

STATISTICS

F RM (30)
A GD (10)
S FN (60)
E SP (70)
C PR (4)
R TY (6)
I TY (6)
P GD (10)

Health: 170
Spirit: 26
Karma: 276
Resources: TY (6)
Popularity: -5
Origin: Science

Appearance: PR (4)
Height: 6'0"
Weight: 829 lbs.
Eyes: Blue
Hair: None

BACKGROUND

Real Name: Archibald "Arch"
 Dyker
Occupation: Criminal
Legal Status: US citizen with a
 criminal record
Identity: Known to authorities
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: Erin (wife)
Base of Operations: Mobile
Group Affiliations: Terrible
 Trio

KNOWN POWERS

Diamond Form:

Diamondhead's body was transformed into living diamond, providing him with a powerful and durable form with the following abilities:

- **Body Resistance:** SP (70) vs Physical and Energy damage, RM (30) vs Sonics
- **Environmental Independence:** no longer needs to eat, drink, breath or sleep. He can survive the depths of space and pretty much any environment.
- **Healing:** able to heal 10 points of damage per hour or a lost Endurance rank each day until fully healed.



If shattered, his body will slowly reform while his health points are replenished.

TALENTS

Military, Martial Arts B

CONTACTS

None

ROLE-PLAYING NOTES

A violent man with an admiration for the bad guys since childhood, Dyker is fulfilling his dream to be the villain. While a very capable hand to hand combatant when he wishes, Diamondhead chooses to rely on his brute strength and durability in a fight. He does hold grudges and will go out of his way to try and exact revenge.

HISTORY

Arch Dyker was a troubled child who grew to become a Golden Gloves boxing champion. Later, he turned to petty crime. While breaking into the South Hampton Science Institute to steal some precious gems, he accidentally tripped in front of a diamond-powered laser. Dyker found himself endowed with superhuman strength, diamond-hard skin and a freakish appearance. Calling himself Diamondhead, Dyker set out to make himself a master crime lord. He allied himself with Condor, was stopped in his formative attempts by the hero Nova, although he soon escaped.

Dyker somehow came to the knowledge of the villain Sphinx, whom he called the Dreaded One and believed him to be a threat to life as well as his own private villainy. Dyker joined two other villains, Condor and Powerhouse, in a team dedicated to stopping the Sphinx at any cost. Called the Terrible Trio, their actions often broke the law, which brought them into conflict with Nova yet again.

Condor later captured Nova and brainwashed him into becoming the leader of the Trio. Dyker violently disagreed, but soon relented. The foursome used Nova's alien connections to procure a spaceship, but they were stopped by robots of the Sphinx. The Trio took whatever weapons were available and escaped, leaving Nova aboard the ship and to be stranded in space, although he later returned to Earth.