i>Torpedo Countermeasures:</i>	Hearing Group Images, -6 to PER Rolls, 60 Continuing Charges lasting 1 Minute each (+1¼); OIF Bulky (-1) [60 x 1 Min]	
10	<i>Cells:</i>	+10 DEF; Partial Coverage (total of 20 hexes; -2)	0
24	<i>Self-Destruct System:</i>	RKA 12d6; No Range (-½), Self Only (-2), 1 Charge which Never Recovers (-4)	[1nr]

Operations Systems

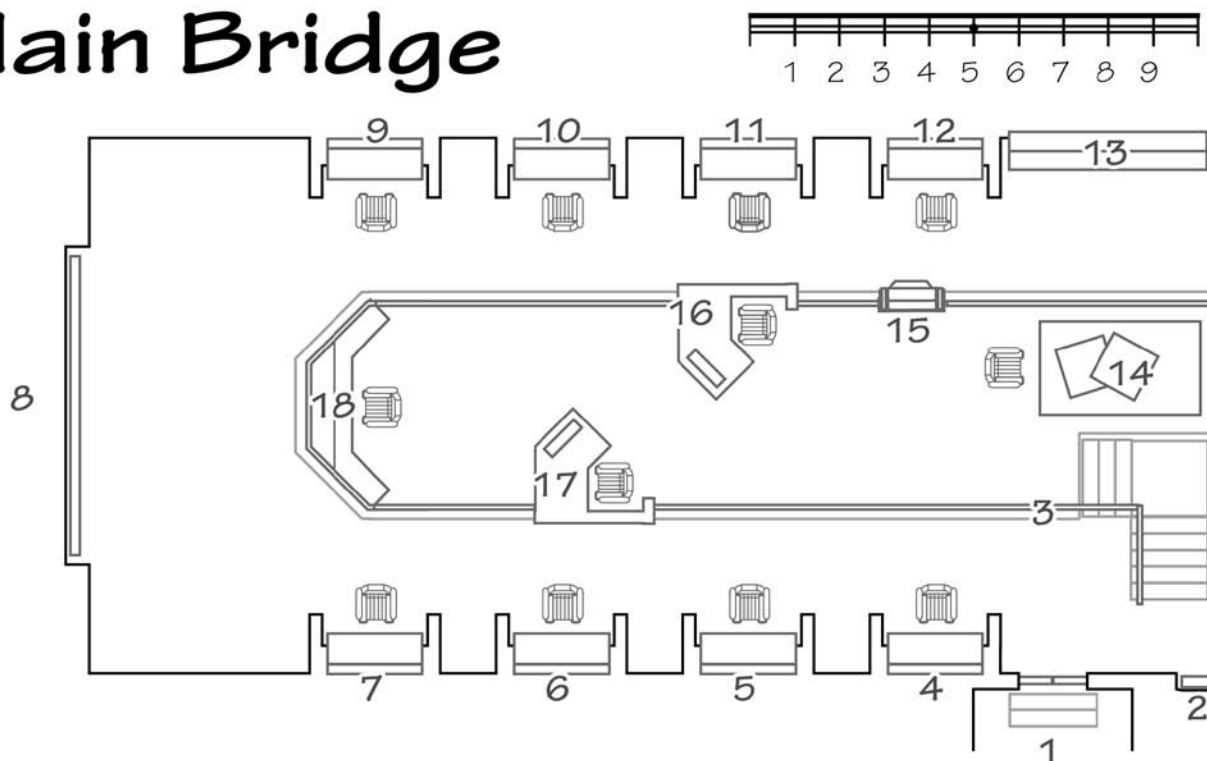
70	<i>Sensor Arrays:</i>	Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1)	0
3	<i>World Communications Monitoring Systems:</i>	HRRP (Radio Group); OIF Immobile (-1½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)	1
13	<i>Active Sonar Array:</i>	Active Sonar (Hearing Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+16 versus Range Modifier); OIF Bulky (-1), Affected As Sight Group As Well As Hearing Group (-½)	0
1	<i>Passive Sonar Array:</i>	Ultrasonic Perception (Hearing Group); OIF Bulky (-1)	0
12	<i>Passive Sonar Array:</i>	+16 versus Range for Hearing Group; OIF Bulky (-1)	0

MAIN BRIDGE MAP

For his large vehicles, space stations, and similar facilities, Dr. Destroyer uses a standard configuration for the main bridge, depicted on the map on page 174. It's a large rectangular room with a raised platform (two meters [1"] above the floor) running most its length. At the end of the room opposite the short staircase leading to the raised area is a large viewscreen. The viewscreen typically displays what's in front of the vehicle or base, but can show information from Sennacherib's database or the like.

Along both of the long walls of the bridge are stations where trained agents operate consoles to control the vehicle's or base's main systems: life support; communications; power; sensors. The raised area includes workstations controlling several other key systems: piloting; weapons; and the main intercom. On one end is a large electronic display table (used for charts and maps on vehicles, and various holo-displays on stationary bases). On the other is the "captain's roost" where Dr. Destroyer (or whoever he places in command) sits. The roost includes a master console that can monitor, and if necessary override, any other control console in the room.

Main Bridge



- | | | | | | |
|---|-----------------------------|----|-----------------------------|----|-------------------------|
| 1 | Hallway | 7 | Primary Sensor Console* | 13 | Status Board |
| 2 | Intercom Station | 8 | Main Viewer Screen | 14 | Chart Table |
| 3 | Platform with Railing (+2m) | 9 | Propulsion Systems Console | 15 | Master Intercom Station |
| 4 | Power Systems Console | 10 | Passive Sensor Console** | 16 | Main Weapons Station |
| 5 | Life Support Console | 11 | Auxiliary Craft Console | 17 | Main Piloting Station |
| 6 | Communications Console | 12 | Secondary Sensor Console*** | 18 | Captain's Roost |

*Sonar for Submersibles, Radar for Ground Vehicles and X-Wave for Space Vehicles

** Acoustics for submersibles, seismics for Ground vehicle and Mass detectors for Space vehicles

*** Side Scan Sonar for Submersibles, Lidar for Ground Vehicles and Radiation detectors for Space Vehicles.



- | | | |
|----|---|---|
| 6 | Passive Sonar Array: +6 PER with Hearing Group; OIF Bulky (-1) | 0 |
| 27 | Internal Monitors: Clairsentience (Sight And Hearing Groups), 2x Range (up to 500"), Mobile Perception Point, Multiple Perception Points (up to eight at once), Reduced Endurance (0 END; +½); OAF Immobile (-2), Perception Point Cannot Move Through Solid Objects (-0) | 0 |

Personnel Systems

- | | | |
|----|---|---|
| 13 | Life Support Systems: Life Support (Self Contained Breathing, Safe Environments: High Pressure, Intense Cold) | 0 |
| 10 | Backup Life Support Systems: Two more Life Support Systems (total of 3) | 0 |

Skills

- | | |
|----|--------------------------|
| 13 | Computer Programming 14- |
| 13 | Cryptography 14- |
| 13 | Electronics 14- |

- | | |
|----|--------------------------------------|
| 13 | Mechanics 14- |
| 5 | SS: Robotics 14- |
| 13 | Systems Operation 14- |
| 12 | Weaponsmith (Missiles & Rockets) 14- |
| 60 | Other laboratories (defined by GM) |

Total Abilities & Equipment Cost: 492

Total Vehicle Cost: 678

Value Disadvantages

- | | |
|----|---|
| 25 | Distinctive Features: Dr. Destroyer's megasubmarine (Not Concealable, Causes Extreme Reaction [fear/respect]) |
|----|---|

Total Disadvantage Points: 25

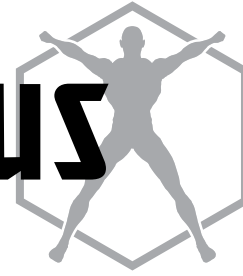
Total Cost: 655/5 = 131

COMPUTER AND VEHICLES

Cost Power

- | | |
|-----|---|
| 124 | Sennacherib Local Main Node |
| 75 | MU-74 Flying Submersibles (total of 16) |

TARTARUS



Doctor Destroyer's primary terrestrial headquarters is deep underground in the Kamchatka Peninsula on the easternmost edge of Asia. Located near volcanic features that conceal the base's heat, it's ideally named for a man who intends to conquer the Earth, turning the world into a living hell for millions: *Tartarus*.

LAYOUT AND FACILITIES

Tartarus is a large underground base with three levels. The lowest level, Alpha, contains the harbor and Pacific Access Tunnel, which are isolated from the rest of the base. Long, broad staircases (and some elevator shafts) lead from the harbor to the next part of the base, Level Beta. Level Beta includes extensive living quarters for Tartarus's personnel (and potentially several thousand others; see below), the prison cells that inspired the base's name, and the Vault where Dr. Destroyer keeps his art treasures. Level Gamma includes Dr. Destroyer's laboratories, personal quarters, library, and the like, plus Sennacherib's mainframe.

Level Alpha

Level Alpha contains four features: the tunnel that gives access to the Pacific; the harbor for the *Poseidon's Fist*; the base's manufacturing equipment; and infrastructure features like ventilation and power.

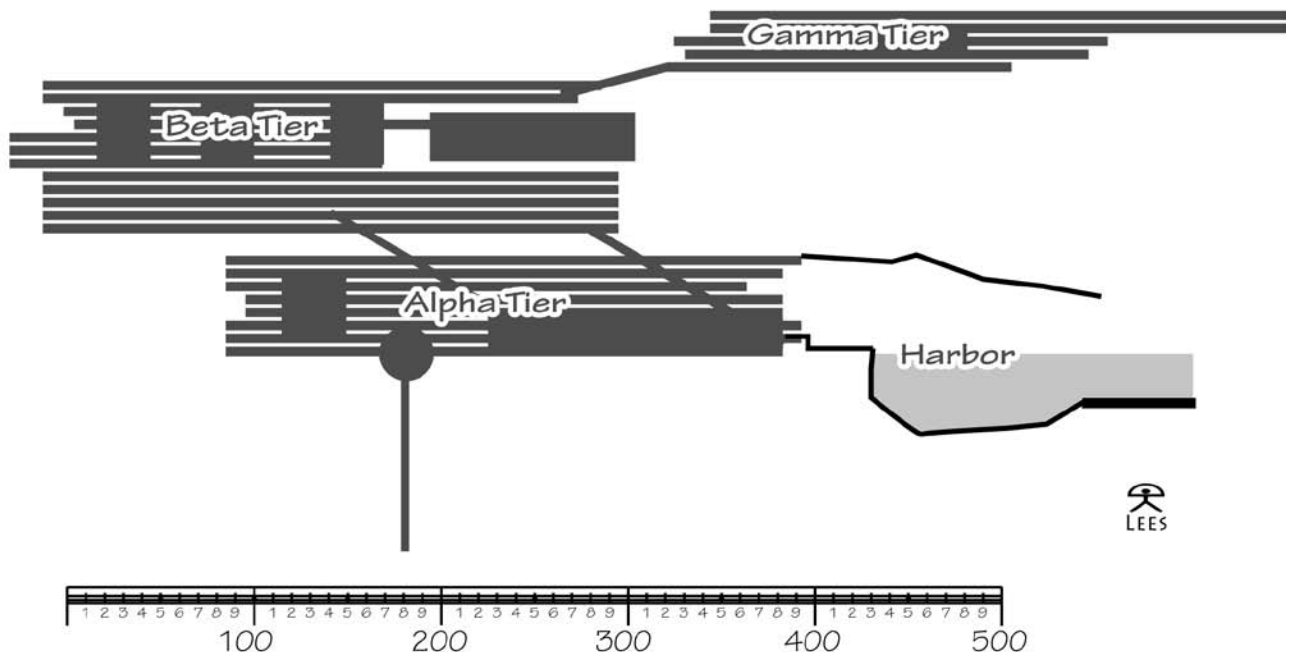
THE PACIFIC ACCESS TUNNEL

So that his mega-submarine the *Poseidon's Fist*, and his other submersible vessels, could enter Tartarus without being seen, Dr. Destroyer constructed a massive tunnel to the Pacific Ocean. Its underwater entrance is in the Kuril-Kamchatka Trench and is concealed from detection by a special "hologram" that can not only be seen but registers on sonar and radar systems. (Sight, Hearing, and Radio Groups Images, -5 to PER Rolls.) The Access Tunnel, which is large enough to accommodate the aircraft carrier-sized *Poseidon's Fist* with ease, terminates in the Harbor.

THE HARBOR

The Access Tunnel opens into the easternmost part of Tartarus: a gigantic underground

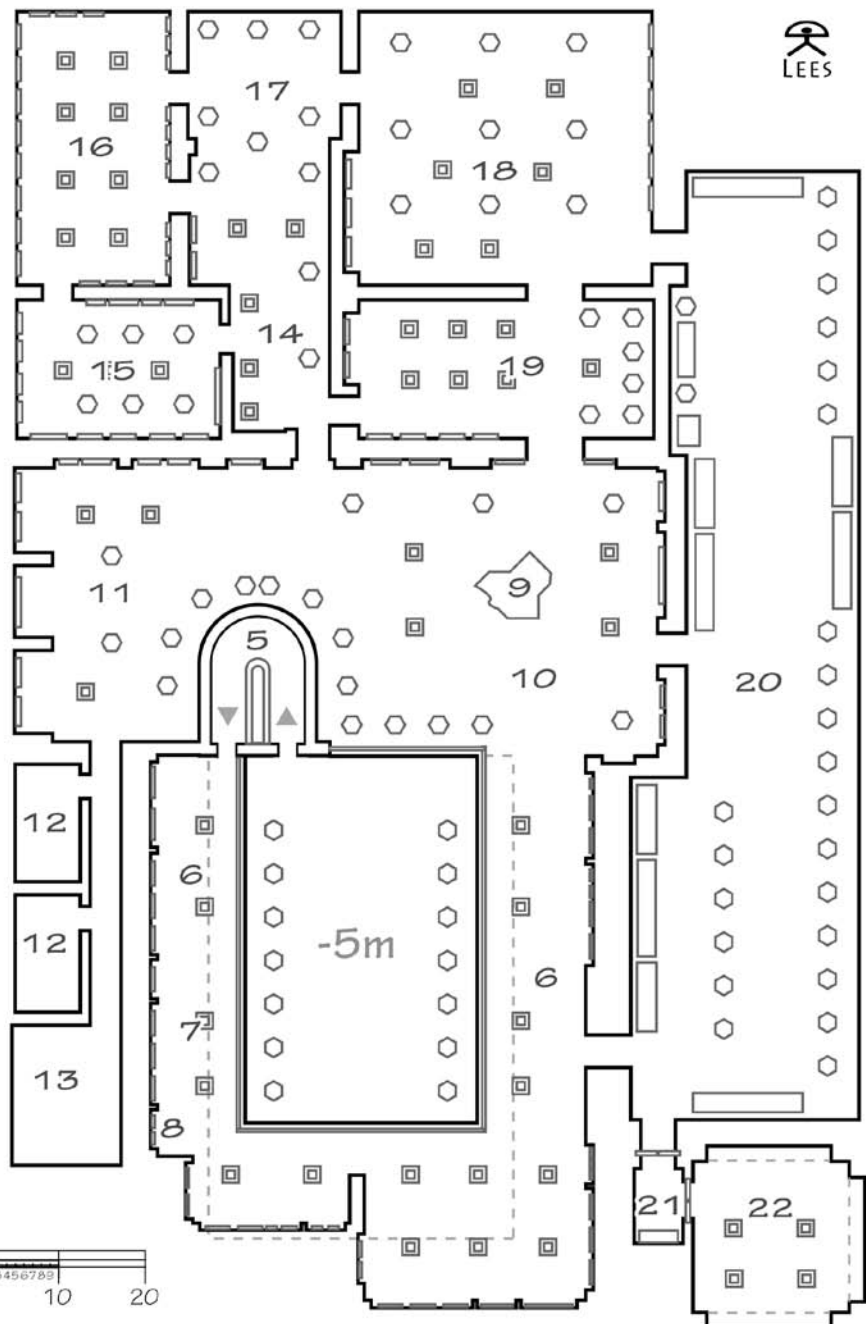
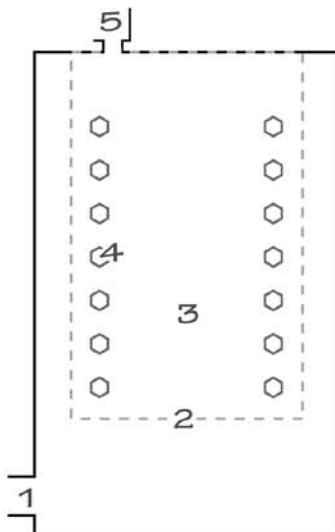
Tartarus



The Vault



- 1 Entry Point on lower floor
- 2 Gallery line (above)
- 3 Lower Gallery (Modern Arts)
- 4 Statue Pedestal (typ)
- 5 Ramp to Upper Gallery
- 6 Upper Gallery/Modern Arts
- 7 Showcase Pedestal (typ)
- 8 Painting/Screen/frieze/
Tapestry Casements (typ)
- 9 Large Sculpture by Rodin
- 10 Art of the Renaissance
- 11 Medieval Art & Artifacts
- 12 Storage Areas
- 13 Maintenance Area
- 14 Ancient World Mysteries
- 15 Art of the Americas
- 16 Art of the Near East
- 17 Art of the Indian Subcontinent
- 18 Art of the Ancient West
- 19 Art of the Ancient East
- 20 Furniture Gallery
- 21 Identity Verification
- 22 Valuables Storage



harbor and shipyard. It's big enough to house the *Poseidon's Fist* and allow work crews access to it for maintenance, resupply, repairs, and even building entire new sections of the ship when Destroyer decides to change or enlarge it. There's room for up to two other, conventionally-sized, submarines as well, though those docks are usually empty since Destroyer rarely needs to bring other ships here and would never allow outsiders in.

FACTORY

"Underneath" the stairs leading up from the Harbor to Level Beta is a series of rooms filled with manufacturing equipment, tools, supplies, and raw materials. Here Dr. Destroyer's personnel make robots, vehicles, and whatever else the base needs.

POWER

Tartarus's power comes from two sources, both controlled from large rooms on Level Alpha on the other side of the factory area from the Harbor. First, Dr. Destroyer taps the geothermal energy of the volcanic Kamchatka Peninsula. Thanks to the advances he's made in this field, he can supply far more of the base's energy needs this way than anyone else in the world could... but it's still not enough for him. The geothermal generator is a rectangular room dominated by a large lava pool in the center. Doctor Destroyer has built a special dome over the pool, and projecting down through the dome into the lava are several columns (the power taps) that connect to power transformers and exchangers in the ceiling. The whole room is uncomfortably hot and humid.

Second, to supplement the geothermal systems he's built a pulson power plant like those in many of his facilities, plus two backup power systems: one for the base as a whole; and one specifically for his laboratories.

WASTE DISPOSAL

Tartarus makes use of nearby volcanic features — underground streams of lava, primarily — to dispose of its waste products. They're thrown into the lava, where the intense heat quickly destroys them.

Level Beta

The largest level of Tartarus, Level Beta contains most of the core facilities of the base, including the geothermal and pulson power generators (see below), the ventilation systems, and the like.

LIVING QUARTERS

Compared to an average supervillain base, or even unusual ones like the Warlord's Flying Fortress, Tartarus contains an enormous amount of living facilities for human personnel. Nearly all of them remain vacant and unused, since most of the time Tartarus doesn't require that much staff to run efficiently — automated systems and robots handle a lot of the drudge work. But Dr. Destroyer believes in being prepared, and he knows there may come a time (like his 1990s "sabbatical") when he needs to provide for a large number of his loyal agents while concealing them from the world. So he's built dormitories, dining facilities, and entertainment rooms sufficient to support up to 5,000 people. Most are small rooms shared by two people, and each hall shares a large common bathroom. Higher-ranking personnel get larger rooms (or private rooms), and share their bathrooms with fewer people.

THE VAULT

The Vault — actually a group of rooms even though it's usually referred to in the singular — is where Dr. Destroyer stores the art treasures he's collected (or stolen) from around the world. Although it's primarily a secure storage facility, it's arranged like a museum so he can enjoy his art (and perhaps even show it to favored guests). Some of the largest rooms include Art of the Ancient Near East, Art of the Classical World, Art of Ancient America, Art of the Indian Subcontinent, Art of the Far East, Medieval Paintings, Medieval Decorative Arts, Renaissance Paintings, and Paintings 1850-Present. There's also one large gallery displaying his antique furniture, most of which is from Europe over the past thousand years. Last but not least, there's a room simply referred to as Valuables Storage where Destroyer stores sensitive objects of high value.

The Vault is extremely secure and designed to protect the items stored within it. Getting inside requires passing through a door with an elaborate electronic alarm and lock (-10 to Security Systems to avoid alarm; -10 to Lockpicking thereafter;

triggering the alarm activates a Laser Cage [page 164]). Inside the rooms are carefully climate-controlled, each with its own small generator and cooling unit that function independently of the base's overall systems (in case those systems suffer catastrophic failure). Many items, including all of the most valuable ones and the ones Destroyer likes the most, are kept on single-use teleportation platforms that can instantly send them to Zerstörenstern or one of his other bases in the event security is breached or something threatens to damage the objects.

To create additional display space, some parts of the floor of the Vault are transparent, with objects contained in "rooms" below. This is how Destroyer stores many large, flat items such as wall mosaics.

THE CELLS

Although Dr. Destroyer has relatively little need to hold people prisoner — he either makes them do what he wants, or he kills them — sometimes it is beneficial to keep captives. To that end he included a block of three dozen cells in Tartarus, arranged in six blocks of six cells each. Each block's hallway connects to a central area where prisoners are sometimes allowed out to mingle under the watchful eyes of the guards; anyone who acts up or tries to escape get shot by one of the ceiling-mounted blasters (Energy Blast 12d6). The guards monitor the cells from a "roost" that's separated from the common room by armored windows (DEF 8, BODY 6). If necessary Destroyer can configure a cell to prevent the use of various superhuman powers (see page 168 for example anti-powers cells, or use ones from *Stronghold*).

Level Gamma

The smallest level of the base, Gamma mostly contains facilities specifically for Dr. Destroyer's use as well as the primary node for Sennacherib.

DR. DESTROYER'S LIVING QUARTERS

Doctor Destroyer's quarters — a bedroom, bathroom, and sitting room — are the largest of their kind in the base, and luxuriously appointed with the best in carpeting, furniture, and decor. The fixtures are made of gold, and special video display panels on the walls can be made to look like windows and show outdoor scenes. (At other times they just show selections from Destroyer's painting collection.) Other important features of Dr. Destroyer's quarters include:

4. Holographic Simulation Chamber

This room is one of Dr. Destroyer's largest holo-chambers. He typically uses it to plan large-scale operations, such as an invasion of a country, an attempt to take over the Earth, or the construction of a major new base. When he's in the mood he sometimes has Sennacherib program the chamber to show famous battles from history; he can then take the role of one of the commanders and replay the battle to find out what would have happened if he'd been in charge.

VAULT TREASURES

Some of the treasures on display in the Vault include:

- a flawless, uncut 200-carat diamond
- a series of exquisitely-carved medieval ivory plaques showing incidents from the life of Christ
- one of the world's largest collections of artwork from the "middle kingdoms" period of Indian history
- several dozen Impressionist paintings (mostly stolen from museums or their proper owners)
- an original Rodin sculpture
- One billion US dollars' worth each of dollars, Euros, and Indian rupees, sealed in plastic wrap and locked in hermetically-sealed containers
- a large collection of antique Buddhist and Hindu holy writings
- one of the knives used to assassinate Julius Caesar
- a handwritten manuscript by Hernan Cortes describing his conquest of the Aztecs
- three Faberge eggs
- a Shakespeare First Folio
- a large collection of statues from ancient Greece, including works by Polykleitos, Lyssipos, and Praxiteles

Destroyer's Private Chambers

- 1 Entry from Rest of Tier
- 2 Storage Closets
- 3 Main Hallway
- 4 Holographic Simulation Chamber
- 5 Observation Platform
- 6 Holographic Imagers
- 7 Library
- 8 Sennecharib Node
- 9 Library Annex
- 10 Study
- 11 Restroom
- 12 Secure Kitchen
- 13 Private Dining Chamber
- 14 Destroyer's Private Antechamber
- 15 Robot Access
- 16 Destroyer's Private Chambers
- 17 Science Wing Juncture & Systems Monitoring
- 18 Backup Power Generator
- 19 Science Corridor
- 20 Medical Testing Lab
- 21 Lab Supply Room
- 22 Laboratory: Biology
- 23 Bio-Chemistry
- 24 Bio-Chemical Storage
- 25 Preliminary Design & Virtual Testing
- 26 Holographic Imager
- 27 Robotic Design Studio
- 28 Armor Workshop
- 29 Spare/Experimental Armor Alcoves
- 30 Junction/Storage to remaining Laboratories & Workshops
- 31 Restroom
- 32 Supply Cabinets
- 33 Corridor to remaining Laboratories & Workshops



Prison Complex

A: Gaurd Roost

- 1 Main Entrance/Exit
- 2 Waiting Area
- 3 Prison Checkpoint
- 4 Restroom
- 5 Armored Windows
- 6 Gaurd Monitoring Stations
- 7 Prison Floor Access

B: Prison Floor (-4m)

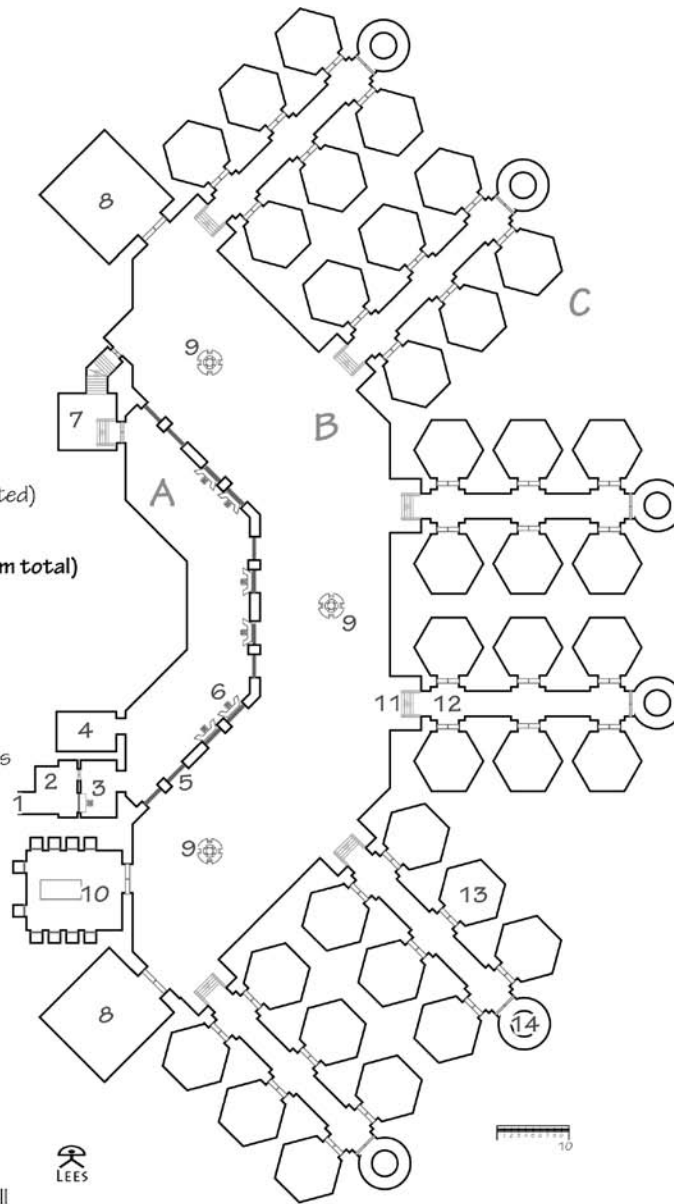
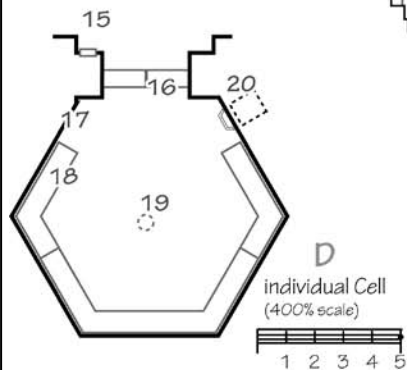
- 8 Observation Chamber
- 9 Blaster turret (ceiling mounted)
- 10 Infirmary

C: Cellblocks (+1 m from floor/-3m total)

- 11 Stairs
- 12 Cellblock Hallway
- 13 Cell
- 14 Power Suppressor

D: Individual Cells

- 15 Cell Access Panel
- 16 Transparent Destreum Doors
- 17 Cell Walls
- 18 Wraparound Bench/Bed
- 19 Observation Camera
- 20 Pull-out facilities



QUARTERS SECURITY

All main doors in Dr. Destroyer's quarters area are specially reinforced (DEF 10, BODY 12), though they often look like normal doors. Each requires a security code to get through. Destroyer's armor transmits the code so they open automatically for him; anyone else would have to enter it on a keypad by the door. Bypassing this system requires a Security Systems roll at -10.

TARTARUS LABORATORIES

Besides his personal labs, Dr. Destroyer has an extensive series of laboratories, workrooms, and related manufacturing facilities in Tartarus. They cover most of his scientific interests, including applied physics, theoretical physics, chemistry, biology, robotics, energy research, weapons design, computer science, and electronics. There's also a high-tech operating room where Destroyer can perform complex medical procedures. Each lab has a Sennacherib workstation for easy access to Destroyer's database.

7-10. Library And Study

Across the main corridor from the Holo-Chamber is Dr. Destroyer's personal library. He keeps any truly valuable books in the Vault (see above); the library mostly features favorite works of literature he likes to read and reference books he prefers to consult in hardcopy form.

19-33. The Laboratory Wing

This part of Destroyer's quarters are his personal labs, where he conducts experiments he doesn't want anyone else to see and "tinkers" with various projects for fun. For example, this is where he does much of the work developing and upgrading his suits of powered armor; he has an entire lab (#28 on the map) dedicated to this purpose.

SENNACHERIB MAINFRAME

The mainframe, or more accurately main node, for Sennacherib (see page 119) is located in this part of Tartarus, next to Destroyer's labs. The primary visible part of the computer is a five story-tall "column core" surrounded by a thick, transparent Destreum cylinder and kept supercooled at all times. The walls of the circular chamber containing the column core are made of Destreum panels with a small red LED in the upper left corner. Pressing the LED causes a panel to open, revealing the computer systems stored in the walls.

TARTARUS

Val Char Cost Notes

27 Size 54 3,200" x 1,600"; -22 DCV

500 BODY 498

8 DEF 18

Total Characteristic Cost: 570**Abilities & Equipment****Cost Power****END**

30 Location: Distant; Underground

Power Systems56 *Geothermal Power Plant*: Endurance Reserve (400 END, 100 REC); OIF Immobile (-1½)

0

56 *Pulson Power Plant*: Endurance Reserve (400 END, 100 REC); OIF Immobile (-1½)

0

36 *Backup Pulson Power Plant*: Endurance Reserve (300 END, 60 REC); OIF Immobile (-1½)

0

24 *Destroyer's Personal Lab Backup Pulson Power Plant*: Endurance Reserve (200 END, 40 REC); OIF Immobile (-1½)

0

Tactical Systems44 *Laser Cages*: RKA 2½d6, Area Of Effect (One Hex; +½), Continuous (+1), Armor Piercing (+½); IIF Immobile (-1¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½)

12

25 *Laser Cages*: 31 more Laser Cages (total of 32)

12

32 *The Vault*: DEF +32; Partial Coverage (the area where Dr. Destroyer keeps his art collection; -2)

0

2 *The Vault Teleportation Platforms*: Teleportation 1", MegaScale (1" = 100,000 km; +1½), Armor Piercing (x4; +2), Invisible To Tracing (+¼); OIF Immobile (-1½), Only To Teleport To Zerstorenstern (-1), Only Works On Nonliving Objects (-1)

1

55 *The Vault Teleportation Platforms*: Another 1,999 Teleportation Platforms

1

12 *Sennacherib Mainframe Chamber*: DEF +12; Partial Coverage (-2)

0

12 *Cell Block*: DEF +12; Partial Coverage (twenty cells plus the walls of the corridor and guardroom; -2)

0

36 *Anti-Superhuman Cells*: Variable Power Pool, 30 pool + 15 control cost; OIF Immobile (-1½)

var

25 *Anti-Superhuman Cells*: 31 more Anti-Superhuman Cells (total of 32)

var

Operations Systems18 *Radar Array*: Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Affected As User's Sight Group As Well As Radar Group (-½), Costs Endurance (-½)

4

3 *World Communications Monitoring Systems*: HRRP (Radio Group); OIF Immobile (-1½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)

1

26 *Tartarus Sensor Net*: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1)

9

5 *Tartarus Sensor Net*: Infrared Perception (Sight Group)

0

5 *Tartarus Sensor Net*: Ultraviolet Perception (Sight Group)

0

5 *Tartarus Sensor Net*: Nightvision

0

3 *Tartarus Sensor Net*: Ultrasonic Perception (Hearing Group)

0

14 *Testing Area (Destroyer's Personal Lab)*: DEF +14; Partial Coverage (-2)

0

1 *Power Plant Shielding*: Life Support (Safe Environment: High Radiation); Partial Coverage (around the various power plants; -2)

0

Personnel Systems3 *Food Supplies*: Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the island; 1 Year [i.e., 60 man-years]; -0)

[1cc]

27 *Medical Facilities*: Paramedics 16- and SS: Medicine 16-

0

Laboratories

17 Computer Programming 16-

17 Demolitions 16-

17 Electronics 16-

17 Mechanics 16-

17 *Sickbay*: Paramedics 16-

7 SS: Astronomy 16-

7 SS: Biology 16-

7 SS: Chemistry 16-

7 SS: Nautical Engineering 16-

7 SS: Physics 16-

7 SS: Robotics 16-

17 Systems Operation 16-

24 Weaponsmith (all categories) 16-

200 Other laboratories (defined by GM as needed)

Total Abilities & Equipment Cost: 923**Total Base Cost: 1,493****Value Disadvantages**25 *Distinctive Features*: Destroyer base (Not Concealable, Causes Extreme Reaction [fear/respect])**Total Disadvantage Points: 25****Total Cost: 1,468/5 = 294****COMPUTER AND VEHICLES****Cost Power**

192 Sennacherib Mainframe

THE VALE OF JAVANGARI



Since he discovered it in 1980 (see page 17), the Vale of Javangari has become one of Dr. Destroyer's most important bases of operations. Its size, isolation, and slavishly loyal native population have allowed him to make it the primary manufacturing center and training facility of his underground empire. Without it most of his plans and schemes would have to proceed much more slowly... so he guards it with thoroughness and ferocity.

THE VALE

Javangari is a valley deep in the Himalayas about fifty miles across east-west and forty miles long north-south at its broadest points. It's totally geographically isolated; it cannot be reached on foot or with land vehicles, only by air or teleportation. Prevailing weather conditions usually ensure a thick enough cloud cover that modern reconnaissance satellites can't see anything unusual there, and at other times Destroyer's camouflaging technologies (see below) take care of that particular security risk.

Although its location amidst the towering Himalayas ensures bitterly cold winters and mild summers, Javangari is blessed with fertile land that allows for large crop yields and easy herding. Those parts of the vale not cleared for agriculture or Dr. Destroyer's facilities are typically overgrown or forested, and are sparingly hunted for game. The four largest forests are the Uttaravana to the north, the Pashima Jangala to the west, the Dakshina Aranya to the southwest, and the Kanana Parvi to the east.

WATER

Javangari gets a respectable amount of rain and snow throughout the year, though the vast majority of the precipitation comes during the summer rainy season (the true monsoon can't quite make it over the mountains to the vale). Just west of the central point of the vale is Lake Parbalas, a large, cold lake fed by four small rivers (the Uttaranadi, the Nagaranadi and Palanadi, and the Chandariya), several streams, and some local springs. The Javangaris often fish here or in the streams.

THE PEOPLE

The Javangaris are a people of Hindu stock, with brown skins and black hair. Men average about 5'8" tall, women 5'5"; both genders tend to be slender. Improved nutrition as a result of Dr. Destroyer's agricultural improvements and sending regular shipments of other foodstuffs have

significantly improved the population's overall health already, and over just a few generations will increase the average height as well.

When Dr. Destroyer discovered the vale, about 20,000 Javangari lived there, mostly in small villages scattered across the landscape; only one place, Nagara (meaning simply "the town"), located at the eastern end of the vale, qualified as a town. Since then the population has risen significantly as a result of Dr. Destroyer's "divine" exhortation to the Javangaris to be fruitful and multiply (thus giving him more people to train as agents, technicians, and servants). Nagara has become larger, and the villages of Dankhara, Kasgani, and Amjar have grown into small towns. However, he carefully monitors population growth to make sure the valley's resources aren't strained; he doesn't want the Javangaris to become too dependent on his shipments of food.

Before the coming of Destroyer, the Javangaris lived a medieval existence, with no technology more advanced than the cart and the potter's wheel. In the two decades since they've been transformed into one of the most technologically advanced societies on Earth. Their god has rebuilt all their houses with full modern amenities, they have constant electrical power and plenty of appliances, they entertain themselves with music supplied by Destroyer and video games he's created for them (which actually help to teach them skills he wants them to know).

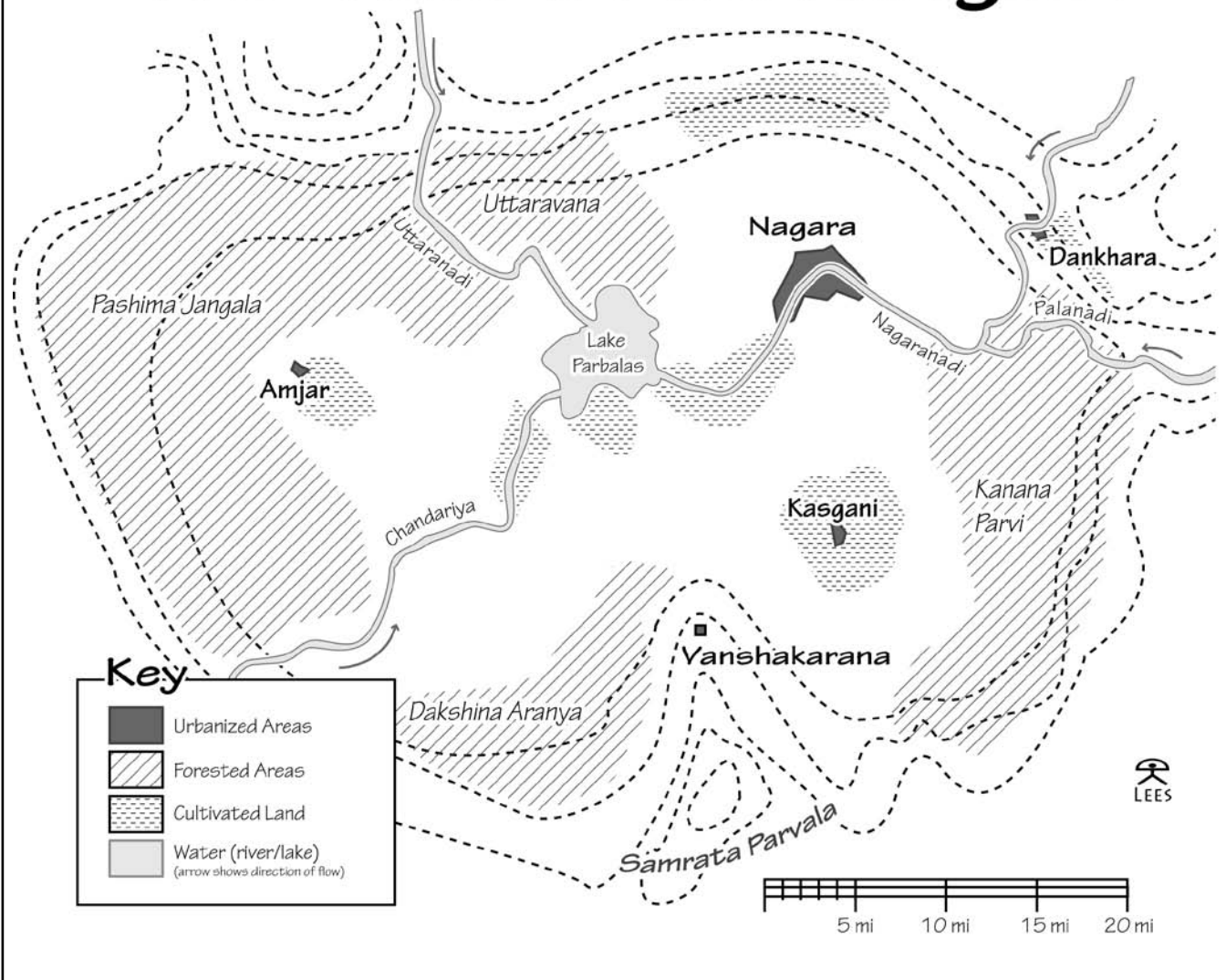
Religion

The Javangaris all belong to an obscure Hindu sect that focuses worship on the god Shiva, the Destroyer. They consider Dr. Destroyer to be the earthly avatar of Shiva and obey him without question. Their main center of worship is a large, ornate temple at the center of the town of Nagara. It features a large, exquisitely carved statue of Shiva, in front of which is an equally well-made statue of Dr. Destroyer. Whenever Destroyer changes the appearance of his armor (as in 2002), on his orders the Javangaris destroy the old statue of him and make a new one in his new likeness.

VANSHAKARANA

After exploring the vale and re-arranging Javangari society to suit his preferences, Dr. Destroyer built a base here. Most of it was dug straight into the rock of Samrata Parvala, a mountain outcropping in the south wall of the Vale, though a few small parts of the facility protrude above ground.

The Vale of Javangari



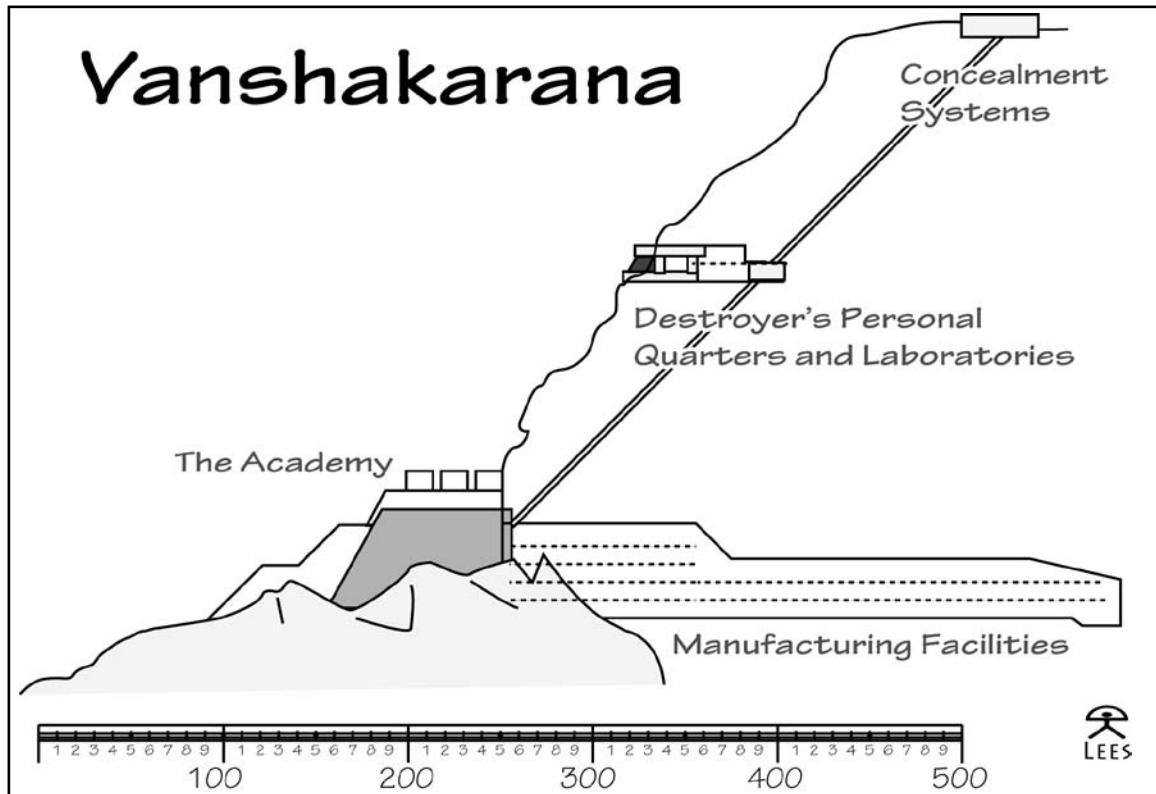
The base, which Destroyer calls *Vanshakarana* (roughly, “House of the Destroyer”; in his notes often referred to simply as “VK”), consists of four main areas. The first area, occupying the lowest levels of the base, is a massive manufacturing facility where his followers can create everything from ordinary household goods, to ultra-sophisticated electronic components, to main battle tanks. This level also includes the pulson power generator station for the base, the ventilation equipment, and similar infrastructure features.

The second area, “above” the factory sections and also largely above ground, is “the Academy,” where the Javangaris train to serve Destroyer. The entrance to the Academy is a large plaza that leads to glittering glass doors, all dominated by a gigantic statue of Destroyer holding a downward-pointing sword. In the Academy the Javangaris learn everything from basic math and reading all the way up to advanced combat techniques, electronic engineering, and gene splicing. From the day they start to go to school, to the day they graduate into

the full service of their god, Destroyer teaches them everything they know. On rare occasions Destroyer brings non-Javangari agents here to train, but they’re not allowed to see anything until they’re actually inside the base (so they can’t ever give away its location) and aren’t allowed to go outside while they’re there.

Unlike most of Dr. Destroyer’s other bases, *Vanshakarana* does not include extensive living facilities for agents (what few it has are next to the Academy). The Javangaris live in their houses in the vale; they don’t stay at the base full-time. There are a few “recreation rooms” for use during class breaks, and a large dining facility and kitchen to feed the base’s staff and students during their work shifts.

The third area, the uppermost part of the main base, is Dr. Destroyer’s personal quarters and laboratories. Like similar areas in other bases, his quarters are lavishly appointed and full of luxuries, and his labs some of the most advanced and well-stocked in the world (use the maps of his personal quarters area in *Tartarus* for this, if necessary).



CONCEALMENT SYSTEMS

The fourth and final area can only be reached from the Academy levels by a single long elevator shaft and parallel stairwell. Up near the very top of the mountain is a small facility containing the stealth technology Dr. Destroyer uses to keep the Vale of Javangari secret from the rest of the world. It provides three main forms of concealment. First, there's a Cloud Generator that can pump artificial clouds out over the valley. This is usually sufficient, but there are times when strong sunshine is needed to help the crops grow and improve morale. In that case, Sennacherib activates the Holo-Shield. Built into the mountains that surround the valley are sophisticated hologram generators that can blanket the valley with an illusion that it's just an ordinary part of the Himalayas, not a valley at all (much less an inhabited one).

Last but not least, if Dr. Destroyer or one of his underlings thinks that there's no other way to prevent detection by an aircraft or spy satellite, Vanshakarana has four stealth missiles it can fire. Undetectable by modern technology, these pinpoint-accurate missiles can bring down a satellite or a plane with a single shot. Destroyer prefers not to resort to this measure, since any such incident will spark an unwelcome investigation by various governments, but he'd rather risk that than outright discovery.

VANSHAKARANA

Val	Char	Cost	Notes
22	Size	44	640" x 320"; -18 DCV
400	BODY	398	
8	DEF	18	
Total Characteristic Cost: 460			
Abilities & Equipment			
Cost	Power	END	
30	Location: Distant; Underground		
Power Systems			
56	Pulson Power Plant: Endurance Reserve (400 END, 100 REC); OIF Immobile (-1½)	0	
36	Backup Pulson Power Plant: Endurance Reserve (300 END, 60 REC); OIF Immobile (-1½)	0	
24	Destroyer's Personal Lab Backup Pulson Power Plant: Endurance Reserve (200 END, 40 REC); OIF Immobile (-1½)	0	
Tactical Systems			
18	Cloud Generator: Images to Sight Group, -10 to PER Rolls, MegaScale (1" = big enough to cover the whole Vale; +½); IIF Immobile (-1¼), Set Effect (see text; -1)	7	
21	Holo-Shield: Images to Sight Group, -12 to PER Rolls, MegaScale (1" = big enough to cover the whole Vale; +½); IIF Immobile (-1¼), Set Effect (see text; -1)	7	
71	Stealth Missiles: RKA 6d6, Explosion (+½), Invisible Power Effects (Sight, Hearing, and Radio Groups; +1), MegaRange (1" = 50 km; +¾), No Range Modifier (+½); OIF Immobile (-1½), Extra Time (takes 1d6 Turns from time of launch until time of impact; -1¼), 4 Charges (-1)	[4]	

THE DIMENSIONAL RESEARCH LABORATORY

The Dimensional Research Laboratory in Vanshakarana is unique among Destroyer's facilities. For safety and security reasons it's blocked off from the rest of the laboratories by a 40 meter (20") long corridor, a heavy reinforced door (DEF 15, BODY 20), and a full-spectrum, 720-degree force-field (Force Wall (20 PD/20 ED/20 Mental Defense/20 Power Defense). Here Dr. Destroyer researches the dimensional structure of the Multiverse and explores ways to use dimensional energies and spaces for his own purposes. He proceeds *very* carefully and cautiously with this research, for several reasons. First, he doesn't want to cause any sort of spatial inversion, collapse, or unraveling that would damage or destroy the Vale. Second, he strongly prefers to avoid attracting the attention of Istvatha V'han (and the other dimensional conquerors he assumes must exist).

Dominating the lab is a large, raised metallic platform that supports two high-tech "pillars" that curve toward one another, creating a sort of circle. When activated, it generates a dimensional portal that creates a pinkish energy field. Destroyer can tune the portal to reach various dimensions using the base's SS: *Dimensional Engineering* Skill, though his understanding of the structure of the Multiverse is imperfect and the device doesn't always work as desired. Most of Destroyer's work here involves mapping the Multiverse so he can make the device reliable, and trying to find ways to spy on Istvatha V'han and other advanced civilizations.

44	<i>Laser Cages</i> : RKA 2½d6, Area Of Effect (One Hex; +½), Continuous (+1), Armor Piercing (+½); IIF Immobile (-1¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½)	12
25	<i>Laser Cages</i> : 31 more Laser Cages (total of 32)	12
12	<i>Cell Block</i> : DEF +12; Partial Coverage (twenty cells plus the walls of the corridor and guardroom; -2)	0
36	<i>Anti-Superhuman Cells</i> : Variable Power Pool, 30 pool + 15 control cost; OIF Immobile (-1½)	var
15	<i>Anti-Superhuman Cells</i> : 7 more Anti-Superhuman Cells (total of 8)	var
Operations Systems		
18	<i>Radar Array</i> : Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Affected As User's Sight Group As Well As Radar Group (-½), Costs Endurance (-½)	4
3	<i>World Communications Monitoring Systems</i> : HRRP (Radio Group); OIF Immobile (-1½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)	1
26	<i>Vanshakarana Sensor Net</i> : Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1)	9
5	<i>Vanshakarana Sensor Net</i> : Infrared Perception (Sight Group)	0
5	<i>Vanshakarana Sensor Net</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Vanshakarana Sensor Net</i> : Nightvision	0
3	<i>Vanshakarana Sensor Net</i> : Ultrasonic Perception (Hearing Group)	0
14	<i>Testing Area (Destroyer's Personal Lab)</i> : DEF +14; Partial Coverage (-2)	0
1	<i>Power Plant Shielding</i> : Life Support (Safe Environment: High Radiation); Partial Coverage (around the various power plants; -2)	0

Personnel Systems

3	<i>Food Supplies</i> : Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the island; 1 Year [i.e., 60 man-years]; -0)	[1cc]
18	<i>Medical Facilities</i> : Paramedics 14- and SS: Medicine 14-	0

Laboratories

13	<i>Tactical Computer</i> : +8 with Stealth Missiles; OIF Immobile (-1½), Costs Endurance (-½)	4
17	Computer Programming 16-	
17	Demolitions 16-	
17	Electronics 16-	
17	Mechanics 16-	
7	SS: Astronomy 16-	
7	SS: Biology 16-	
7	SS: Chemistry 16-	
2	SS: Dimensional Engineering 11-	
7	SS: Nautical Engineering 16-	
7	SS: Physics 16-	
7	SS: Robotics 16-	
17	Systems Operation 16-	
27	Weaponsmith (all categories) 16-	
175	Other laboratories (defined by GM as needed)	

Total Abilities & Equipment Cost: 833
Total Base Cost: 1,293

Value Disadvantages

25	Distinctive Features: Destroyer base (Not Concealable, Causes Extreme Reaction [fear/respect])	
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Total Disadvantage Points: 25
Total Cost: 1,268/5 = 254

COMPUTER AND VEHICLES

Cost Power

124	Sennacherib Local Node	
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ZERSTORENSTERN



Zerstorenstern (“Destroyer-Star”) is Dr. Destroyer’s orbital headquarters. Parked in geosynchronous orbit over Europe and concealed from the world by a powerful stealth field, it mounts an energy cannon bigger than the one he used to destroy Detroit. It also controls a series of other orbital weapons the equal of the Detroit-breaker... making it one of the biggest threats to peace and security in the world today.

Doctor Destroyer built Zerstorenstern piecemeal during the Eighties and Nineties. It began as a single orbital energy beam weapon and a small attached facility to support it, but he soon saw the wisdom in establishing a headquarters in the “high ground” of space. With his cloaking technology to hide it, his orbital based would be one of the most secret and secure parts of his underground empire. In fact, he deemed it so important that he had a small crew of his followers keep working on it even during the Nineties when he was hiding any evidence that he still lived. The station reached its more or less final form in 2001 after the last round of upgrades and improvements to the Zeta Cannon. Doctor Destroyer frequently visits Zerstorenstern; he finds the cool metal corridors and silence broken only by the hum of his machinery comforting.

LAYOUT AND FACILITIES

If it were possible to see it from Earth, Zerstorenstern would present a profile similar to a four-pointed star. It has a large central area that’s disk-shaped, and radiating from it to the four points of the compass are wedge-shaped “rays.” The central disk is referred to as the Core; the four arms are the North, East, South, and West Wings.

DOORS

All doors in Zerstorenstern are metal (DEF 6, BODY 6) and electronically locked at all times. The doors open automatically in response to signals generated by authorized “identity chips” sewn into his followers’ clothing or by his robots, then shut immediately. The passchips are biocoded; they won’t work for anyone but the person they’re designed for. Getting through a door without one means either smashing the door down or picking the lock (Lockpicking at -8, or only -5 if the character has any identity chip; Electronics and Systems Operation count as Complementary). Doing so triggers a security alarm unless the character also succeeds with a Security Systems roll (same rules as for Lockpicking).

The Core

The central section of Zerstorenstern contains most of the station’s key facilities, including:

GRAVITY GENERATION SYSTEMS

At the very center of the Core is the engine that provides Zerstorenstern with gravity. A masterwork resulting from Dr. Destroyer’s extensive research into gravitics, it allows the station to maintain Earth-normal gravity (1.0 G) without having to be spun. Using the controls in this room it’s possible to vary the gravity throughout the station (or only in selected parts of the station) from 0 G to 4.0 G; the lower settings make it easier to move heavy objects, while the upper could be used to slow down an enemy (though it would also affect Destroyer’s own personnel).

ZETA CANNON CONTROL ROOM

Mounted on the bottom exterior of Zerstorenstern is one of Dr. Destroyer’s most impressive weapons, the *Zeta Cannon*. It’s an energy weapon that can generate a beam roughly twice as powerful as the one he attacked Detroit with; it could easily devastate any major city on Earth. The crew controls and fires the Cannon from this room. Since finishing work on the Cannon in 2001 he’s never even seriously contemplated using it... but he likes having it as a “trump card” in case he needs one.

The control room is a roughly circular room above the microgravity chamber that houses the cannon itself. Destroyer can monitor the weapon and adjust the panels that control the direction of the Zeta beam from the consoles here. If the cannon needs to be repaired or adjusted, technicians attach lines to the railing (#4 on the accompanying map) and climb down; the lines let them control their movement in the microgravity environment.

Orbital Weapons Network Control System

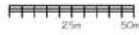
Also included in this room are the controls for Dr. Destroyer’s network of orbital death-ray satellites. He has twelve of these in various orbits around the Earth, each approximately as powerful as the one with which he attacked Detroit. Again, he’s never used them, but better to have them and not need them than vice-versa.

SECURITY ROOM

All the Zerstorenstern security functions are controlled from this room. That includes monitoring internal and external cameras, controlling the electronic locks on the doors (and recording who’s

Zerstornstern

- 1 Backup Life Support
- 2 VIP Housing (secured)
- 3 Grand Observation Deck
- 4 VIP Area
- 5 Main Dining Hall
- 6 Kitchen
- 7 Private Dining Hall
- 8 Study
- 9 Destroyer's Private Rooms

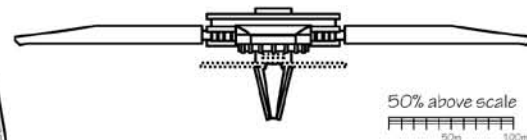
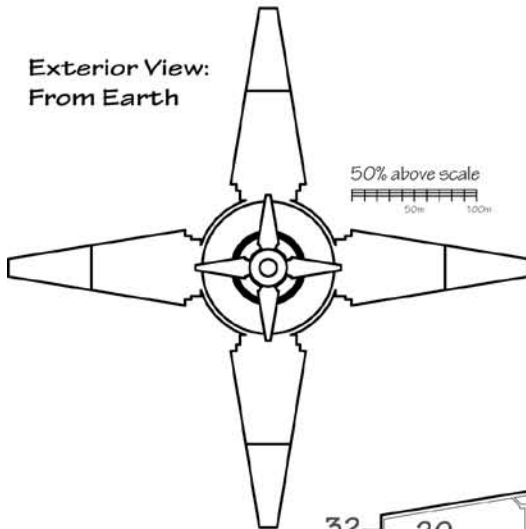


- 18 Landing/Docking Area
- 19 Stairs to skyway (on upper floor)
- 20 Hangar
- 21 Repair Area
- 22 Workshops
- 23 Walkway around Core (main access hallway)

- 10 Crew Modules
- 11 Recreation Areas
- 12 Empty Space used for Cargo
- 13 Ventilation System
- 14 Air Recycling
- 15 Teleport Chamber
- 16 Power Distribution Network
- 17 Water Storage/Processing

- 24 Storage Area (w/ airlock access)
- 25 Gravity Generator (inner ring)
- 26 Security Room
- 27 Aiming Panels (shown fully open)
- 28 Zeta Cannon Aperature (Zeta Cannon Control sits directly "above" the device)

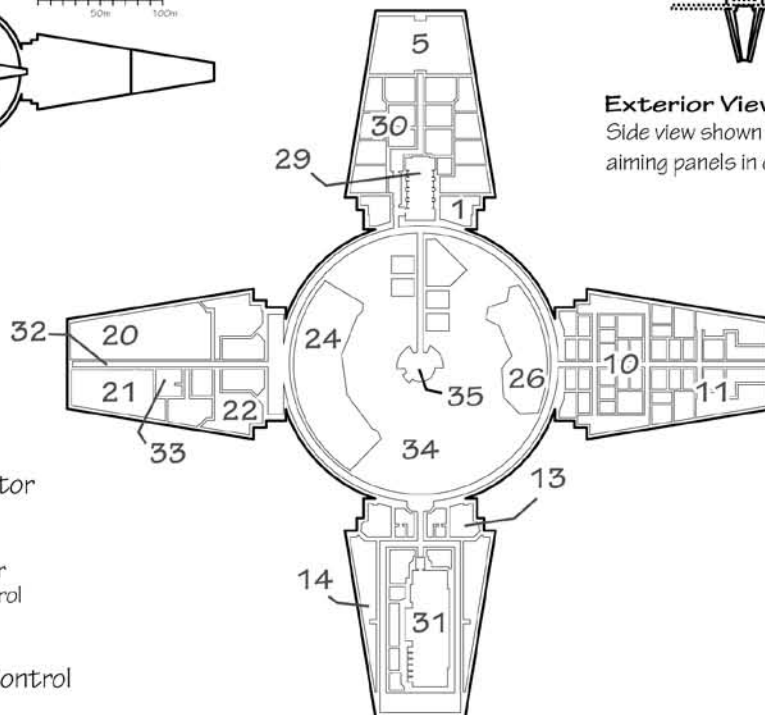
**Exterior View:
From Earth**

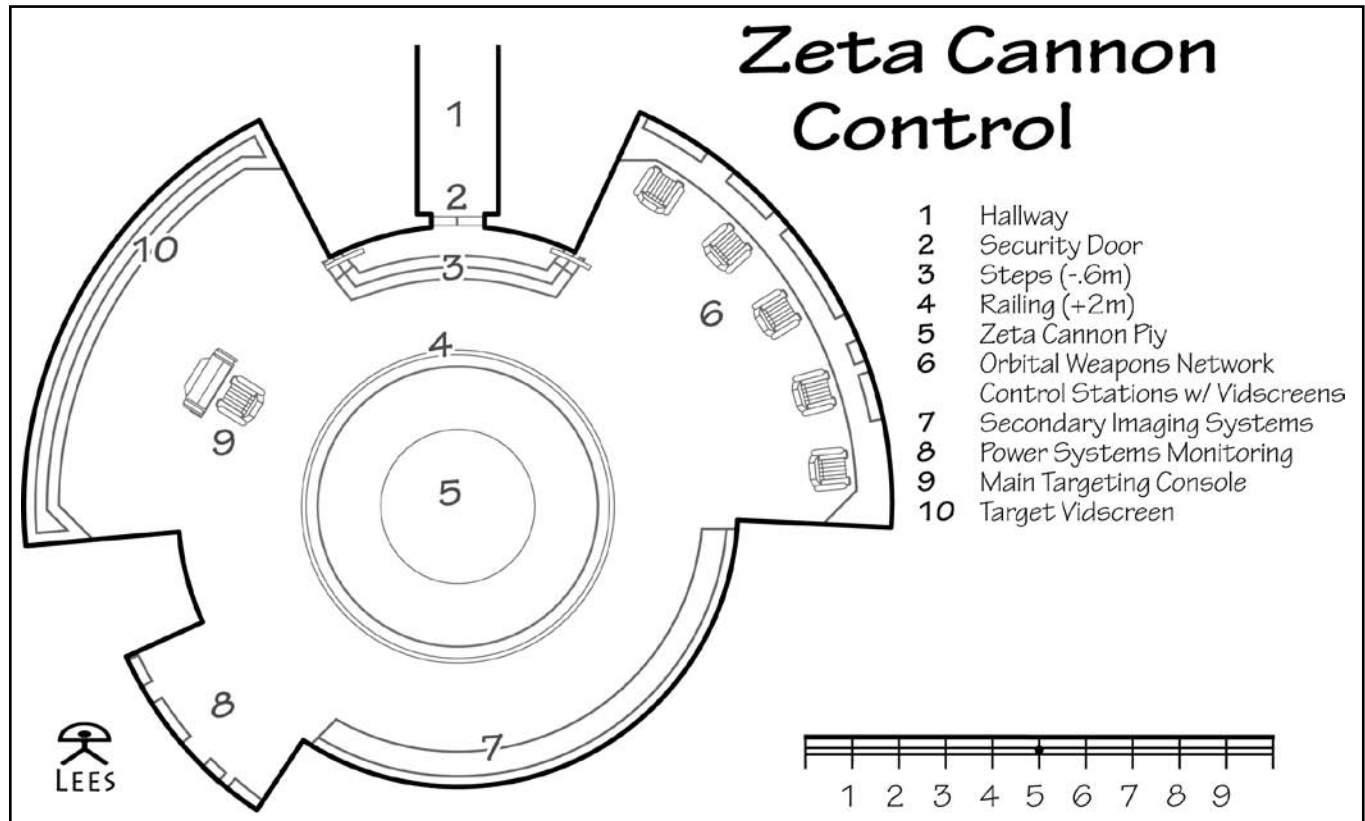


Exterior View: Side

Side view shown with the Zeta Cannon's aiming panels in closed position

- 29 Bridge
- 30 Labs
- 31 Pulson Generator
- 32 Skyway
- 33 Lift Gantry (w/access ladder to Gantry control on "roof")
- 34 Zeta Cannon
- 35 Zeta Cannon Control





gone through them), and maintaining contact with personnel serving as security guards. Most importantly, this room contains the controls for the station's Stealth Field — the electronic “cloak” that makes it invisible to sight, detection by radio, or the like. Without the Stealth Field the governments and superheroes of Earth would quickly notice Zerstorenstern... and no doubt destroy it soon thereafter. Even with its Destreum hull it's still a space station, relatively easy to damage or knock out of orbit.

The controls for the Stealth Field are heavily encrypted and otherwise protected. Bypassing the security if you're not Dr. Destroyer or one of his most trusted followers requires a successful Computer Programming roll at -12 (Systems Operation is a Complementary Skill). Once the security programs have been neutralized, actually operating the Stealth Field requires a Systems Operation roll at -6. (Destroyer and his most trusted followers can operate it without a penalty to the roll.)

THE BRIDGE

Zerstorenstern normally remains in a stationary orbit, but it is possible to move it at a very slow pace. The bridge is where the Dr. Destroyer (or the commander, if he's not aboard) and crew operate the controls that fly the station. Since the bridge is in the center of the station, the crew sees where it's going via a viewscreen that displays what cameras mounted on the station's exterior see. The bridge also contains the controls for Zerstorenstern's communications equipment and sensors.

The Wings

THE NORTH WING

The North Wing contains Dr. Destroyer's personal quarters, his dining hall and kitchen, and his laboratories. His large, luxurious room occupies the tip of the wing and has large “windows” made of transparent Destreum that allow him to gaze out on the magnificence of space. The laboratories aren't as extensive as those in Tartarus due to a lack of room aboard the station, but there's more than enough here to keep Destroyer occupied. This is where he does most of his work on astronomy, astrophysics, and related subjects, since it's much easier to view the universe without an atmosphere getting in the way. Zerstorenstern mounts a telescope even better than the Hubble Space Telescope.

THE EAST WING

The East Wing contains quarters and other living spaces for Zerstorenstern's crew. As in Tartarus, there's room for far more people here than normally live on the station — another of Destroyer's precautions against a “rainy day” when he'll want to hide his most loyal followers from the authorities for a long period of time. Typically the “dormitories” are just that, large rooms with enough bunk beds for 20 people, plus one bathroom/shower room. The lounges are small and focus almost entirely on video entertainment; there isn't room for things like billiard tables.

THE SOUTH WING

The South Wing of Zerstorenstern primarily contains the unglamorous but absolutely necessary systems required to keep the space station running: the pulson power generator (which is supplemented by numerous solar panels on the sunward side of the station); the heating plant and ventilation equipment; and the main life support systems. (The three smaller backup life support systems are in the North and East Wings and the Core; each is basically capable of sustaining life in that section of Zerstorenstern but not elsewhere.)

Additionally, the South Wing features Zerstorenstern's teleportation platform. Doctor Destroyer can teleport to the station using the Teleportation Web in his armor (though it may take more than one "jump"), but his followers usually have to come via stealth spaceplanes or the like. However, occasionally Destroyer needs to get a person or object to the station immediately, and that's what the teleportation chambers are for. They consume a great deal of power and so can't be used frequently, but they often provide a significant tactical or logistical advantage.

THE WEST WING

If superheroes are brought to Zerstorenstern by Dr. Destroyer (highly unlikely, but possible), the West Wing will be the first part of the station they see from the inside. At its "tip" is the landing/launch bay for spacecraft, and the rest of the wing consists of hangars and repair bays for space vehicles. A single corridor runs from the landing/launch bay down the center toward the Core, though it's only protected by a half-wall and so remains open to the rest of the wing. Force-fields over access bay doors prevents the wing from losing air when a door opens to admit a ship or let one leave.

The west wing features a gantry-like system (#33 on the map) with a mobile crane that can pick up cargo containers, ship subsystems, and the like and move them around the open areas of the wing. (The crane has STR 50.) The gantry operator sits in a special seat located on the roof above #33, giving him a "bird's-eye view" of most of the wing.

ZERSTORENSTERN

Val Char Cost Notes

18	Size	36	250" x 125"; -26 DCV
250	BODY	248	
9	DEF	21	

Total Characteristic Cost: 305

Abilities & Equipment

Cost	Power	END
35	Location: Distant; In Outer Space	
Power Systems		
218	<i>Pulson Power Plant:</i> Endurance Reserve (1,000 END, 500 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
54	<i>Backup Pulson Power Plant:</i> Endurance Reserve (500 END, 100 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0

22	<i>Destroyer's Personal Lab Backup Pulson Power Plant:</i> Endurance Reserve (200 END, 40 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
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Propulsion Systems

17	<i>Positional Adjustment Jets:</i> Flight 6", x4 Noncombat	0
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Tactical Systems

92	<i>The Zeta Cannon:</i> RKA 10d6, Area Of Effect (45" Radius; +1), MegaRange (1" = 10,000 km, can scale down to 1" = 1 km; +1½), No Range Modifier (+½); OIF Immobile (-1½), Extra Time (requires 1 Minute to power up and fire; -1½), Increased Endurance Cost (x4 END; -1½), Limited Arc Of Fire (straight down toward Earth; -1)	240
71	<i>Quadblaster Cannons:</i> RKA 4d6, +1 STUN Multiplier (+¼), Autofire (4 shots; +½), Increased Maximum Range (20,625", or about 25 miles; +½), No Range Modifier (+½), Reduced Endurance (½ END; +½); OIF Immobile (-1½), Limited Arc Of Fire (above the surface of the water; -¼)	9
20	<i>Quadblaster Cannons:</i> 15 more	9
44	<i>Laser Cages:</i> RKA 2½d6, Area Of Effect (One Hex; +½), Continuous (+1), Armor Piercing (+½); IIF Immobile (-1¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½)	12
25	<i>Laser Cages:</i> 31 more Laser Cages (total of 32)	12
12	<i>Point Defense Laser System:</i> Multipower, 37-point reserve; all OIF Immobile (-1½), Costs Endurance (-½)	
1u	1) <i>Short-Range Point Defense:</i> Missile Deflection (all physical projectiles), Range (+1), Increased Maximum Range (1,000"; +½); OIF Immobile (-1½), Costs Endurance (-½)	4
1u	2) <i>Long-Range Point Defense:</i> Missile Deflection (all physical projectiles), Range (+1), MegaRange (1" = 1 km; +¼); OIF Immobile (-1½), Costs Endurance (-½)	3
20	<i>Point Defense Laser System:</i> 15 more Point Defense Laser Systems (total of 16)	4/3
33	<i>Tractor Beams:</i> Telekinesis (60 STR); OIF Bulky (projector; -1), Affects Whole Object (-¼), Limited Arc Of Fire (60 Degrees forward; -½)	9
15	<i>Tractor Beams:</i> 5 more Tractor Beam (total of 6)	
Operations Systems		
69	<i>Sensor And Communication Systems:</i> Variable Power Pool, 60 base + 30 control cost; OIF Bulky (-1), Only For Senses And Communications (-1), Costs Endurance (-½)	var
7	<i>Long-Range Sensors:</i> MegaScale (+¼) for any Sensor Pool Sense of up to 60 Active Points; OIF Bulky (-1)	var

4	<i>Long-Range Sensors:</i> +6 versus Range for Radio Group; OIF Bulky (-1)	0
3	<i>Enhanced Sensors/Communications:</i> +4 to Systems Operation roll; OAF Bulky (-1½)	
3	<i>World Communications Monitoring Systems:</i> HRRP (Radio Group); OIF Immobile (-1½), Affected As Sight And Hearing Group As Well As Radio Group (-½), Costs Endurance (-½)	1
18	<i>Radar Array:</i> Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Telescopic (+24 versus Range Modifier); Affected As User's Sight Group As Well As Radar Group (-½), Costs Endurance (-½)	4
26	<i>Zerstorenstern Internal Sensor Net:</i> Clairsentience (Sight, Hearing, and Smell/Taste Groups), Multiple Perception Points (total of 64), Increased Arc Of Perception (360 Degrees), x8 Range (1,609"); OIF Immobile (-1½), Fixed Perception Points (-1)	9
5	<i>Zerstorenstern Sensor Net:</i> Infrared Perception (Sight Group)	0
5	<i>Zerstorenstern Sensor Net:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Zerstorenstern Sensor Net:</i> Nightvision	0
3	<i>Zerstorenstern Sensor Net:</i> Ultrasonic Perception (Hearing Group)	0
14	<i>Testing Area (Destroyer's Personal Lab):</i> DEF +14; Partial Coverage (-2)	0
23	<i>Stealth Field:</i> Invisibility to Sight, Hearing, and Radio Groups, No Fringe; IIF Bulky (-¾)	4
40	<i>Teleportation Platform:</i> Multipower, 120-point reserve; all OAF Immobile (-2)	
1u	1) <i>Teleport Away:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½); OAF Immobile (-2), Increased Endurance Cost (x10 END; -4)	50
2u	2) <i>Teleport To:</i> Teleportation 10", MegaScale (1" = 10,000 km, can scale down to 1" = 1 km; +1½), Usable As Attack (+1), Ranged (+½), MegaRange (1" = 10,000 km, can scale down to 1" = 1 km; +1½), No Range Modifier (+½); OAF Immobile (-2), Increased Endurance Cost (x5 END; -2), Only Teleports To Teleportation Platform On Zerstorenstern (-2)	60

Personnel Systems

12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (12" x 12" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month [i.e., 1,800 man-days]; -0)	[1cc]

10	<i>Backup Life Support:</i> 3 more Backup Life Support areas (total of 4)	
3	<i>Food Supplies:</i> Life Support (Diminished Eating: no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Year [i.e., 60 man-years]; -0) [1cc]	
15	<i>Artificial Gravity:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	3
2	<i>Backup Artificial Gravity:</i> Telekinesis (5 STR); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	1
18	<i>Medical Facilities:</i> Paramedics 14- and SS: Medicine 14-	0
Skills		
16	<i>Tactical Computer:</i> +8 with Zerstorenstern's Weapons; OIF Bulky (-1), Costs Endurance (-½)	4
17	Computer Programming 16-	
17	Demolitions 16-	
17	Electronics 16-	
17	Mechanics 16-	
7	SS: Astronomy 16-	
7	SS: Biology 16-	
7	SS: Chemistry 16-	
7	SS: Nautical Engineering 16-	
7	SS: Physics 16-	
7	SS: Robotics 16-	
17	Systems Operation 16-	
27	Weaponsmith (all categories) 16-	
175	Other laboratories (defined by GM as needed)	

Total Abilities & Equipment Cost: 1,319

Total Base Cost: 1,624

Value Disadvantages

25	<i>Distinctive Features:</i> Destroyer base (Not Concealable, Causes Extreme Reaction [fear/respect])	
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Total Disadvantage Points: 25

Total Cost: 1,599/5 = 320

ADDITIONAL EQUIPMENT

Cost Power

124 Sennecharib Local Main Node

Description: Zerstorenstern has SPD 3 for purposes of using its Positioning Adjustment Jets.

THE ORBITAL SATELLITE NETWORK

Doctor Destroyer's network of orbital death-ray satellites is controlled from Zerstorenstern. Each of the twelve satellites has the following abilities:

OCV 8
DCV 14
DEF 20
BODY 8
SPD 2

Zeta Ray: RKA 6d6 with same Power Modifiers as Zerstorenstern's Zeta Beam (but the Area Of Effect is only a 27" Radius)

OTHER BASES



Tartarus, Zerstorenstern, and the Vale of Javangari (and if you use it, Destruga II/III) are Dr. Destroyer's main headquarters — the largest ones containing the most facilities and features, and protected by his best weapons and defensive systems. But they're definitely not his *only* secret bases. Some of the lesser, but equally-important, ones include:

Eisfestung

Located beneath the Transantarctic Mountains in the heart of Antarctica, *Eisfestung* ("Ice Fortress") is Dr. Destroyer's most geographically isolated terrestrial base. The only way in or out (aside from teleportation) is a concealed hatchway deep within a narrow, forbidding cleft that has never been visited by any man save Destroyer.

Eisfestung could best be described as Dr. Destroyer's "backup base." It doesn't really have any original features or purpose; its facilities are all intended to supplement, or if necessary take the place of, those at other bases. For example, it has a major manufacturing area, but that's in case the even larger factory facilities in the Vale of Javangari are captured, destroyed, or malfunction. There's a room suitable for holding part of Dr. Destroyer's art collection in an emergency, but it's nothing compared to the Vault in Tartarus.

Eisfestung is entirely automated; Dr. Destroyer almost never visits, and rarely has to send any of his followers there. Sennacherib transmits instructions to the local node there, which instructs the machinery and robots to carry them out. For example, if Destroyer wants the manufacturing facility there to make some blaster rifles, robots get the raw materials from the storeroom, put them in the manufacturing equipment, obtain the finished products at the end of the "assembly line," and put them on robotic hoverjets that fly them to wherever Destroyer wants them. No human hand touches them until they're taken out of their shipping crates, ready for use.

Der Schwarzwerft

Der Schwarzwerft ("The Black Shipyard") is where Dr. Destroyer manufactures most of his watercraft, including most assemblies and systems for the *Poseidon's Fist*. It's located on and within a small, barren island east of the Marquesas that's so insignificant it isn't even included on many non-nautical maps. Most of the facility is within an enormous sea-cavern on the northern side of the

island; the aboveground parts are shielded from satellite observance using various static and holographic concealments.

Zuflucht

One of Dr. Destroyer's favorite headquarters is *Zuflucht* ("Haven"), a base so secret only he knows about it. No human followers were employed in its construction, all robots involved in the construction were destroyed, and all information related to it was erased from Sennacherib's memory after it was completed. The only way to track it down (other than reading Destroyer's mind) would be an intense analysis of the coordinate system used by the Teleportation Web in his armor, which is how he usually gets there (it takes several "jumps").

Zuflucht is Dr. Destroyer's most isolated base — it's built inside a large asteroid in the asteroid belt between Mars and Jupiter. It's intended as his ultimate refuge, the one place he can go where *nothing* will disturb him and *no one* can find him. It doesn't even have a Sennacherib node; it has an independent non-sentient supercomputer Destroyer built for it. It can receive transmissions from Earth (radio and television, for example), but Destroyer never communicates back, since that might reveal its location.

Destroyer mainly uses Zuflucht when he *really* wants to (a) hide out (such as during the Nineties, when the world thought him dead), or (b) concentrate on a project without any interruption. Its features include luxurious quarters, a well-stocked library, an automated kitchen, and enough labs for him to do most of his work. There isn't room for extensive testing of devices, so the labs mainly focus on theoretical work and computer modeling of prototypes. He can save this data to the memory systems in his armor and download it into Sennacherib at the first opportunity.

Zuflucht's distant location is its best protection, but Dr. Destroyer's not willing to rely on that alone. First, the base is entirely contained within the asteroid; there are no external indications that it's anything other than just another space rock. Second, one of Destroyer's stealth fields damps out any electromagnetic "noise" the equipment in Zuflucht might generate. Third, he's built a "mental stealth field" into the walls of the base so that anyone scanning for him psionically "sees" nothing unusual about the asteroid.

BOOK OF THE DESTROYER

CHAPTER SIX

Gamemastering Doctor Destroyer

One must expect to feel a few
thunderbolts

when one challenges
the gods.

DR. DESTROYER & THE CHAMPIONS UNIVERSE



Although he might very well be the single most powerful man in the world, Dr. Destroyer does not exist alone — he's part of the greater whole of the Champions Universe. But he doesn't get along well with *anyone*. He considers every powerful individual and organization in the world to be an obstacle to his goal of world conquest. He reserves his particular hatred for certain groups and individuals, as discussed below. Despite this, from time to time he's joined forces with other supervillains or villainous organizations as a way to achieve his goals. Inevitably he betrays these allies, or comes to blows with them when their megalomaniacal personalities clash with his own.

Here's what Dr. Destroyer thinks about other entities in the Champions Universe:

ORGANIZATIONS

ANGELSTONE LABORATORIES

"Study not that which you cannot possibly comprehend."

Doctor Destroyer has no concerns about Angelstone Laboratories' technological work, since he doesn't think it's advanced enough to compete with or threaten him (and generally speaking he's absolutely correct). However, it does offend him that the organization would presume to study him, issue reports about his activities, and speculate about his personality and future plans. One day its impudence will become too great, and he will destroy it as a warning to all others not to presume too much.

ARGENT

"Profitmongers perverting what intelligence they have for their own selfish ends."

To the extent he's spoken about it publicly, Dr. Destroyer's expressed nothing but scorn for ARGENT. Privately, though, the organization concerns him. Its ability to independently develop technology approaching the sophistication and power of his own, and the increasingly broad scope of its operations, worries him. He'd happily see the corporation destroyed, and would even

help out behind the scenes if necessary... though first, of course, he'd like to loot its databases and factories for anything of use.

THE BRAIN TRUST

"Freaks who exaggerate their own worth."

Destroyer finds the Brain Trust stupid, distasteful, and crude. In particular the Overbrain offends him, as if he were some sort of perverse caricature of Destroyer. He'd eradicate the group if he ever bothered to give it much thought or they accidentally crossed paths.

THE CHAMPIONS

"Children playing at games they do not understand."

The Champions have crossed paths with Dr. Destroyer several times; they were, in fact, the group of superheroes who began the investigation that led to his revealing his "return" to the world in 2002. He doesn't really consider them a threat — at least not compared to the much older and more experienced Justice Squadron or Sentinels — but he keeps tabs on them, just in case. He's considering plans to weaken the group by finding ways to (a) persuade Sapphire to give up superheroing for a full-time entertainment career, and (b) distract Witchcraft by focusing most of her attention on DEMON.

THE CRIMELORDS

"Useful hirelings, from time to time."

On several occasions, Dr. Destroyer has hired the Crimelords to perform certain tasks for him — typically things like keep a superhero team or the authorities distracted while he accomplishes his true purpose. Sometimes they know they're working for him; sometimes not. In all cases they've performed well, and he'd hire them again if necessary.

THE CROWNS OF KRIM

"A prime example of the maxim that powerful weapons should be given only to those with the intelligence to use them properly."



Doctor Destroyer considers the Crowns of Krim to be madmen equipped with ultra-powerful weapons — a very, very dangerous combination. He'd like to get a closer look at the Crowns themselves, which he thinks might be ultra-advanced alien technology rather than magical artifacts, but hasn't yet found a way to do so. He's pleased to see the Crowns struggling against Takofanes, since he hopes the conflict will weaken both sides.

DEMON

"Deluded fools who've obtained some spark of power but not the intelligence to wield it well."

Doctor Destroyer has nothing but scorn for DEMON and casually dismisses it as nothing more than a troublesome cult. He knows nothing about Luther Black or the organization's true purpose; he doesn't even suspect that it has any greater goal than Satanism. If he did, DEMON would immediately rise to the top of his list of people and organizations to destroy, since he can't take over and rule the world if Luther Black becomes an Edomic god.

For its part, DEMON has taken great care not to attract the attention of the Destroyer. It regards him as having both the power and the resolve to inflict significant harm on the organization, should he choose to, and therefore doesn't want to anger him (or even make him ask himself how he could "make use" of DEMON). It doesn't participate in coalitions created to oppose him (such as the efforts to stop his attack on Detroit) and doesn't conduct operations in areas he's known to frequent. For example, DEMON's presence in India is much less than it might otherwise be, since Dr. Destroyer seems to have an interest in the subcontinent.

EUROSTAR

"Those who harbor my enemies and betrayers will be destroyed."

Doctor Destroyer despises Eurostar. Although he grudgingly admits that Fiacho has some intelligence and cleverness, because the traitorous witch Mentalla belongs to the team it must be destroyed, to send a message to all who would dare to consider such actions. The only worthwhile thing about Eurostar at all is that it's weakened VIPER in Europe.

THE GOODMAN INSTITUTE

"If this is the best help the so-called 'superheroes' of the world can obtain, they will be even easier to defeat in the future."

Despite his general contempt, the Goodman Institute intrigues Dr. Destroyer because he thinks there's more to it than what it tells and shows the public. The fact that Electron and Amazing Man II would go to work for it only confirms that it has some sort of secret agenda. And as soon as he doesn't have more important matters to concern him, he's going to find out just what that agenda is.

THE INSTITUTE FOR HUMAN ADVANCEMENT

"One of the chief flaws of democracy is that it makes the average man think his opinion matters. The Insitute is a perfect example of this disease of the mind."

Since he's not a mutant, the IHA doesn't particularly offend Dr. Destroyer, and he doesn't care about its anti-superhuman message. When he thinks about the group he usually laughs. However, it might make a useful pawn if it could weaken his American superhero enemies....

THE JUSTICE SQUADRON

"Worthy foes... though like all who oppose Destroyer, they will fall. Vanguard was but the first."

The Justice Squadron is one of Dr. Destroyer's oldest and most implacable foes, and he'd gladly see them all dead. He doesn't have quite as much hatred for some of the newer members, whom he regards as weaker, stupider, more impetuous heirs to the legacy of the likes of Vanguard and the Drifter. But given an opportunity to kill, disgrace, or manipulate any of them, he'd take it. He looks forward to the day when he can stride through the rubble of the Justice Squadron Mansion and look at all their shattered hopes and dreams.



THE PEACEKEEPERS

"A second-rate Sentinels, barely able to 'protect' their own pathetic city from the likes of VIPER."

Doctor Destroyer doesn't think very highly of the Peacekeepers, though he'd gladly see them dead (particularly Dwarfstar, who's made some belligerent and insulting statements about him to the press). The team most interests him at present due to its possession of technology from the dimension of Keprizoth, recovered when it stopped the Keprizothian attempted invasion of 2005. He'd very much like to acquire that technology, but without the world knowing he has it, and is considering several plans to do so.

THE SENTINELS

"Many of them have fallen by my hand... many more will fall soon."

Although he hasn't fought them as often as he has the Justice Squadron, Dr. Destroyer has the same sort of grudging respect for them that he does for the JS. To repeatedly oppose him even though destiny dictates they're ultimately doomed to fail shows a certain valor... though also a great deal of stupidity. Any Sentinels who don't die in

battle against him will one day slowly be put to death in public.

THE TIGER SQUAD

"Puppets whose strings are controlled by fools."



Doctor Destroyer has no respect for China; he considers the Chinese to be weak-willed serfs ruled by leaders whose Communist ideology blinds them to many realities. His contempt extends to the Tiger Squad, China's premier superhero team and the largest superteam in the

world. The Squad paid the price for joining the coalition that destroyed Destruga II, losing two of its members, but Destroyer's not done with it yet. He plans to extract a full measure of revenge when the time is right.

THE ULTIMATES

"A strange group of misfits, occasionally useful."

Destroyer has employed the Ultimates on several occasions and found them to be skilled and competent. While he has no regard for their scientific skills generally, the fact that so many of them have scientific backgrounds sometimes makes it easier to explain what he wants to them. He has some minor respect for Binder and has even held a few short conversations with him.



UNTIL

"Idealistic fools who delude themselves that their actions make a difference."

Doctor Destroyer holds the United Nations, and particularly its "police" agency UNTIL, in deep contempt. He considers the ideals of the UN to be idiotic, and the organization's conduct in trying to live up to them corrupt and useless. UNTIL has been a real thorn in his side since 1976, when it founded Project Shiva specifically to oppose him, and he intends to destroy the organization eventually. He stands at #1 on UNTIL's Most Wanted List, a position he's occupied continuously since his return in 2002.

See *Destroyer Versus The World*, below, for more information about Project Shiva.

VIPER

"A serpent's sting can be deadly, if one is unprepared... but VIPER's sting is far too weak to penetrate my armor."

Destroyer considers VIPER one of his chief rivals, and bitterly hates the organization because of it. Although he worked with VIPER at least once in the past (see page 15), he did so for his own reasons and ultimately "betrayed" it. While he's not willing to waste his time or other resources on an outright war with the snakes, he gladly takes

THE CULT OF THE DESTROYER

Anyone as successful as Dr. Destroyer is bound to attract fans — deranged and possibly dangerous fans, but still fans. Many people around the world are intensely interested in Destroyer, either as a subject of study or as someone they genuinely adore and want to work for. In the past the most desperate and unbalanced of these people were generally isolated, but thanks to the Internet and the World Wide Web there are now websites, message boards, and mailing lists devoted to people who want to talk about Destroyer, work for Destroyer, have sex with Destroyer, bear Destroyer's children, have plastic surgery to look like Destroyer, and on and on and on. It's a subculture at times pathetic, at times dangerous, and always very, very disturbed.

On two occasions — New York City in 1990 and Millennium City in 2004 — "cultists" claiming that they were trying to emulate or attract the attention of Dr. Destroyer committed crimes. Both cases involved bombs, and both were thwarted by superheroes with only minimal property damage. American officials have classified a few "Destroyer cultists" as potential terrorists and is trying to find and arrest them.

Destroyer himself is only mildly aware of these people, few of whom would likely pass any tests for "genetic and mental fitness" he implemented as a way of culling the population if he ruled the world. To the extent he does know about them, he approves of their adoration (and presumed willingness to obey his commands), but finds the fetishistic aspects of their personalities annoying.

any opportunity to interfere with or harm it that comes to him. He particularly enjoys passing on information about VIPER that he learns to super-heroes through indirect channels; it amuses him to pit one enemy against another without either of them knowing who's really in control. He'd love to learn the identity of the Supreme Serpent (and then kill him) and to obtain Serpentine nodes to study (though he doubts VIPER's computer science matches his own).

VIPER despises Destroyer, for two reasons. First, he represents a major threat to VIPER's plans for world domination. His technology is better than VIPER's, and he doesn't have to worry about factional infighting within an organization. Second, the Thirty Founders lost access to the Serpent Lantern because of him, and that means they age normally. If Destroyer made another serious bid to conquer Earth, or even threatened a major part of it, VIPER would likely ally with the authorities to try to stop him. It has no more desire to live in a world ruled by Zerstoiten than anyone else. Of course, afterwards it would try to leverage its "helpfulness" to obtain pardons for past crimes and other concessions from various world governments.

INDIVIDUALS



BLACK PALADIN

"There are many qualities in the medieval attitude to recommend it even in this day and age... though the obsession with magic is not one of them."

Doctor Destroyer's never commented publicly about Black Paladin, but to himself he professes a touch of admiration for the man's style — his lordly bearing, his ruthlessness, his utter implacability toward his enemies. If suitably deferential to his betters, he might make a worthy lieutenant after Destroyer conquers the world... even if he is foolish enough to rely on magic. Destroyer finds it disappointing that the Paladin is in Stronghold and, to all reports, mooning ineffectually after some woman.

BOREALIS

"A mastermind who embodies and promotes the supremacy of Canada? No wonder he's so often in hiding or in prison."

Doctor Destroyer considers Borealis an idiot. He's obviously powerful, but he devotes his power to a stupid philosophy and a stupid goal. If he could be taken under Destroyer's control and turned to a proper purpose... ah, now that would be intriguing....

CAPTAIN CHRONOS

"A gaudy idiot, his mind no doubt scrambled by exposure to chronal phenomena it was not able to comprehend."

Captain Chronos ordinarily wouldn't attract Dr. Destroyer's attention at all, except for one thing: he has time-travel technology. Destroyer has no doubt he could build his own time machine if he wanted one, but the Captain's device is clearly *very* advanced and therefore worthy of study. As he once observed to Gigaton in an uncharacteristic pun, it's just a matter of time before he has the chance to track Chronos down, kill him, and take his gadgets.



FIACHO

"Rarely do fanaticism and intelligence go together. This is doubly true for fanaticism devoted to an utterly meaningless goal."

Although he casually dismisses Fiacho as an obsession-blinded fool, privately Dr. Destroyer has to admit the man has a certain gift for terrorism and destruction — he's not stupid even if his dream of uniting Europe is. But he shelters the treacherous Mentalla, and for that he must die. Painfully.



FIREWING

"Great power is not always intelligently used."

As an example of alien life and a being of great power, Firewing fascinates Dr. Destroyer. But he thinks that Firewing's fascination with dueling, honorable combat, and testing himself against other superhumans is nonsense. Power is meant for those who know how to wield it. He'd love to find a way to "recruit" Firewing as a follower so he could put those alien fire-bolts to a proper use.

GRAVITAR

"A little girl trying to imitate her elders. The day will soon come when she learns the folly of disrespecting those who have more power, more intelligence, and more discipline."

Doctor Destroyer dislikes Gravitar intensely. She's publicly insulted him in the past, calling him a coward for using robots and agents instead of fighting all his foes directly, and for that she will pay — dearly. He'll settle for simply killing her when he gets the chance (which may come soon, given her move in recent years toward more serious attempts at conquest), but he'd prefer to capture her, break her, and turn her into his puppet. Not only would that satisfy his pride, it would remove a potential rival and greatly augment his superhuman forces.



GROND

"Some tools are precisely-calibrated electronic instruments. Some are four-armed, green-skinned behemoths."

Destroyer uses Grond as a pawn — most infamously during the Battle of Detroit, but on many other occasions as well. He creates a distraction unlike any other.

HOLOCAUST

"To not understand one's place in the grand scheme of life is an unfortunate thing. One day he'll learn."

Doctor Destroyer considers Holocaust something of a missed opportunity... for now. He lacks the power and intelligence to be a true master villain, yet he deludes himself into thinking he can become one. He'd be *much* more suitable as one of Destroyer's henchmen. He clearly has *some* brains and ability; it just needs to be harnessed by one who truly knows how to use power.



INTERFACE

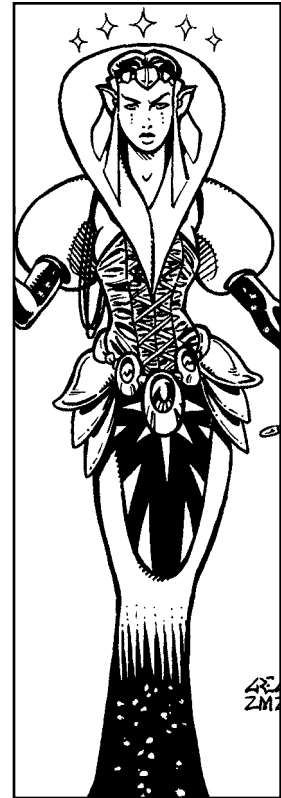
"A misuse of fine technology to 'upgrade' a fool."

Doctor Destroyer considers Interface a "loser," to use the vernacular — someone who's never going to amount to anything in the Superhuman World. However, Interface has some value to him as a weapon against ARGENT, now that the two are enemies; if Interface ever gets out of Stronghold, Destroyer will find ways to use him.

ISTVATHA V'HAN

"This so-called 'Empress' must understand that Earth is Destroyer's to rule, and Destroyer's alone. Her attempts to conquer my world have left her nose bloodied; if she tries again she will suffer a far worse fate."

Destroyer publicly dismisses and mocks Istvatha V'han, but privately he's fascinated by the Empress of a Billion Dimensions. How has she conquered so much, and held it against rebellion and misfortune? Could he succeed by emulating her somehow? Even better, could he *displace* her and take her position as the ruler of countless worlds? He's sent dimensional probes to try to learn more about her, but most have gone missing after transmitting little (if any) data. Whether V'han is aware of them, and if so her reaction to them, remains unknown.



MECHANON

"A pathetic mockery of human life whom I will one day dismantle for scrap."

Doctor Destroyer bitterly hates Mechanon, whom he regards as one of the most dangerous obstacles to his own plans for world conquest and rulership. The two clashed directly in 1990 (see Chapter One) and have been indirectly struggling against each other ever since. Whenever he learns something about Mechanon, he either exploits that information to weaken the evil robot himself, or he secretly passes it on to superheroes to do his work for him.

But beyond just reducing him to his component parts, Dr. Destroyer wants to obtain Mechanon's technology for himself. Mechanon is Destroyer's only true rival in the field of robotics, and anything he obtains from it might provide

useful insight... though ultimately Destroyer's own ideas are supreme.

Destroyer believes that another confrontation with Mechanon is inevitable, so he's prepared a wide variety of anti-robot weapons. These include electric rifles that overload machines, "universal remote controls" that can shut off or disrupt robots' functions, "nanohypo" flechettes that inject disruptive or controlling nanobots into robotic bodies, and acid projectors filled with custom-designed acids that are particularly effective against metal and plastic.

MENTALLA AND MENTON

"One traitor has already been dealt with. The other will soon find herself begging for mercy."

Few things arouse Dr. Destroyer's rage faster and more thoroughly than betrayal, and Menton and Mentalla both committed the ultimate treachery: they left him. They turned their backs on him to follow their own desires rather than submit to the will and worship of Destroyer. That is an unforgiveable sin. He couldn't punish them while he was hiding from the world in the Nineties (which was what gave them the chance to break away from him in the first place), but since returning he's kept them in mind.



In late 2005 he obtained some measure of vengeance against Menton by having Rakshasa shoot him point-blank in the head (see *Champions Universe: News Of The World*, pages 101-02). The resulting injury left Menton in a coma (and in "hot sleep" in Stronghold); it remains

to be seen if he will suffer any loss of power as a result, assuming he ever wakes up. Mentalla is bound to suffer a similar fate. Ideally he'd like to capture her and torture her to death. He'll film the whole thing so he can show it to his other agents to give them an idea of what's in store for them if they get any clever ideas about leaving.

THE SLUG

"A disgusting perversion of human life whom I shall soon eradicate."

Destroyer finds the Slug hideous and distasteful (to put it mildly). What little he knows about the Elder Worm he scoffs at. The Slug is almost certainly some

sort of mutant who's turned his disfigurement into a strange mythology that allows him to recruit (and in time, mutate) followers. Still, for all his delusions the Slug is powerful, so Destroyer keeps an eye on him as much as possible. When the opportunity presents itself he crush him like an earthworm wriggling on the pavement after a rainstorm.



SUNBURST

"Great power is not always accompanied by great insight."

Doctor Destroyer has been interested in Project Sunburst since he heard about it and "recruited" Gigaton into his organization.



He'd love to "recruit" Sunburst himself as well, but he seems far too strong for any of the usual methods to work. When the opportunity is right he'll capture Sunburst, have Thoughtcrime put him into a deep trance, and implant a cranial bomb in Sunburst's head as a safety measure. Then, between

Thoughtcrime's mental conditioning and his own brainwashing techniques, he can break Sunburst's undeservedly arrogant personality down and reshape it to make him an unswervingly loyal servant of Destroyer.

TAKOFANES

"A powerful madman who endangers the entire world. If those costumed cretins who plague me do not eliminate him soon, I will do it myself."

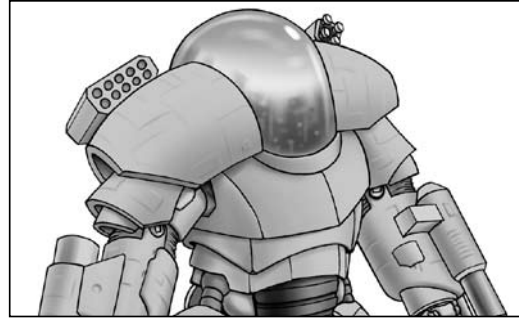


Takofanes the Undying is one of the few beings on Earth whom Dr. Destroyer genuinely fears. He's immensely powerful, has an agenda that remains largely mysterious to the world, and wields that most unpredictable of forces, magic. His apparent desire to conquer the world mirrors Destroyer's, but darkly, since it's widely believed (even by Dr. Destroyer) that Takofanes would kill most of Earth's population. Destroyer believes

he would do so either to fuel his own powers as part of the conquest, or after the conquest as part of some vast ritual to attain even greater might. Whatever Takofanes intends, he cannot be allowed to succeed, for Earth is Destroyer's to conquer and her people his future servants.

Knowing that sooner or later he will have to directly confront and destroy Takofanes, either to stop one of the Archlich's schemes or as part of the implementation of one of his own plans of conquest, Dr. Destroyer has spent some time considering how best to oppose him. Unlike with Mechanon, for whom he's developed some special weapons, he's concluded that there are no specific "anti-Takofanes" preparations he can take. Takofanes relies on magic, which makes it very difficult even for Destroyer to predict what he can or will do and to counteract it. He believes that the best approach he can take is to meet Takofanes with as much force as possible and overwhelm him. If it comes to a fight between the two of them, Dr. Destroyer believes that his armor and weapons will triumph over the Undying King's unpredictable magic.

To the extent he's made any special preparations for Takofanes at all, Dr. Destroyer has studied magic in general, and what he could learn about the Archlich's magic in particular. He's developed a force-field he thinks is "attuned" to offer maximum protection against magic. If he knows he's likely to face Takofanes he'll install it in his armor. (In game terms, this is Force Field (5 PD/5 ED/20 Power Defense/20 Mental Defense), costs 0 END.)



For years posters on the message forums at Super_Talk.com, VU.Net, and similar websites have debated who'd win a fight between Destroyer and Takofanes, filling hundreds of pages with posts ranging from the thoughtful to the flame-filled. Unsurprisingly, no firm conclusions have been reached.

THE WARLORD

"A suit of armor does not make one a knight; a weapon does not make one a soldier; delusions of adequacy do not make one a threat."

Doctor Destroyer holds the Warlord in utter contempt. He regards him as a cheap attempt to copy Destroyer, an affront for which Destroyer will one day kill him. Even if that weren't the case, the man's ridiculous obsession with conflict and warfare show the limits of his intelligence. If and when Dr. Destroyer finishes his work on *der Klaue* (see *Plot Seeds*, below), he intends for one of its first combat missions to be blowing the Warlord's Flying Fortress out of the sky. Then Destroyer's agents will pick through the wreckage to find anything useful.

DR. YIN WU

"If China has a future, it lies with technology, not the dreams and delusions of a decrepit lunatic."

Destroyer does not think highly of Dr. Yin Wu. First, he regards him as something of a coward, since he supposedly lives in some secret valley in China and never comes forth to exercise his power. Second, he depends on magic, an inherently unreliable force. He often wonders if there's some way he could use Dr. Wu as a puppet, perhaps to weaken China or to "soften up" Asia for conquest by Destroyer, but has yet to come up with a plan he felt confident enough in to launch.

If Destroyer were to learn that Dr. Wu is, in fact, an immortal who possesses the secret to ultimate longevity, he would stop at nothing to try to obtain that information or put Dr. Wu in a position where he could force the sorcerer to cast the spell on him. Destroyer has no liking for magic, but if magic can solve the one problem his science cannot resolve, he will subject himself to it.

DR. DESTROYER VERSUS THE WORLD



From his very first appearance in 1975, Dr. Destroyer has represented a major threat to world security — perhaps the single biggest danger facing the world today, eclipsing even VIPER, Mechanon, and potential alien invasions. But the world isn't sitting passively by, waiting for the hammer to fall once more.

THE DESTROYER PROTOCOLS

With the menace of Destroyer looming over them, some of the major governments of the world have joined forces to combat him. In 2003, after Dr. Destroyer's return, these nations met in Reykjavik, Iceland to formulate potential responses to Destroyer. They formalized their agreement in the 2004 Reykjavik Treaty on Doctor Destroyer, better known to the world as *the Destroyer Protocols*. The principle signatories to the treaty include the United States, Great Britain, Germany, France, Spain, Italy, Russia, Brazil, South Africa, Argentina, India, Australia, Canada, Japan, and Indonesia, but many other nations are part of the compact. The most noteworthy abstainer is China, which is unwilling to allow any foreign troops on its soil and places its trust in its vaunted Tiger Squad.

The details of the Destroyer Protocols are highly classified (for obvious reasons), but the broad parameters are known. They include the following provisions:

- the signatory nations recognize that Dr. Destroyer is a threat to all humanity and agree to work together to stop his plans and schemes. Specifically, this means two things: first, they agree to share all information gathered concerning Destroyer and his activities; second, they agree to provide troops, materiel, and other assistance to each other in the event of an attack by Dr. Destroyer.

- to facilitate the sharing of information, the signatory nations have established a high-tech computer network called 3DNet (from its formal name, the Destroyer Defense Data Network). 3DNet is *highly* secure and takes advantage of all the latest advances in computer technology. Several superheroes, including Tetsuronin and Dr. Silverback, helped to design, update, and maintain it, and also monitor its security on a regular basis.

- nations that have laws prohibiting their militaries from operating on native soil (such as the United States) pass laws creating a specific excep-

tion to those laws in the case of an attack by Dr. Destroyer. Thus, if Destroyer were to attack California or Millennium City again, the US Army could respond. Civil libertarians have angrily denounced these laws, claiming they'll open the door to all sorts of abuse, but to date they cannot point to a single incident worldwide in which a bogus "threat" by Dr. Destroyer was invoked to justify domestic use of military personnel.

- because Dr. Destroyer's plans often evolve more quickly than modern militaries and law enforcement can respond *en masse*, and because he's so powerful, the signatory nations recognize that superheroes are a crucial element of any attempt to fight Dr. Destroyer. The Destroyer Protocol nations have established a "liaison system" with well-regarded, easily-contacted superhero teams so the official and informal responses to Destroyer's actions will be as coordinated and efficient as possible. Teams that belong to the liaison program include the Sentinels, the Justice Squadron, the Champions, the Peacekeepers, the Capitol Patrol, the Liberty League, StarForce, Les Esprits Gardiens, the New Knights of the Round Table, the London Watch, the Vanguard, the Russian Defenders, the Superhero Division of India, and the Tokyo Super Squad.

- the signatory nations also liaise regularly with UNTIL's Project Shiva (see below). Shiva has access to the 3DNet database and has shared some information from its own network (but it hasn't granted outsiders full access due to security concerns).

- after intensely studying the technology and tactics used by Dr. Destroyer since his 2002 return, the Protocol nations have developed a number of technological and operational countermeasures they hope will make it easier for ordinary soldiers to combat his troops and robots. These include: personal force-fields to provide greater protection against energy attacks (which Destroyer clearly favors over physical projectiles); "static field" generators to interfere with Destroyer's communications (though these also affect Protocol troops); EMP weapons designed specifically for use against Dr. Destroyer's robots; and highly-accurate "energy mortars" that can target groups of Destroyer's agents and robots and neutralize them without killing them. Perhaps most importantly, the Protocol nations are working on ways to disrupt or block Dr. Destroyer's ability to teleport away when he's facing defeat, though they've yet to come up with a solution they're willing to fund to implementation.

DESTROYER THE PRISONER

The Protocol nations have also given some thought about what to do with Dr. Destroyer when he's captured (though the more pessimistic members keep saying "if" rather than "when"). When he finally falls into their hands, they don't intend to ever let him get away.

The Armor

The first issue facing them is, of course, whether they can remove his armor, and if so how. Most Protocol officials believe Dr. Destroyer's armor *can* be removed, given time and the right tools, so they've devoted their efforts to making sure he remains a captive until that takes place. They've developed a "neuro-wave generator" that functions something like a "hot sleep" chamber (see *Stronghold*) which they believe can affect Dr. Destroyer even through his armor, allowing them to keep him in a coma-like state for up to three months without harm. (Beyond that there's a risk of brain damage or a muscular dystrophy-like condition occurring.) Many superheroes, including Defender, Tetsuronin, Dr. Silverback, and Electron have pledged to join the effort to remove Destroyer's armor without harming him.

A vocal minority among the Protocol nations believes that it will not be possible to remove Dr. Destroyer's armor, at least not without harming him or without risking an escape (and they're far more concerned with the latter than the former). They argue that any attempt to do so is more dangerous than it's worth. They suggest that once his identity is verified, Dr. Destroyer immediately be put to death. One suggestion that's been widely mocked by critics of the Protocol program, but which was offered by Indonesia in all seriousness, was that Destroyer be strapped to a nuclear bomb, and the bomb then detonated. Not even his armor could withstand a nuclear blast at ground zero.

New Spandau

Assuming that it's possible to capture Dr. Destroyer, and that he will be held captive as an example to the world rather than executed, the Protocol nations have made preparations to hold him for the rest of his natural life. With the permission of Australia and technical and financial assistance from the United States, in 2006 construction began on a small super-prison in the Australian outback (similar to the facility used to hold the supervillain Taipan). Dubbed "New Spandau," the prison was completed in 2008. All it needs now is its intended occupant. The plan is to remove Destroyer from his armor and then put him in "hot sleep" at New Spandau. Given his age, it's not expected that he'd survive more than a decade in hot sleep in any event.

PROJECT SHIVA

Humanity's other major line of defense against Dr. Destroyer is *Project Shiva*, UNTIL's special unit devoted to tracking and opposing him. Begun in 1976 as the first of what would become many UNTIL special units, it was suspended in 1992, when the leadership of UNTIL decided that Destroyer had, in fact, died in the Battle of Detroit. The Project's leader at that time, Major Steven Thesken, bitterly disagreed with that assessment and resigned in protest to continue the hunt for Dr. Destroyer on his own. The last word UNTIL had of him was in 2002, just months before Dr. Destroyer's re-appearance; the organization now believes Destroyer murdered him. (In fact, he did far worse; see page 102.)

After Dr. Destroyer's return, Project Shiva was almost immediately re-activated and placed under the command of Major Natesh Singh, an experienced and highly-regarded agent from the Punjab region of India. Sadly, during Dr. Destroyer's summer 2003 attack on southern India, Major Singh was killed in action. The Secretary-General appointed another experienced agent, Robert Edward Pierce of Great Britain, to take over the Project. Major Pierce chose his Basic Training classmate, Captain Juan Antonio Ramirez of Chile, as his field commander.

Unfortunately, Major Singh wasn't the only great loss UNTIL suffered during the short war with Dr. Destroyer. The ranks of Project Shiva were decimated by combat losses, since their knowledge of Destroyer's tactics and weapons required even normally desk-bound intelligence analysts to spend a lot of time in the field. Second, and worse, an agent or agents of Dr. Destroyer infiltrated UNTIL's Calcutta base and stole or erased most of the Project's data on Destroyer (see page 28). Some independent databases on the *Ragnarok*, the Project's aerial headquarters, were saved, but Shiva has largely been in a "rebuilding mode" ever since. Some Project analysts suspect the entire south Indian attack was largely a diversion intended to gain Dr. Destroyer the chance to strike a blow at Project Shiva.

MAJOR ROBERT EDWARD PIERCE

10 STR	13 DEX	12 CON	10 BODY
18 INT	14 EGO	18 PRE	12 COM
4 PD	4 ED	3 SPD	4 REC
24 END	21 STUN		

Abilities: U-SHL Blaster Pistol (plus other UNTIL weapons, body armor, and gear as needed); +2 with Ranged Attacks; Bureaucratics 13-; Combat Driving 12-; Computer Programming 8-; Concealment 13-; Criminology 13-; Deduction 13-; Interrogation 13-; Languages: Mandarin Chinese, Spanish (both fluent conversation; English is Native); Paramedics 13-; PS: UNTIL Agent 13-; Stealth 12-; Tactics 13-; Teamwork 12-; WF: Small Arms, Knives; Scholar (KS: Dr. Destroyer 13-; Dr. Destroyer's Agents 13-; KS: Dr. Destroyer's Robots 13-; KS: Dr.

Destroyer's Tactics 13-; KS: International Law & Law Enforcement 13-; KS: The Superhuman World 11-; KS: The United Nations 11-; KS: UNTIL 11-; KS: VIPER 11-; KS: World Politics 11-; Fringe Benefits (as standard for UNTIL agents, plus Membership: Major in UNTIL)

75+ Disadvantages: Distinctive Features: UNTIL Uniform; Hunted: UNTIL 8- (Watching); Hunted: enemies of UNTIL 8- (Capture/Kill); Hunted: Dr. Destroyer 8- (Kill); Social Limitation: Subject To Orders

Notes: Although he's not quite the young, fit, aggressive go-getter he was as a young agent, Major Pierce has lost none of the intelligence or love of adventure that brought him to UNTIL in the first place. Now he tempers those qualities with an older man's insight, wisdom, and caution, making him a highly effective agent and leader of men. He's served UNTIL in many different posts around the world, and was part of the response team in both Java and southern India.

Major Pierce is known as something of a workhorse. He starts the day at 7:00 AM sharp with a briefing from the various Project section heads (see below). Except for meal breaks he usually works twelve to fourteen hours before winding things up with an end-of-day briefing on Dr. Destroyer's current activities. He concludes his day with some exercise and then reading before bed. Despite his often stern attitude on the job, he's known as something of a *bon vivant* who enjoys good food, wine, and conversation when the pressures of duty don't press too hard upon him; he's also got a devilish sense of humor when he chooses to show it.

Pierce lives aboard the *Ragnarok*, Project Shiva's floating headquarters (see the UNTIL source-book). His wife and three children live in London under assumed names for protection; they have a "household staff" of two who are really UNTIL agents assigned to keep them safe.

OTHER PROJECT PERSONNEL

Most UNTIL agents assigned to Project Shiva are from UNTIL's Intelligence Corps, since (as discussed below) the Project's primary duty is collecting and analyzing information about Dr. Destroyer. However, it also fields teams of agents specially trained and equipped to combat Dr. Destroyer's personnel and robots (UNTIL doesn't kid itself that its agents could actually take on Destroyer himself, no matter how well-armed they are). In addition to these agents (see character sheet below), UNTIL permanently assigns four Peacekeeper agents and four Light Horse agents to the Project.

PROJECT SHIVA FIELD AGENT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
7	PD	3		Total: 17 PD (10 rPD)
4	ED	1		Total: 14 ED (10 rED)
3	SPD	4		Phases: 4, 8, 12
7	REC	0		
28	END	0		
26	STUN	0		Total Characteristics Cost: 48

Movement: Running: 6"/12"

Cost Powers END

67	<i>U-WJM-2 "Mini-Thunderbolt" Assault Cannon:</i> Multipower, 90-point reserve, 60 Charges for entire Multipower (+½); all OAF (-1) [60]			
4u	1) <i>Setting A:</i> Energy Blast 18d6; OAF (-1)			
4u	2) <i>Setting B:</i> RKA 5d6; OAF (-1)			
30	<i>U-SHL Blaster Pistol:</i> Energy Blast 8d6, 2 Clips of 32 Charges (+½); OAF (-1) [32]			
10	<i>UB-1 Battle Knife:</i> HKA 1d6 (2d6 with STR), Reduced Endurance (0 END; +½); OAF (-1), No Knockback (-¼) 1			
	<i>Martial Arts: UNTIL Combat Training</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Punch	+2	+0	5½d6 Strike
3	Throw	+13	12/d6 + vel/5; Target Falls	
15	<i>U-AS Standard Uniform, Reinforced:</i> Armor (10 PD/10 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-7; -½) 0			
5	<i>U-AS Combat Helmet Protection:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2) 0			
4	<i>U-AS Combat Helmet Noise Compensation:</i> Hearing Group Flash Defense (6 points); OIF (-½) 0			
6	<i>U-AS Combat Helmet Communications Uplink:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0			
11	<i>U-M3 Mini-Flashlight:</i> Sight Group Images, +4 to PER Rolls, Reduced Endurance (0 END; +½); OAF (-1), Only To Create Light (-1) 0			

Perks

1	Fringe Benefit: International Driver's License
5	Fringe Benefit: International Police Powers
2	Fringe Benefit: International Weapon Permit
1	Fringe Benefit: Passport
2	Fringe Benefit: UNTIL Rank: Private

Talents

- 2 U-AS Combat Helmet Chronometer Readout: Absolute Time Sense; OIF (-½)
- 2 U-AS Combat Helmet GPS Unit: Bump Of Direction; OIF (-½)

Skills

- 10 +2 with Ranged Attacks
- 3 Concealment 12-
- 3 Criminology 12-
- 3 Deduction 12-
- 2 Language: an additional Language (fluent conversation; must be English if English is not Native Language)
- 3 Paramedics 12-
- 3 PS: UNTIL Agent 12-
- 3 Stealth 12-
- 5 Tactics 13-
- 5 Teamwork 13-
- 9 WF: Small Arms, Emplaced Weapons, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Knives, Shoulder- Fired Weapons
- 3 Scholar
- 2 1) KS: Dr. Destroyer 12-
- 2 2) KS: Dr. Destroyer's Agents 12-
- 2 3) KS: Dr. Destroyer's Robots 12-
- 2 4) KS: Dr. Destroyer's Tactics 12-
- 2 5) KS: International Law & Law Enforcement 12-
- 1 6) KS: The Superhuman World 11-
- 1 7) KS: The United Nations 11-
- 1 8) KS: UNTIL 11-
- 1 9) KS: VIPER 11-
- 1 10) KS: World Politics 11-

Total Powers & Skills Cost: 249**Total Cost: 297****75+ Disadvantages**

- 5 Distinctive Features: UNTIL Uniform (Easily Concealed)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 15 Hunted: enemies of UNTIL 8- (Mo Pow, sometimes NCI, Capture/Kill)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 172 Experience Points

Total Disadvantage Points: 297

Description: A Project Shiva UNTIL agent is similar to a Heavy Weapons Agent, but with a few important differences. Equipment-wise, they carry a smaller version of the U-WJM "Thunderbolt" assault cannon designed for use by a single agent rather than a crew of three.

Duties And Responsibilities

Project Shiva is tasked with two primary responsibilities.

First and foremost Shiva's an intelligence-gathering organization. The one thing the world most needs to combat the schemes of Dr. Destroyer is information — intelligence about the man himself, not to mention his resources, activities, whereabouts, technology, personnel, and schemes. In addition to the data gathered by UNTIL agents and systems, Project Shiva coordinates with the Protocol nations, numerous intelligence agencies around the world, and dozens of superheroes and hero teams to exchange information.

Most Project Shiva agents are Intelligence Corps Analysts or Surveillance Specialists (see *UNTIL*, pages 67-68). It has a few Undercover operatives as well, but has backed off from those types of activities in recent years; it's never succeeded at infiltrating anyone into Dr. Destroyer's organization, and has lost many good agents trying to.

Second, Project Shiva is responsible for leading UNTIL's response to Dr. Destroyer in the field — in other words, fighting his agents, supervillains, and robots. The Project has a small but well-trained corps of agents assigned to this duty. When not actively fighting Destroyer's private army, they spend most of their time practicing, or working with UNTIL agents around the world to bring them up to speed on the latest Dr. Destroyer tactics.

SECTIONS

After being appointed commander, Major Pierce reorganized Project Shiva's personnel in an effort to improve intelligence gathering and analysis. The Project now has five "sections," as they're known, each devoted to a specific aspect of the Destroyer menace:

Destroyer: The smallest of the sections is devoted to studying Dr. Destroyer himself. It tries to build as detailed a personal history of the man as it can, and prepares numerous psychological evaluations attempting to predict what he's doing or how he'll react to various situations. Its overall track record is decidedly mixed, but it's achieved enough important successes to justify its ongoing existence for now.

Activities: By analyzing a wide swath of data from around the world, the Activities section tries to predict what Dr. Destroyer is currently working on, the schemes he's got cooking, his sources of funding, and so on. In addition to using data from the other section it spends a lot of time going over mundane reports from allied intelligence and law enforcement agencies in an effort to tease out patterns relating to Dr. Destroyer. It's an often-thankless task involving hours of drudgery, but every now and then there's a major flash of excitement as two and two are put together to make four and UNTIL figures out something new about the world's most dangerous supervillain.

Facilities: The horrendously difficult task of trying to figure out where Dr. Destroyer has his headquarters and what they might contain falls to the Facilities section. It's never really accomplished anything noteworthy, but the potential payoffs of its work are large enough that Major Pierce hasn't shut it down yet. Currently Facilities' agents spend a lot of time studying what few remains have been recovered from Alpenfestung and Destruga II, and trying to convince various authorities to devote the money and manpower needed to acquire more.

Personnel: As the Destroyer section is to Dr. Destroyer, the Personnel section is to everyone who works for him. It studies his pet supervillains, his agents, and what few contacts of his it knows about in an effort to learn more about his organization... and find ways to combat it.

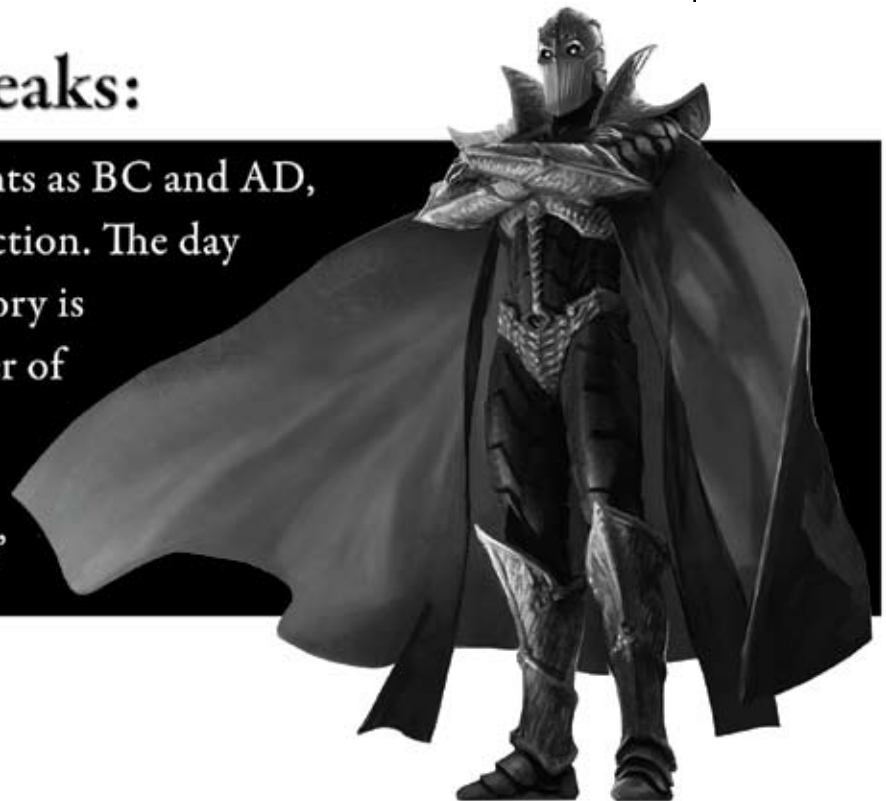
Technology: By far the largest of the sections, Technology studies Dr. Destroyer's weapons, robots, sensors, vehicles, and anything else it can



get its hands on. Every time UNTIL, superheroes, or the police have an encounter with Dr. Destroyer's people the Technology section usually obtains a few new gadgets to analyze.

Destroyer speaks:

"Mankind dates events as BC and AD, a meaningless distinction. The day will come when history is measured by a marker of true importance: Before Destroyer and After Destroyer."



USING DOCTOR DESTROYER



Doctor Destroyer is the single most powerful supervillain in the Champions Universe, the one villain any superteam, no matter how powerful, should regard as an extreme danger to world safety. Even if you reduce Destroyer's power to make it possible for the PCs to defeat him personally, triumphing over him and stopping his schemes should *never* be easy. This section of Chapter Six covers his current activities (as of mid-2008) and ways to use him in your campaign.

SCHEMES OF THE DESTROYER

Since his "return" in 2002, Dr. Destroyer has once again become the foremost threat to the peace and security of Humanity. He's launched many plans since then, some of which have succeeded, some of which have failed — though even his failures usually contain a kernel of victory at their core, for he rarely has just one goal. As of mid-2008, the plans, schemes, and goals he's most intently working on include:

AFRICA

For years Dr. Destroyer has paid relatively little attention to Africa, regarding it as a backwater he'd simply plunder for resources after conquering the world. He's begun rethinking that position, for several reasons. First, with the entire world pulling resources out of Africa at a prodigious rate, he feels he must act sooner rather than later to ensure they're not all taken before he gets there. Second, if he takes control of Africa's resources now, he can use them as leverage against the world. Third, he's become aware that VIPER and DEMON both have significant interests in Africa, and if they're there, he needs to be there, too — either to spy on them, stop them, or take what they have.

Currently Destroyer's plan is to establish a small but powerful base in a range of unsettled hills in Zambia. However, he's not entirely pleased with that choice and continues to search for something better (Doctors United For Peace [page 116] helps with this considerably). If he should happen to come across evidence that VIPER has its headquarters in western Africa (see *VIPER: Coils Of The Serpent*), he could plunge the whole continent into a major "secret war" as he tries to take it from them.

CANADA

Like Africa, Canada has largely flown below Dr. Destroyer's radar in the past. But its proximity to America and Russia, combined with its relative abundance of wilderness areas he can hide in, have begun to attract his attention. He's not yet at the stage of scouting locations for a headquarters, though. Right now he's focusing his efforts on corrupting Canadian politicians and officials so he can smooth the path for secret construction of a base or other activities. He's also on the lookout for a chance to locate and eliminate Borealis.

EUROPE

Despite the failure of his Alpenfestung operation (page 28), Destroyer remains intensely interested in Europe. In his opinion, Europe is falling from the heights of power, dragged down by a combination of its own sick cultures and a flood of immigration. But it remains an important crossroads of the world and a major industrial power, and that makes it valuable to him. Alpenfestung II is currently being constructed in the Austrian Alps and should be operational no later than 2011.

INDIA

Thanks to its proximity to the Vale of Javangari, not to mention its various human and natural resources, India is still an attractive target for Dr. Destroyer. The current plan he has under consideration is to spark a war between India and China, then somehow drag the Warlord into the fray. He faces two difficulties: first, he has to engineer a war in regions near Javangari while still keeping the Vale totally hidden from the world; second, he has to start a *major* war, one involving extended, serious conflict, perhaps even a nuclear exchange, and that's hard to do in the modern world. His plans for media control (see below) may dovetail with this plan.

MASTER OF THE AIR

Destroyer has a major "base" that can control the sea (the *Poseidon's Fist*) and one that could dominate near-Earth space (Zerstorenstern). But he has no serious long-term presence in Earth's atmosphere, making it difficult for him to fight the Warlord and implement various other schemes. For the past two years he's been working to remedy that. At a secret hangar in southern Australia his engineers have been building a massive airship of his design, called *der Klaue* ("The Talon") after the sinister shape of its three-pronged body. When it's ready he intends to take to the clouds, announce his new



mastery of the air by finding and destroying the *Ragnarok*, and then send the Warlord's Flying Fortress crashing to the ground.

MEDIA CONTROL

More and more world opinion and activities are guided by what people see on television and read in magazines. As Dr. Destroyer has long known, people are sheep, and it's time for him to be the shepherd. Since 2005 Schafer Globalmedien GmbH, a company he created through various agents and intermediaries, has been working to establish a new worldwide 24-hour news channel and other broadcast services. Through a combination of clever marketing, sabotage of rivals, and the like, Dr. Destroyer plans to become "the voice of the world" — a voice that will slowly, but surely, condition people to accept the rule of Destroyer.

MIND CONTROL

It has long been in Dr. Destroyer's mind that his moment of greatest triumph was the three months in 1984 when he actually ruled the world. That success involved mind control, and while it's not the most satisfying way to take over Earth it clearly works. Given his advances in psi-tech over the past two decades, it may be time again to see what he can accomplish with mind-control satellites. Rather than rely on a single large satellite, he wants to use a network of smaller satellites to surround the planet, thus making it harder for superheroes to disrupt his control of humanity. Besides working on the new satellites, he's laying

the groundwork for this plan by designing small floating "launch platforms" that can fire one of his rockets from the open sea. That way he doesn't have to build easily-discovered, easily-destroyed launch facilities on land.

SPACE

Having already established a permanent presence in outer space, Dr. Destroyer wants to retain his advantage there by (a) expanding his space facilities, and (b) eliminating the competition. Besides the GATEWAY station created by UNTIL, he knows that VIPER has a space station in place (or at least plans to build one), and he strongly suspects Mechanon has at least one orbital facility. He wants to find those secret space bases and destroy them (either directly, or by revealing their location to superheroes); he also wants to destroy GATEWAY and bring UNTIL's plans for more space stations to a screeching halt. Last but not least, he has early-stage plans to build a lunar base and a base on Mars so he can stay "ahead of the curve" and discover anything useful in those places before the rest of mankind does.

WEATHER CONTROL

Mind-control satellites aren't the only type of orbital weapons Dr. Destroyer has in mind. The ability to control the weather would be a fitting power for one as godlike as he, not to mention a sword to hold over the nations of the world. He's taken no concrete steps to implement this plan yet, but has begun researching ways to take control of Earth's weather.

INCORPORATING DOCTOR DESTROYER INTO YOUR CAMPAIGN

A villain as powerful and resourceful as Dr. Destroyer can become involved in your campaign, and the PCs' lives, in many ways.

Combat Interaction

First and foremost, Dr. Destroyer represents a formidable combat opponent for your heroes. He's fought dozens of superheroes over his career, either individually or in groups. He's so powerful that few superheroes can stand against him alone, and even the mightiest superhero teams usually have to call on other teams for help or catch him at some sort of disadvantage. Otherwise the best they can hope for is to make the situation so untenable that he flees.

DOCTOR DESTROYER'S TACTICS

Doctor Destroyer rarely engages in combat himself, preferring not to soil his hands with such menial tasks. The only time the heroes are likely to meet him in the flesh (so to speak) is either (a) at the conclusion of one of his grandiose schemes, or (b) if they get lucky and locate one of his bases without him realizing they're there.

Rather than participate in combats — which are risky, particularly given the unpredictable nature of many superbattles — Dr. Destroyer usually sends a Destroyer Android (page 146) when he wants to make a “personal” appearance. The Androids are basically indistinguishable from the real thing and sufficiently powerful to give his opponents a real challenge. In situations where an Android isn't necessary, he delegates command of a mission or facility to one of his superhuman followers, or at worst a high-ranking agent leader. After all, the presence of Gigaton or Tarantula indicates Destroyer's involvement just as clearly as being there himself would.

When he does choose to fight — either because he has to, or out of pride or a desire to humble his opponents — Dr. Destroyer usually begins battle in a straightforward fashion intended to end the conflict as quickly as possible. He knows his opponents cannot withstand his weapons and has no qualms about demonstrating that fact as forcefully as possible. Rather than employ any advanced tactics, he arrogantly stands there and blasts his foes with his Destroyer-Beam. He's well aware that most of Earth's superheroes can't withstand the Beam for very long. If he's facing a particularly tough opponent or needs to finish a battle as quickly as possible, he may make a multiple-power attack featuring the Beam and one of his secondary weapons. On the other hand, if he has the time, he may flaunt his superiority by relying on his Synaptic Interference Cannon, then mock his enemies as they flail about in their weakened state.

Destroyer usually prefers to attack and eliminate his foes one at a time. He feels that's more “majestic” and demonstrative of his power. (In game terms, he'll try to Knock Out, kill, or otherwise remove from the fight a minimum of one enemy per Phase.) In fact, unless he's used his Technological Arsenal to prepare some area-affecting attacks, he's only got one way to attack a lot of targets at once: his Power-Pulse. If too hard-pressed by too many foes, he'll use the Pulse to knock them away so he can resume his individual attacks.

If the “overpower them immediately” approach doesn't work, Dr. Destroyer quickly adapts, shifting to more sophisticated tactics and methods of attack. He's a genius with hundreds of hours of superhuman combat experience and detailed information about the powers of most of his foes, so he can usually find a way to obtain an edge in any given confrontation (or at least to minimize his disadvantages). Superheroes who mistake his arrogant approach to combat for a true lack of tactical sense are in for a shock. (In game terms, Dr. Destroyer's ability to shift suddenly to more advanced tactics is represented by his *Tactical Adaptation* power. He can't use this power until he's been fighting for at least half a Turn. It gives him a temporary boost to his defensiveness and combat abilities, but he can only use it once per battle. The GM defines what constitutes a “battle” for these purposes.)

Regardless of the situation, Dr. Destroyer almost never Dodges or Blocks attacks. Doing so would be a tacit admission not only that his opponents can hit him, but that they might affect him, and that his technology might not be enough to protect him. He trusts his technology and would rather rely on his armor and force-fields to fend off enemy attacks rather than “dance around” on the battlefield avoiding their attacks as if he were worried about them.

Doctor Destroyer rarely shows any mercy in combat. Anyone who chooses to stand against him deserves to die, or at least to suffer great pain. He's killed dozens of heroes in outright combat, and has murdered more than one unconscious foe after a battle has ended. He sometimes pretends to clemency, but if he does so it's either because he wants to toy with his adversaries or feels he can gain something by appearing “noble and forgiving.”

THE GREAT ESCAPE

Despite his vast power, historically Dr. Destroyer has had to flee from as many battles as he's won. Sometimes this is because the sheer mass of superhumanity arrayed against him is able to carry the day (even his power can only stand up to a certain degree of numerical inferiority). Similarly, sometimes the force of the conflict damages his armor to the point where he's not willing to risk continuing the battle. In other situations his enemies make it pointless to keep fighting — either they stop his plan in midstream without his having any chance of being able to restart it, or he

accomplishes what he set out to do regardless of their idiotic interference. Whatever the reason, he often needs to depart the battlefield quickly. He finds retreat to be humiliating and degrading, but he'd rather suffer than be captured.

Destroyer's primary method of escape is teleportation, which he enjoys not only because of its convenience but because of the way it so intensely frustrates his enemies. His teleportation technology is among the most advanced in the world. His enemies have often tried to find ways to block it, or failing that to track where he teleports to, but they've never succeeded. Despite this, Destroyer is cautious when he uses this escape route, since it's possible — just *barely* possible — that one of his marginally more intelligent adversaries will find a way to track him. So he never teleports directly to where he wants to go. Instead his first stop tends to be either (a) one of his "waystations," one- or two-room bases scattered around the globe for this purpose, or (b) some remote wilderness location he's previously visited. Once there, he stops and checks his teleportation technology to make sure the systems that prevent tracking remain active and effective. Only then does he teleport to one of his major bases to begin the process of repairing and upgrading his armor.

But Dr. Destroyer's not so arrogant or stupid as to put all his eggs in that one basket. Always one to favor multi-layered plans, he usually has at least two additional escape routes planned, just in case. Some of the methods he's used in the past include:

- trapdoors (sometimes combined with holograms to make it *appear* he teleported away)
- sliding doors and walls that cut him off from his enemies, allowing him to flee on foot or by vehicle
- hyper-velocity hovercraft kept parked and powered up near the scene of the fight
- telekinetic beams that pull him to safety
- intangibility devices that allow him to walk through walls, floors, and ceilings
- staging a distraction (usually an attack by a horde of his robots and/or superhuman henchmen), then slipping out a nearby exit
- stealth fields that shield him from detection, allowing him to simply walk away (often built in conjunction with an intangibility device)

As a deterrent to keep his enemies from immediately pursuing him, Dr. Destroyer's been known to *fake* an escape. For example, he once used an Intangibility Web (page 44) and a hologram generator to make it look like he'd teleported away, when all he did was sink into the ground. His enemies prepared to try to track him down, but as they were making plans he rose up through the floor behind them and blasted them all unconscious. A few such incidents have taught most superhero teams to assume Dr. Destroyer is still present even when he seems to have fled. The few seconds or minutes this buys him are all he needs to move himself totally beyond their grasp.

Non-Combat Interaction

As powerful as he is, Dr. Destroyer can often serve you better as a *non-combat* element of the campaign — a master villain the heroes are aware of and oppose, but indirectly. There are several ways you can involve Dr. Destroyer in your campaign as a "major player" without having to stage a fight between him and your heroes.

PLANS WITHIN PLANS WITHIN PLANS

First, remember that Dr. Destroyer's plans tend to be large, elaborate, detailed, grandiose, and months or years in the making. Like throwing a stone into a pond, putting an operation like this into effect creates ripples throughout the world. They may be so faint that you can't see them without looking, or without having specialized knowledge, but they're there.

Rather than having to confront Dr. Destroyer at the end of a scheme, when he's about to throw the switch that means victory, the heroes can defeat him by uncovering and stopping his plan before it ever gets to that point. Since Destroyer's only going to have hands-on involvement in the final stages of a plan, the PCs will only have to face his agents, robots, and supervillain henchmen — not an easy enemy to defeat by any means, but a lot easier than Dr. Destroyer himself.

HUNTER AND PREY

Doctor Destroyer is perhaps the most dangerous Hunted any superhero can have; he's More Powerful than any given hero or superhero team. He might start Hunting a hero because he thinks the hero stole from him, or humiliated him in some way. If he really put his mind to it, Destroyer could kill just about any hero without much trouble. Only the facts that (a) he has dozens of other things to occupy his attention, and (b) he wants to do everything in a grand and impressive way keep him from simply wiping out anyone he Hunts as soon as that person attracts his unfavorable attention. He rarely Hunts anyone on more than an 8-.

INTER-VILLAIN CONFLICT

Just because Dr. Destroyer isn't battling the PCs doesn't mean he's not battling *someone*, and that could easily include other master villains or organizations, such as Mechanon, Takofanes, or VIPER. The repercussions of his conflicts with the other powerhouses of the Champions Universe could create situations the PCs have to deal with — side effects or collateral damage, if you will — though that doesn't involve actually fighting Destroyer himself. Typically this involves Dr. Destroyer wanting something another villain has, or that another villain also wants, and fighting/competing with him for it. For example:

- Doctor Destroyer could "go to war" with Dr. Yin Wu to obtain the fiendish Oriental sorcerer's secret of immortality. The fighting could threaten to destabilize China, which could affect the world economy, the geopolitical balance of power, and many other aspects of global life. Rather than



trying to stop the battle, the PCs could team up with the Tiger Squad to counteract its effect on China... then move in to take on the weakened victor when the fighting's done.

- Just about any master villain could launch a plan to conquer (or destroy) Earth so deadly, or so likely to succeed, that Dr. Destroyer would feel compelled to join forces with the heroes to prevent it. The same goes for alien/extradimensional invasions and similar conflicts.

- Doctor Destroyer could be one of several villains racing to get to a crashed alien starship to retrieve its contents, occupants, and technology. Naturally the authorities want it, too, and the heroes have to help the Good Guys get there first... by delaying the bad guys without actually fighting them.

- Another master villain could appeal to Dr. Destroyer's ego and intellectual vanity by challenging him to some sort of contest. Obviously there'd be some sort of motive for trying to manipulate Destroyer this way, and if he figures that out (which he almost certainly would), the situation could quickly spin out of control.

THE NPC CONNECTION

The NPCs (Dependent or otherwise) that Player Characters interact with in your campaign can all be thought of as offering a way to "connect" the heroes with Dr. Destroyer. Obviously some NPCs are more appealing for this than others, but if you give it some thought you can probably devise a way to link an NPC to Destroyer, and thus link Destroyer to the PCs (albeit indirectly). Some possibilities include:

- an NPC is a relative of Dr. Destroyer's, and thus attracts his attention (see "My Destroyer, My Father" under *Plot Seeds*, below, for more ideas about this).

- Dr. Destroyer's forces kidnap or menace an NPC as a way of getting at the PCs.

- Dr. Destroyer's forces kidnap or menace an NPC because they want something from him; they're unaware of his connection to the PCs. Examples include scientists and inventors whose work Dr. Destroyer wants to steal (or at least learn about), NPCs who own or control valuable assets he wants, NPCs who are obstacles to some aspect of one of his schemes, and NPCs who possess skills he wants them to use on his behalf.

- an NPC is interested in Dr. Destroyer for some reason and wants to get his attention. The NPC could be a nosy reporter (like Bob Richards on page 116), an obsessed scholar (like Ludmila Petrovskaya from *Cops, Crews, And Cabals*), a mentally-unbalanced person who falls in love with or worships him, or the like.

- the NPC could have some sort of connection to one of Dr. Destroyer's enemies or rivals. For example, he'd happily harm someone who was favorably involved with Menton or Mentalla as a way of getting back at his traitorous ex-followers; if he learned that an NPC belongs to or works with VIPER, he might pressure that NPC to become a double agent for him.

- law enforcement or politician NPCs might be part of the effort to track down and capture Dr. Destroyer and thus earn his enmity.

■ Dr. Destroyer believes the NPC has information harmful to him, or could otherwise cause him difficulties, and thus wants to eliminate him (or somehow neutralize the threat he poses).

NONVIOLENT ATTACKS

Conflict with Dr. Destroyer doesn't have to mean *violent* conflict. He can attack the PCs in many ways that don't involve firing energy blasts at them, such as:

■ he could blackmail a PC. You have to be sure to structure this scenario to allow for a potentially happy ending; if the only choices are "knuckle under to Destroyer" or "have my secret revealed to the world," the game won't be much fun.

■ he could steal something from a PC. The heroes then have to race to get it back from his hirelings/henchmen/flunkies before it reaches one of his bases and is beyond their grasp... or perhaps they try to follow the object and learn the location of one of those bases!

■ he could manipulate the PCs somehow. For example, he could hire someone to commit a crime across town to distract them while his agents rob the museum, or he could deliberately plant a series of "clues" that point them in a direction he wants them to go. One of his favorites in this department is tricking heroes into attacking innocent people or organizations by convincing them the target is a villain or criminal group. To make this sort of adventure work, you need to make sure the PCs have a chance to figure out what's going on and strike back at him (even if it's just by revealing that they uncovered his plan, then mocking him).

■ he could discredit them in the eyes of the public, which would cause all sorts of difficulties for them.

VILLAIN AND AGENT CONNECTIONS

Doctor Destroyer's organization isn't *just* Dr. Destroyer. He's got a handful of supervillains, not to mention thousands of agents, under his command. Any one of them could establish a connection to a PC or provide the "hook" to get a scenario going. For example:

■ anyone associated with Project Sunburst might be someone Gigaton would want to talk to, or get revenge on. (To further complicate the situation, so might the supervillain Sunburst...).

■ a relative of a PC or NPC (usually a close one, such as a brother) joins Dr. Destroyer's organization. The PCs have to "rescue" him... even though he likes it just fine where he is.

■ a hero who used to know Major Steven Thesken of UNTIL might recognize him as Titanos (see Chapter Three) and want to rescue and deprogram him.

■ the PCs rescue a seemingly innocent victim of a disaster or crime who's suffering from amnesia. Taking pity on the friendly fellow, they help get him a job or otherwise become a part of his life. What neither they nor he know is that he's an agent of Destroyer....

PLOT SEEDS

In addition to the examples given above, as well as dozens of other adventure suggestions and "hooks" scattered throughout this book, here are some ideas for adventures involving Dr. Destroyer:

ALL BETS ARE OFF

A prominent Las Vegas bookie begins taking bets on the possible outcomes of super-battles, including fights between Dr. Destroyer and various superhero teams and Dr. Destroyer and other powerful supervillains. Destroyer considers this insulting and the height of impudence and launches a plan to get revenge. He wants to make a very public example of the bookie to prevent this from ever happening again, so he puts him in a deathtrap right on the Las Vegas Strip. The trap is visible to the public and rigged to explode — if the authorities or heroes get close to it or try to rescue the bookie, multiple bombs will go off, destroying everything for a one-block radius. The only way to save him is for the heroes to successfully perform a list of "tasks" left for them by Destroyer (all of which either (a) help him somehow, (b) humiliate them, or (c) both). For each task they do, one bomb deactivates. And of course there's a deadline for the whole list. Now other bookies are taking bets on whether they can succeed in time....

DEATH OF THE DESTROYER

Whether it happens at the hands of his enemies or the hands of Father Time, sooner or later it *is* going to happen: Dr. Destroyer will die. What happens then? Some possibilities include:

■ he comes back. Canonically this is highly unlikely, since Destroyer's profound sense of self means he wouldn't clone himself, imprint his brain patterns on a sentient computer, or any other such thing. But that doesn't have to hold true for every campaign... and even in the Champions Universe, there are people with the power to bring the dead back to life. The big questions in that case, of course, are who would actually want Dr. Destroyer back... and why?

■ one or more of his underlings seizes control of his organization. The obvious choices here are Gigaton and/or Rakshasa, but they may prefer to be the powers behind the throne rather than on it. Once the new leader has control, what will he do? Will he create a suit of armor and take the name "Dr. Destroyer"? Will he continue with Destroyer's plans, or shift the organization in new directions? Is conquest his goal, or does he have something else in mind?

■ the organization fractures. Various powerful or influential members — the supervillains, important agent commanders, whoever happens to get the keys to the *Poseidon's Fist* first — take over whatever parts of it they can grab and pursue their own agendas. In place of a single monolithic foe, the heroes now have to cope with half a dozen or more semi-monolithic ones.



MY DESTROYER, MY FATHER

Canonically, Dr. Destroyer has no known relatives, and definitely no children — he's never been involved in any sort of romantic relationship. However, that doesn't have to hold true for your campaign. His parents might have had brothers and sisters, giving him aunts, uncles, and cousins. He might have other cousins further removed, the children of his parents' uncles and aunts. Most dramatic of all, he could have fathered one or more children when he was a younger man. Sooner or later the terrible truth will be revealed: a Player Character is Dr. Destroyer's child or grandchild! How will the PC react to this? It's a major change from what he believed to be the truth. If word of his ancestry reaches the public, how will the world regard him?

And of course, how will Dr. Destroyer react? The odds are it won't affect how he treats the PC at all; he's not so primitive or sentimental as to let something like blood relations affect his behavior! But particularly as he gets older and his longevity treatments begin to fail, he might come to look on the PC as some sort of successor... assuming of

course he can turn the hero to his way of thinking. Or he may put aside his qualms about an "impure" Destroyer when he discovers he can download his mind without any loss of memory or function, but only into the body of a relative.

Alternately, instead of being Dr. Destroyer's natural child or relative, the PC might be some sort of genetic construct Destroyer created as an experiment. After being groomed to become Destroyer's right-hand man for years, the PC had an attack of conscience and rebelled against his creator. Now he's a hero... and his "father" is determined to get him back.

PAGING DOCTOR DESTROYER...

During a fight with Dr. Destroyer, a PC is badly injured in an unforeseen accident. Not wanting to win a battle in such a dishonorable way, Dr. Destroyer rushes the PC to an operating room and saves his life. Now the hero owes him! Even if the PC doesn't feel any sort of obligation to Destroyer for saving his life, the fiendish mastermind might have implanted a device or some nanobots in

him, or "programmed" him to develop a deadly genetic disease at some point unless Destroyer administers the cure....

PRESIDENT-FOR-LIFE DESTROYER

An impoverished Third World nation makes an offer to Dr. Destroyer: rule us, raise us up from poverty and squalor, and we will be your loyal and devoted subjects. The offer is totally voluntary; opinion polls conducted by a dozen different unbiased organizations show over 90% support for the idea among the people.

So what happens now? If Dr. Destroyer accepts the offer it gives him a legitimacy he's heretofore lacked (at least in some eyes) as well as an open power base. He does indeed possess the technology and power to lift his nation from the lowest ranks of human societies to the top ten in the space of months or years. Once they see him do it, will other nations make the same offer? Is there a way for the PCs to depose him or get rid of him? Which governments will oppose him strongly enough to use force against him (if any), and how will he respond?

SHADOW OF THE CLAW

For some years Dr. Destroyer has been working on *der Klaue*, a massive airship whose three-sectioned body bears a sinister resemblance to a sort of raptor's talon. Once it's finished he has two primary targets: the *Ragnarok*, aerial headquarters of Project Shiva; and the Flying Fortress, home of the Warlord. It's crucial that the PCs stop it from being built... or find a way to destroy it once it takes to the air.

But to complicate matters, suppose he finishes it just as some aliens try to invade Earth. Suddenly the *Klaue* could be one of the most important elements of Humanity's defense! Is it still worth destroying?

VICTORIOUS!

At long last, it finally happens: Dr. Destroyer triumphs! He's now the unquestioned ruler of the world. What happens next?

Victorious! really isn't a scenario so much as it is a campaign framework, or perhaps an "alternate reality" story arc the PCs play through when they get sent to another dimension somehow. The heroes are still superpowered, but instead of flying around in gaudy costumes beating up bank robbers and VIPER agents they're at the forefront of the resistance against Emperor Destroyer. The campaign combines superpowers with military tactics for gritty Iron Age excitement.

Exactly what Dr. Destroyer would do if he controlled the world depends on the "feel" you want for the campaign and the course you



expect it to go. The most "cinematic" approach would be to maintain the world more or less as it is, just with Dr. Destroyer in charge of everything. All national governments would be abolished, and the symbols of their rule (the Capitol Building, the White House, the Houses of Parliament, and so on) would be destroyed, as would monuments to any leaders other than Dr. Destroyer. Agents and operatives of Dr. Destroyer would rule with an iron fist; civil rights would be a thing of the past; the death penalty would apply to most crimes.

A more "realistic" approach starts with the cinematic but carries it further. The oppression becomes all but unbearable. People stumble through grey cities trying desperately to avoid the notice of the authorities as they look for food for their families or try to find paying jobs. Anyone who steps out of line or causes trouble gets shot. Destroyer's spies and informants are

everywhere, right down to children informing on their parents for making disloyal statements. It's like George Orwell's 1984 ratcheted up to 11, but East-asia's never been at war with Eurasia because there's only Destroyeria.

Whatever the general approach and theme, the PCs' job is ultimately the same: overthrow Emperor Destroyer and restore human-

ity to freedom. Since most weapons have been taken from the populace by Destroyer, their superpowers give them an ability to fight back that most people lack. They have to find a way to rally the terrified and apathetic populace, arm them, and then topple Destroyer's regime.

"The so-called "superheroes" of the world revel in their supposed "triumphs" over me.

What their inferior intellects fail to grasp is that all my schemes are part of a greater plan leading to my inevitable, total conquest of Earth. What they think are defeats are but steps on the path to my ultimate victory."



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The Time Of The Destroyer

Of all the villains in the Champions Universe, the most powerful and most feared is Dr. Destroyer. Gifted with phenomenal intelligence and possessing some of the most advanced technology on Earth, he's dedicated all of his resources to conquering the world and defeating anyone who dares to oppose him.

The Book Of The Destroyer is your guide to everything Destroyer. It features:

- a thorough look at the man himself, including his personal history, his many attempts to take over the world, his personality and psychology, and detailed information about his powered armor
- complete information on Shadow Destroyer, a strange new denizen of the Champions Universe who seems to have taken Dr. Destroyer's place
- character sheets and information about Dr. Destroyer's followers, including supervillains, agents, and more
- descriptions of his technology, including weapons, vehicles, and his legions of robots
- details about and maps of his many secret headquarters and bases around the world (and beyond!)

So tell your heroes to get ready — it's time for them to face the might of Destroyer!



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