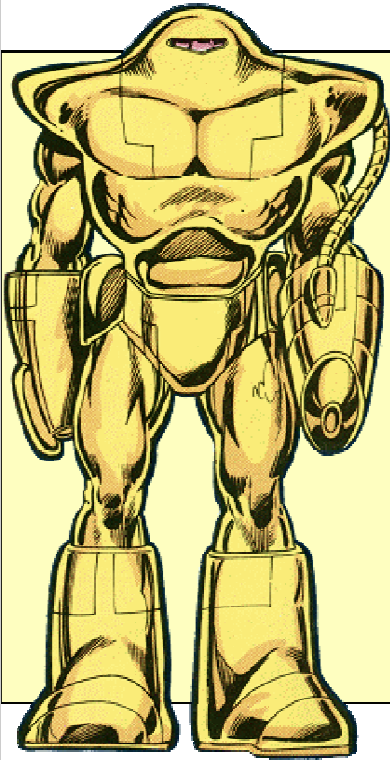


MANDROIDS

"Sir... put down the bus!
Your under arrest!"



Power Level: +9 **Concept:** S.H.I.E.L.D Battlesuit **Occupation:** Police Officer/Soldier/Agent

Str	Dex	Con	Int	Wis	Cha	Melee
--	--	--	--	--	--	+0
--	--	--	--	--	--	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+11	+4	+2	+0	45	+0
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

As per Wearer

Initiative

+2

DEX

Dma Bonus

+6/+6 L

Fists & Blast

DEFENSE

10/10

Flat Footed

CHARACTERISTICS

Real Name: As per wearer
Height: 8' 0"
Weight: 500 lb.
Eyes: n/a
Hair: n/a
Creator: S.H.I.E.L.D
Organisation Affiliation: S.H.I.E.L.D
Headquarters: Mobile
Model Type: Standard Mk2 Mandroid
Other Designations: None
First Appeared: Strange Tales #154

HISTORY

A Mandroid is a heavily armoured personal combat suit originally designed and engineered by Stark International for use by SHIELD (Supreme Headquarters International Espionage Law-enforcement Division). Now manufactured by Stane International, the Mandroid armour is primarily used for protection against opponents who possess superhuman powers. The Mandroid armour was first field tested by SHIELD against the Avengers when the Avengers were being investigated for harbouring aliens during a recent skirmish in the Kree-Skrull War. Mandroid armour was also worn by Major Glenn Talbot of the U.S. Army in a confrontation with the Hulk. The plans to the Mandroid armour were appropriated by weapons manufacturer Moses Magnum and were once employed against the X-Men in Japan. While not nearly as versatile and powerful as Iron Man's armour, the Mandroid armour nonetheless is a formidable offensive weapons system. SHIELD currently has five fully operational Mandroid suits.

FEATS

Detect (Movement), Immunity (pressure, suffocation), Darkvision, Radio Broadcast, Radio Hearing, Ultra Hearing

CAPABILITIES

Amazing Save (Damage) +7: Mandroid battle armours allow their wearer to add their rank onto their Damage saves, due to the thick armoured shell [*Source:* Super Science; *Cost:* 1 pp].
Fatigue (Neuro Stunner) +7: Mandroids are mounted with a Neuro-Stunner weapon capable of causing targets at upto normal range hit by a ranged attack roll to make a Fortitude save (DC17) or become fatigued. If already fatigued the target becomes exhausted, if exhausted they become unconscious [*Source:* Psionic; *Cost:* 2 pp].
Telekinesis (Tractor/Repellor Field) +8: Mandroids can move objects through the air, with a maximum weight capacity of 12,800 lb. It can lift and move other beings on a ranged attack roll. Make an opposed Telekinesis versus opponents Strength to move the target or tear an object from the targets grasp. This Tractor/Repellor field can also be used as a force field around the armour providing rank as a Damage save bonus (upto maximum stackable maximums) [*Extras:* Force Field; *Flaw:* Limited—weapons can't be used while force field is up; *Source:* Super Science; *Cost:* 2 pp].

WEAKNESSES

The Mandroids were built by Stark Industries to be used by S.H.I.E.L.D so chances are there are some hidden fail safes in their design that one or both of those groups know about.

PERSONALITY

As per wearer

MORE HISTORY

VEHICLE

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

MORE CAPABILITIES

Corrosion (Laser Torch) +5: Mandroids have a laser torch mounted on them that can cut through objects, reducing their Hardness by power rank each round, destroying the object when its hardness reaches zero [*Source: Super Science; Cost: 1 pp*].

Energy Blast—Kinetic (Punch Blasters) +6: Mandroids have punch blasters mounted in the gauntlets which do power rank lethal damage of pure force on a successful ranged attack roll [*Source: Super Science; Cost: 2 pp*].

Sensory Protection +6: Mandroid battle armour protects its wearers senses from overload, reducing the effective rank of such attacks by its own power rank [*Source: Super Science; Cost: 1 pp*].

Running +3: Mandroid can move 5 .ft per power rank extra on their base movement [*Source: Super Science; Cost: 2 pp*].

Super Strength +6: Mandroid augment their wearers strength, adding their power rank to melee damage, al strength skill checks, all strength checks and doubles carrying capacity for each rank [*Source: Super Science; Cost: 4 pp*].

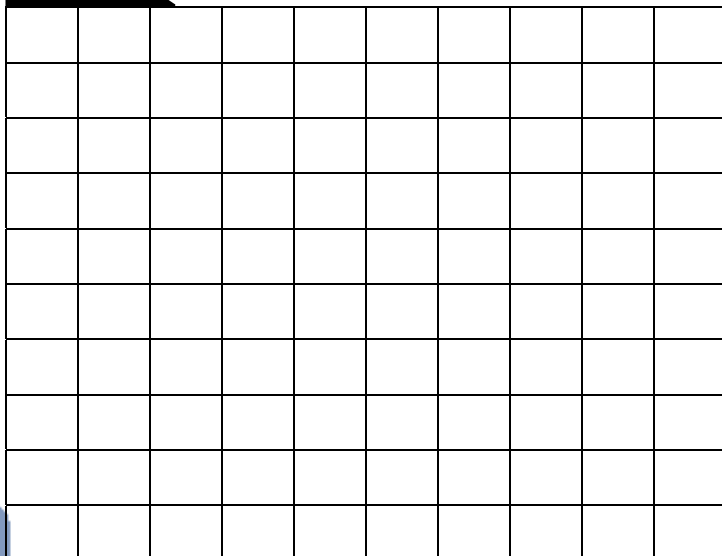
Super Constitution +4: Mandroid augment their wearers endurance and stamina, adding their power rank to Damage saves, Fortitude saves, and resisting physical harm such as disease, poison, and environmental hazards, as well as Constitution checks and recovering from damage [*Source: Super Science; Cost: 4 pp*].

Super Dexterity +2: Mandroid augment their wearers Agility, adding their power rank to Defence as a dodge bonus, Reflex saves, Dexterity checks and Initiative rolls and all Dexterity based skills checks [*Source: Super Science; Cost: 4 pp*].

Animation +7: Mandroid can be programmed to perform specific actions, should their wearers be knocked out or incapacitated. While under remote control it moves at a rate of 30 feet, it has no constitution and ignores effects requiring a fortitude or will save unless they affect objects too. It has a Strength equal to its hardness and a Dexterity, which s made up of any remaining animation ranks. The armour remains under remote pilot until the programmed conditions have been fulfilled [*Flaw: Limited- can never be higher than Amazing save power, Uncontrolled (kicks in when wearer unconscious); Source: Super Science; Cost: 1 pp*].

Total Cost = 135 pp

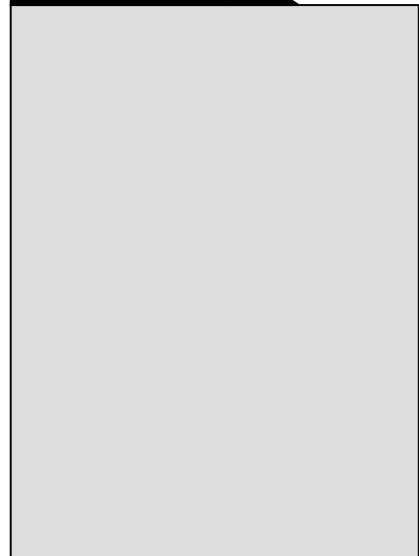
MAP



MAP FEATURES

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HEADQUARTERS



NOTES

HERO POINTS

n/a