



Dr. Demonic Demonic Destroyer

by Colin Clark

A 250 point superhero character built with for a game with no power frameworks or disadvantages. Notable for capacity to grapple with wings and cause enormous damage with the great strength. Despite the low SPD and DEX, an surprisingly powerful character capable and has been proving of taking out many other characters of a similar point scale, having won a Champions 'pit bash' against several other equal point value characters at the Murdoch Alternative Reality Society in the middle of 1991.

Characteristics

VAL CHAR BASE COST PTS NOTES

80 STR 10 x1 45 Bonus for Growth, Density Inc., already added.

7 DEX 10 x3 -9

28 CON 10 x2 36

23 BOD 10 x2 20 Bonus for Growth, Density Inc., already added.

13 INT 10 x1 3

13 EGO 10 x2 6

10 PRE 10 x1 0

0 COM 10 x.5 -5

15 PD 9 x1 4

12 ED 6 x1 4

3 SPD 1.7 x10 13

17 REC 17 x2 0

56 END 56 x.5 0

59 STUN 62 x1 -6 Bonus for Growth, Density Inc., already added.

Powers

+10 levels with Grab, Punch, and Missile Reflection 30 points

Martial Grab, +10 STR -1 OCV, -1 DCV 3 points

Swimming -2? -2 points

Armoured Demon Body (OIF -1/2, Bulky -1/2)

- Density Increase +400 kgs, +10 STR, -2? KB, +2 PD, +2 ED, 0 END (+1/2), Persistent (+1/2) 10 points

- Growth (15 points), Size 2x1 hex, x8 weight, +15 STR, +3 BOD, STUN, -2 DCV, +2 Perception vs, +1? Reach, -3 KB?, 0 END (+1/2), Persistent (+1/2) 15 points

- Armour 17 rPD, 17rED 25 points

- Armour 6rPD, 6rED, hardened (+1/4) 11 points

- Flight 11?, x4 END (-2), Foulable (-1/4) 5 points

- Mental Defense (33 total), Ablative (-1) 10 points

- Power Defense (19 points), Ablative (-1) 6 points

- Life Support Self-Contained Breathing, 1 Charge (-1), Lasts One Minute (-2) 3 points

- Flash Defense (Sight), Ablative (-1) 3 points

- Extra Limbs 2 points

- Missile Reflection vs All Attacks, 14-, Activation (-1/2) 16 points

- Lack of Weakness (5pts) 2 points

Base OCV 2, +10 levels to punch, missile reflection, grap Final OCV 12

Base DCV 2, -2 Growth, 1/2 DCV, Bulky Focus, Final DCV 0

Dex 7, Spd 3, ECV 3, Phases 4, 8, 12

PD/rPD 38/23 ED/rED 25/23 END 56 STUN 59 BODY 23

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