

SENTINEL Mk4

"Mutant Surrender! Dead or Alive your coming with me".



CHARACTERISTICS

Real Name: Not Applicable
Height: 20' 0"
Weight: 10,000 lb.
Eyes: Red
Hair: None
Creator: Trask Foundation
Organisation Affiliation: Trask foundation, New York City
Headquarters: Secret Fortress in New York City
Model Type: Sentinel Mark 4
Other Designations: None
First Appeared: X-Men vol1 #14

HISTORY

Created by noted anthropologist Bolivar Trask, the first Sentinels were lumbering, semi-humanoid robots tasked with the apprehension or elimination of mutants. Although Trask's principal field of expertise was anthropology, he also demonstrated considerable talent in the areas of biophysics, cybernetics and robotics. When his young son, Lawrence, developed precognitive abilities, Trask embarked on a privately funded anthropological study of the rapidly increasing, worldwide emergence of genetically empowered individuals. He became convinced that these mutants, the first of a newly evolving race, would use their powers to dominate the world and enslave mankind. Trask eventually founded a small group of researchers, led by himself and his now-adult son, to compile evidence that mutants posed a threat to humanity. Drawing on his considerable fortune, Trask hired a large team of cyberneticists, roboticists and engineers to realize his designs for the ultimate solution to what he perceived as a global dilemma. Trask publicly revealed the existence of the Sentinels during a live, televised debate on the alleged mutant menace with Professor Charles Xavier -- secretly the telepathic leader

Power Level: 17 **Concept:** Anti Mutant Robot

Occupation: Mutant Hunter

Str	Dex	Con	Int	Wis	Cha	Melee
20	14	--	--	10	8	+8
+5	+2	--	--	+0	-1	Atk Bonus

DMG	REF	WIL	HARDNESS	Speed	Ranged
+18	+2	--	16	30/30	+5
Save	Save	Save	Ratino	Walk/Fly	Atk Bonus

SKILLS

Spot (Wis) +6

Initiative

+2

DEX

FEATS

Detect (Mutants), Standard Construct Immunities (Temperature, Pressure, Disease, Poison, Any effect, which requires a Fort or Will save unless it would work on an inanimate object), Cannot be Stunned or Disabled, Does not Heal must be repaired, Accurate Attack, Assessment, Darkvision, Toughness, Radio Broadcast, Radio Hearing, Immunity (Fire and Cold), Point Blank Shot, Precise Shot, Rapid Shot

Dma Bonus

+15/+7 L/S

Fists & Blast

DEFENSE

14/16

Flat Footed

CAPABILITIES

Growth +8: Sentinels are 20 ft. tall, providing power rank in Super Strength, Immovability and Protection. As a Huge sized being they suffer a -2 penalty to Attack and Defence. [Flaws: Permanent; Source: Super Science; Cost: 5 pp].

Super-Strength +10: Sentinels have tremendous strength, adding their rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, they

Immovability +8 : Sentinels are very difficult to be moved if they do not want to be. They gain their power rank as a bonus to all attempts to Bull Rush, Trip, or Throw them, and subtract their rank from an attackers damage bonus before determining how far they are knocked back by an attack.

Protection +12: Sentinels have very strong bodies, which reduces the damage bonus of any attack before the Damage save is made [Source: Super Science; Cost: 2 pp].

WEAKNESSES

Programmed: Sentinels are directed by their programming or by the Master Mold directly they have no free will and are not self aware sentient robots. They are limited only by the directives of their programming and cannot and will not act in anyway outside of what their programming allows them to do, which is primarily to locate and either capture or kill superhuman mutants.

PERSONALITY

All Sentinels are ruthless, emotionless robots programmed to carry out their programmed objectives to the best of their ability. The Mark 4's , are prohibited against attacking or endangering humans, and have gotten into a deadlocked programming situation on at least one occasion when Mesmero threatened the death of hostages if they attempted to capture him for example. Models do exist, programmed by Shaw without the governments knowledge, that do not have the "avoid endangering humans" program.

MORE HISTORY

of the heroic band of masked, mutant adventurers known as the X-Men. The Sentinels were programmed to protect mankind from mutants, but cold logic led them to conclude that they could best accomplish this aim by seizing control of society from the imperfect humans they considered to be their inferiors. One of the Sentinels attacked and kidnapped Trask during the debate, countermanding his orders. The Alpha Sentinel, Master Mold, attempted to force Trask to construct more of its kind, so as to facilitate the androids' conquest of the human race. Training a thought-reading probe on the ape-like X-Man called the Beast, Trask realized that not all mutants would inevitably use their powers to subjugate humanity. Finally grasping the magnitude of the evil he had wrought, the scientist sacrificed his life to destroy Master Mold. Following Bolivar Trask's death, his son spearheaded construction of the Mark II Sentinels. Wrongly blaming the X-Men for his father's fate, Larry Trask targeted the outcast adventurers for capture and imprisonment. When the medallion that suppressed Trask's powers was removed, the Sentinels realized that he was a mutant and declared their autonomy. In effect, they had become their own masters. The Sentinels computed that the best way to halt human evolution was to destroy the sun, the source of most mutation-inducing radiation on Earth. While orbiting their target, however, they concluded that they lacked the means to destroy it. The Sentinels returned to Earth to implement a new set of tactics, but were put down by the Avengers. Earth's Mightiest Heroes deactivated or destroyed most of the robotic executioners. Trask died during the battle. The U.S. government took ownership of the Sentinel plans following Trask's death, and Dr. Steven Lang was placed in charge of a federal investigation into the origin of genetic mutation. Unknown to his employers, Lang's objectivity was skewed by a fanatical, irrational distrust of mutants. He used his position to acquire Trask's designs and notes, then sought financial backing from the Hellfire Club, an elite social organization of the world's wealthiest and most powerful figures. In pursuit of its goal of world domination, the Hellfire Club provided Lang with funds to construct new Sentinels and an orbital space station -- not knowing that he intended to terminate every mutant abducted. Unfortunately for Lang, his first captives were the X-Men. The heroes escaped their bonds, and destroyed Lang's Sentinels and space station. After the terrorist organization called the Brotherhood of Evil Mutants attempted to assassinate Senator Robert Kelly, the president inaugurated the secret and illegal operation known as Project Wideawake to apprehend and detain genetically empowered individuals. The government contracted Shaw Industries to construct Sentinels in secret -- unaware that the company's owner, Sebastian Shaw, was himself a mutant. Without the government's knowledge, Shaw used the Sentinels to attack the X-Men in his role as leader of the Hellfire Club. The next Sentinel threat would originate in an alternate future where the mutant-hunting robots reigned supreme. Nimrod, a state-of-the-science Sentinel, traveled back in time -- emerging in the present to hunt mutants as he had in the future. The X-Men neutralized Nimrod, but his technology merged with that of Master Mold. The amalgamated android battled the X-Men, who were able to defeat the robot only by forcing it through the dimensional portal called the Siege Perilous. The magic of the Siege Perilous would allow any entity that passed through it to be reborn as a new being. Nimrod returned in humanoid form as Bastion and began to integrate Sentinel technology into unsuspecting humans.

VEHICLE

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

MORE CAPABILITIES

Flight +6: Sentinels can fly via rockets in their feet at up to 5 .ft per rank per round as a base speed, double that as a full round action or double + doubled per power rank as a Sprint [*Power Stunts:* Super Flight, Space Flight; *Source:* Super Science; *Cost:* 2 pp].

Energy Blast - Fire +7: Sentinels have a variety of energy weapons throughout their bodies set in their hands and eyes primarily. Their use requires a ranged attack roll to hit and if successful does power rank lethal damage . [*Power Stunts:* Dual Damage; *Extras:* Additional Energy—Electricity, Cold, Sonic, Kinetic, Magnetic; *Source:* Super Science; *Cost:* 7 pp].

Fatigue (Gas Jets) +6: Sentinels have jets in their hands that let them emit gas in up to a 5 .ft are per power rank, which causes all within it to Fortitude save (DC 10 + PR) or become fatigued, if already fatigued they become exhausted, and exhausted targets become unconscious. If the save succeeds there is no effect. [*Extras:* Area; *Source:* Super Science; *Cost:* 3 pp].

Snare (Catch Web Cables) +6: Sentinels mat fire strong cables from their wrists at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the cable is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful cable hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape the cables by damaging them, they have hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) . [*Extras:* Removable; *Source:* Super Science; *Cost:* 3 pp].

Energy Control—Light (Searchlights) +5: Sentinels can from their eyes generate and control light, illuminating an area up to (rank x 5 feet) in radius. They can project beams of light that strike an opponent via a ranged attack that may blind them unless they make a successful Reflex saving throw (DC 10 + power rank). If blinded then the target on each of its following actions can make a Fortitude save vs the Dazzle effects DC to throw off the effects and regain their sight. The target gains a +1 bonus on the fortitude save for each round after the first. A successful save returns their sight but they still suffer a -1 penalty on all rolls involving it, however on the following round it returns to normal. [*Source:* Super Science; *Cost:* 2 pp].

Datalink +1: Sentinels can interface with computers, allowing the wearer to operate and control them. Effectively adding its power rank as a bonus to all Computer skill checks. You can modify or break into a computer system as a half action with a successful Computers check including the Datalink bonus [*Source:* Super Science; *Cost:* 2 pp].

HISTORY CONT..

These sleeper agents were unaware of their programming, awakened only by mutant activity. Privately re-establishing the Sentinel program, Bastion received government sanction to commence Operation: Zero Tolerance. Commanding a hidden army of Sentinels, he ransacked and razed the X-Men's mansion, downloading Xavier's extensive computer files on mutants around the world. Bastion used this information to systematically attack and capture the X-Men and their associates. The android ultimately was destroyed, but the X-Men found it difficult to locate and deactivate all the humans he had transformed. The mutant heroes could not attack these cyborg Sentinels in wanton fashion, as they were victimized humans -- a weakness on which Bastion likely had counted. The latest mutant-hunting androids, the product of a shadow-ops program, assimilate automobile and aircraft components, machine parts, and building materials to keep pace with genetic mutation. As humankind inches toward extinction, the Sentinels gather in secret enclaves throughout the world -- waiting to pounce on an unsuspecting mutant population.

DEVICES

NOTES

As a construct they cannot be stunned or disabled, nor can they heal themselves, they must be repaired. They are virtually mindless machines so do not make Fort or Will saves, unless the affect also works on inanimate objects.

VILLAIN POINTS

n/a