

## Raider

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**Background & Origin:** 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.

**Combat Tactics:** Raider is an ambush artist. He plans ahead for contingencies and always has a route planned through any area. He makes frequent use of his intangibility and teleportation powers to gain a positional advantage against opponents, either to attack them from surprise or to have cover against their attacks.

## Living Legends

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

**Skills<sup>1</sup>:** All Scholar and Science skills @ +1 levels (2) (+10)<sup>2</sup> [8 CP]

<sup>1</sup> Alternate Skill Cost Method rules by P. Rogers.

<sup>2</sup> Not quite all (INTL/S) skills, so only (+10) instead of (+11)

**Scholar:** (INTL/S), all related skills, +2 levels, 2d8-1 effect (3) (+8) [9 CP]

**Science:** (INTL/S), all related skills, d12 effect

**Contacts:** He has many contacts in the smuggling community, but also in the scientific community (where he usually operates under a false identity). (8) [8 CP]

**Wealth:** +5 levels (10), 2d8-1 effect [10 CP]



**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 untyped [does not affect objects charged with psionic or magical energy] (43), Range [12"] (+0), Multi-power (-5) [23 CP]

- **Power Blast (“Force Beam”):** 1d6 Blunt Kinetic [crushing] (11), Range [48”] (+2), Multi-power (-5) [8 CP]
- **Intangibility:** His control over his body-mind is so great that he can become insubstantial and ghost like. He cannot pass through people or objects charged with psionic energy. (16) Multi-power (-5) [8 CP]
- **Teleportation:** Another psionic power, he can step through space to a distance up to 64 miles (26), Multi-power (-5) [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]

**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. He rarely tries to resist. (Rare, Resist/Recover 2+, Hazardous) [+10 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]

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*Designer’s Notes:* Raider originally appeared in *They Might Be Characters Volume 2* by Patric L. Rogers and published at [www.patric.net](http://www.patric.net) in 1999.