

DOCTOR DOOM

"MY Intellect is the key to my success, you cannot beat me because you can NEVER outthink me".



Power Level: 30 **Concept:** Megalomaniac Intellect

Occupation: Monarch of Latveria

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	18	20	20	20	+11
+5	+2	+4	+5	+5	+5	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+2	+7	30/50	+8
Save	Save	Save	Save	Walk/Fly	Atk Bonus

SKILLS

Bluff (Cha) +10, Computer (Int) +19, Concentration (Wis) +11, Craft—Electronics (Int) +22, Craft—Mechanics (Int) +22, Craft—Weapon Systems (Int) +22, Craft—Energy Systems (Int) +22, Disable Device (Int) +19, Intimidate (Cha) +10, Medicine (Wis) +11, Pilot (Dex) +6, Profession—Engineer (Wis) +14, Repair (Int) +19, Science—Robotics (Int) +22, Science—Nuclear Physics (Int) +19

Initiative

+2

DEX

Dma Bonus

+9/+20_L

Fists & Field

DEFENSE

16/18

Flat Footed

CHARACTERISTICS

Real Name: Victor Von Doom

Height: 6' 2"

Weight: 225 lb.

Eyes: Brown

Hair: Brown

Birthplace: Gypsy camp outside of Haasensstadt, Latveria

Group Affiliation: None

Headquarters: Castle Doomstadt, Latveria

Relatives: None living

Other Aliases: Unknown

Marital Status: Single

First Appeared: Fantastic Four Vol.1 #5

FEATS

Skill Focus (Profession-Engineer), Skill Focus (Science-Robotics), Skill Focus (Craft-Weapon systems), Skill Focus (Craft-Energy systems), Skill Focus (Craft-Electrical), Skill Focus (Craft-Mechanics), Immunity (Pressure, Suffocation, Disease, Poison, Critical Hits), Headquarters, Infamy, Iron Will, Ultra Hearing, True Sight, See Invisibility

POWERS

Super Intelligence +10: Victor has a very adept intellect allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Super Science; *Cost:* 2 pp].

Super Wisdom +2: Victor has incredible awareness and self control allowing him to add his power rank to his Will saves and Wisdom based skill checks [*Source:* Alien; *Cost:* 3 pp].

Sorcery (Gypsy Magic) +15: Victor can manipulate the forces of magic to cast spells, he must be able to speak and gesture freely and cannot sustain any spells while casting one and if anything interrupts his concentration his spell may not function. Additionally Victor may only cast the spells he knows, which are as follows:

- Telekinesis:** He may enter cause an object to move through the air with no visible means of support of upto 100 lbs doubling with each power rank. It can be used to lift others if a successful Ranged attack can be made. Make an opposed Telekinesis vs targets Strength

WEAKNESSES

Doom's weakness if any is his Superiority complex, he believes he is superior to everyone, with the possible exception of Reed Richards, whom he considers at times his equal. But other than this Victor believes he is everyone's intellectual superior, he may even be right... but this has nevertheless caused him to underestimate people's capabilities, which has led to his ploys being thwarted

PERSONALITY

Victor is a passionate man, a noble if somewhat ruthless leader at times. He is incredibly brilliant, gifted in science, technology and magic capable of creating devices far beyond the scope and ken of current technology. He is quite reclusive and is known to use decoys or robotic clones who are exact to him in every way, which has led to the belief that Victor cannot be killed. Victor is want to make grandiose schemes and plans he is very brilliant and a creative personality.

HISTORY

Victor Von Doom was raised by gypsies in a small European county called Latveria. He lost both of his parents at a very young age. Swearing revenge, Victor began to increase both his scientific and mystical knowledge with such determination that he was given a full scholarship to Empire State University. It was at ESU that Victor met Reed Richards and Ben Grimm, and where he started his extradimensional research. Doom's vanity prevented him from adjusting the schematics to one of his experiments, and the end result was an explosion that scarred Victor for life. Expelled from school, Victor began to travel the world, eventually stumbling upon a village of Tibetan monks who trained him and crafted him a suit of body armor, complete with face plate. He soon returned to Latveria, overthrew the government and crowned himself King. Ruling with an iron fist, Doom began to turn the resources of his small nation to his plans of world domination.

DEVICES

DOOMS ARMOUR:

Armour +14: Doctor Dooms armoured suit is made of a special alloys that is incredibly strong, flexible allowing its wearer to reduce its power rank from the Damage bonus before the Damage save is made. [*Source: Super Science; Cost: 1 pp*].

Super Strength +4: Victor has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 32 times his normal carrying capacity [*Flaw Device; Source: Super Science; Cost: 3 pp*].

Super Constitution +5: Victor has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and Con checks [*Flaws: Device; Source: Super Science; Cost: 3 pp*].

Energy Blast—Kinetic (Gauntlets) +8: Doctor Dooms suit has powerful blasters built into the gauntlets. These blasters do power rank damage at upto normal range providing the wearer can hit on a ranged attack roll, they are incapable of doing less than power rank damage [*Flaws: Device, Full Power; Source: Super Science; Cost: 1 pp*].

Energy Field—Electricity +20: Dooms Armour can emit an electrical field over its surface, which causes anyone who touches them to take power rank lethal damage. Doom may also use this and intentionally touch someone by making a melee attack. [*Flaw: Device; Source: Super Science; Cost: 1 pp*].

Force Field +18: Doctor Doom's armour allows him to surround himself in a protective field, which adds a bonus to damage save equal to his power rank. [*Flaws: Device; Source: Super Science; Cost: 1 pp*].

Flight (Rockets) +10: Dooms armour provide him flight at a base speed of 5 .ft per rank or twice that as a Full action. He can sprint at four times normal flight movement [*Source: Super Science; Cost: 1 pp*].

Super Sense +14: Dooms armour provide him superior senses granting power rank as a bonus to all Search, Spot and Listen rolls, as well as survival checks for Tracking only [*Flaws: Device; Source: Super Science; Cost: 1 pp*].

Absorption +10: Dooms armour allows him to absorb solar or light energy, reducing its damage by power rank. He can store upto 10 points x power rank of such "Damage" which bleed off at a rate of one point per round (after the first) these points can be used as a half action to increase the rank of any of his armours functions [*Flaws: One energy—Solar/light, Device; Source: Super Science; Cost: 1 pp*].

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

check to tear objects from their grasp of move them.

- **Neutralise:** He can neutralise another's powers, by making a ranger attack roll, if successful make a power check, the target makes a Will save modified by Con or his highest rank, whichever is greater, with a DC equal to the neutralising characters Neutralise rank. If the save fails the targets powers are neutralised instantly.
- **ESP:** He can see distant places and things as if he were actually present. (see pg. 70) for more information.
- **Obscure:** He can cover an area upto power rank x 5 .ft in radius that limits the sight of anyone inside the area or anyone attempting to look into or through the obscured area. (see pg. 77) for more information.
- **Snare:** He can trap a target, limiting his ability to move by making a ranged attack roll, if successful the target must make a Reflex save. If the target fails they are entangled, suffering -2 to attack, -4 to Dex, if the snare is anchored to an immobile object the trapped character cannot move, otherwise it is at half speed. A second successful snare means the entangled character is rendered bound and helpless unable to move and attackers gain +4 bonus to hit them. The target also loses their Dodge bonus to Defence and his Dex score is treated as if it were 0. The target can break free by either harming the snare (has Hardness equal to PL) or by making an Escape Artist roll (DC10+PL).
- **Shape Matter:** He can reshape inanimate matter into new forms as if it were clay. He cannot however change the composition of an object but he can reshape it into any form he desires. He can shape one five-foot cube of material per power rank but can reshape only one object or mass of matter at once. He can shape matter of hardness equal to or less than power rank only.
- **Dimensional Travel:** He has the ability to reach other Dimensions of existence (see .pg 65) for more information.

[*Flaws: Concentration required, Rote; Source: Mystical; Cost: 5 pp*].

Possession +10: He may enter and take over another's body, this is done by making a power check versus the Targets Will save. If he succeeds he retains his Mental scores, skills and powers, but gains the targets physical ability scores, skills and powers. The victim is allowed another will save any time their body is forced to perform an action to which they would ordinarily be strongly opposed to. [*Source: Psionic; Cost: 3 pp*].

Gadgets +20: Victor can come up with the right device for any situation, he can allocate Gadget ranks to any power with a cost of 2 or less per rank simply by taking half an action to do so. This causes him to become fatigued unless he spends a Villain point to allow him to ignore the fatigue. [*Source: Training; Cost: 1 pp*].

HEADQUARTERS

Castle Doomstadt is equipped with the following facilities:- Combat simulator, Communications, Computer, Defence System, Dock, Fire Prevention System, Garage, Gym, Hangar, Holding Cells, Infirmary, Laboratory, Library, Living space, Pool, Power System, Reinforced Structure, Security Systems, Staff, Workshop, Time Travel Room, and 19 other Super "powered" type rooms.