

# Raider

Raider was a Czech archaeologist working in South America when he stumbled across a secret facility owned by Motivator. He was captured by her Elastimen and had his mental faculties expanded by one of their genetic experiments. Using his newfound intellect and powers, he formulated his escape and earned a powerful enemy.

When Glorion invited him to lead the Resources Acquisition Team, he leapt at the intellectual challenge (as well as the opportunity to become a member of a powerful team). He respects Glorion's cunning and intelligence and is himself a capable strategist and planner. When in the field, his allies defer to his strategy.

Raider uses almost 75% of his brain. He has absorbed enormous amounts of information and can analyze any data very quickly. He is not a practicing scientist, but he can outthink most of them. He has mastered the skills of mind over matter. All of his powers are psionic in origin.



## Living Legends

PHYS 16, REFL 11, DEFT 11, INTL 29, COOL 11, VITL 16

### Multi-Power (4 powers) (-5)

- **Disintegration Ray:** He can emit a beam of mental energy from his forehead that disrupts living tissue and vaporizes non-living matter. 1d10, 12", does not affect objects charged with psionic or magical energy. (43) [23 CP]
- **Force Beam:** Power Blast, 1d6 Blunt Kinetic [crushing] (11), 48" range (+2) [8 CP]
- **Intangibility:** His control over his bodymind is so great that he can become insubstantial and ghost like. He cannot pass through people or objects charged with psionic energy. (16) [8 CP]
- **Teleportation:** Another psionic power, he can step through space to a distance up to 64 miles (26) [13 CP]

**Force Field:** Armor Generation 7 vs All Physical (21 CP), Range 24" (+4), Area Effect 3" (+3), Shapes (+3), Perimeter Area Effect (-1), Backlash (-3) [47 CP]

**Telekinesis:** 960 kg capacity, 24" range (+1), 1d12 effect. [24 CP]

**Skill:** Scholar (all related skills +8), +2 levels [15 CP]

**Skill:** Science (all related skills +8), +1 level [6 CP]

**Weakness:** Persecuted (law-enforcement world-wide wants him incarcerated) (Common, Major) [+15 CP]

**Weakness (Quirk):** devoted and loyal follower of Glorion, leader of Richter 13 [+5 CP]

**Weakness (Bad Reputation):** Richter 13 is feared, even by other criminals. -1 COOL Level. [+5 CP]

**Weakness (compulsion):** Obey extreme orders from Glorion without question (rare, COOL 2+ to resist and 2+ to recover, hazardous) [+10 CP]