

Bant

Model unknown.

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Real Name: Bant, Gevalia

Origin and Background: Gevalia Bant wants to be a famous film screenwriter. She has a lot of creative ideas, and she has lots of persistence. Unfortunately, she lacks both talent and skill, and her screenplays suck. Through sheer and relentless persistence, she has managed to alienate every major (and most minor) film industry players in Hollywood, Bollywood and Paris. While alientating people, she managed to meet a special effects mad genius whose technology is outstanding, but whose safety protocols leave a lot to be desired, and so never got work either. They make bitter drinking buddies, and over drinks one night, Bant got the idea to become a supervillain and write a documentary film about being a supervillain. The gadgeteer built and maintains Bant's gloves and disk.

It is known that she enjoys her life as a mercenary supervillain.

Combat Tactics/M.O.: While she is not above going for a quick-kill shot if she has surprise on a foe, she usually fights defensively, spending her first action activating Disintegration Ray defense, and her second action making attacks. She has a good attack value, so frequently attacks two targets with a multiple action.



She tries to flee if her power disk gets to 7 charges or fewer.

Personality/Character Traits: Bant is very serious.

Bant – Villains & Vigilantes

Str 14, End 12, Int 10, Agl 15, Cha 12, 120 lbs., level 2

Basic Hits 3, Carry Cap. 231 lbs., Basic HTH 1d4, Hit Modifier (1.2)(1.4)(1.0)(1.6) = 2.6880, Hit Points 8, Power 51, Move 41" ground, Healing Rate 0.9, Damage Modifier

+1, Accuracy +2, Detect Hidden 8%, Detect Danger 12%

Disintegration Ray Device ("power disk"): As written, 22 charges per day, cost is 1 charge to activate defense (cost per turn), or 1 charge per attack. This is a "Tron data disk" (like in the movie). It is used to block incoming attacks, or can be thrown (it does not automatically return) or used as a melee weapon to harm a target. It is SR 13, and about 1 cubic foot in size. When the disk is activated, it cannot be handled without suffering a Disintegration Ray attack unless the person is wearing special equipment (such as the "power gloves," below).

Invention ("power gloves"): Because the "power disk" does not automatically return, Bant has acquired some very high tech gloves that allow her to manipulate and guide the disk (adding +2 to attack rolls), and also make it return to her hands almost instantly.

Training: The "power disk" is extremely durable. Bant has learned to use it to parry or deflect incoming attacks, even when it is not activated. Attackers suffer a -2 penalty on their attack rolls as long as she is conscious, mobile, aware of the incoming attack, and able to use the disk freely (i.e. can hold it and move her arms to block attacks).

Skills: 2 @ +2 levels (5) (+3) [7 CP]

Profession: (INTL/S), filmmaker, +2 levels, d6 effect

Weapon: (DEFT/G), Disintegration, d10+1 effect

Disintegration Ray Disk [Equipment]

Defense: +1 (6), Equipment [carried] (-3) [4 CP]

Disintegration: 1d10 untyped (43), Range [12"] (+0), Charges [22 charges/day] (-1), Equipment [carried] (-3) [33 CP]

Shield: 5 vs. Biochemical, Blunt Kinetic, Energy, High Temperature, Low Temperature, and Sharp Kinetic (1) [1 CP]

Equipment Extra Hit Points: +6 (7 total) [2 CP]

Power Gloves [Equipment]

Skill Bonus: +1 Weapon (disintegration ray) (3), Equipment [accessory] (-2) [2 CP]

Bant - Living Legends

PHYS 9, REFL 11 (DODG 16), DEFT 11, INTL 7, COOL 7 (APP 11), VITL 7, Mass 55 kgs (d3 Mass effect), Fame 1