

## Manta-Man

**Origin & Background:** Carter Manning, a marine biologist and mechanical engineer, was vacationing with his wife on their private yacht when they found themselves under attack by 20<sup>th</sup> century pirates.

Hopelessly outnumbered and outgunned, Manning's wife was killed and he was tossed overboard to the sharks. The pirates used his boat for a multi-million dollar drug run and then abandoned it.

Miraculously, Manning did not die. Due to an amazing stroke of luck, he was rescued and returned home with the aid of the authorities, who warned him not to interfere.

Manning had other ideas and immediately began design of the tools of his vengeance.

He built a miniature aqualung with a perpetual air supply, a cloak which folds out into an

airfoil enabling him to float on air, and a super powerful electrical storage battery with a generator of "Manta Rays" which paralyze their victims.

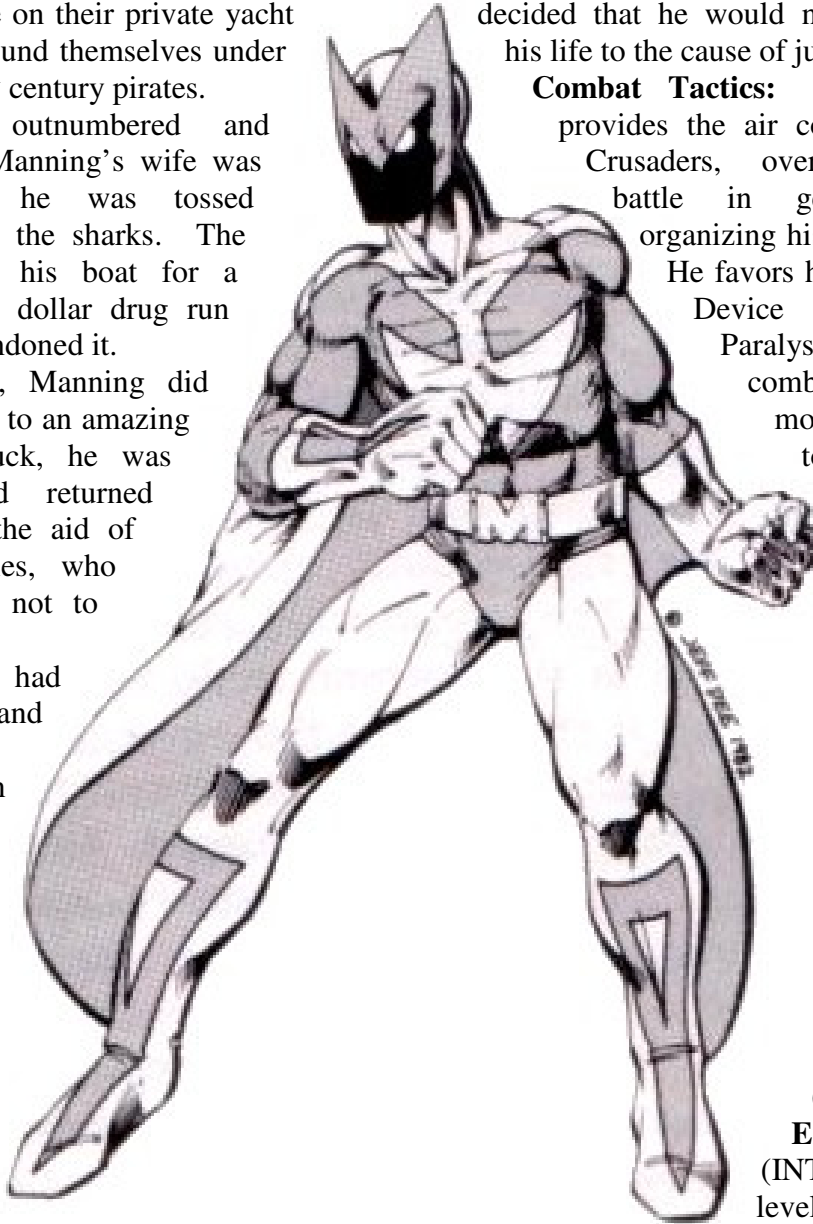
When the same pirates attempted to storm yet another ship, Manning (now

Manta-Man) intervened and rounded up these criminals with little difficulty.

Having gained his revenge, Manning decided that he would now dedicate his life to the cause of justice.

**Combat Tactics:** Manta-Man provides the air cover for the Crusaders, overseeing the battle in general and organizing his teammates.

He favors his Lightning Device over his Paralysis Rays in combat. His first move is always to set up an electrical defense around himself.



### **Living Legends**

PHYS 11,  
REFL 11,  
DEFT 11,  
INTL 22,  
COOL 16,  
VITL 11

**Skill (Mechanical Engineering):**  
(INTL/S) +3  
levels, 2d8-1  
effect [9 CP]

**Skill (Oceanography):** (INTL/S), +3  
levels, 2d8-1 effect [9 CP]

**Wings Device:** Acceleration 13, Top  
Speed 32 (11), equipment: suit (-3),  
aquatic option (+1). Extra hit points: 7  
total (2) [11 CP]

**Water Breathing Device:** Adaptation: water-breathing (1), equipment: secret accessory (-1) [1 CP]

**Paralysis Ray Device:** Paralysis Ray, 1d10 Intensity Electromagnetic [lightning] vs CON (22), 24" range (+1), 22 charges (-1), equipment: carried (-3). Extra hit points: 7 total (2) [16 CP]

**Lightning Control Device:** Energy Field d8 Electromagnetic [lightning] (24), 24" range (+4), Conductivity (+2), No Knockback (-1), Reduced at Range (-1), equipment: carried (-3), 22 charges, uses one charge each time used for attack (none for defense) (-0). Extra hit points: 7 total (2) [30 CP]

**Weakness (Persecuted):** Hunted by maritime pirates [+10 CP]

**Weakness (Physical Disability):** Near-sighted, compensates with contact lenses [+5 CP]

**Weakness (Responsibilities):** Head of Manning Enterprises (Common, Minor) [+5 CP]

**Experience Points:** [+20 CP]

## ***Villains & Vigilantes***

Str 16, End 12, Int 26, Agl 14, Cha 18, 180 lbs., level 6

Basic Hits 4; Hit Modifier (1.6)(1.4)(1.5)(1.2) = 4.032; Hit Points 16; Power 68; Damage Modifier +3; Healing Rate 1.2; Accuracy +1; Carrying Capacity 477 lbs.; Basic HTH 1d6; Move 42" ground, 80" flying; Detect Hidden 18%; Detect Danger 22%

**Wings Device:** Maximum speed = 18 mph, 16 hours of flight per recharge.

**Water Breathing Device:** Water oxygenator, 20 hours of use per recharge.

**Paralysis Ray Device:** 30" range, 18 shots per recharge, victims fall unconscious.

**Lightning Control Device:** 30" range, 2d8 damage, 21 shots per recharge. One action required to activate as a defense with no cost in charges.

**Heightened Intelligence A:** +12

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