

Mocker

Artwork by Jeff Dee. Color by yocjlol.

Origin & Background: Android Mark R was constructed in secret by a band of disgruntled research technicians from various corporations (including Newtronics, Program Engineer and Manning Enterprises), utilizing parts and equipment they had stolen from their employers. Their intent was to modify and adapt the stolen parts sufficiently to avoid any patent violations, while creating the prototype for a line of servant and assembly-line androids. Most of the technicians were certain they would all go to jail if they tried to market the android with stolen parts, however, and so even though Mark R was completed and functioned better than they had dreamed (though



with an unforeseen degree of self-awareness and a rather crude sense of humor) the decision was reached to dismantle the android and conceal the project. “Mocker” (as he immediately renamed himself) would not stand for that and destroyed the lab, killing off his creators. He then began to break into the warehouses of the corporations from whose parts he was constructed so that eh would be able to make repairs on himself; on one of these forays he encountered FIST and they have been a team ever since.¹

Combat Tactics:

Mocker, as this name implies, enjoys taunting his opponents in combat. He is able to produce a wide variety of rude noises and sound effects with his Sonics device, and will do so whenever possible to irritate and confuse his enemies. He has gained some skill as a ventriloquist as well, so usually the sounds and comments he produces cannot be traced back to

¹ Frank Streeter, a.k.a. F.I.S.T., has the necessary technical skills to repair Mocker.

him directly; they seem to come from thin air. The rest of the Crushers are aware of Mocker's ability, as are all of the Crusaders; yet even so, in the heat of battle they will not automatically know whether what they hear is real or not.

Mocker is paranoid touch concerning comments about his face, to the point of paranoia; he wears a hood to hide it as best as possible, but has yet to find a way to alter it himself without disrupting his normal functions. He once was befriended by a toymaker who built him a new head resembling a Jack-O'Lantern and presented it to him as a gift. Mocker killed him.

He views himself as the Crushers' leader, though his teammates are seldom organized enough to accept any form of leadership.

Living Legends

PHYS 11 (STR 16), REFL 7, DEFT 11, INTL 16, COOL 11, VITL 11

Android Body:

- **Bloodless** [3 CP]
- **Hungerless** [3 CP]
- **Pain Resistance** [8 CP]
- **Adaptation:** Does not breath (3), immunity to disease (1), immortality (3), immunity to poison (1), immunity to cold (1) [9 CP]
- **Perfect Memory:** [9 CP]
- **Sleepless:** [6 CP]
- **Weakness (Attracts Attack):** +2 to be hit by Electromagnetic attacks [+15 CP] and Energy attacks [+15 CP]
- **Weakness (Physical Handicap):** Limited capacity for self-repair (only heal the first 2 points of damage) [+15 CP]
- **Weakness (Distinctive):** Limited degree of human

features and overall appearance (humanoid body, easily covered by clothing, only his giant beach-ball head is hard to conceal), unattractive (-1 COOL when APP is important) (INTL 3+, Disguise 4+) [+15 CP]

Sonic Abilities:

- **Power Blast:** 1d10 Sharp Kinetic [sonic], 12" range (22), Misc: penetrating, but only against Devices (+2) [29 CP]
- **Shield:** 6 vs. Sharp Kinetic, Blunt Kinetic, Mental and Biochemical (4), Innate (+3) [6 CP]
- **Hallucinations:** Intensity 6 against normal Hearing, 12" range (7) [7 CP]

Skill (Shield): (DEFT/G) +2 levels (5), d10 effect [5 CP]

Skill (Mimic Voice): (COOL/G) +1 level (2), d8 effect [2 CP]

Skill (Mechanic): (INTL/S) (Android body) +1 level (2), d8 effect [2 CP]

Weakness (Persecuted): Hunted by law enforcement for crimes against humanity, hunted by the legal departments of the corporations whose parts he contains, hunted by anyone and everyone who thinks they can use his parts [+20 CP]

Weakness (Quick): Very touchy about his looks [+5 CP]

Experience: [+20 CP]

Villains & Vigilantes

Str 14, End 23, Int 19, Agl 12, Cha 18, 190 lbs., level 6

Basic Hits 4; Hit Modifier (1.3) (2.6) (1.3) (1.2) = 5.2728; Hit Points 22; Power 68; Damage Modifier +2; Accuracy +1; Heal Rate 2.4; Carrying

Capacity 479 lbs.; Basic HTH 1d6;
Move 49" ground; Detect Hidden 14%;
Detect Danger 18%

Android Body: +13 Endurance, Body Power as per Invulnerability (4 points), 45% human appearance. Interior mechanisms can heal the first 5 points of damage taken (19%).

Sonic Abilities: 28" range, inflicts 1d12 damage, 14% chance of destroying non-living objects on a special attack to do so. PR = 1 per shot.

Training (Ventriloquism): Treat this as an illusion with an audible component only. PR=1, with one action per turn to maintain the illusion (spend one point of power per turn to maintain it as well. He may use sonics in conversation with no PR cost, but if so, then the ventriloquist effect does not apply.

Artwork captured from
http://www.paratime.ca/v_and_v/art_jde_e_vav.html

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