

HERO HIGH YEARBOOK

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INTRODUCTION

This *Mutants & Masterminds* supplement offers Gamemasters a total of ten new students for their *Hero High* game. Each student is built at PL8/120 pp making them both ready-to-play characters for players in *Hero High* as well as potential fellow NPC students under Gamemaster control.

The students make use of the Attack/Defense trade-off rule to adjust maximum attack, defense, damage, and Toughness save bonuses. Skills are listed with the number of ranks after the skill name and the total skill bonus listed in parenthesis. For example: Bluff 5 (+8), means the character has 5 ranks of Bluff and a total bonus of +8 when making Bluff checks.

PL 8 is considered the default starting level for a *Hero High* game and each of the students represented in this supplement are assumed to be in their sophomore or junior year at Claremont. Players desiring to play freshmen should lower their students' traits to PL7/105 pp while those wishing to play seniors should increase the students' traits to PL 9/135. Gamemasters, although free to use the students as written, may wish to either increase or decrease both the students' PL and pp (together or separately) to fit their game as needed.

Student Roll

The following students are present in this supplement:

- **Angst** – A girl without a past, Eve wrestles daily with truly frightening powers.
- **Bank Shot** – Idalyz Melendez may be blind, but she's got all the angles.
- **Crater** – Samot is the winner of Farside City's scholarship to Claremont and its first home-grown superhero.
- **Druid** – Aeron Gwynn must try to reconcile ancient traditions with a modern world.
- **Gravity Master** – It's easy to make fun of Lawrence Smalls, easy but not necessarily smart.
- **HD** – Quentin Rodriguez' has a great imagination and the mutant powers to share it with everyone.
- **L33T** –Shinnosuke Koyama, world-class hacker and neo-ninja.
- **Mindforce** – Tia'kim Moc Thranen, the most powerful Lor mentat in at least a generation.
- **Ripper** – Don't let Crystal Gaithers' innocent appearance fool you.
- **Ultiteen** – With a name like that, Quo-Dis has to be good, right?

Real Name: Unknown	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: None
Height: 5'4"	Eyes: White
Weight: 115 lbs.	Hair: White

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	+3	+4	+4
10	16	14	16	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+5	+6	+8

* Flat-footed



She stumbled into the refugee camp, an unknown girl with white hair and milk-white eyes. The aid workers did what they could and slowly the girl they called Eve appeared to get better, even if she could not remember her past. Then Eve began having horrible and vague nightmares, nightmares that invaded the minds of the refugees and staff. Unable to have her remain in camp the aid workers asked for help and eventually found it in Dr. Ashley Ellis; soon Eve was on a plane to Freedom City's Providence Asylum.

After months of therapy at the asylum Eve still could not recall anything about her past but her nightmares were much diminished and, more importantly, no longer affected those around her. Feeling that Eve would benefit from a less restrictive environment Dr. Ellis met with Duncan Summers and Eve began to split her days between the Claremont Academy and Providence Asylum, eventually moving full-time to the school.

Skills: Concentration 6 (+10), Intimidate 8 (+12), Knowledge (art) 3 (+6), Language (French), Notice 8 (+12), Sense Motive 6 (+10)

Feats: Attack Specialization (drain), Defensive Roll 2, Distract (Intimidate)

Powers: **Emotion Control 8** (*Extras:* Area [Burst], Selective Attack; *Flaws:* Limited to fear; *Alternate Powers:* **Drain 8** [all ability scores], **Mental Blast 6**), **Emotion Control 8** (*Extras:* Aura, Duration [Continuous Aura], Mental Aura; *Flaws:* Limited to fear, Permanent Aura, Range 2 [Touch]), **Immunity 5** (emotion effects), **Super-Senses 1** (Danger Sense [mental])

Combat: Attack +6, +8 (drain), Grapple +6, Damage +0 (unarmed), +6 (mental blast), +8 (drain or emotion control), Defense +8, Knockback -2, Initiative +3

Drawbacks: Holding Back¹ (uncommon, moderate, +4 power levels or +60 power points, 2 points)

Totals: Abilities 32 + Skills 8 + Feats 4 + Powers 40 + Combat 28 + Saves 10 - Drawbacks 2 = 120

¹see *Hero High* p. 20

Although she has continued to improve at Claremont, where Gabriel Marquez serves as her primary therapist, Eve is still a very troubled and lonely girl struggling to come to terms with her powers and the loss of her past (both of which she suspects are linked). As a result Eve is anything but friendly; those few, such as Changeling, who try to befriend her are either ignored or rudely rejected (not that this stops Changeling from trying). It's not that Eve doesn't want to have friends but until she can come to terms with who she is, she's just not ready.

Powers and Abilities

Eve generates a constant aura of fear affecting anyone who touches her in any way (including "touching" her mind). While this means an opponent physically grabbing her or attempting to control her mind is subject to being overwhelmed by fear, so is a fellow student bumping into her in the hall or a paramedic trying to tend her wounds. Although Eve works with Gabriel Marquez and Duncan Summers to gain control over this aspect of her fear, her continued failure is leaving her increasingly frustrated and angry.

Eve has learned to project her fear to affect a group of individuals or focus it in a brutal assault on a single target's mind. She can also channel her fear directly into the target's body through physical contact with devastating, and possibly fatal, results. Duncan Summers has been trying to get Eve to avoid channeling her fear in this way, afraid of what effect causing someone's death would have on her.

Real Name: Idalyz Eva Melendez	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: None
Height: 5'3"	Eyes: Brown
Weight: 120 lbs.	Hair: Black

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	+2	+2	+1
14	20	14	14	14	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+5	+8	+6

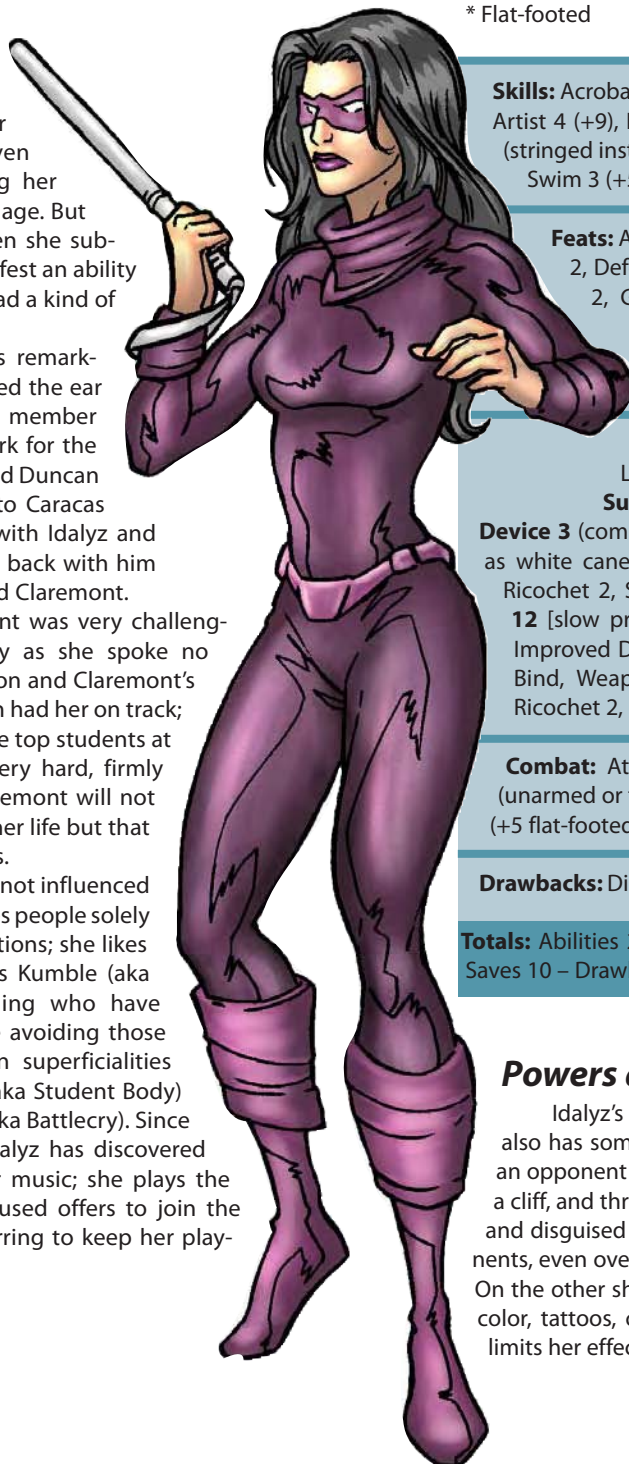
* Flat-footed

Idalyz, the seventh child of a poor family in a Caracas barrio, seemed destined for a hardscrabble life even before she began losing her eyesight at nine years of age. But her fortunes turned when she subsequently began to manifest an ability to "see" things as if she had a kind of mental radar.

When news of this remarkable development reached the ear of a Hero Boosters Club member also active in charity work for the blind she quickly informed Duncan Summers. Duncan flew to Caracas and, after an interview with Idalyz and her parents, brought her back with him to Freedom City to attend Claremont.

Coming to Claremont was very challenging for Idalyz, especially as she spoke no English, but her dedication and Claremont's top-notch resources soon had her on track; she is currently one of the top students at the school and works very hard, firmly believing success at Claremont will not only allow her to better her life but that of her parents and others.

Being blind Idalyz is not influenced by appearance and judges people solely by their behavior and actions; she likes students such as Charles Kumble (aka Eeel-Skin) and Changeling who have great personalities while avoiding those who put a premium on superficialities such as Daisy Gibbons (aka Student Body) and Clarence Beaudrie (aka Battlecry). Since coming to Claremont Idalyz has discovered a passion and talent for music; she plays the violin but so far has refused offers to join the school's orchestra, preferring to keep her playing private.



Skills: Acrobatics 5 (+10), Bluff 4 (+5), Concentration 4 (+6), Escape Artist 4 (+9), Language 2 (Braille, Spanish), Notice 5 (+7), Perform (stringed instruments) 4 (+5), Sense Motive 4 (+6), Stealth 5 (+10), Swim 3 (+5)

Feats: Accurate Attack, Acrobatic Bluff, Attack Focus (ranged) 2, Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion 2, Grappling Finesse, Improved Aim, Improved Block, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Precise Shot, Ranged Pin, Throwing Mastery 2, Uncanny Dodge (mental)

Powers: **Super-Movement 2** (Slow Fall [Flaws: Limited to having handholds available], Sure-Footed), **Super-Senses 5** (Blindsight [mental, Radius])
Device 3 (combat baton, easy to lose; *Power Feats:* Subtle [appears as white cane when extended]): **Blast 3** (*Power Feats:* Mighty 2, Ricochet 2, Split Attack 2 [3 targets]¹; *Alternate Powers:* **Deflect 12** [slow projectiles], **Strike 3** [*Power Feats:* Improved Block 2, Improved Disarm 2, Mighty, Split Attack 2 (3 targets)¹, Weapon Bind, Weapon Break], **Trip 6** [*Power Feats:* Improved Throw, Ricochet 2, Split Attack 2 (3 targets)]])

Combat: Attack +8, +10 (ranged), Grapple +13, Damage +2 (unarmed or throwing mastery), +5 (baton), +6 (trip), Defense +12 (+5 flat-footed), Knockback -2, Initiative +9

Drawbacks: Disability (blindness, very common, major, 5 points)

Totals: Abilities 28 + Skills 10 + Feats 23 + Powers 18 + Combat 36 + Saves 10 – Drawbacks 5 = 120

¹see Appendix A

Powers and Abilities

Idalyz's unique vision allows her to do some amazing things but also has some significant limitations. On the one hand she can pin an opponent to the wall with a paper clip, catch herself falling down a cliff, and throw her combat baton (designed by Stephanie Harcourt and disguised as a white cane when not in use) to hit and trip opponents, even over and around obstacles, and have it return to her hand. On the other she cannot make out fine details (i.e. facial features, skin color, tattoos, clothes, printed words, computer images, etc.), which limits her effectiveness in many situations.

Real Name: Samot	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: Farside City
Height: 6'1"	Eyes: Red
Weight: 105 lbs.	Hair: Silver

STR	DEX	CON	INT	WIS	CHA
+8/-1	+1	+1	+4	+3	+3
26/8	12	12	18	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10*/+6**/+1***	+4	+4	+7

* 9 Impervious, ** 5 impervious without force field, *** without kinesisuit

Tired of having to rely on Earth's heroes, especially the Atom Family, the Farside Council instituted Project Hero to find the best candidate to train at the Claremont Academy and become Farside's first home-grown superhero.

Competition was fierce; the initial acceptance rate for Project Hero was 1.2% and things only got tougher from there; evaluations were constant and results public; many students simply cracked under the intense pressure and left. Finally, after four years, there was only one student left: Samot.

Samot is the best Farside has to offer; he's expected to pave the way for an entire generation of Farside superheroes and the eyes of the entire city are on him. That's some pressure. Fortunately the atmosphere at Claremont is somewhat more relaxed and, thanks to Leeroy Hawke, the young Farsider is remembering there is more to life than training; he's begun to participate in school activities beyond training to establish a healthier balance between work and play.

Coming through the Project Hero pressure cooker means Samot is completely unfazed by the social jockeying at school; he doesn't have to prove himself to anyone and his obvious confidence and maturity make him a natural leader.



Skills: Computers 4 (+8), Concentration 4 (+7), Craft (electronics) 4 (+8), Diplomacy 6 (+9), Knowledge (history) 4 (+8), Knowledge (technology) 4 (+8), Knowledge (current events) 2 (+6), Notice 4 (+7), Sense Motive 4 (+7)

Feats: Fascinate (Diplomacy), Jack-of-all-Trades, Leadership, Ultimate Save (Will)

Powers: **Telepathy 3** (Alternate Powers: **Power Control 3**, **Mind Switch 3**)

Device 11 (kinesisuit, hard to lose; *Power Feats:* Restricted [Farsiders only]): **Kinetic Control 9** (Alternate Powers: **Enhanced Strength 18**), **Immunity 9** (life support), **Protection 5** (Extras: Impervious), **Speed 8** (2,500 MPH, dynamic; Alternate Powers (all dynamic): **Flight 4** [100 MPH], **Immovable 8**, **Force Field 4** (Extras: Impervious), **Leaping 8** [x500, 4 rounds])

Combat: Attack +7, Grapple +6 (+15 with Enhanced Strength), Damage -1 (unarmed) +8 (enhanced strength), +9 (kinetic control), Defense +6, Knockback -9 (-17 with Immovable), Initiative +1

Drawbacks: Normal Identity (full round, 4 points)

Totals: Abilities 22 + Skills 9 + Feats 4 + Powers 53 + Combat 26 + Saves 10 - Drawbacks 4 = 120

Powers and Abilities

Samot is a member of the first generation of Farsiders to manifest a greater proportion of psionic abilities than their forebears, a hopeful sign of recovery from the tyranny of Lady Lunar, and although his powers are relatively weak and thus relegated to ace-in-the-hole status, unlike his kinesisuit they are at least always with him.

The kinesisuit, depending on your point of view, either has too many features or too few power systems (the result of Farsider scientists needing to relearn a number of things banned during Lady Lunar's reign and being a design by committee); it requires planning and quick thinking to maximize its functionality, something Samot spends a good deal of time working on.

Real Name: Aeron Gwynn	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: None
Height: 5'10"	Eyes: Green
Weight: 145 lbs.	Hair: Black

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	+1	+4	+3
12	12	16	12	18	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+7	+4	+7		

Skills: Concentration 4 (+8), Diplomacy 4 (+7), Knowledge (arcane lore) 4 (+5), Knowledge (life sciences) 4 (+5), Notice 6 (+10), Medicine 4 (+8), Perform (oratory) 2 (+5), Stealth 4 (+5), Survival 8 (+12)

Feats: Fearless, Ritualist

Powers: **Immunity 4** (cold, disease, heat, poison), **Protection 3** (tough as bark), **Regeneration 1** (Resurrection when in contact with earth; *Power Feats:* Diehard), **Super-Movement 1** (Trackless), **Super-Senses 1** (Direction Sense)

Magic 10 (Blast 10 [lightning bolt]; *Alternate Powers:* **Animate Objects 6** [*Power Feats:* Progression 2 (5 objects); *Extras:* Horde; *Flaws:* Limited to plants],

Comprehend 6 [speak with and understand animals, plants, and all languages] and **Teleport 8** [continental; *Flaws:* Medium (plants)],

Create Object 10 [plant-based],

Dazzle 10 [thunder, auditory; *Extras:* Area (Burst)],

Plant Control 10, Shapeshift 3 [*Flaws:* Action (Standard), Limited to animals], **Weather Control 10** [2 points worth of effects in a 5,000 ft. radius¹], **Weather Control 5** [4 points worth of effects in a 100 ft. radius¹]

Combat: Attack +6, Grapple +7, Damage +1 (unarmed), +10 (blast or dazzle), Defense +10, Knockback -3, Initiative +1

Totals: Abilities 26 + Skills 10 + Feats 2 + Powers 40 + Combat 32 + Saves 10 = 120

¹see Appendix A

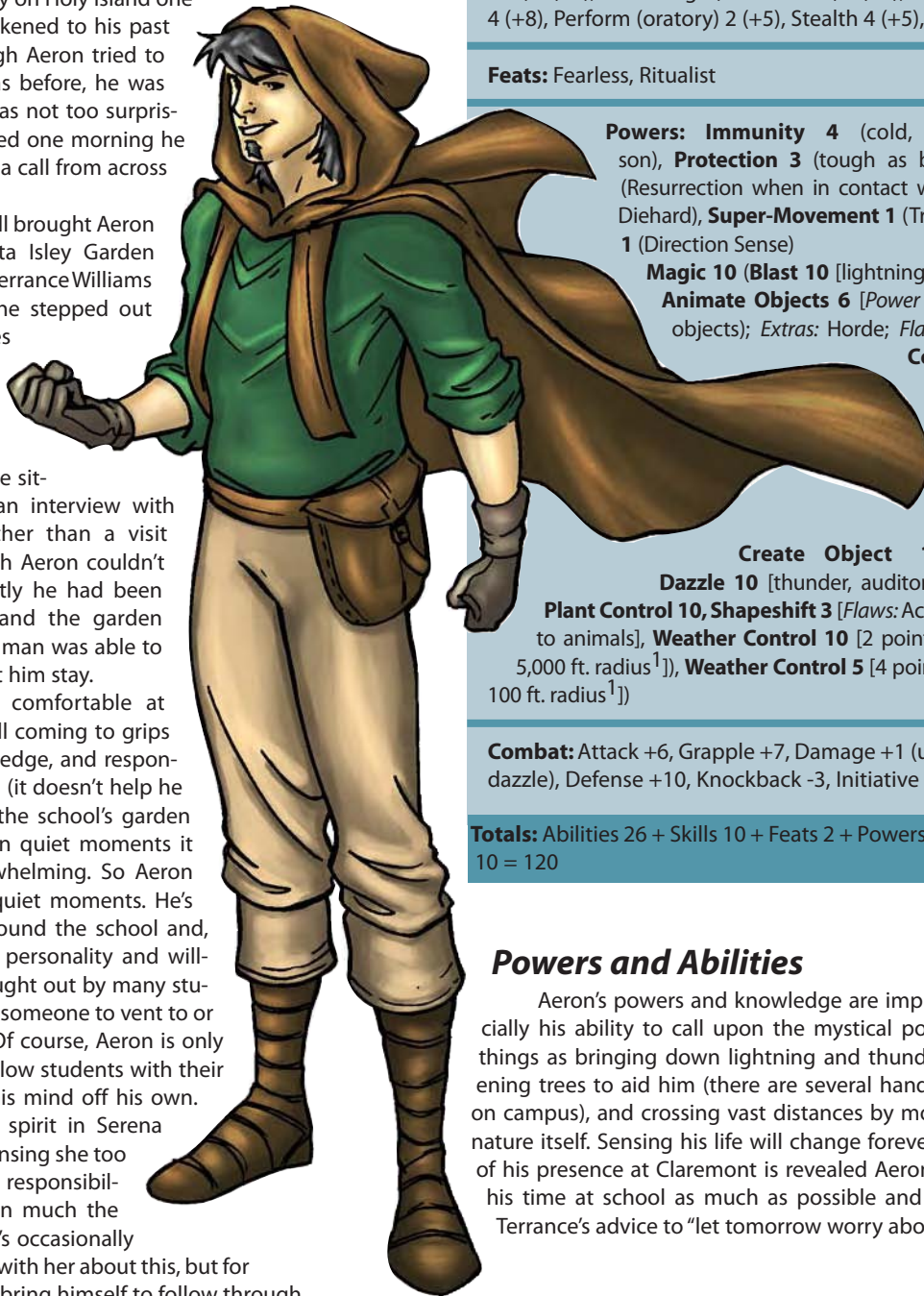
Powers and Abilities

Aeron's powers and knowledge are impressive for his age, especially his ability to call upon the mystical powers of nature for such things as bringing down lightning and thunder on opponents, awakening trees to aid him (there are several handy Gargantuan examples on campus), and crossing vast distances by momentarily melding with nature itself. Sensing his life will change forever once the true purpose of his presence at Claremont is revealed Aeron is determined to enjoy his time at school as much as possible and does his best to follow Terrance's advice to "let tomorrow worry about itself".

Aeron Gwynn was just an ordinary Welsh boy until he went camping with his family on Holy Island one Alban Heruin and awakened to his past life as a druid. Although Aeron tried to still be the boy he was before, he was not the same and it was not too surprising when he announced one morning he was leaving to answer a call from across the sea.

The mysterious call brought Aeron to Claremont's Roberta Isley Garden where he almost gave Terrance Williams a heart attack when he stepped out from one of the trees the groundskeeper was pruning; Aeron's immediate and sincere apology did much to diffuse the situation and get him an interview with Duncan Summers rather than a visit from security. Although Aeron couldn't tell Duncan why exactly he had been called to Claremont and the garden specifically, the young man was able to convince Duncan to let him stay.

While he's quite comfortable at Claremont Aeron is still coming to grips with the power, knowledge, and responsibility revealed to him (it doesn't help he still has no idea why the school's garden is so important) and in quiet moments it can all be a bit overwhelming. So Aeron rarely allows himself quiet moments. He's an eager volunteer around the school and, thanks to his amiable personality and willingness to listen, is sought out by many students when they need someone to vent to or a shoulder to cry on. Of course, Aeron is only too glad to help his fellow students with their concerns as it keeps his mind off his own. Aeron sees a kindred spirit in Serena Vervain (aka Seven), sensing she too labors under a great responsibility and deals with it in much the same way he does. He's occasionally thought about talking with her about this, but for some reason just can't bring himself to follow through.



Real Name: Lawrence Norman Smalls	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: None
Height: 4'11"	Eyes: Brown
Weight: 195 lbs.	Hair: Brown

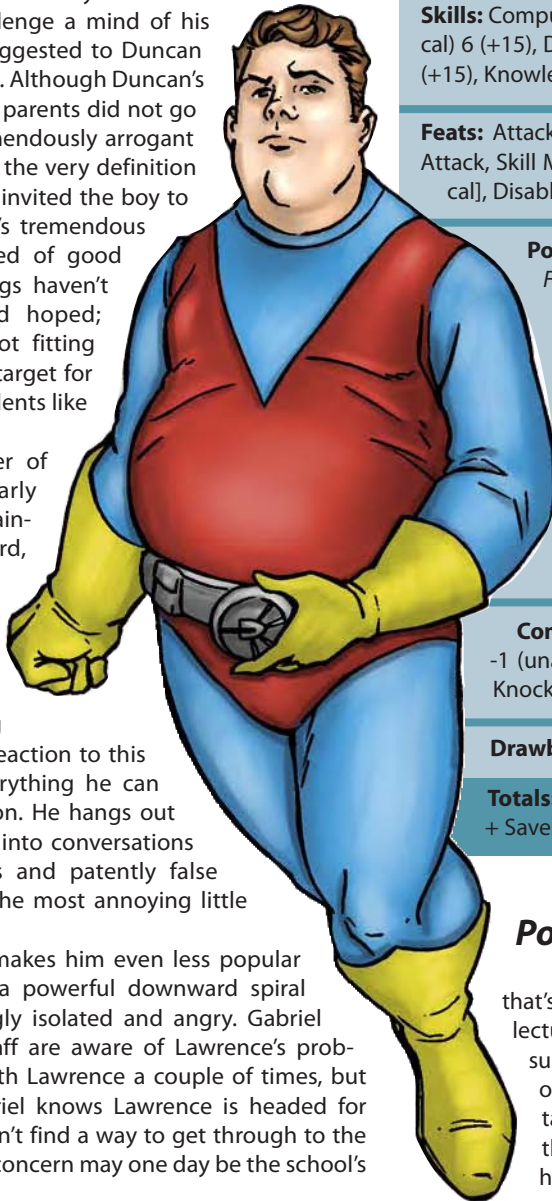
STR	DEX	CON	INT	WIS	CHA
-1	-1	+0	+9	+1	-1
8	8	10	28	12	8
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8*/+0**	+3	+2	+5		

* Impervious, ** without force field

Lawrence Smalls came to Claremont because there was no other place for him; even the country's best scientific universities couldn't challenge a mind of his level and so his name was suggested to Duncan Summers as a possible student. Although Duncan's interview of Lawrence and his parents did not go well (he thought the boy tremendously arrogant and immature and his mother the very definition of a helicopter parent) he still invited the boy to Claremont as he felt the boy's tremendous genius was in desperate need of good guidance. Unfortunately, things haven't worked out as Duncan had hoped; Lawrence Smalls is simply not fitting in and has become a favored target for ridicule and bullying from students like William Polzysky (aka Sloth).

This is due to a number of factors. Although he's clearly overweight (husky as he maintains) and physically awkward, the real problem is Lawrence is notably lacking in emotional maturity and social skills; he's an immature, selfish, spoiled brat whom none of the students want to hang around with. Inevitably, as a reaction to this rejection, Lawrence does everything he can to get other students' attention. He hangs out where he's not wanted, butts into conversations uninvited, makes outrageous and patently false claims; in short, he acts like the most annoying little brother one can imagine.

Of course this behavior makes him even less popular and Lawrence is caught on a powerful downward spiral that is leaving him increasingly isolated and angry. Gabriel Marquez and most of the staff are aware of Lawrence's problem and have tried talking with Lawrence a couple of times, but Lawrence isn't listening. Gabriel knows Lawrence is headed for trouble and worries if he doesn't find a way to get through to the boy then what is currently his concern may one day be the school's or even the world's.



Skills: Computers 6 (+15), Craft (electronics) 6 (+15), Craft (mechanical) 6 (+15), Disable Device 6 (+15), Knowledge (physical sciences) 6 (+15), Knowledge (technology) 6 (+15)

Feats: Attack Focus (ranged) 2, Improvised Tools, Inventor, Power Attack, Skill Mastery (Computers, Craft [electronics], Craft [mechanical], Disable Device)

Powers: **Device 14** (singularity belt, hard to lose; *Power Feats:* Restricted [requires INT 26 or better]); **Dimensional Pocket 8** (25,000 lbs.), **Flight 6** (500 MPH; *Power Feats:* Subtle), **Force Field 8** (*Extras:* Impervious), **Gravity Control 8** (*Heavy Load:* 3 tons; *Alternate Powers:* **Blast 8**, **Blast 5** [*Extras:* Autofire], **Blast 8** [*Extras:* Area (Burst); *Flaws:* Range (Touch)], **Blast 8** [*Extras:* Area (Cone); *Flaws:* Range (Touch)], **Blast 8** [*Extras:* Area (Line); *Flaws:* Range (Touch)], **Deflect 8** [physical projectiles], **Environmental Control 8** [high gravity¹ in a 1,000 ft. radius], **Environmental Control 8** [low gravity¹ in a 1,000 ft. radius], **Telekinesis 8** [*Heavy Load:* 3 tons])

Combat: Attack +6, +8 (ranged), Grapple +5, Damage -1 (unarmed), +8 (blast or dimensional pocket), Defense +8, Knockback -8, Initiative -1

Drawbacks: Normal Identity (full round, 4 points)

Totals: Abilities 14 + Skills 9 + Feats 6 + Powers 57 + Combat 28 + Saves 10 - Drawbacks 4 = 120

¹see Appendix A

Powers and Abilities

Lawrence's sole superhuman trait is his intellect, but that's more than enough. The ultimate expression of his intellectual focus is his singularity belt, which provides him with superior mobility, enhanced protection, and a wide array of offensive, defensive, and general abilities. But more importantly, the belt is Lawrence's way of evening the score; with the belt Lawrence is someone to be respected, without it he's the little fat kid everyone picks on. As a result Lawrence constantly tinkers with the belt to improve and expand its capabilities, not because it will make him a better hero, but because he wants to be the most powerful student at school so he can finally get the respect and attention he feels he deserves.

Real Name: Quentin Oliver Rodriguez	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	
Height: 5'7"	Eyes: Brown
Weight: 130 lbs.	Hair: Brown

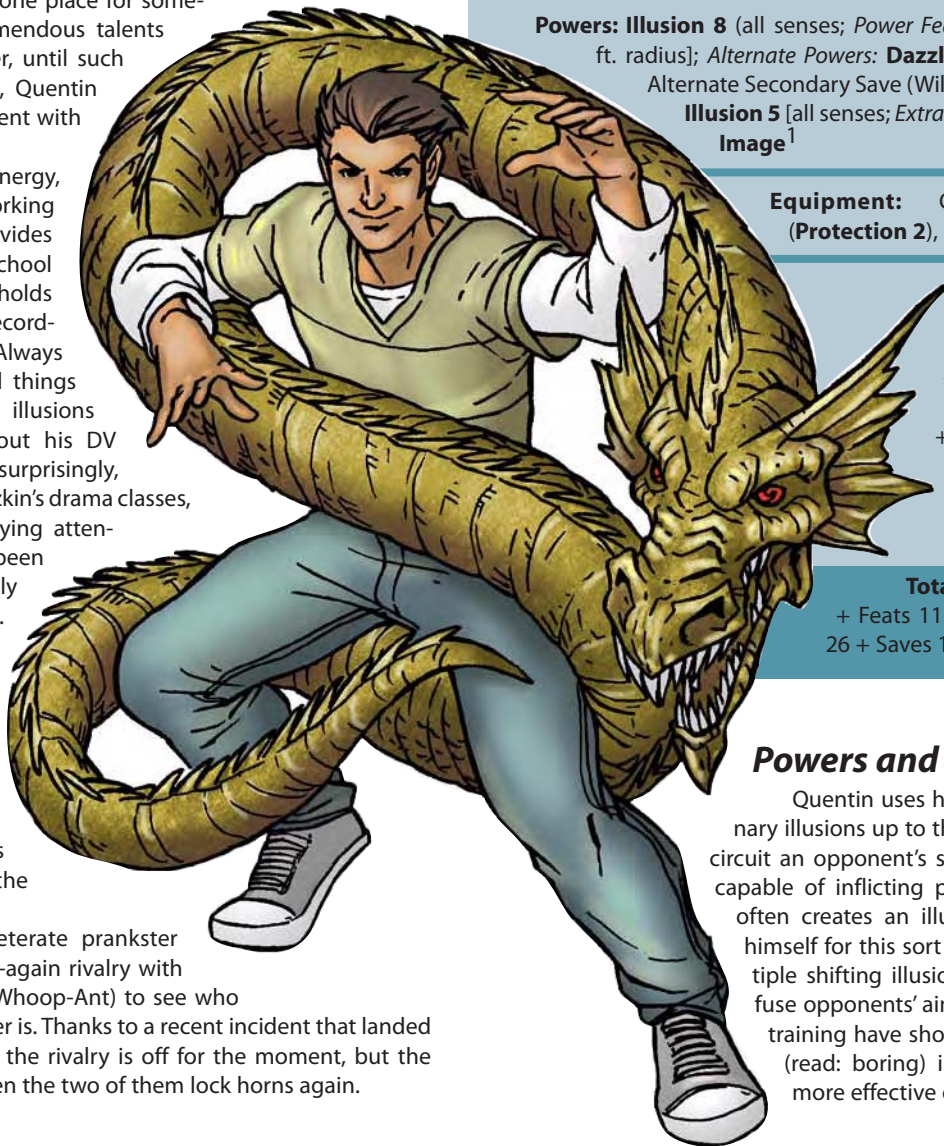
STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+2	+2	+4
12	14	14	14	14	18
TOUGHNESS		FORTITUDE		REFLEX	
+6/+4*/+2**		+4		+5	
			WILL		
			+7		

* flat-footed, ** without costume

Growing up the only child of a hard-working single mother in a dangerous neighborhood meant Quentin had plenty of time to develop his imagination; he would spend hours pretending to be characters he had seen in movies or on television. Then one day while pretending to be a pirate Quentin found he could make a broken broom handle look like an actual cutlass; eventually he was covering himself with a costumes and creating images out of thin air. Although he initially kept his powers secret, soon it became obvious there was only one place for someone with Quentin's tremendous talents . . . Hollywood! However, until such time as he's discovered, Quentin will just have to be content with going to Claremont.

Quentin is a high-energy, creative type forever working on his illusions; he provides the special effects for school plays and concerts and holds performances, live or recorded, of his own works. Always on the lookout for cool things to incorporate into his illusions Quentin is never without his DV camera and laptop. Unsurprisingly, except for Demetrius Kuzkin's drama classes, Quentin has trouble paying attention in class and has been known to absentmindedly manifest his daydreams. While this exasperates many of his teachers, Jeremiah Elias, the school's history teacher, has come up with a novel way of dealing with this by having Quentin recreate famous historical scenes for the class.

Quentin is an inveterate prankster and has an on-again-off-again rivalry with Anthony Andrews (aka Whoop-Ant) to see who the school's greatest joker is. Thanks to a recent incident that landed them both in detention the rivalry is off for the moment, but the school is bracing for when the two of them lock horns again.



Skills: Bluff 6 (+10), Concentration 6 (+8), Knowledge (art) 2 (+4), Notice 4 (+6), Perform (acting) 2 (+6), Sense Motive 4 (+6)

Feats: Attack Specialization (Dazzle), Defensive Roll 2, Dodge Focus 2, Distract (Bluff), Equipment 1, Redirect, Second Chance (saves against Illusion), Set-Up, Taunt

Powers: Illusion 8 (all senses; *Power Feats:* Progression 3 [50-ft. radius]; *Alternate Powers:* Dazzle 7 [all senses; *Extras:* Alternate Secondary Save (Will), Range (Perception)], Illusion 5 [all senses; *Extras:* Damaging¹], Mirror Image¹

Equipment: Caltrops, Costume (Protection 2), Laptop, Video Camera

Combat: Attack +7, +9 (dazzle), Grapple +8, Damage +1 (unarmed), +5 (damaging illusion), +7 (dazzle), Defense +8 (+3 flat-footed), Knockback -3, Initiative +2

Totals: Abilities 26 + Skills 6 + Feats 11 + Powers 41 + Combat 26 + Saves 10 = 120

¹see Appendix A

Powers and Abilities

Quentin uses his powers to create ordinary illusions up to the size of a house, short-circuit an opponent's senses, create an illusion capable of inflicting psychosomatic harm (he often creates an illusory "super" version of himself for this sort of thing), or create multiple shifting illusory duplicates to confuse opponents' aim. Sadly, experience and training have shown him that the simpler (read: boring) illusions tend to be the more effective ones.

Real Name: Shinnosuke Koyama	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: None
Height: 5'6"	Eyes: one brown, one blue (heterochromia)
Weight: 135 lbs. Hair: black	

Claremont didn't find Shinnosuke Koyama, Shinnosuke Koyama found Claremont. Or more accurately, hacked into its e-mail server after wondering why a small private school would have such exceptional security. Of course, once he succeeded, he knew why.

Shinnosuke could have done a number of things with his discovery, including make a lot of money by selling it to certain "interested parties", but instead he decided to contact Duncan Summers, politely explain what he had discovered and ask to be allowed to visit the school. It was bold. It was crazy. It worked. Within the week a plane ticket was reserved in his name for a flight from Tokyo to Freedom City and, after an interesting interview, Duncan Summers decided to allow Shinnosuke to enroll (the other option would have been to have a friend of Duncan's alter the young man's memory).

Since arriving at Claremont Shinnosuke has proven himself to be an all-around performer and one of the coolest guys at school. This is not only because, thanks to his datajack, he's always on top of the latest trends in everything from fashion to entertainment but also because he just seems to be naturally good at everything he does.



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+7	+2	+2
14	14	14	24	14	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8/+6*/+2**	+5	+5	+6		

* flat-footed, ** without nanosuit

Skills: Bluff 6 (+8, +13 with Cool), Computers 12 (+19), Craft (electronics) 8 (+15), Craft (mechanical) 8 (+15), Disable Device 8 (+15), Gather Information 6 (+8, +13 with Cool), Knowledge (technology) 8 (+15), Stealth 4 (+6)

Feats: Attack Focus (melee) 4, Cool¹ (Bluff, Gather Information) 2, Dodge Focus 2, Inventor, Sneak Attack

Powers: **Device 3** (datajack, easy to lose; *Power Feats:* Restricted 2 [only Shinnosuke]); **Datalink 9** (anywhere on Earth; *Power Feats:* Contacts, Eidetic Memory, Jack-of-all-Trades, Machine Control, Master Plan, Well-Informed)

Device 3 (nanosuit, hard to lose): **Concealment 2** (normal sight; *Flaws:* Blending), **Protection 4**, **Super-Movement 5** (Slow Fall, Wall-Crawling 3 [any part of suit sticks to surface], Water Walking [*Flaws:* Limited to only while moving])

Device 2 (nanoglove, hard to lose): **Strike 4** (nanoblade; *Power Feats:* Extended Reach [10 ft.], Improved Critical 2 [18-20], Mighty; *Alternate Powers:* **Deflect 4** [nanobuckler, all projectiles], **Enhanced Feats 1** [Improvised Tools])

Combat: Attack +4, +8 (melee), Grapple +10, Damage +2 (unarmed), +4 (unarmed sneak attack), +6 (nanoblade), +8 (nanoblade sneak attack), Defense +8 (+3 flat-footed), Knockback -4, Initiative +3

Totals: Abilities 34 + Skills 15 + Feats 10 + Powers 31 + Combat 20 + Saves 10 = 120

¹see *Hero High* p. 20 ²see Appendix A

Powers and Abilities

Shinnosuke relies on a trio of items. He can use his datajack to hack into security systems, control nearby vehicles remotely, research information on opponents and locations, run battle simulations and statistical analyses, and anything else a computer can do (i.e. play games, send e-mail, chat, call friends, etc.). His nanosuit provides him with a number of infiltration and evasion capabilities. He can form his nanoglove not only into a nanoblade and a nanobuckler but any tool or piece of simple equipment (i.e. hammer, screwdriver, key, trowel, scissors, knife, prybar, etc.) he can think of.

Note: Shinnosuke can power stunt his nanoglove for additional equipment/devices. For example, he can create a swingline (Super-Movement [Swinging]) or change the properties of his nanoblade (i.e. substitute ranks of the Penetrating extra or make it into a nanowhip by trading Improved Critical and Mighty for Extended Reach, Improved Trip, and Improved Disarm).

Real Name: Tia'kim Moc Thranen	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: Lor Republic
Height: 5'6"	Eyes: Violet
Weight: 125 lbs.	Hair: Green

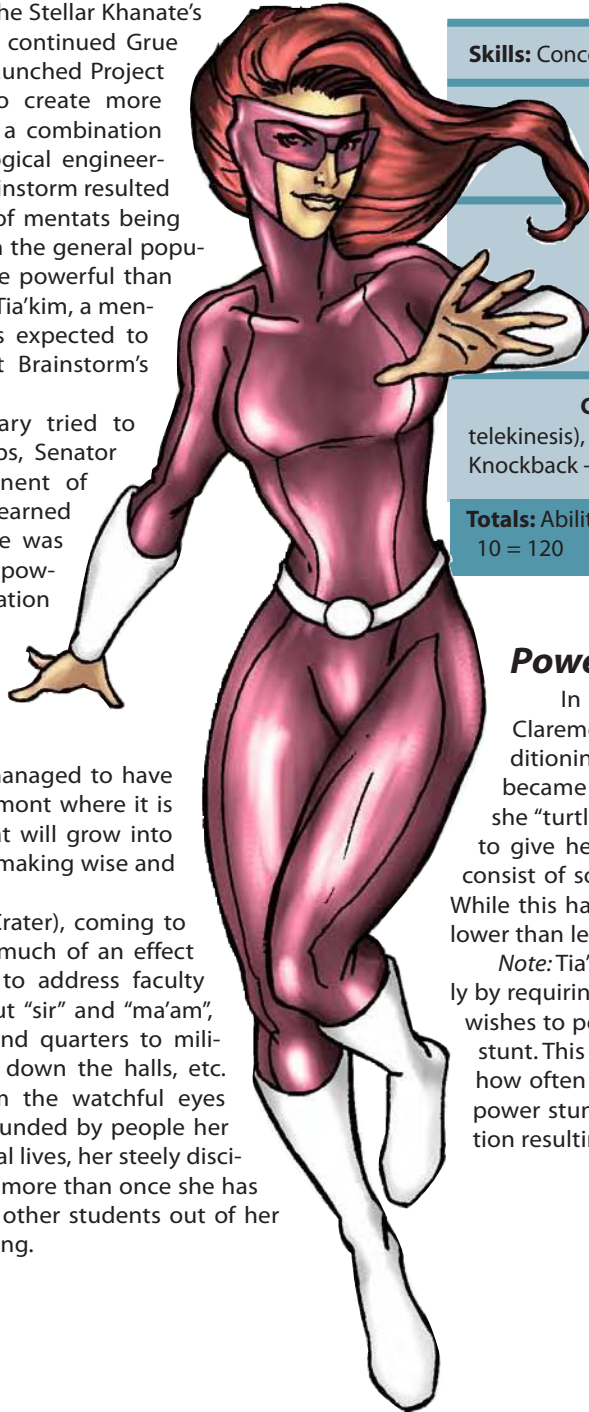
STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+6	+0
10	12	12	12	22	10
TOUGHNESS		FORTITUDE		REFLEX	
+11*/+1**		+4		+4	
			WILL		
			+10		

* 10 Impervious, ** without force field

In the aftermath of the Stellar Khanate's invasion, and facing the continued Grue threat, the Lor military launched Project Brainstorm, an effort to create more powerful mentats using a combination of genetic and psychological engineering. But while Project Brainstorm resulted in a greater proportion of mentats being created than appeared in the general population they were no more powerful than their counterparts. Until Tia'kim, a mentat so powerful she was expected to one day exceed Project Brainstorm's most ambitious goals.

Although the military tried to keep Tia'kim under wraps, Senator Ackundar, a big proponent of military accountability, learned of her existence and she was not about to let the most powerful mentat in a generation (perhaps ever) become a tool for the military. After tireless lobbying (and secret talks with Daedalus and Duncan Summers) the senator managed to have Tia'kim enrolled at Claremont where it is hoped the young mentat will grow into an individual capable of making wise and independent decisions.

Unlike Samot (aka Crater), coming to Claremont has not had much of an effect on Tia'kim; she refuses to address faculty and staff as anything but "sir" and "ma'am", keeps her appearance and quarters to military standards, marches down the halls, etc. Nevertheless, freed from the watchful eyes of the military and surrounded by people her age who have lead normal lives, her steely discipline is starting to crack; more than once she has caught herself watching other students out of her window instead of studying.



Skills: Concentration 8 (+14), Notice 8 (+14), Sense Motive 4 (+10)

Feats: Attack Specialization (telekinesis), Benefit (Lor security clearance), Improved Initiative, Power Attack, Trance, Ultimate Save (Will), Untapped Potential¹

Powers: Flight 5 (250 MPH), Force Field 10 (Extras: Impervious), Super-Senses 1 (Mental Awareness), Telekinesis 12 (Heavy Load: 50 tons; Power Feats: Precise; Alternate Powers: Suffocate 8 [Extras: Range (Ranged)], Telekinesis 8 [Extras: Damaging])

Combat: Attack +6, +8 (telekinesis), Grapple +6 (+20 with telekinesis), Damage +0 (unarmed), +8 (telekinesis), Defense +5, Knockback -10, Initiative +5

Totals: Abilities 18 + Skills 5 + Feats 7 + Powers 58 + Combat 22 + Saves 10 = 120

¹see Hero High p. 20

Powers and Abilities

In terms of sheer power Tia'kim is near the top of the Claremont hierarchy. However, thanks to her military conditioning, she's not nearly as effective as she could be. This became evident in her first combat simulator session where she "turtled-up" behind her force field and waited for someone to give her orders. To overcome this Tia'kim's training sessions consist of solo and team missions, often with her as team leader. While this has resulted in some improvement, she is still more follower than leader.

Note: Tia'kim's lack of imagination can be simulated mechanically by requiring her to succeed at an Intelligence check any time she wishes to power stunt; if Tia'kim fails the check she doesn't power stunt. This can either be a drawback with the value determined by how often she is likely to encounter a situation where she could power stunt and the DC of the Intelligence check or a complication resulting in a loss of action and the gain of a hero point.

Real Name: Crystal Tiffany Gaithers	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: None
Height: 5'2" (Crystal), 7'1" (Ripper)	Eyes: Green (Crystal), Yellow (Ripper)
Weight: 105 lbs. (Crystal), 420 lbs. (Ripper)	Hair: Auburn (Crystal), Rust (Ripper)

Crystal Gaithers' parents never could say no to their "precious angel" and she grew up a self-centered, manipulative brat. Then her grandmother moved in and Crystal found she could not manipulate or fool Gram. In the resulting battle of wills Crystal threw Gram's favorite possession, an ancient (and mystical) dream catcher, into the lit fireplace. Instantly a huge eerie explosion threw Crystal across the room knocking her out.

When Crystal came to she felt genuinely sorry for the first time in her life; she was a changed girl. But even as Crystal was genuinely friendly and helpful as never before a monstrous alter ego was growing inside of her. It emerged one night while Crystal slept, turning her into a werewolf-like beast. Fortunately Adrian Eldrich managed to capture the beast and discover the truth before any real harm was done. Unfortunately, while the Master Mage was able to aid Crystal in forcing the beast to give way to her, not even he could completely undo the enchantment; Crystal and the beast would be linked forever.

Realizing the best way to help Crystal was to help her learn how to control the beast Eldrich made arrangements to bring Crystal to Claremont where her cheerful nature, friendliness, and willingness to help everyone have made her very popular (although the fact there's a big scary beast inside of her still makes some students uneasy).



STR	DEX	CON	INT	WIS	CHA
+7	+7	+7	-1	+4	+0
24	24	24	6	18	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+10	+10	+8

Skills: Climb 8 (+15), Intimidate 8 (+8), Notice 6 (+10), Stealth 6 (+13), Survival 8 (+12), Swim 4 (+11)

Feats: All-Out Attack, Attack Specialization (strike), Diehard, Evasion, Fearless, Fearsome Presence 5, Improved Initiative, Move-By Action, Power Attack, Startle, Takedown Attack 2, Uncanny Dodge (olfactory)

Powers: Leaping 2 (x5), Speed 3 (50 MPH), Super-Senses 3 (Low-Light Vision, Scent, Tracking [Scent]), Strike 2 (Power Feats: Improved Critical [19-20], Mighty)

Combat: Attack +5, +7 (strike), Grapple +12, Damage +7 (unarmed), +9 (strike), Defense +9, Knockback -3, Initiative +11

Drawbacks: One-Way Transformation (turning back to Crystal requires hours, very common, minor, 3 points)

Totals: Abilities 46 + Skills 10 + Feats 17 + Powers 12 + Combat 28 + Saves 10 - Drawbacks 3 = 120

Crystal Power Level 2

Str 10	Dex 12	Con 12	Int 14	Wis 14	Cha 18
Skills: Bluff 6 (+10), Knowledge (popular culture) 2 (+4), Notice 4 (+6), Sense Motive 4 (+6)					
Feats: Distract (Bluff), Disarming ¹ 5, Improved Defense, Improved Trip					
Combat: Attack +3, Grapple +3, Damage +0 (unarmed), Defense +3, Knockback -0, Initiative +1					
Saving Throws: Toughness +1, Fortitude +3, Reflex +3, Will +4					
Drawbacks: Involuntary Transformation (Crystal must turn into Ripper at least once every couple of days or Ripper manifests on its own for 24 hours, 3 points)					
Crystal Totals: Abilities 20 + Skills 4 + Feats 8 + Combat 12 + Saves 6 - Drawbacks 3 = 47					

¹see *Hero High* p. 20

Powers and Abilities

Crystal can transform into Ripper anytime she wants and in fact must do so at least once every couple of days if she wants to have control over the time of transformation. Unfortunately, once she's turned into Ripper it takes at least a couple of hours for Crystal to be able to change back, longer if she's under some kind of stress (i.e. has a date, needs to study for an exam, etc.) or failed to transform in time.

Real Name: Quo-Dis	
Identity: Secret	Occupation: Student
Base of Operations: Claremont Academy, Freedom City	Affiliation: Ultima Thule
Height: 6'0"	Eyes: Gray
Weight: 180 lbs.	Hair: Blonde

STR	DEX	CON	INT	WIS	CHA
+8	+0	+8	+1	+0	+0
26	10	26	12	10	10
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8	+10	+4	+4		

Skills: Knowledge (history) 4 (+5)

Feats: Beginner's Luck

Powers: **Comprehend 2** (speak and understand all languages), **Cosmic Energy Control 8** (*Flaws:* Unreliable), **Flight 4** (100 MPH), **Immunity 11** (aging [*Flaws:* half-effect]), life support, need for sleep [*Flaws:* half-effect]), **Regeneration 4** (bruised 1/round, injured 1/20 minutes, disabled 1/5 hours, *Resurrection* 1/week, not when beheaded; *Power Feats:* Persistent, Regrowth), **Super-Strength 2** (*Heavy Load:* 1.8 tons), **Telepathy 1**

Combat: Attack +8, Grapple +18, Damage +8 (unarmed or cosmic energy control), Defense +8, Knockback -5, Initiative +0

Totals: Abilities 34 + Skills 1 + Feats 1 + Powers 42 + Combat 32 + Saves 10 = 120

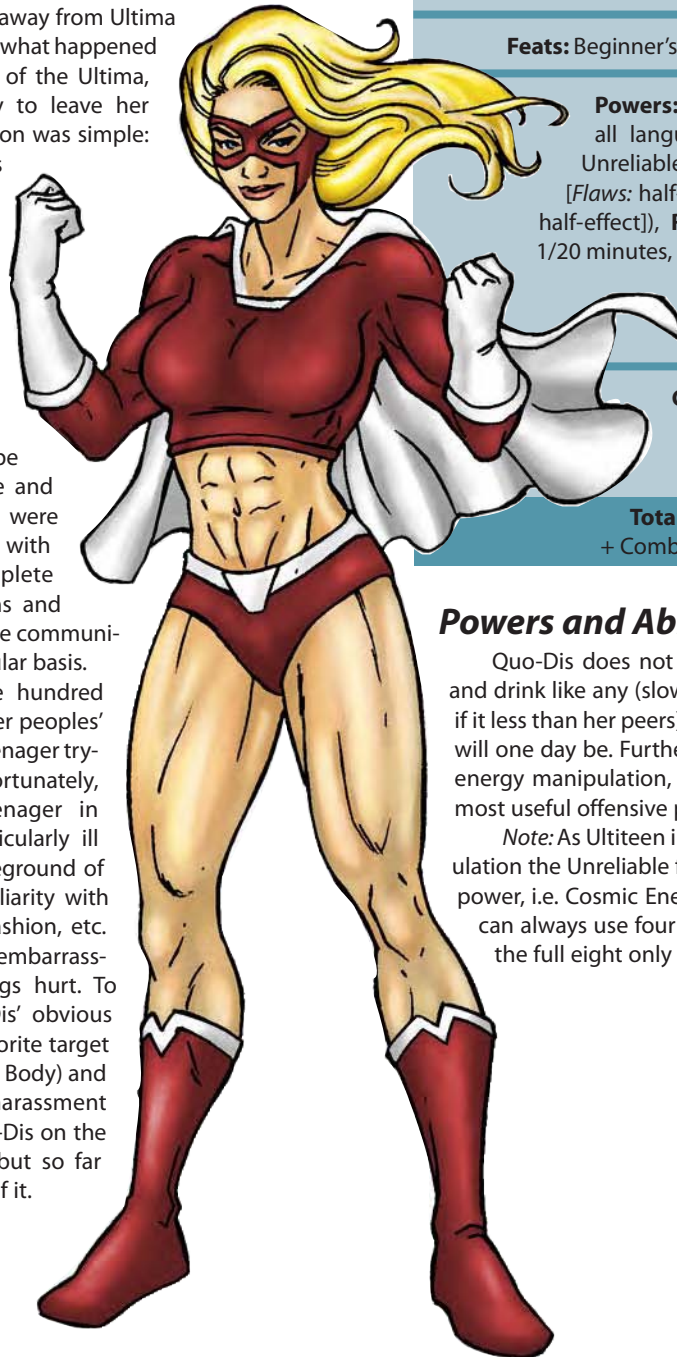
Powers and Abilities

Quo-Dis does not possess her full birthright yet. She must eat and drink like any (slowly) growing kid, needs to get her sleep (even if it less than her peers), and is not as strong, tough, or resilient as she will one day be. Furthermore, she has not yet fully mastered cosmic energy manipulation, meaning she can never be sure whether her most useful offensive power will work.

Note: As Ultiteen increases her mastery of cosmic energy manipulation the Unreliable flaw will apply to fewer and fewer ranks of the power, i.e. Cosmic Energy Control 8 (*Flaws:* Unreliable 4) means she can always use four ranks of Cosmic Energy Control but manages the full eight only about half the time.

It is unheard of for the Ultima to allow one of their children to be educated away from Ultima Thule. And yet that is precisely what happened when Quo-Dis, the youngest of the Ultima, was offered the opportunity to leave her home for Claremont. The reason was simple: in light of the recent Terminus invasion and certain other events the Ultima Prime felt it wise to keep a closer eye on happenings in the world, including the gathering place of a significant number of young superhumans called Claremont Academy. Quo-Dis eagerly accepted, excited as any teenager to be able to get away from home and the necessary arrangements were made through Adrian Eldrich with an understanding of complete secrecy as to Quo-Dis' origins and that the Ultima Prime would be communicating with the teen on a regular basis.

Despite being over one hundred years old Quo-Dis, raised in her peoples' "splendid isolation", is still a teenager trying to discover who she is. Unfortunately, being the only Ultima teenager in existence means she is particularly ill equipped for the social battleground of high school; her lack of familiarity with teen social customs, slang, fashion, etc. often ends up causing her embarrassment and having her feelings hurt. To make matters worse, Quo-Dis' obvious sensitivity has made her a favorite target of Daisy Gibbons (aka Student Body) and her clique; their constant harassment has more than once had Quo-Dis on the verge of going back home, but so far she's always been talked out of it.



APPENDIX A

FEATS

Untapped Potential

Fortune

Folks expect you to grow into your powers eventually, but you're special; you haven't even begun to tap into the full extent of your abilities. With Untapped Potential, you can push your powers beyond their current limits and touch upon that greatness for a short time. When you use extra effort (*M&M*, page 120), you can increase a power by 3 ranks rather than 2.

OPTION: MIX-AND-MATCH ENVIRONMENTS

For especially broad Environmental Control effects, like the power to command the weather, the GM may wish to apply the following optional rule. Rather than having a set list of effects the user can create, Environmental Control divides its cost for any given use among effects with appropriate descriptors, making it a limited sort of Variable structure (see Variable later in this chapter).

So, for example, an Environmental Control effect costing 4 points per rank can distribute those 4 points among different effects as the user sees fit. So one use it might be intense cold (1 point), a DC 10 distraction (2 points), and hamper movement to one-half speed (1 point) for a blizzard. The next use could be extreme heat (2 points) and hampering movement to one-quarter (2 points) for desert-like heat, and so forth.

POWER FEATS

Cyberspace: You can project your consciousness into the "cyberspace" of a computer network, operating "inside" the system. Your physical body remains unconscious and helpless while your mind is in cyberspace.

Gravity: For 2 points per rank, you can create a low-gravity or high-gravity environment. You can acquire the other effect as an Alternate Power. The attack roll penalty for low-gravity does not affect characters with a three-dimensional movement effect like Flight, Swimming, or Super-Movement (air walking, wall-crawling, etc.). The attack penalty for high-gravity does not affect characters with effective Strength scores greater than 30 (including Super-Strength bonuses).

POWER MODIFIERS

Damaging (+3): Your Illusion is so realistic it can actually inflict psychosomatic harm on anyone fooled by it. Your illusions are capable of making attacks, which automatically hit (since your illusions are as "skilled" as you choose to imagine) and inflict damage up to your Illusion rank, or the damage normally inflicted by whatever you're creating an illusion of, whichever is less. Anyone who successfully overcomes your illusion cannot be harmed by it and immediately recovers any damage inflicted by it. This extra is essentially the same as a Linked Damage effect with perception range, so the GM may allow you to apply other modifiers directly to the Damaging extra like an independent effect.

Mental Aura (+1): Optionally, an Aura may be set up as a Mental Aura, "surrounding" your mind rather than your body. This has the same cost and requirements as a regular Aura effect. In this case, the Aura affects anyone "touching" your mind with an effect like Mind Reading or Mind Control or engaging you in a mental grapple (see **Mental Grapple**, *M&M*, page 157). A Mental Aura does *not* affect those with whom you initiate a mental grapple, only opponents who attempt to mentally grapple you. Otherwise, it works essentially the same: the aggressor must immediately save against the Mental Aura effect and must do so again on each of your actions so long as mental contact is maintained.

Example: *The Murder Spirit Jack-A-Knives is not only Immune to Mental Effects, but also has a rank 4 Mental Stun Aura, inflicting agony on anyone foolish enough to attempt to delve into its mind. Anyone contacting Jack-A-Knives' host with an effect like Mind Reading must immediately make a Will saving throw against the Mental Aura's Stun effect (DC 14 for its rank)*

Platform (-1): Your Flight is reliant on some sort of platform on which you stand or sit. If you suffer any knockback while flying (see Knockback, *M&M*, page 165) or you are grappled by someone standing on the ground, you're knocked or pulled off your platform and cannot fly. You can regain the use of your flying platform by reactivating your Flight effect (which may require a Concentration check, depending on circumstances).

POWERS

Mirror Image

Effect: Visual Concealment

Action: Free (active)

Range: Personal

Duration: Sustained

Saving Throw: None

Cost: 4

You can create multiple, shifting mirror images of yourself that appear in areas adjacent to you. Since it is difficult to tell from moment to moment which are the images and which is the real you, you have total concealment from attacks against you (attackers have a 50% miss chance), but obviously you do not gain the full benefits of concealment to go unnoticed, since both you and your images remain visible.

SPLIT ATTACK AND MIGHTY

When using the Split Attack power feat with the Mighty power feat the total damage is split among the targets. For example, a character with 18 Strength (+4 Strength bonus) and Strike 2 (Mighty, Split Attack) would divide the total 6 melee damage among the two targets when using split attack (i.e. 3/3, 2/4, or 1/5).

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