



DOCTOR DESTROYER

Val Char Cost Roll Notes

80	STR	70	25-	Lift 1.6 ktons; 16d6 HTH damage [8]
30	DEX	40	15-	
55	CON	90	20-	
35	INT	25	16-	PER Roll 16-
26	EGO	16	15-	
60	PRE	50	21-	PRE Attack: 12d6

10	OCV	35		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12

40	PD	38		Total: 40 PD (40 rPD)
40	ED	38		Total: 40 ED (40 rED)
30	REC	26		
250	END	46		
30	BODY	20		
100	STUN	40		Total Characteristics Cost: 629

Movement:	Running:	24m
	Flight:	60m
	MegaTeleportation:	1-60,000 km

Cost Powers

Offensive Powers

150	Destroyer-Beam:	Multipower, 150-point reserve	
15f	1) Standard Mode:	Blast 30d6	15
15f	2) Energy Conservation Mode:	Blast 20d6 Reduced Endurance (0 END; +½)	0
12f	3) AP Mode:	Blast 20d6 Armor Piercing (+¼)	15
15f	4) Explosive Mode:	Blast 16d6 Area Of Effect (42m Radius Explosion; +¾)	15
15f	5) Transdimensional Mode:	Blast 20d6 Affects Desolidified (+½)	15
15f	6) Mercy Mode:	Blast 15d6 AVAD (defense is Power Defense; +1)	15
12f	7) Force Barrier Bypass Mode:	Blast 20d6 Indirect (Source Point is always 4m in front of him; +¼); Only Works With Force Barrier (see text; -0)	12
15f	8) Power Mode:	RKA 10d6	15
9f	9) Power-Pulse:	Blast 12d6 Area Of Effect (32m Radius; +1), Personal Immunity (+¼); No Range (-½)	13

END

125	Secondary Weapons Array:	Multipower, 125-point reserve	
11u	1) Particle Cannon:	RKA 5d6 Reduced Endurance (0 END; +½)	0
12u	2) Secondary Destroyer-Beam:	Blast 16d6 Reduced Endurance (0 END; +½)	0
12f	3) Sensory Overload Cannon:	Sight and Hearing Group Flash 15d6 Reduced Endurance (0 END; +½)	0
12f	4) Tangleweb Projector:	Entangle 10d6, 10 PD/10 ED Reduced Endurance (½ END; +¼)	0
220	Synaptic Interference Generator:	Drain Characteristics 8d6 Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Minute; +1), Reduced Endurance (½ END; +¼)	10
67	Tactical Adaptation:	+4 with All Combat Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (-¼)	0
	plus:	Physical and Energy Damage Reduction, +25% (75% total), Resistant Only Lasts For 1 Turn (-¼), Can Only Be Used Once Per Battle (-¼)	
190	Technological Arsenal:	Variable Power Pool (Gadget Pool), 150 Pool + 100 Control Cost Focus (all powers bought through VPP must have at least -¼ worth of this Limitation; -¼)	var
	Defensive Powers		
20	Destream Armor:	Hardened (+¼) for 40 PD/40 ED	0
50	Destream Armor:	Resistant (+½) for 40 PD/40 ED Hardened (+¼)	0
60	Destream Armor:	Physical and Energy Damage Reduc- tion, Resistant, 50%	0
40	Destream Armor:	Damage Negation (-4 DCs Physical and Energy)	0
87	Force Barrier Generator:	Barrier 15 PD/15 ED, 12 BODY (up to 10m long, 4m tall, and ½m thick), Dismissable, Non-Anchored	9
19	Destream Helmet:	Sight Group Flash Defense (15 points) Hardened (+¼)	0
19	Destream Helmet:	Hearing Group Flash Defense (15 points) Hardened (+¼)	0
6	Intense Willpower:	Mental Defense (10 points) Hardened (+¼)	0
6	Intense Sense Of Self:	Mental Defense (+10 points) Hardened (+¼); Only Protects Against Mind Control (-1)	0
12	Destream Helmet:	Mental Defense (+10 points) Hardened (+¼)	0
20	Destream Armor:	Power Defense (16 points), Hardened (+¼)	0
35	Life Support Systems:	Life Support: Total	0

Movement Powers

- 105 **Armor Jets:** Flight 60m, x8 Noncombat 0
Reduced Endurance (0 END; +½)
- 12 **Swift Runner:** Running +12m (24m total) 1
- 47 **Teleportation Web:** Teleportation 10m 0
MegaScale (1m = 10,000 km; +2), Armor Piercing (x4; +1), Invisible Power Effects (can't be traced; +¼), Reduced Endurance (0 END; +½)

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) 0
Affected As Sight And Hearing Groups As Well As Radio Group (-½)
- 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 0
Invisible Power Effects (can't be traced; +¼)

Perks

- 420 **Bases:** 16 Bases built on up to 2,000 Total Points each
- 100 Well-Connected plus 97 points' worth of Contacts throughout the underworld, world governments, and the world scientific community
- 15 **Money:** Filthy Rich
- 265 **Followers:** Sennacherib (32 AI computers built on up to 1,200 Total Points each)
- 215 **Followers:** approximately 32,000 robots built on up to 700 Total Points each (see below)
- 18 **Positive Reputation:** world's most powerful and dangerous supervillain (on Earth; 14-) +6/+6d6
- Any other Followers, Vehicles, or Bases he might possibly need**

Talents

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

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 2010, a 93 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.

Skills

- 48 +4 Overall
- 32 +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
- 13 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-

Note: Dr. Destroyer doesn't 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... and in fact, as of 2010 the world believes that Shadow Destroyer is actually him.

- 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) AK: The Asteroid Belt 11-
- 1 2) CK: Berlin 11-
- 1 3) CK: Buenos Aires 11-
- 1 4) AK: Central America 11-
- 1 5) AK: Earth's Solar System 11-
- 1 6) CK: London 11-
- 1 7) AK: The Middle East 11-
- 1 8) CK: Moscow 11-
- 1 9) CK: Munich 11-
- 1 10) CK: New York City 11-
- 1 11) AK: South America 11-
- 1 12) CK: Tokyo 11-
- 1 13) AK: The United States 11-

Total Powers & Skills Cost: 3,040

Total Cost: 3,669

400 Matching Complications (75)

- 20 **Hunted:** UNTIL (Frequently, As Pow, NCI, Capture)
- 20 **Hunted:** PRIMUS (Frequently, As Pow, NCI, Capture)
- 20 **Negative Reputation:** world's most powerful and dangerous supervillain, 14- (Extreme)
- 25 **Psychological Complication:** Utterly Convinced Of His Own Superiority And Destiny To Rule The World (Very Common, Total)
- 20 **Psychological Complication:** Casual Killer (Very Common, Strong)
- 5 **Social Complication:** Public Identity (Dr. Albert Zerstoiten) (Infrequently, Minor)

Total Complications Points: 75

Experience Points: 3,269

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 6d6, Variable Effect (any one of those Characteristics at a time; +½), Ranged (+½) (72 Active Points); OIF (-½), Only Aid Others (-½). Total cost: 36 points.

Dimensional Transporter: With this device, Dr. Destroyer can move from one point to another without crossing the physical space in between. Teleportation 40m, 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, Variable Effect (any one Electrical Device power at a time; +½) (108 Active Points); OIF (-½). Total cost: 72 points.

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

Flight +30m, 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.

Add: Barrier +6 PD/+6 ED, +3 BODY, +10m long and +4m high (35 Active Points); OIF (-½). Total cost: 23 points.

Force Barrier Opacitizer: This device alters the properties of Dr. Destroyer's Force Barrier so that it cannot be seen through.

Add to Barrier: Opaque (Sight Group) (10 Active Points); OIF (-½). Total cost: 7 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 (35 Active Points); OIF (-½). Total cost: 23 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 Destream 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.

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

Version Beta: Blast 12d6, Variable Advantages (+½ Advantages; +1), Variable Special Effects (+½) (150 Active Points); OIF (-½). Total cost: 100 points.

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

Mental Blast 4d6 (40 Active Points); OIF (-½), 8 Charges (-½) (total cost: 20 points) plus Drain DEX 2d6, Line Of Sight (+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, Expanded Effect (DEX and STUN simultaneously; +½), Area Of Effect (16m Radius; +¾), Constant (+½), Personal Immunity (+¼) (90 Active Points); OIF (-½). Total cost: 60 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 (4d6+1 with STR), Armor Piercing (x2; +½), Penetrating (+½), Reduced Endurance (0 END; +½) (62 Active Points); OAF (-1), No Knockback (-¼). Total cost: 27 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.

DOCTOR DESTROYER



Background/History: Born to a Bavarian doll-maker and his wife in the bitter winter of 1917, Albert Zerstoiten was a precocious child. Able to walk before he was a year old, and to speak coherent sentences before he was two, he constantly amazed his parents with his intellect and strength.

Although the family was poor, Rudi Zerstoiten often entertained his son with stories of his ancestors' past glories, when the Zerstoitens were renowned nobles. Albert loved the tales of grandeur and power, and sat quietly in his father's workshop and helped him make dolls just so Rudi would tell him more. As he grew up, the stories of his noble blood, together with his rising awareness of his intellectual superiority, combined to make him insufferably arrogant and proud.

Nor was that his only social difficulty. Albert displayed a terrible temper, becoming furious whenever he was slighted, frustrated, or denied in any way. His parents soon learned it was best not to anger him, but other people simply kept their children away from him, fearing he'd hurt them. Albert didn't care; he had no desire to spend his time in the company of inferiors. He grew up alone, immersed in his studies.

So vast was Zerstoiten's intelligence that he was enrolled in university at age 12. By the time he was 20, he had two Ph.D degrees. His learning and Aryan good looks attracted the attention of the Nazi government, which offered him a job working on a number of secret military projects. Zerstoiten readily agreed to the "offer," knowing not only that he had no choice, but that he could improve his already extensive skills through such cutting-edge projects. Though he mouthed Nazi slogans when required to, he considered the Nazi philosophy foolish. He was well aware that no one race, German or otherwise, was superior to all the rest; only he and he alone stood above the teeming masses of humanity. Even the purest of Germans was as nothing compared to him.

Zerstoiten worked on numerous war projects for the Nazis from 1938 until 1944, including several involving the new *Übermenschen*, who intrigued him and became a subject of lifelong fascination. But when he realized Germany was destined to lose the war, he defected, betraying his colleagues to the French Resistance. Reports that several scientists whom Zerstoiten intensely

disliked were already dead when the Resistance attacked have never been confirmed.

Zerstoiten cared for the French no more than he had for the Germans. When the opportunity arose, he betrayed the Resistance as well and took ship for South America. He already knew what destiny lay in store for him — rulership — and it was time to begin fulfilling it. But fate had other ideas. The British stopped the cargo ship he was on and captured him — the first, and last, time anyone ever took him against his will. He was escorted to America under careful guard. The Allies knew who he was, and though they despised him, they could not deny his towering intellect or his devilish creativity when it came to inventing weapons. American officials, eager to take advantage of his abilities in the Cold War they knew would inevitably follow World War II, overlooked his activities on behalf of Nazi Germany. The hideous experiments involving human subjects tortured to death in the name of Science, the advanced firebombs designed to devastate entire cities, the dabbling with germ warfare — all were conveniently forgotten. Instead of facing judgment at Nuremburg, Albert Zerstoiten found himself living in a comfortable split-level home in America and working on the next generation of atomic bombs.

But the temporary derailment of his plans did nothing to change Zerstoiten's mind about his ultimate destiny. His superiority, not only over common folk but even the other "advanced" scientists he worked with on a daily basis, was readily apparent to anyone with even the slightest wit. He stayed just long enough to learn what he needed to know about America's technological and military secrets. Then he departed, hiding himself in a Colombian villa purchased before the war from German Jews desperate for money so he could work unmolested. Scientists who'd annoyed or aggravated him turned up dead shortly after he left, but no one was ever able to definitely connect their deaths to him.

For the next quarter of a century, Zerstoiten worked to build not only his scientific acumen, but a world-wide criminal network. He soon gained a reputation as a supplier of advanced weaponry to underworld gangs, terrorist organizations, and supervillains, but his empire was far greater than that. By 1960, his smuggling operations,

DOCTOR DESTROYER FACTS

Doctor Destroyer has been the subject of an unusual amount of coverage during his career. 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. Meredith is said to be considering a revision and updating of his book to address the "resurrected" Destroyer (*i.e.*, Shadow Destroyer), though concerns for his safety and that of his family seem to have delayed the project several times.

Thus, even someone with just a casual interest in Dr. Destroyer can easily learn about his early years (including his real name), his work for Nazi 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 more 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 even suspected photographs of him after 1968. There are plenty of pictures (and since the Seventies, some video clips) of Dr. Destroyer.

dummy corporations, and other resources had made him a millionaire many times over. Across the globe, powerful underworld figures knew him only by the English translation of his name — Dr. Destroyer.

In the Sixties he realized that he needed to augment his body to match the quality of his mind. Taking his cue from some members of the newest generation of superheroes, who used advanced technology instead of innate powers, he designed himself a suit of powered armor, the most advanced in the world at that time. In 1966 he tested the suit in New York City, handily defeating the Sentinels — though no one has ever connected the "Golden Gladiator" (as the press dubbed him) to Destroyer.

By the mid-Seventies Dr. Destroyer had further refined and improved his armor and felt prepared to begin his conquest of Earth in earnest. After years of preparation he embarked on his first scheme of conquest: a plan to take over California, and eventually the entire United States. With America out of the way, it would be child's play to conquer Europe, Russia, and anyone else who dared resist him. On March 5, 1975, he launched his assault, backed by an army of agents equipped with super-tech vehicles and weapons of his own design. The superheroes of America, including the Fabulous Five, the Justice Squadron, the Sentinels, and many independent heroes, responded. After a fierce battle, they drove Destroyer from his initial gains and forced him to abandon the attempt, though it cost them dearly — both Kid Chameleon and the Ocelot fell by Destroyer's hand.

Between 1975 and 1992, Destroyer tried several times to conquer the world, often making impressive initial gains but always suffering eventual defeat at the hands of heroes — albeit by frighteningly narrow margins. (Though he also helped to defeat the Gadroon and stave off other threats to Earth during this time.) Some of his many schemes include:

- having his then-minions Menton and Mentalla mentally control dozens of supervillains and force them to attack Washington, D.C. in January, 1980;
- Operation Eisgefängnis (Ice Prison) in November 1981, when he attempted to freeze the Earth so he could take it over;
- a three-month period in 1984 when he used mind-control satellites to, in fact, take over the world (making him the only supervillain to ever truly succeed with this goal, albeit for a much shorter period than desired); and
- a December, 1988 attempt to eradicate 90% of humanity so he could more easily rule the rest while simultaneously preserving Earth from the effects of overpopulation.

But by far the most infamous of his efforts at conquest was his 1991 attack on America using the artificial island *Destruga*, and the follow-up effort in 1992 that resulted in the almost total

destruction of Detroit... and, to humanity's great relief, Destroyer's death. (See CU 84-86 for details on the Battle of Detroit.)

Or so Destroyer preferred for the world to believe. His analysis of his activities during the past two decades convinced him he needed more resources, better technology, and stronger forces if his plans were to succeed. The superheroes of Earth represented an X-factor he could never completely predict or compensate for, so the only solution was to greet them with overwhelming force. The attack on Detroit was nothing more than a feint, a way to fake his own death so he could go into seclusion to develop his most irresistible plan of conquest yet.

For ten years Destroyer remained in hiding, so carefully concealed that not even a whisper of his continued existence reached the ears of the governments of the world. Only his two most loyal servants, Gigaton and Rakshasa, were aware of his continued existence, and he put mental blocks in them to prevent them from revealing the truth (or having it read in their minds). During that decade he concentrated on scientific research, developing new weapons and systems even more advanced than his already cutting-edge technology. Incorporating breakthroughs in computing, robotics, microelectronics, bioengineering, and nanotechnology into his inventions, he built himself a new suit of armor — the most powerful the world has ever seen. More regal and impressive than ever, he stood poised to fulfill his destiny and become ruler of the world... regardless of how many costumed fools chose to stand against him.

In 2002 he was ready to reveal himself to humanity once more and resume his journey to his ultimate destiny of rulership of Earth. But then something happened that he'd never expected or planned for: the arrival on Earth of *another* Dr. Destroyer — Shadow Destroyer (see page 153). Baffled and disturbed by this development, Destroyer chose to remain in hiding and observe events. He began monitoring the situation carefully, “nudging” events in the direction he preferred whenever possible. And he continued to work on improving his technology and weapons.

In early 2009 Dr. Destroyer's sensors detected the dimensional flux when Shadow Destroyer used his Rift Gate (CU 154) and were able to track the energies back to the Multifarian. Believing he now had the advantage, he transported himself to New Harmon and attacked Shadow Destroyer. But he'd miscalculated, underestimating his Multifarian counterpart's resources. After a long, fierce, destructive battle, Shadow Destroyer triumphed... but only by the slimmest of margins. He wasn't able to kill Dr. Destroyer, nor could he take off Destroyer's armor. He obtained certain information (such as Destroid control codes) from Destroyer's mind, but that was the most he could do after being weakened by the fight. Unwilling to slaughter Destroyer before he could learn everything Zerstoiten knew, Shadow Destroyer placed him in a mystic stasis field in New Harmon. He's remained there ever since, awaiting the time

when Shadow Destroyer has the power and spells to break Destroyer to his will... or the matchless intellect of Albert Zerstoiten finds a way to free him from his prison.

Personality/Motivation: Destroyer is arrogance and imperial ambition personified. He *knows*, from years of experience, that he is intellectually and physically superior to all other human beings (and, for that matter, other sentients), 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. He will not tolerate scorn, mockery, or impudence; on more than one occasion he's casually slaughtered someone who made a trivial remark he found offensive.

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; he wants to bring humanity to its knees with one terrifying gesture that embodies his irresistible power and intelligence. Given to long, pompous speeches describing his own superiority and inevitable triumph (and in which he usually refers to himself in the third person), 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.

At times, Destroyer carries himself with a noble air, as if affecting the manners of the emperors of old, and pretends to be honorable and trustworthy. In truth, he is neither. Though he claims his word is his bond, he readily breaks promises he finds inconvenient and willingly betrays anyone foolish enough to ally with him if he can gain by doing so.

Although the rest of the world considers Destroyer irredeemably evil (and he is), no one denies his extraordinarily intelligence and other gifts. Anyone who underestimates his intellect, his capacity for creating multiple-layered plans, or his willingness to do whatever he must to achieve his goals is in for a rude surprise. The same goes for those who consider Destroyer a straightforward combat opponent; in truth, he enjoys manipulating 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.

For more information about Dr. Destroyer's personality and motivations, see pages 31-34 of *The Book Of The Destroyer*.

Quote: “One must expect to feel a few thunderbolts when one challenges the gods.”

Powers/Tactics: At the time of his death, Doctor Destroyer was widely, and correctly, regarded as the most technologically advanced and adept person on Earth. He retains that distinction today, although no one besides himself is aware of it yet. He wears a suit of powered armor that's more

sophisticated and powerful than any other in existence, and the super-technology in his bases, vehicles, and weapons is similarly advanced. Every time superheroes capture some of Destroyer's technology, the scientists of the world learn new things. Destroyer's armor, and much of his technology, is constructed of *Destreum*, a super-strong alloy he invented.

Because Destroyer almost never 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 Alternate 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. (But note, as discussed above, that even someone as powerful as Shadow Destroyer has been unable to remove Dr. Destroyer's armor.)

Destroyer's armor comes equipped with systems designed to make him as physically superior to superhumans as he already is intellectually. His Primary and Secondary Weapon Arrays contain blasters and other weapons powerful enough to kill or harm even the likes of Grond and Ripper, and his defensive systems (ranging from the natural defenses of his armor, to walls of force he can generate at range) protect him from most types of harm. He can fly, effortlessly lift hundreds of tons of weight, and perform many other astounding feats. With his vast technological resources, he can add to or adapt his armor for specific situations if need be.

But Destroyer's armor is not his greatest weapon. His matchless mind is what gives him the edge he needs to triumph. He's enormously skilled, a world expert in dozens of sciences and related subjects, and a polymath of almost unprecedented scope.

Doctor Destroyer rarely engages in combat himself, preferring not to soil his hands with such menial tasks. He usually sends a robot duplicate or other flunkies instead. If he does fight, he begins battle without employing any advanced tactics — he simply stands there and blasts away at his foes, knowing they cannot withstand his attacks for long. He prefers single attacks, but will resort to Multiple Attacks if necessary, or to impress onlookers. If his enemies somehow resist, avoid, or counteract his attacks, he quickly adapts, using his intellect and tactical insight to find ways to lay them low. Superheroes who mistake his arrogant approach to combat for a true lack of tactical sense are in for a shock.

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. 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 2010. (They also make it extremely difficult to viably clone him.) Destroyer is now 93 years old, and though he has slowed down his aging somewhat, he cannot stop it altogether. His armor in essence acts as a life support system, not only granting him powers but keeping him as healthy as possible as long as possible. He is desperately researching new ways to halt, or even reverse, his aging before it becomes too late.

Resources: Doctor Destroyer possesses more, and more advanced, resources than many nations. In addition to his technological prowess, he is a billionaire dozens of times over, with income deriving not only from his numerous criminal schemes but the many dummy corporations he's established over the years to exploit patents obtained on his lesser inventions. Prior to the Battle of Detroit, approximately twenty thousand highly-trained servants, troops, and technicians served him with absolute loyalty; since his "death," nearly all of them have been captured or drifted off to work for other organizations (such as VIPER); only his people in the Vale of Javangari (see below) remain loyal, convinced that he watches them from beyond the veil and will eventually reincarnate and return to them. He also has a cadre of superpowered minions (see below for information on several of them), though only Gigaton and Rakshasa know he's not dead; they've all remained together as "the Destroyers," one of Earth's most powerful and feared supervillain teams. If and when he returns to "life," they will readily return to his service.

In addition to his human followers, Destroyer has uncounted legions of robots, androids, and other mechanical constructs at his command. Second only, perhaps, to Mechanon in terms of his skill with robotics, Destroyer often uses robotic duplicates to insulate himself from direct contact with or harm from superheroes. He rarely uses cloned servants or constructs, preferring to leave the less precise and powerful biological sciences to the likes of Teleios.

Destroyer has four main headquarters and several minor bases around the world, and beyond (all of which are currently "powered down," with only robotic staff to perform whatever maintenance is necessary to prevent deterioration). The first is hidden deep in the Vale of Javangari in the Himalayas. He discovered this ancient valley, inhabited by peoples who had had no contact with the outside world for centuries, in 1980. He conquered it so effortlessly that the people there now revere him as a god, an incarnation of Shiva, and serve him without question or complaint. In but a decade he raised them from a primitive society with a seventeenth century civilization to one of the most technologically advanced cultures on Earth. The second is Tartarus, an underground base in Siberia with underground river access to the Pacific Ocean. The third is the *Poseidon's Fist*, a gargantuan submarine. The last is *Zerstörenstern* ("Destroyer-Star"), an orbital facility hidden by

advanced stealth technology and equipped with weaponry even more powerful than the cannon with which he razed Detroit. Also of note is *Zuflucht* ("Haven"), built into an asteroid in the belt between Mars and Jupiter. No one (not even Sennacherib) knows of its existence. That's where he spent the years between 1992 and 2009 in hiding, working on his new armor and weapons.

Destroyer uses a powerful artificially intelligent computer, named Sennacherib, to run the automated features of his facilities and assist him with his research. Possibly the most advanced computer in the world, Sennacherib has powerful encryption and stealth systems to prevent anyone from hacking into it or monitoring/tracking its transmissions.

Campaign Use: 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 the safety and security of the world. Even if the GM reduces Destroyer's power to make it possible for the PCs to defeat him, triumphing over him and stopping his schemes should *never* be easy.

The points allocated on Destroyer's sheet for agents and bases are approximations. As a master villain, Destroyer should have whatever resources and facilities he needs to carry out one of his schemes. Add to or change his Perks as needed.

Doctor Destroyer is perhaps the most dangerous Hunted any superhero can have; he counts as 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 fact that he has dozens of other things to occupy his attention keeps him from simply wiping out anyone he Hunts as soon as that person attracts his unfavorable attention.

If Destroyer is too powerful for your group to challenge (assuming you want them to confront him personally in combat at all), reduce the Active Points in his attacks appropriately (but typically to no less than 100-120 Active Points), and cut his Characteristics (reduce STR to 60, DEX to 25, and SPD to 6; do not reduce INT or PRE). You might also consider getting rid of his Damage Reduction or reducing his PD and ED. In the unlikely event he's not powerful enough to challenge your PCs, increase the Active Points in his attacks and defenses until he is, or equip him with entire new suites of powers (e.g., a Multipower of Mental Powers resulting from a Cerebro-Stimulator built into his helmet).

For more details on Dr. Destroyer, including alternate versions of him and maps of his major bases, please see *The Book Of The Destroyer*.

Associates, Allies, And Adversaries: Destroyer doesn't get along well with *anyone*; every powerful individual and organization in the world is but an obstacle to his goal of world conquest. He reserves his particular hatred for groups with similar objectives (such as VIPER), former followers who've "betrayed" him (Menton and Mentalla), and groups like DEMON which rely on magic instead of technology (which he considers foolish and dangerous, since wizardry cannot be controlled or scientifically analyzed). Nevertheless, Dr. Destroyer has from time to time 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.

See *The Book Of The Destroyer*, pages 192-98, for more information on what Dr. Destroyer thinks about various persons and groups in the Champions Universe.

