

DOMINO

ST 40 (146 point) IQ 14 (45 points)
DX 15 (60 points) HT 13 (30 points)
Speed: 7.00 Move: 7 (100 teleporting)
Damage: Karate 4d+2 punch, 5d kick; Thrust 4d+1;

Swing 7d-1
Appearance: Male, white, age 28, 5' 11", 190 lbs., brown hair, green eyes.

Advantages:

Acute Hearing +1 (2 points)
Handsome (15 points)
Combat Reflexes (15 points)
High Pain Threshold (10 points)
Luck (15 points)
Status 2 (10 points)
Strong Will +1 (4 points)
Comfortable wealth (10 points)

Disadvantages:

Addiction: Cocaine (-40 points)
Code of Honor: Will not harm civilians (-5 points)
Enemy: IST New York on 6 or less (-15 points)
Fanaticism: Demilitarization of Europe (-15 points)
Secret: Identity (-20 points)
Vow: Finish his father's work (-5 points)

Super Advantage:

Passive Defense +3 (Not if surprised -2; 60 points)

Power and Super-Skill:

* Teleport Power 10 (80 points)
Autoteleport-16 (No concentration +2; Retains original momentum -2; 20 points)

Super Equipment:

Damage Resistance +9 (45 points)

Skills:

Accounting-12 (1 point); Acrobatics-14 (2 points); Administration-13 (1 point); Area Knowledge (New York City)-14 (1 point), (West Germany)-13 (1/2 point); Bicycling-15 (1 point); Computer Operations-13 (1/2 point); Diplomacy-12 (1 point); Driving-14 (1 point); Economics-15 (6 points); English-13 (1 point); French-12 (1/2 point); German-14 (0 points); Greek-12 (1/2 point); Guns (.38)-17 (1 point); Italian-12 (1/2 point); Karate-16 (8 points); Merchant-13 (1 point); Running-10 (1/2 point); Savoir-Faire-16 (0 points); Sex Appeal-17 (2 points); Spanish-12 (1/2 point); Stealth-14 (1 point); Swedish-12 (1/2 point); Traps-13 (1 point)

Quirks:

Considers Dieter and Domino two separate personalities
Infatuated by gossip
Leaves a domino at the scene of his crimes
Mistrusts all Americans
Womanizer



Story

Dr. Otto Gross, Dieter's father, served as a military surgeon during World War II. Opposed to aggression of any kind and horrified by the Holocaust, he took pride in rebuilding his country, establishing a private practice in Munich with the aid of his wife, Ilsa, and three sons, the twins Paul and Franz and young Dieter. As the Cold War escalated, Dr. Gross, like many other Germans, became increasingly worried that Germany would again be the battlefield of a European war. He opposed the buildup of NATO troops and weapons in his country. When the United States became involved in the Vietnam War, his aggression was directed toward America alone. He moved his family to Bonn, where he lobbied against the American presence.

In 1970, Otto and his sons were crossing a street when a car veered into their path. Dr. Gross pushed his children out of harm's way, but was struck squarely by the auto, driven by a drunken American general. Otto was killed instantly before his sons' eyes. Having many friends and much political influence, the general was found innocent — blame was placed on the car's steering mechanism.

To three impressionable young boys this reeked of conspiracy. Their father wanted the Americans out, and the Americans killed their father. Swearing upon his grave, they vowed to finish Otto's work — to remove American troops and weapons from Germany. When the time came, Paul and Franz went to German colleges to study law and medicine, respectively. Dieter followed later, studying international banking at Columbia University in New York.

During his first year at school, however, Dieter's mutant abilities manifested. Sharing this information with his brothers only, Dieter took a leave of absence to train in the martial arts and develop his body. Ready to take on the world, he made his debut by infiltrating Three Mile Island. Wearing only street clothes and a homemade mask, he randomly pressed every button and pulled every lever that he could before the alarm was sounded.

Foolishly, Dieter hadn't anticipated that his sabotage would bring in a super-team. Before long the entire facility was occupied by supers and troops, cutting off both of his planned escape routes. Only by a risky teleport to a location seen through a surveillance camera did he escape. Subsequent investigations did not connect Dieter with the crime. Having learned a lesson, Dieter did not use his super-abilities for several years.

He returned to Columbia, graduated with honors in 1982, and accepted a position in the New York office of a German banking firm. Dieter spent the first two years of his career impressing his superiors and receiving promotions.

Once his position was firmly established, his interest shifted to more social activities. He began to attend all of New York's finer parties, establishing contacts and acquaintances, especially with women. Wives of political figures became a favorite target. With a fantastic memory for gossip, he stored every scrap of information in a database kept locked in a wall safe.

By 1985, Dieter was ready to exhibit his powers again, this time more cautiously. He adopted the name Domino as an ironic joke — he was disgusted by America's "Domino Theory." Between a new costume and the six-year hiatus, no one has publicly made a connection between Domino and the Three Mile Island teleporter.

Domino seeks to remove American troops and weapons from Europe, especially West Germany. Since direct measures would be futile and dangerous, he has opted for a covert approach. He will be involved with any scheme that diminishes the international influence of the U.S. His favorite plots embarrass America or reduce its tactical nuclear stockpiles.

Campaign Role

Dieter has many co-workers at the banking company, most of whom are American citizens. He could easily be met at one of the parties he regularly attends. Dieter will approach characters who wield power through office or wealth. Attractive women will also be approached. His advances are discreet but focussed — there will be no doubt about his intentions.

His cocaine addiction is his greatest weakness and could one day destroy all he's worked to build. Heroes who make drug busts may arrest Domino's usual dealer, but that would not lead back to the metavillain. On the other hand, a raid could be staged when Domino (more precisely, Dieter) is making a buy. Being arrested on a mere possession charge would not disrupt his life irreparably, so he's not likely to use his powers unless his life is threatened. In the interests of drama the GM could make sure that his life is threatened . . .

Personality

Dieter Gross and Domino are two personalities. Not split — the personalities are fully aware of each other, share the same skills, disadvantages and memories, and cooperate completely. When a civilian, Dieter Gross is in charge, an attractive, intelligent member of an international banking firm. But when an opportunity arises, he becomes Domino. Subconsciously, both personas are driven entirely by a desire to avenge their father's death.

Dieter is calm, smooth, and patient. He's always pursuing several plans at once, but is content to take his time. Many of his plots take years to mature, often developing into only minor victories. When Dieter encounters an opportunity that would be better resolved by quick and direct measures, he assumes the identity of Domino, who is more likely to take risks (though he is still very cautious by super standards). Domino performs the task, then reverts to Dieter.

Domino does not consider himself a criminal, but a German patriot with a mission of sabotage. He does not like to work with criminals, though at times he relents in order to more effectively assault the American infrastructure. Many are surprised to find he has never associated with the Exchange — they would be stunned to hear that he turned down the Exchange offer, on Electra's behalf, to join the Deadly Dozen.

Abilities

Domino possesses Enhanced ST and is quite proficient in Karate. He wears a padded suit that provides some Damage Resistance against all physical and energy attacks. His Teleportation power has a range of 100 yards, but may only be used to transport himself. When teleporting (he calls it "blinking"), his facing may change though his momentum is retained — he can't teleport himself out of a fall. His Passive Defense represents Domino's ability to "stutterblink" — rapidly changing his location within one hex to disrupt his opponent's aim. His Code of Honor is worth only five points since it does not apply to police or military personnel.

The different versions of the Domino write-up differ primarily in overall power level, especially strength. At 250 points his might does not exceed human norms; at 500 he is nearly a brick; at 750 his strength is quite formidable, and should be enough to make heroes think twice about their own defense.

Battle Tactics

Though Domino is strong, he's no match for a true brick. Knowing this, he stays away from the big goons, generally going after physically normal foes. He prefers wide open battlefields, where he can use his range to blink in and out of harm's way. If the terrain permits, he will blink up or down (e.g., fire escapes, the street below); many of his opponents fail to look in those directions. When the heroes get the upper hand, though, he'll use his power to retreat as fast as he can.

When blinking into combat range, Domino will appear directly behind his victim (where an Active Defense is usually impossible) unless arriving in an adversary's side hex would be safer. He rarely chooses All-Out Attack since his Karate skill alone allows two attacks per turn (see sidebar, p. SU83).

If a confrontation with a brick is unavoidable, Domino will rush his opponent, entering Close Combat. If he Grapples, his foe will probably spend his turns Breaking Free, giving Domino some time. If the opponent Grapples him, Domino will simply blink out of the grasp.

Power Variations

250-point version: Lower ST to 13; lower DX to 13; lower IQ to 13; drop Combat Reflexes; drop High Pain Threshold; drop Strong Will; lower Teleport Power to 8; drop Damage Resistance; raise Accounting skill level to 12.

750-point version: Raise ST to 115; raise DX to 18; raise Strong Will to +2; drop Acute Hearing; raise Passive Defense to +6; raise Karate skill level to 20.