

RONIN ARTS · MICHAEL HAMMES · GREEN RONIN



GREEN RONIN PUBLISHING

SOURCEBOOK

GRR2514

MUTANTS & MASTERMINDS

# INSTANT SUPERHEROES

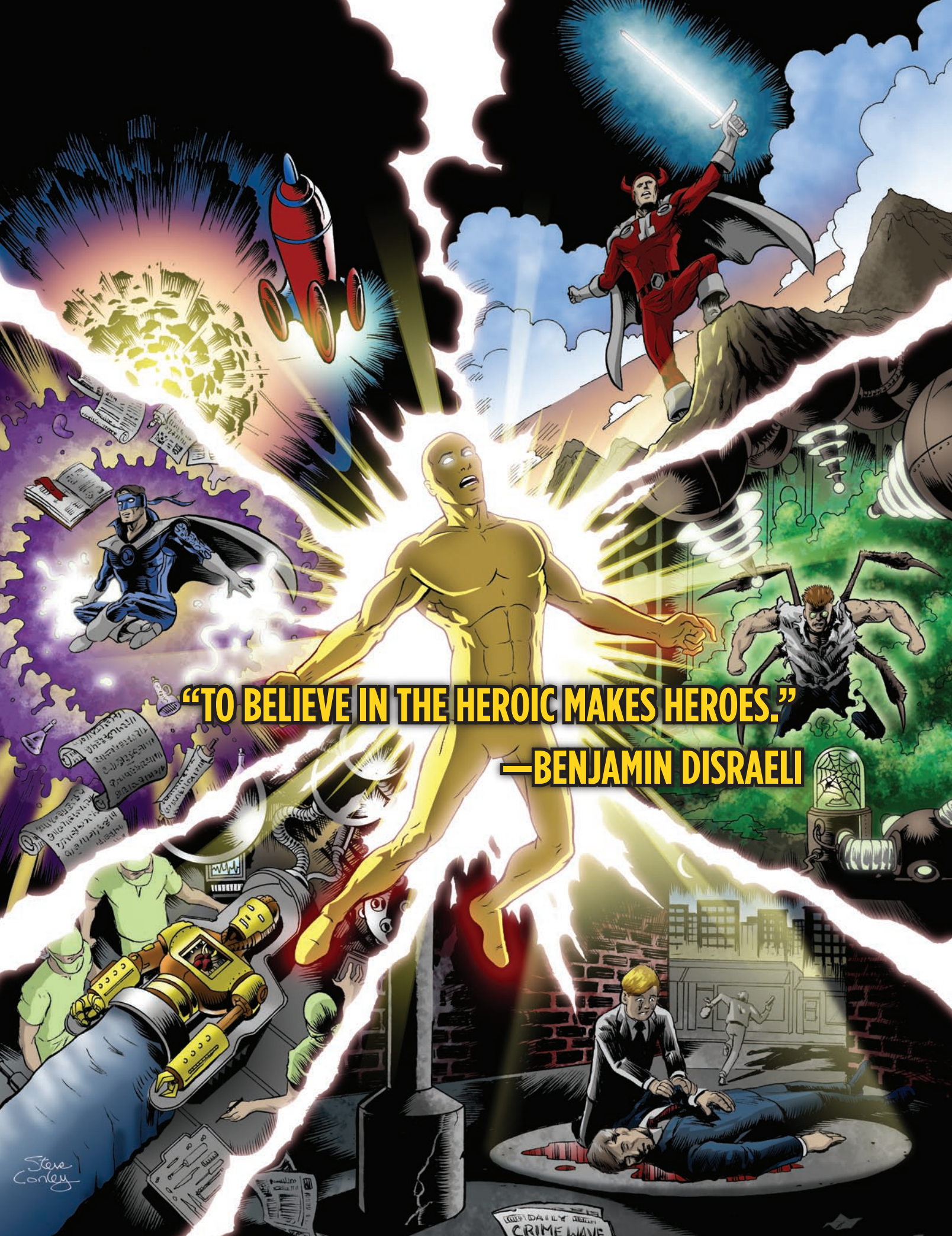


SOURCEBOOK

Steve Mey

CRIME WAVE





**“TO BELIEVE IN THE HEROIC MAKES HEROES.”**

**—BENJAMIN DISRAELI**

Steve Conley

DAILY NEWS  
CRIME WAVE





# MUTANTS & MASTERMINDS

A GREEN RONIN PRODUCTION  
CREATED BY RONIN ARTS

Design & Development **Michael Hammes**

Cover Art **Steve Conley**

Additional Material **Steve Kenson & Philip Reed**

Executive Producer **Chris Pramas**

Graphic Design **Hal Mangold & Philip Reed**

Art Direction **Hal Mangold, Steve Kenson, & Philip Reed**

Interior Art **Attila Adórijány, Balaskas, Brett Barkley, Greg Boychuk, Darren Calvert, Steve Conley, Storn A. Cook, Talon Dunning, Cully Hamner, Vitor Ishimura, Scott James, Christopher Jones, Tony Parker, Conley Philpott, Kevin Stokes, Craig Taillifer, Eric Wight**

Proofreading **Bob Huss, Steve Kenson, & Philip Reed**

Green Ronin Staff **Chris Pramas, Nicole Lindroos, Hal Mangold, Steve Kenson, Bill Bodden, jim pinto, Evan Sass, Robert J. "Dr. Evil" Schwalb and Marc Schmalz**

First Edition Graphic Design **Sean Glenn**

Playtesters **D.T. Butchino, Bob Huss, Ben Robbins, Aaron Sullivan, John Turner**

**Special Thanks** The Ronin Arts team would like to thank everyone at Green Ronin for the opportunity to create this book; the fans that supported the *Archetype Archive* series (the success of which led directly to the birth of this book); and everyone that has consumed the adventures and rules options found in *Superline*, our M&M Superlink 'zine (available now at [www.roninarts.com](http://www.roninarts.com)).



# INSTANT SUPERHEROES

**Instant Superheroes** is ©2007 Green Ronin Publishing, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Mutants & Masterminds, M&M Superlink, Freedom City, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC. Ronin Arts and the Ronin Arts logo are trademarks of Philip Reed and Christopher Shy and are used with permission.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: all character and place names and descriptions, all artwork and images, power points, and hero points.

The following text is Open Gaming Content: All stat blocks and Appendix I, except for material previously declared Product Identity.

**Printed in China**



**Green Ronin Publishing**

PO Box 1723  
Renton, WA 98057-1723  
custserv@greenronin.com  
www.greenronin.com  
www.mutantsandmasterminds.com



**Ronin Arts**

151 Wild Buffalo Dr.  
Kyle, TX 78640  
info@roninarts.com  
www.roninarts.com  
www.studioronin.com

**First Printing**

**Instant Superheroes** was typeset in ITC Quay Sans, designed by David Quay in 1990, and HTF Gotham Condensed, designed by Tobias Frere-Jones in 2002.



# T A B L E O F C O N T E N T S

<b>INTRODUCTION</b> .....	<b>4</b>	<i>The Gadgeteer and Extra Effort</i> .....	<b>30</b>	Tracer.....	<b>70</b>
<i>How to Use this Book</i> .....	<b>4</b>	Jungle Lord.....	<b>32</b>	Wealthy Thrillseeker.....	<b>72</b>
<b>CHAPTER 1: ARCHETYPES</b> .....	<b>5</b>	Living Weapon.....	<b>34</b>	<i>What Exactly is Wealthy</i> .....	<b>72</b>
<i>Who Needs Customization?</i> .....	<b>5</b>	Martial Artist.....	<b>36</b>	Weapon-Master.....	<b>74</b>
<i>Team Considerations</i> .....	<b>5</b>	Martian.....	<b>38</b>	Weather Controller.....	<b>76</b>
<i>Game Considerations</i> .....	<b>5</b>	Mimic.....	<b>40</b>	<b>CHAPTER 2: SIDEKICKS</b> .....	<b>78</b>
<i>Drawbacks</i> .....	<b>5</b>	<i>Mimicking Fellow Heroes</i> .....	<b>40</b>	<b>CHAPTER 3: ORIGINS</b> .....	<b>84</b>
<i>Devices</i> .....	<b>5</b>	<i>No Limit Animal Mimicry</i> .....	<b>41</b>	<b>APPENDIX I</b> .....	<b>90</b>
<i>Customization without Power Points</i> .....	<b>5</b>	<i>Constructing New Sets of Traits</i> .....	<b>41</b>	<i>Independent</i> .....	<b>90</b>
Agent.....	<b>6</b>	<i>Animal Mimicry and Growth</i> .....	<b>42</b>	<i>Probability Control</i> .....	<b>90</b>
Amphibian.....	<b>8</b>	Mystic.....	<b>44</b>	<i>New Power Feat</i> .....	<b>90</b>
Android.....	<b>10</b>	Paragon.....	<b>46</b>	<i>Everybody Talks About the Weather</i> .....	<b>90</b>
Battlesuit.....	<b>12</b>	Powerhouse.....	<b>48</b>	<b>APPENDIX II: DESIGN NOTES</b> .....	<b>91</b>
<i>The Battlesuit and Extra Effort</i> .....	<b>12</b>	Psionic.....	<b>50</b>	<i>Design Resources</i> .....	<b>91</b>
Costumed Detective.....	<b>14</b>	Ring Bearer.....	<b>52</b>	<i>One World</i> .....	<b>91</b>
Cyborg.....	<b>16</b>	Sentient Plant.....	<b>54</b>	<i>Power Level</i> .....	<b>91</b>
<i>The Cyborg and Extra Effort</i> .....	<b>16</b>	Shapeshifter.....	<b>56</b>	<i>Skills</i> .....	<b>91</b>
Demon.....	<b>18</b>	<i>No Limit Shapeshifting</i> .....	<b>56</b>	<i>Powers</i> .....	<b>91</b>
Duplicator.....	<b>20</b>	<i>Hey! That Dog Can Talk!</i> .....	<b>56</b>	<b>INDEX</b> .....	<b>92</b>
Elemental.....	<b>24</b>	Speedster.....	<b>60</b>	<b>CONTRIBUTOR BIOS</b> .....	<b>93</b>
Energy Controller.....	<b>26</b>	<i>Communication Breakdown</i> .....	<b>60</b>	<b>OPEN GAME LICENSE</b> .....	<b>95</b>
Fortunate Hero.....	<b>28</b>	Super-Soldier.....	<b>62</b>		
Gadgeteer.....	<b>30</b>	Swashbuckler.....	<b>64</b>		
		Totem.....	<b>66</b>		

## INTRODUCTION

Welcome to *Instant Superheroes*, a collection of dozens of the most popular superhero archetypes that have graced the pages of comic books over the decades all in the ready-to-play format first set forth in *Mutants & Masterminds* and the *Archetype Archive* PDF releases. While most of the archetype names will be instantly familiar to you from these products, *Instant Superheroes* is *not* a collection of already existing material; each of the archetypes in this book have been redesigned from the ground up with an all-new write-up that includes a brand new statblock, analysis of key aspects of the archetype, and two or more variants based on the archetype. So, whether you're brand new to the world of *Mutants & Masterminds* or an old hand, *Instant Superheroes* has something for you!

### HOW TO USE THIS BOOK

The simplest way to use this book is to go to the nearest copy machine and make a photocopy of the hero archetype you wish to play. Then, on the back of the copy, take a few moments to personalize your hero with a name, costume, origin story, and that's it; you're all set to save the day!

If you'd rather play one of the archetype variants or want to make some changes to an archetype itself transfer the archetype's or variant's relevant

information as well as any changes, background information, etc. to a blank character sheet/piece of paper and, presto, a hero is born!

Of course GMs will find the archetypes and variants useful as ready-to-play villains or NPC heroes; simply take one or more of the archetypes and/or variants, give them appropriate names and descriptions, and you're done.

Beyond providing ready-to-play archetypes *Instant Superheroes* is a valuable resource of reference and inspiration for both players and GMs. Whether you're a player looking to build your own hero from the ground up, a GM needing a base for crafting a major villain, or you just want to see how to officially build certain combinations of powers or abilities, *Instant Superheroes* has you covered. Want to emulate a specific comic-book hero? Look to the archetype the hero resembles most closely and go from there. Need a powerful energy-using villain? Take a look at the Energy Controller and advance the archetype's power level. Have a question about power specific combinations or build costs? Chances are one or more of the archetypes or variants is built using what you are thinking of.

So there you have it. 32 archetypes. 77 variants. Endless possibilities. Is this a great game or what?



# CHAPTER 1: ARCHETYPES

## A WORD ON CUSTOMIZATION

You are encouraged to customize the archetypes and variants to suit your ideas; each archetype and variant represents only one way to build a given hero. Think a saving throw is a little low? Increase it by proportionately reducing another trait. Want an archetype to have different alternate powers? Just take out the alternate powers you don't like and replace them with alternate powers of equivalent value. In fact, although each archetype has suggestions for appropriate customizations, the only true limit is your imagination. But before you dash off to begin making just the hero you want, there are some things you may wish to consider first.

## WHO NEEDS CUSTOMIZATION?

For all heroes customization is only a power stunt or heroic feat and GM approval away. This is especially true for heroes using such broad powers as Magic, Environmental Control, Element Control, and the variations of Blast; before you start trading off traits, ask yourself whether the same effect can be achieved with hero points or power stunts. In fact, especially if this is your first time playing *Mutants & Masterminds*, you may wish to start out with the archetype as written and jot down one or two power stunts/heroic feats that you think might be useful in the future. Then, if you find yourself using those power stunts on a regular basis, make them a permanent part of your hero by spending power points earned during adventures.

## TEAM CONSIDERATIONS

If your hero is going to be part of a team you may wish to look into acquiring one or more of the following feats: Inspire, Leadership, Master Plan, Set-Up, and Teamwork. These feats simulate team concepts in mechanical terms; they reward your hero and teammates for acting like a team.

In addition to picking up team feats you may also want to consider modifying your hero's traits, specifically powers, to mesh better with the traits of other members of the team. For example, if there is already a team member using fire then you might want to have your hero use ice or water to counterbalance that; an opponent immune to fire is very likely to be susceptible to ice or water and vice-versa.

## GAME CONSIDERATIONS

Depending on the type of game you are playing in there may be certain customizations you will have to make to your hero. This can include taking ranks in such powers as Super-Movement and Space Travel (so everyone can get to where they need to) or skills such as Profession (which the GM may require for anyone with a secret identity or even for everyone) and Language (for heroes of foreign or alien origin), but might also include specific traits that are not appropriate for the game. For example, the GM may not allow certain powers such as Super-Senses (Precognition and Postcognition), combinations of powers (i.e. attack powers with the Autofire extra), or require all heroes to have the same origin (i.e. mutants, psychics, etc.). The point is before deciding on your hero you should ask your GM if there are any special house rules for creating heroes.

## DRAWBACKS

You will find that a number of the archetypes and variants have drawbacks and many of those that don't have them have ones suggested. Drawbacks are a good way to customize your hero as they not only add an interesting dimension to the hero but also provide additional power points you can spend on your hero's traits.

## DEVICES

Although several archetypes such as the Gadgeteer and Battlesuit specifically make use of devices, devices can be applicable to almost any hero with powers; by simply placing all or part of your hero's powers into one or more devices you not only make the hero different from the archetype but also free up power points for additional customization. For example you could have a Paragon that derives power from a suit of armor or a Mystic archetype that uses a spellbook to cast spells. Keep in mind, however, if your hero loses the device then your hero also loses the device's powers.

## CUSTOMIZATION WITHOUT POWER POINTS

*Mutants & Masterminds* offers a couple of ways you can customize your hero without changing any of the archetype's traits. Through the use of these it is possible for two players to play the exact same archetype (with the exact same traits) and yet have them be very different heroes.

The first way is with description, not only how your hero looks and acts but such things as your hero's origin (which will determine your hero's power descriptors), how your hero's powers manifest (i.e. from the eyes, mouth, hands, etc.), specifics of the powers (i.e. is the Blast an energy blast, bullets, body parts, etc.), and what your powers are named.

The second way is through complications. Complications usually tie in with your hero's origin but can also be picked up as your hero goes on adventures. And when they come into play by causing setbacks they provide you with hero points you can use for power stunts and heroic feats, which bring us full circle back to the beginning of this section.

## A NOTE ON IMPERVIOUS

A significant number of archetypes in this book, in line with the original 13 archetypes in *Mutants & Masterminds*, feature high levels of Impervious protection (i.e. Toughness, Protection, or Force Field) which may or may not be appropriate for your game. For example, they could be considered too high for heroes active in the Freedom City setting as Centurion, arguably the setting's greatest hero, had 10 ranks of Impervious Toughness.

As a result, you should consult with your GM prior to finalizing your hero as to whether the hero's default levels of Impervious are appropriate for the game. If they are not, simply lower them (a good standard is to 2/3 or 1/2 of overall Toughness) and spend the saved points on other traits.



# AGENT

The Agent is a hero engaged in uncovering intelligence about villainous organizations and individuals. Although the Agent may be a freelancer the hero usually works for a government agency (or similar organization such as a corporation or a philanthropist) that provides a great deal of support and serves as a source for adventures.

The Agent has no superpowers, relying instead on a high level of training and the occasional gadget (read: equipment) to get the job done. The hero often changes equipment on mission-by-mission basis, but usually retains a "signature" item such as a specific firearm or lighter.

## DESCRIPTION

Although assumed to be a dashing and daring individual saving the world with a gun in one hand and a cocktail in the other the Agent may just as easily prefer to keep a low profile, masquerading as an ordinary individual until it is time to strike.

Always cool under pressure, neither fighting a villain's henchmen while racing a motorcycle along a cliff nor diffusing the ticking timer of an atom bomb will cause the Agent to break a sweat.

Although a capable combatant, the Agent ultimately relies on outsmarting opponents, including surprising them with an unexpected gadget or tactic (i.e. showing the foe into an electric panel), to win the day.

The Agent rarely maintains long-term personal relationships as such relationships not only conflict with the Agent's job but also because other individuals could be used as leverage against the hero; unsurprisingly the Agent is likely to be an orphan.

## VARIANTS

**Fixer:** An independent who "fixes" things for others by drawing on extensive resources, especially the hero's vast network of contacts. This network is usually the result of the Fixer's previous work; the Fixer is often a former Agent but there are other ways (i.e. wealth, inherited from a predecessor) that the network could have been built.

**Imposter:** A master of disguise, the Imposter is among the most mysterious of heroes; even the hero's closest associates may never get to see the individual behind the disguises. While the Imposter's skills are obviously best used in planned situations, the hero has the abilities to make things up on the fly.



## FIXER

POWER LEVEL 10

**Str 14    Dex 14    Con 14    Int 16    Wis 18    Cha 18**

**Skills:** Acrobatics 4 (+6), Bluff 8 (+12), Computers 8 (+11), Concentration 8 (+12), Diplomacy 12 (+16), Disable Device 8 (+11), Drive 8 (+10), Gather Information 12 (+16), Intimidate 8 (+12), Knowledge (current events) 8 (+11), Knowledge (streetwise) 8 (+11), Notice 8 (+12), Pilot 4 (+6), Search 8 (+11), Sense Motive 8 (+12), Stealth 8 (+10)

**Feats:** Attack Focus (ranged) 4, Connected, Contacts, Defensive Roll 2, Distract (Bluff), Dodge Focus 4, Equipment 7, Evasion, Improved Aim, Master Plan, Power Attack, Precise Shot, Quick Draw (draw), Sneak Attack, Uncanny Dodge (visual), Well-Informed

**Equipment:** Cell Phone, Heavy Pistol (**Blast 4** [Power Feats: Subtle (silencer)]), Multi-Tool, PDA, Undercover Shirt (**Protection 2** [Power Feats: Subtle])

**Headquarters:** Five Apartment Safehouses (Size: Diminutive; Toughness: 10; Features: Living Space, Security System), Townhouse Headquarters (Size: Tiny; Toughness: 10; Features: Communications, Fire Prevention System, Living Space, Power System, Security System)

**Vehicles:** Full-Size Car (Size: Huge; Strength: 35; Defense: 8; Toughness: 9; Powers: **Speed 5** [250 MPH]; Features: Alarm, Hidden Compartments)

**Combat:** Attack +10, +14 (ranged), Grapple +12, Damage +2 (unarmed), +4 (heavy pistol or unarmed sneak attack), +6 (heavy pistol sneak attack), Defense +14 (+5 flat-footed), Knockback -3, Initiative +2

**Saving Throws:** Toughness +6 (+4 flat-footed, +2 without vest), Fortitude +7, Reflex +7, Will +9

**Abilities 34 + Skills 32 + Feats 29 + Combat 40 + Saves 15 = Total 150**

## IMPOSTER

POWER LEVEL 10

**Str 14    Dex 16    Con 14    Int 18    Wis 18    Cha 20**

**Skills:** Acrobatics 8 (+11), Computers 8 (+12), Concentration 8 (+12), Bluff 12 (+17), Disable Device 8 (+12), Disguise 12 (+17), Escape Artist 8 (+11), Gather Information 12 (+17), Knowledge (behavioral sciences) 12 (+16), Knowledge (streetwise) 12 (+16), Language 4 (German, Japanese, Mandarin, Russian), Notice 12 (+16), Perform (acting) 12 (+17), Search 8 (+12), Sense Motive 12 (+16), Stealth 12 (+15)

**Feats:** Attack Focus (melee) 2, Beginner's Luck, Benefit (alternate identity), Connected, Distract (Bluff), Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion 2, Fascinate (Bluff), Improved Defense 2, Improved Initiative, Master Plan, Quick Change, Redirect, Skill Mastery (Bluff, Disguise, Notice, Search), Sneak Attack, Uncanny Dodge (visual), Well-Informed

**Combat:** Attack +8, +10 (melee), Grapple +12, Damage +2 (unarmed), +4 (unarmed sneak attack), Defense +10 (+4 flat-footed), Knockback -2, Initiative +7

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +8, Will +9

**Abilities 40 + Skills 40 + Feats 24 + Combat 32 + Saves 14 = Total 150**



## AGENT

## POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+2	+2	+4
14	16	14	14	14	18
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6/+2*	+5	+8	+7		

\*flat-footed

**Skills:** Acrobatics 8 (+11), Bluff 8 (+12, +16 with Attractive), Climb 4 (+6), Computers 8 (+10), Concentration 8 (+10), Diplomacy 8 (+12, +16 with Attractive), Disable Device 8 (+10), Drive 8 (+11), Gather Information 12 (+16), Intimidate 8 (+12), Language 4 (German, Japanese, Mandarin, Russian), Notice 8 (+10), Pilot 8 (+11), Search 8 (+10), Sense Motive 8 (+10), Sleight of Hand 4 (+7), Stealth 8 (+11), Survival 4 (+6)

**Feats:** Attack Focus (ranged) 4, Attractive, Beginner's Luck, Benefit (security clearance), Defensive Roll 4, Dodge Focus 4, Equipment 5, Evasion, Fascinate (Bluff), Improved Aim, Improved Initiative, Luck 3, Power Attack, Precise Shot, Quick Draw (draw), Skill Mastery (Bluff, Disable Device, Notice, Stealth), Stunning Attack, Uncanny Dodge (auditory), Well-Informed

**Equipment:** Camera, Flashlight, Light Pistol (**Blast 3**), Mini-Tracer, Night-Vision Goggles

**Vehicles:** Sports Car (Size: Large; Strength: 25; Defense: 9; Toughness: 8; Powers: **Speed 5** [250 MPH]; Features: Alarm, Caltrops, Hidden Compartment, Navigation System, Oil Slick, Remote Control, Smokescreen)

**Combat:** Attack +10, +14 (ranged), Grapple +12, Damage +2 (unarmed), +3 (light pistol), Defense +14 (+5 flatfooted), Knockback -3, Initiative +7

**Abilities 30 + Skills 33 + Feats 34 + Combat 40 + Saves 13 = Total 150**

**"THE NAME'S NOT IMPORTANT, IT'S WHAT I DO THAT COUNTS."**

## NOTES

- Has 4 hero points at the beginning of each adventure to use for a variety of "superspy" effects:
  - Use Beginner's Luck feat to gain instant competence in a skill useful at that moment (i.e. Medicine to treat a wound, Survival to make it through a blizzard in the Arctic, Ride for making a getaway on a horse, etc.).
  - Gain an additional rank in the Equipment feat for on-hand equipment handy in a particular situation (i.e. a titanium wire in the wristwatch to cut through cell bars, a homing beacon allowing the parent organization to locate the Agent, a belt that turns into climbing gear, etc.).
  - Gain inspiration for how to get out of the villain's deathtrap or how to defeat the villain's doomsday device.
- Benefit (security clearance) denotes access to the parent organization; the exact extent of the aid that can be gained through this feat is determined by the GM.
- Use the Well-Informed feat to recall valuable information about a villain or villainous organization (i.e. known associates, location of headquarters, a bit of personal information, etc.). As with the Benefit feat, the GM ultimately decides what information is recalled.

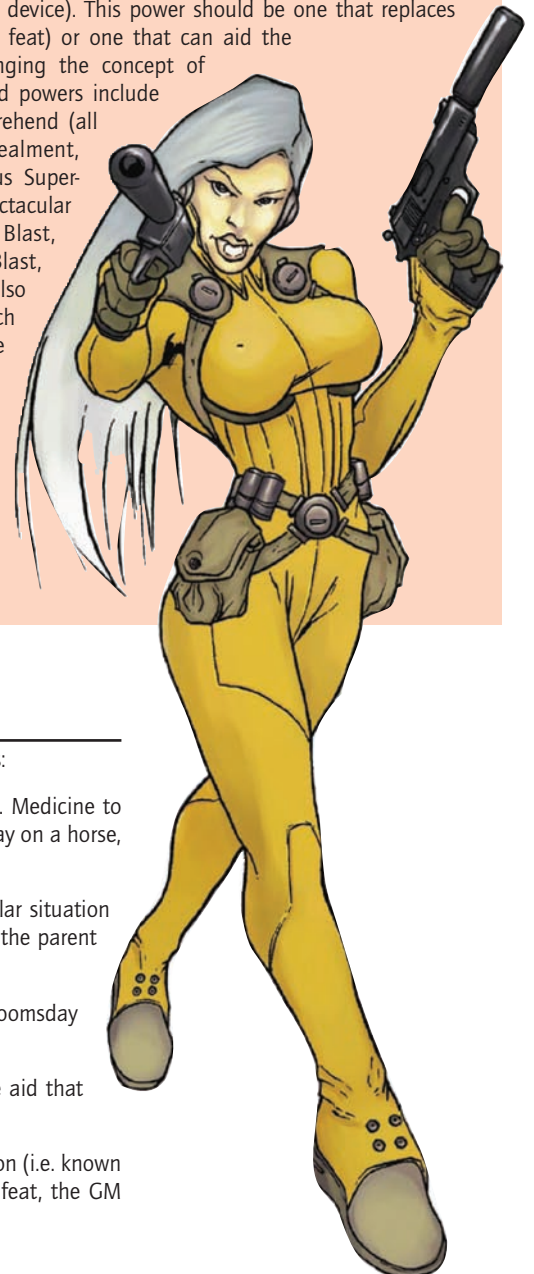
## CUSTOMIZATION

Here are some suggestions on how to customize the Agent.

**The Latest Gadgets:** The Agent's "gadgets" are usually equipment not devices (see *Mutants & Masterminds* page 130 for more on the difference between equipment and devices). Nevertheless, you may wish to give an actual device to the Agent, especially if the hero regularly faces super-powered villains. Appropriate devices would include a more powerful Blast or a Nullify/Drain effect that the Agent can use to counter an opponent's super-powers. Naturally, the points for such a device would have to come from one or more of the Agent's other traits.

**Skill Or Technology?:** Trade off the Agent's skills and feats for additional ranks in Equipment or to gain ranks in the Device power to give the hero access to more gadgets and possibly superpowers (Device) at the cost of reducing the Agent's versatility.

**Super-Agent:** Give the Agent an actual superpower (as opposed to one gained from a device). This power should be one that replaces a trait (i.e. skill or feat) or one that can aid the hero without changing the concept of the character. Good powers include Adaptation, Comprehend (all languages), Concealment, Morph, and various Super-Senses. A more spectacular power such as Blast, Boost, Mental Blast, and Teleport can also be assigned but such a power should be limited to a few ranks so that it is a "trick" for use in key situations rather than something that the hero must constantly rely on.





# AMPHIBIAN

Born to the sea but able to make a home above the waves, the Amphibian may be a native of the aquatic depths or a human infused with aquatic DNA or transformed by the mystic powers of the oceans.

The Amphibian is perfectly adapted to life below the waves and is one of the fastest beings in the water. In addition, the Amphibian has the ability to communicate and command all manner of marine life. Although most effective when in the hero's native element, the Amphibian is nevertheless a force to be reckoned with on land.

## DESCRIPTION

The Amphibian is a humanoid with one or more amphibian characteristics (i.e. scaly skin, gills, vestigial fins, fish eyes, unusually colored skin, etc.). Able to plumb great depths, the Amphibian is endowed with a powerful and streamlined physique often accentuated by a hydrodynamic costume.

While the Amphibian's personality is as varied as that of any surface dweller's, with all the good and bad that this entails, the hero's aquatic nature means that the hero's perspective on things can be quite different. This stems chiefly from the fact that for the Amphibian the waters are a home filled with intelligent beings deserving of respect, not just some place to exploit or use for amusement. As a result the hero views events first and foremost from the perspective of how they affect the seas, much like surface dwellers often fail to consider the impact of their actions on the oceans so too can the Amphibian fail to understand the concerns of surface dwellers. This often leads to misunderstandings and conflict between the hero and surface dwellers as both sides fail to understand the other side.

While the Amphibian is a fair combatant on land, it is in the water that the hero truly shines. This is not only due to the fact that the hero is most comfortable fighting in the deep but also that the Amphibian's foes are at a huge disadvantage in the water; while the Amphibian isn't at full capability on land, at least the hero can breathe and maneuver as well as surface dwellers, which is more than can be said for foes entering the water.

## VARIANTS

**Atlantean:** native to the fabled lost city of Atlantis (or some other underwater realm), the Atlantean walks upon the surface world for many reasons. The Atlantean might be an explorer or scout sent to the surface world for scientific purposes. The hero could be an (un)official emissary of Atlantis attempting to establish or maintain relations between the hero's home and the surface world. The hero could be also be an outcast, exiled from Atlantis for some reason and forced to live on the surface world either

temporarily or permanently. Whatever the case, the Atlantean will have to rely on the hero's superior physiology and mental powers to succeed in this strange new world.

**Sea Deity:** wielder of the powers of the ancient sea gods and goddesses, the Sea Deity serves as protector of the seas and oceans. While most of the hero's spectacular powers are contained within the trident, the Sea Deity is personally adapted to the water. This may be due to the fact that the Sea Deity originally came from an aquatic peoples or because the hero was gifted these traits upon assuming the hero's mantle.

## ATLANTEAN

POWER LEVEL 10

**Str 18** **Dex 14** **Con 20** **Int 14** **Wis 24** **Cha 14**

**Skills:** Concentration 8 (+15), Diplomacy 8 (+10), Notice 4 (+11)

**Feats:** Environmental Adaptation (underwater), Trance

**Powers:** **Immunity 3** (breathe normally underwater, cold, high pressure), **Mental Blast 5** (*Alternate Powers:* **Mind Switch 10**, **Telepathy 9** [anywhere on Earth; *Extras:* Linked **Comprehend 1** (anyone understands your thoughts)]), **Mind Shield 3**, **Protection 3**, **Super-Strength 3** (*Heavy Load:* 2,440 lbs.), **Swimming 3** (10 MPH), **Super-Senses 1** (Low-Light Vision)

**Combat:** Attack +11, Grapple +18, Damage +4 (unarmed), +5 (mental blast), Defense +12, Knockback -4, Initiative +2

**Saving Throws:** Toughness +8, Fortitude +9, Reflex +6, Will +11 (+14 with mind shield)

**Abilities 44 + Skills 5 + Feats 2 + Powers 41 + Combat 46 + Saves 12 = Total 150**

## SEA DEITY

POWER LEVEL 10

**Str 14** **Dex 16** **Con 16** **Int 14** **Wis 18** **Cha 18**

**Skills:** Diplomacy 8 (+12), Knowledge (arcane lore) 8 (+10), Knowledge (life sciences) 8 (+10), Knowledge (theology and philosophy) 4 (+6), Notice 4 (+8), Swim 8 (+10)

**Feats:** Endurance, Ritualist

**Powers:** **Device 9** (trident; easy to lose); **Animal Control 10** (*Power Feats:* Mental Link; *Flaws:* Limited [sea-life]), **Comprehend 2** (speak to and comprehend animals; *Flaws:* Limited [sea creatures]). **Strike 2** (*Power Feats:* Mighty), **Water Control 12** (*Heavy Load:* 50 tons; *Alternate Powers:* **Blast 12**, **Blast 8** [*Extras:* Area (Explosion)], **Dazzle 12** [visual senses], **Suffocate 12**, **Weather Control 24** [Distraction (DC 10) and Hamper Movement (one-quarter), 25,000 ft. radius; *Flaws:* Limited (oceans and seas only)])

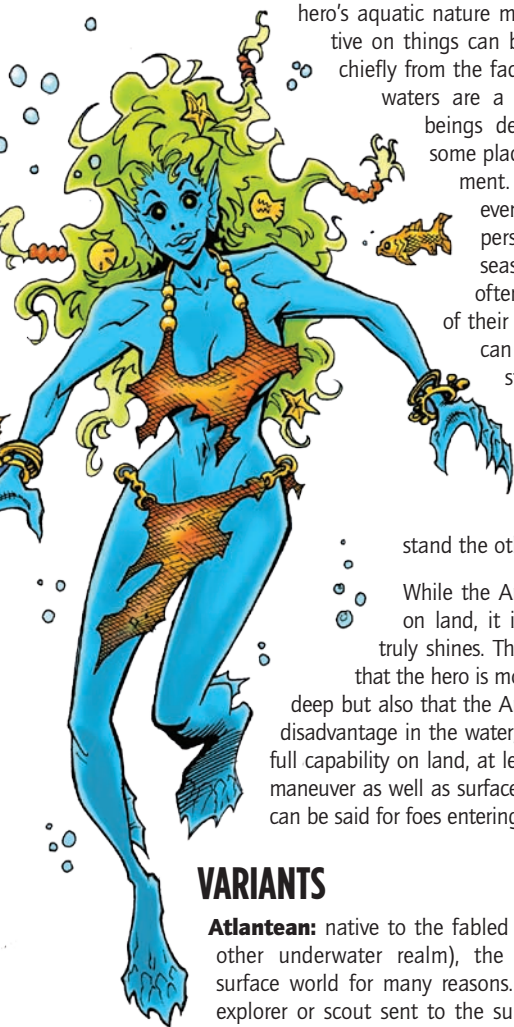
**Enhanced Feats 2** (Environmental Adaptation [underwater], Favored Environment [underwater]), **Immunity 3** (breathe normally underwater, cold, high pressure), **Super-Senses 5** (Blindsight [auditory], Low-Light Vision), **Swimming 7** (250 MPH), **Protection 9** (*Extras:* Impervious)

**Combat:** Attack +7, Grapple +9, Damage +2 (unarmed), +4 (trident), +12 (blast), Defense +7, +1 attack or dodge bonus underwater, Knockback -10, Initiative +3

**Saving Throws:** Toughness +12\* (+3 without trident), Fortitude +7, Reflex +7, Will +8

**Abilities 36 + Skills 10 + Feats 2 + Powers 62 + Combat 28 + Saves 12 = Total 150**

\* 9 Imperious





## AMPHIBIAN

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+8	+5	+8	+1	+3	+2
26	20	26	12	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+12	+9	+7

**Skills:** Acrobatics 8 (+13), Knowledge (earth sciences) 4 (+5), Notice 8 (+11), Search 4 (+5), Stealth 4 (+9), Survival 8 (+11)

**Feats:** Attack Focus (melee) 2, Environmental Adaptation (underwater), Favored Environment (underwater) 2, Power Attack

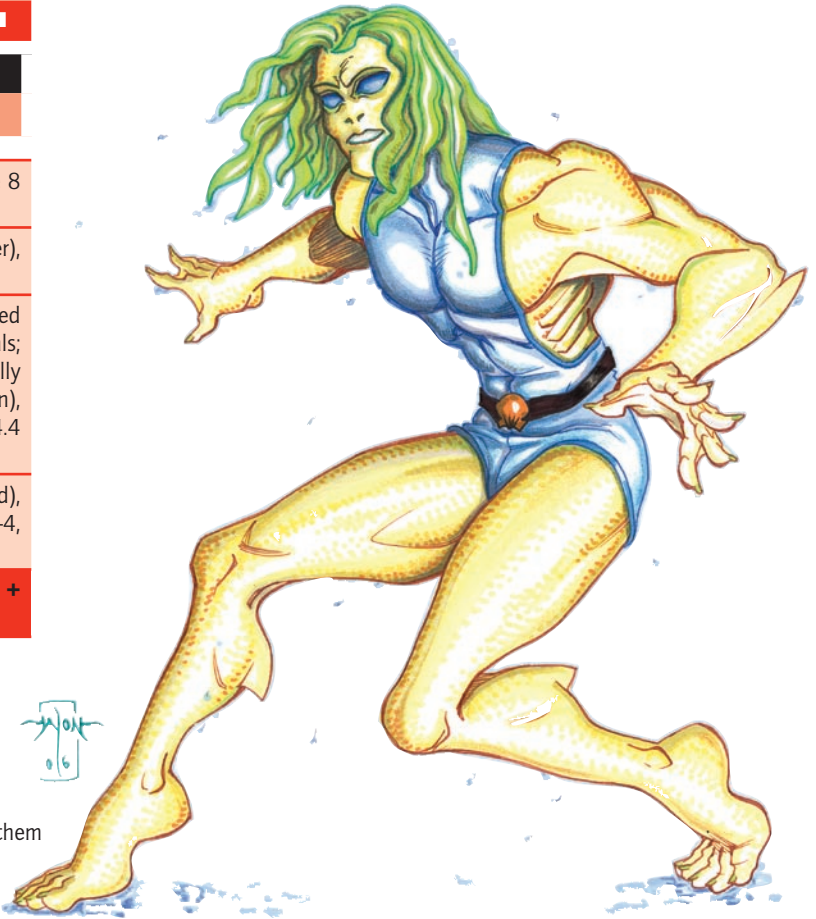
**Powers:** **Animal Control 10** (*Power Feats:* Mental Link; *Flaws:* Limited [sea creatures]), **Comprehend 2** (speak to and comprehend animals; *Flaws:* Limited [sea creatures]), **Immunity 3** (breathe normally underwater, cold, high pressure), **Super-Senses 1** (Low-Light Vision), **Swimming 6** (100 MPH), **Super-Strength 5** (*Heavy Load:* 14.4 tons)

**Combat:** Attack +8, +10 (melee), Grapple +23, Damage +8 (unarmed), Defense +10, +2 attack or dodge bonus underwater, Knockback -4, Initiative +5

**Abilities 54 + Skills 9 + Feats 6 + Powers 33 + Combat 36 + Saves 12 = Total 150**

## NOTES

- Should always be on the lookout for nearby bodies of water (i.e. lakes, rivers, swimming pools, sewer systems, drainage ponds, water treatment plants, etc.) to take a fight to.
- A very effective tactic against powerful opponents is to grab them and rush them into the water. The Amphibian has up to a +11 bonus (+5 for Super-Strength and +6 for Swimming) on the Strength check for this purpose and, assuming the water is deep enough, can dive with the opponent to a depth of 1,000 feet (winning the Strength check by 10+). Even if the opponent can survive the pressure at that depth and lack of air, moving at the normal swim speed of 15 feet per round and succeeding at every Swim check it would take the opponent 67 rounds to reach the surface.
- Because it essentially forces a sea creature to go against its will the Amphibian should not use Animal Control lightly; the power should be reserved for dire need with the hero otherwise using Comprehend to gain assistance, information, etc.



"COME ON IN, THE WATER'S FINE!"

## CUSTOMIZATION

Here are some suggestions on how to customize the Amphibian

**Fish Out Of Water:** A popular and apt drawback for the Amphibian is the Weakness (lack of water) drawback. While with this drawback the Amphibian can only function out of water for a limited time before dehydration begins to take its toll. Note that this drawback can be part of the Addiction (water) complication.

**Fish Out Of Water II:** Moving in an aquatic environment has taken the Amphibian's physiology to truly superhuman levels. Add ranks of Leaping and/or Speed as an Alternate Power of Swimming to reflect the fact that, when freed of the water's weight the hero is able to move faster and jump higher than any ordinary person. An efficient way to do this is to combine the two into one Alternate Power with 3 ranks in each. Take the necessary point from one of the Amphibian's other traits.

**Weird And Wonderful Undersea World:** Much like in real life we don't know everything about the sea and what lives in it, the Amphibian may have a number of strange, quirky, and even spectacular powers beyond what the hero already possesses. Here are some suggestions: Additional Limbs (tail or tentacles), Concealment (skin coloration; *Flaws:* Blending, Limited, Partial, or Passive), Dazzle (sonar screech, auditory) or Sonic Control, Electrical Control (like an electric eel), Elongation (like a squid or octopus), Environmental Control (Light) or Light Control (fluorescent skin), Obscure (ink cloud; *Flaws:* Limited [underwater]),



# ANDROID

The Android is a machine in humanoid guise. The Android's appearance may vary from an obviously artificial (i.e. a chrome or plastic exterior shaped to human proportions) to very life-like appearance (i.e. advanced synthetic materials that look and feel natural) that can fool the eye if not the fingers or nose.

Tireless and emotionless in the execution of its programming, those the Android has identified as criminals can expect no rest or mercy.

## DESCRIPTION

In the same way the Android's behavior may vary as well depending on its programming. The Android's behavior may be nothing more than elaborate programming which, though very effective, means the machine is no more capable of an independent thought than a computer. Or the Android could be endowed with an artificial intelligence enabling it to learn, analyze, and "grow" beyond its programming much like a child.

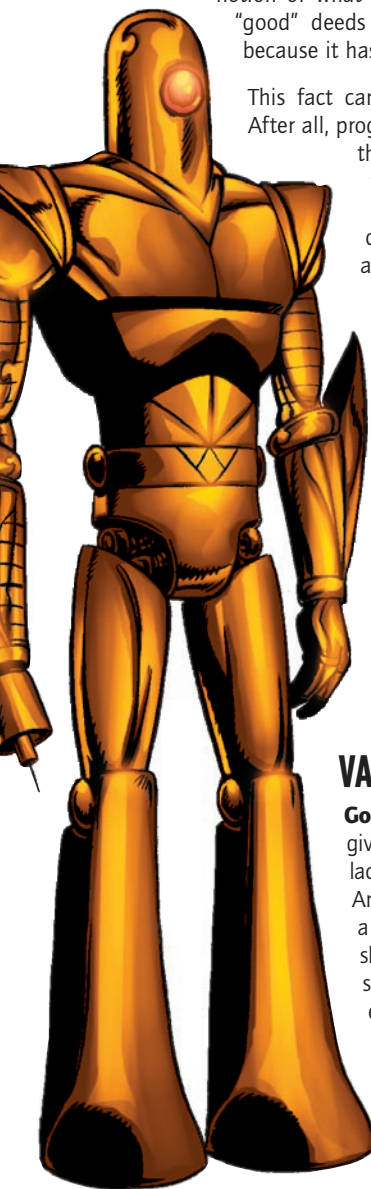
Especially in the first instance the Android challenges the very notion of what it means to be a hero; the machine does "good" deeds not because of a sense of morality but because it has been programmed to do so.

This fact can make others suspicious of the Android. After all, programming can be altered and to have something so powerful without the moral compass that guides people is often perceived as quite dangerous. As a result the Android can be quite a challenge for teammates or associates as it often relies on them to provide the moral and behavioral guidelines it lacks until it, hopefully, can "learn" what it should do.

The Android is as effective in combat as its programming and/or the direction of its teammates allows it to be. This means that the machine may be nothing more than a point-and-shoot weapon reacting to the first stimuli it encounters and pursuing it to its end (i.e. fighting with the first foe that attacks the Android until the foe is defeated no matter what else happens), or it may be capable of advanced analysis making it as, if not more, capable than other heroes.

## VARIANTS

**Golem:** A mystical construct, an artificial being given "life" through magical means, a simulacra, the Golem may be considered a mystical Android or Robot. The Golem usually features a vague and often disproportionate humanoid shape (i.e. short legs relative to a long torso, square head, lacking features other than rough eyes and mouth, etc.), but if its creator was talented enough it may resemble an actual person. Originally constructed as a mindless guardian the Golem has somehow become independent and now looks for someone new to protect.



**Robot:** The difference between the Robot and Android is mainly one of appearance; while the Android may be at least superficially human in appearance, from its synthetic exterior (i.e. chrome, alloy, plastic, etc.) to its staccato speech synthesizer to its industrial shape, there is no doubt the Robot is anything other than a machine. Of course, just because the Robot has the appearance of a machine does not mean that it cannot have the "soul" of a hero; like the Android, an elaborate program may control the Robot or it may have its own limited conscience.

## GOLEM

POWER LEVEL 10

**Str 34** | **Dex 10** | **Con -** | **Int 10** | **Wis 10** | **Cha 10**

**Skills:** Intimidate 12 (+14, includes +2 due to size), Notice 4 (+4), Stealth 0 (-4, includes -4 due to size)

**Feats:** All-Out Attack, Interpose, Power Attack

**Powers:** **Density 6** (provides +12 Strength, **Protection 3** [Extras: Impervious], **Immovable 2**, **Super-Strength 2**, x5 mass, automatically fail Swim checks; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Growth 4** (provides +8 Str, +4 Con, Large size; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Immunity 40** (Fortitude saves, Magic [Flaws: Limited (halfeffect)]), **Incurable Unarmed Damage, Protection 10** (Extras: Impervious), **Regeneration 14** (+9 recovery bonus), **Super-Senses 3** (Darkvision, Magical Awareness), **Super-Strength 6** (*Heavy Load:* 720 tons [includes Density and +5 due to size]; *Power Feats:* Groundstrike)

**Combat:** Attack +7 (includes -1 due to size), Grapple +32 (includes +4 due to size), Damage +12 (unarmed), Defense +6 (includes -1 due to size), Knockback -19 (includes -4 due to size), Initiative +0

**Saving Throws:** Toughness +13\*, Fortitude -, Reflex +4, Will +8

**Drawbacks:** Disability (mute, very common, moderate, 4 points), Disabled (when paper with "death" written in any language is placed in mouth, uncommon, major, 3 points)

**Abilities -10 + Skills 4 + Feats 3 + Powers 118 + Combat 30 + Saves 12 - Drawbacks 7 = Total 150**

\* Impervious

## ROBOT

POWER LEVEL 10

**Str 34** | **Dex 10** | **Con -** | **Int 14** | **Wis 14** | **Cha 10**

**Skills:** Craft (electrical) 8 (+10), Craft (mechanical) 8 (+10), Escape Artist 0 (+0, +1 with Elongation), Notice 8 (+10)

**Feats:** Eidetic Memory, Improvised Tools, Jack-Of-All Trades

**Powers:** **Elongation 1**, **Immunity 40** (Fortitude saves, mental effects), **Protection 12** (Extras: Impervious), **Super-Strength 4** (*Heavy Load:* 21.6 tons), **Super-Senses 6** (Blindsight [radio, Acute, Extended])

**Combat:** Attack +8, Grapple +24 (+25 with elongation), Damage +12 (unarmed), Defense +8, Knockback -12, Initiative +0

**Saving Throws:** Toughness +12\*, Fortitude -, Reflex +4, Will +6

**Abilities 22 + Skills 6 + Feats 3 + Powers 79 + Combat 32 + Saves 8 = Total 150**

\* Impervious

**ANDROID****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+7	+6	-	+5	+2	+0
24	22	-	20	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	-	+10	+5

**Skills:** Computers 8 (+13), Craft (electronic) 8 (+13), Craft (mechanical) 8 (+13), Knowledge (technology) 8 (+13), Notice 4 (+6)

**Feats:** Attack Specialization (strike) 2, Eidetic Memory

**Powers:** **Comprehend 3** (read, speak, understand all languages), **Immunity 40** (Fortitude saves, mental effects), **Morph 2** (humanoids; *Flaws:* Limited [voices only]), **Protection 10**, **Quickness 2** (x5), **Strike 2** (*Power Feats:* Mighty), **Super-Senses 4** (Darkvision, Radio, Ultra-Hearing)

**Combat:** Attack +7, +11 (strike), Grapple +14, Damage +9 (strike), Defense +10, Knockback -5, Initiative +6

**Abilities 30 + Skills 9 + Feats 3 + Powers 67 + Combat 34 + Saves 7 = Total 150**

**"HUMAN EMOTIONS ARE TRULY FASCINATING. IS THAT FEAR?"**

**NOTES**

- Comprehend and Morph mean that the Android is able to imitate the voice of any person it has heard at least once. Note that although Morph normally adds a bonus to Disguise checks since imitating a voice is usually done over the phone or otherwise out of sight it may be more appropriate to have the Android's voice imitation provide a bonus to Bluff checks instead. In either case the bonus is +10 although the skill used to oppose the Android's attempt differs (Bluff or Sense Motive for Bluff and Notice for Disguise).
- The Android takes damage as an object. If damaged the Android must be repaired using the Craft (mechanical) skill, although the GM may also allow the Craft (electronic) skill as the Android does feature a lot of advanced electronics. Note that because the Android possesses both skills it is capable of repairing itself as long as it is only "injured".
- Because the Android lacks a Constitution score it cannot exert extra effort; the Android may use hero points normally.

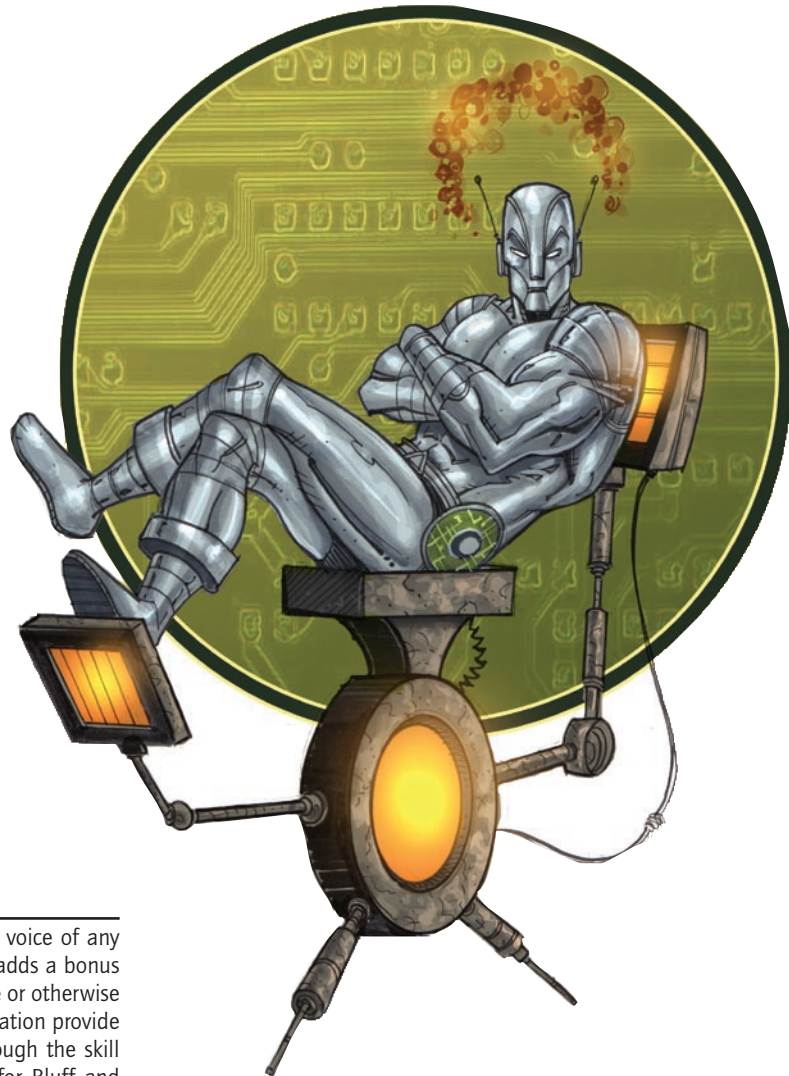
**CUSTOMIZATION**

Here are some suggestions on how to customize the Android.

**Construction And Programming Flaws:** Make the Android less than perfect by giving it one or more of the following drawbacks: Power Loss (immersed in water), Vulnerable (electricity), Weak Point; each of these drawbacks represents an error in the Android's construction. To simulate an error in programming add the Unreliable flaw to one or more of the Android's powers (except Immunity). Alternately you can make the misfiring of a power into a complication; causing either an Accident complication (i.e. the Android's Strike goes away) or the power simply doesn't work for this encounter.

**Functions Upgrade 2.7:** Feel free to substitute powers for the Android as you see fit by taking points from other powers. Some appropriate powers include Anatomic Separation, Blast, Communication, Datalink (*Power Feats:* Machine Control), Flight, Protection (*Extras:* Impervious), Leaping, Morph (any humanoid), and additional Super-Senses.

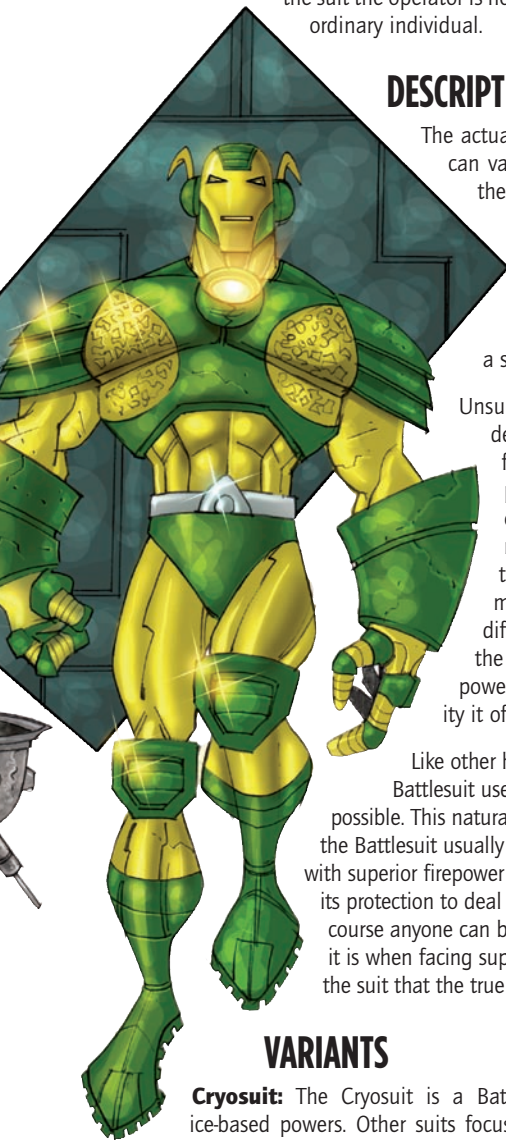
**What An Interesting Child:** Although the Android as written is assumed to appear as a fully grown human, it might be interesting to have the Android appear as a child; to give the Android the appearance of a child add at least four ranks of Shrinking (*Power Feats:* Innate; *Flaws:* Permanent).





# BATTLESUIT

The Battlesuit relies on a namesake device for the hero's powers. The Battlesuit is actually two separate components working as one: the battlesuit itself (hereinafter referred to as "suit") and the battlesuit's operator. While wearing the suit the operator is among the most versatile heroes but without the suit the operator is not much more powerful than an ordinary individual.



## DESCRIPTION

The actual appearance of the Battlesuit can vary. It might be sleek, hugging the operator's body like a second skin and suggesting danger like a surgical scalpel. Or it could be a hulking piece of machinery broadcasting its power with all the subtlety of a sledgehammer.

Unsurprisingly, such a powerful device can have a very transforming effect on its operator's personality. The operator is often significantly braver and more aggressive within the suit than outside of it; the operator may in fact be a completely different person when wearing the suit not only due to the suit's powers but also due to the anonymity it offers.

Like other high-powered heroes, the Battlesuit uses the suit's powers whenever possible. This naturally includes combat where the Battlesuit usually chooses to overwhelm foes with superior firepower and mobility while relying on its protection to deal with any counterattacks. Of course anyone can blast away at lesser opposition; it is when facing superior foes or when deprived of the suit that the true mettle of the hero is tested.

## VARIANTS

**Cryosuit:** The Cryosuit is a Battlesuit focused on cold- and ice-based powers. Other suits focused on a particular descriptor, usually some form of energy, are possible. For example the Pyrosuit, Electrosuit, and Gravitiesuit all would make interesting variants.

**Mystic Garment:** A mystic rather than technological Battlesuit, the Mystic Garment can be anything from elaborate ancient armor to a flowing cape

## THE BATTLESUIT AND EXTRA EFFORT

Although the Device power gives the option of applying the strain of extra effort to the operator or the suit itself, it is highly recommended (and the assumption of this book) that the strain of extra effort solely to the suit. This reflects the fact that it is the device's traits being enhanced and thus the device that should suffer the strain; if the operator power stunts the suit's Blast power to make an autofire attack by overloading the suit's power control circuitry it's not the operator but the suit that is being overloaded.

to a snazzy business suit to the classic long robe with pointy hat. Because the Magic power has a virtually unlimited choice of power stunts the Mystic Garment can be much more versatile than the standard Battlesuit.

## CRYOSUIT

POWER LEVEL 10

**Str 10** **Dex 16** **Con 10** **Int 20** **Wis 14** **Cha 10**

**Skills:** Acrobatics 8 (+11), Computers 8 (+13), Craft (chemical) 8 (+13), Craft (electronic) 8 (+13), Disable Device 8 (+13), Knowledge (physical sciences) 8 (+13), Knowledge (technology) 8 (+13), Notice 8 (+10), Search 8 (+13), Stealth 8 (+11)

**Feats:** Accurate Attack, Acrobatic Bluff, Improved Initiative, Improvised Tools, Inventor, Defensive Attack, Improved Aim 2, Power Attack, Precise Shot, Skill Mastery (Computers, Craft [chemical], Craft [electronic], Disable Device)

**Powers:** **Device 13** (cryosuit, hard to lose); **Blast 12** (*Alternate Powers:* **Create Objects 8** [*Extras:* Duration (Continuous)], **Cold Control 4** [50-ft. radius; *Extras:* Linked **Environmental Control 4** (50-ft. radius; Distraction [DC 10]), Linked **Environmental Control 4** (50-ft. radius; Hamper Movement [one-quarter])], **Friction Control 8** [smooth ice, trip, 40-ft. radius; *Extras:* Duration (Sustained), Independent<sup>1</sup>; *Flaws:* Range (Ranged)], **Snare 12**), **Immunity 6** (cold damage, heat), **Protection 10** (*Extras:* Impervious), **Super-Movement 5** (sure-footed 4 [*Flaws:* Limited (icy surfaces only)], wall-crawling [ice bonds on hands]), **Super-Senses 2** (infravision, track), **Speed 3** (skating, 50 MPH)

**Combat:** Attack +8, Grapple +8, Damage +0 (unarmed), +12 (blast), Defense +10, Knockback -10, Initiative +7

**Saving Throws:** Toughness +10\* (+0 without suit), Fortitude +5, Reflex +8, Will +7

**Drawbacks:** Normal Identity (full round, 4 points)

**Abilities 20 + Skills 20 + Feats 11 + Powers 52 + Combat 36 + Saves 15 - Drawbacks 4 = Total 150**

\* Impervious

## MYSTIC GARMENT

POWER LEVEL 10

**Str 12** **Dex 12** **Con 12** **Int 20** **Wis 14** **Cha 16**

**Skills:** Bluff 8 (+11, +15 with Attractive), Craft (artistic) 8 (+13), Knowledge (arcane lore) 8 (+13), Notice 4 (+6), Sense Motive 8 (+10)

**Feats:** Artificer, Taunt

**Powers:** **Device 16** (mystic garment, hard to lose); **Dimensional Pocket 1** (100 lbs. capacity), **Enhanced Feats 3** (Attractive, Fascinate [Bluff], Quick Change), **Flight 5** (250 MPH), **Immunity 11** (life-support, starvation and thirst, need for sleep), **Magic 12** (**Blast 12**; *Alternate Powers:* **Healing 12**, **Insubstantial 4** and **Teleport 4** [*Flaws:* Short-range]), **Mental Blast 12** [*Flaws:* Mental Weapon], **Telekinesis 12** (*Heavy Load:* 50 tons), **Transform 12** [flesh to stone; *Flaws:* Range [touch]], **Mind Shield 5**, **Protection 10** (*Extras:* Impervious)

**Combat:** Attack +8, Grapple +9 (+20 with telekinesis), Damage +1 (unarmed), +12 (blast), Defense +9, Knockback -10, Initiative +1

**Saving Throws:** Toughness +11\* (+1 without garment), Fortitude +6, Reflex +6, Will +7 (+12 with mind shield)

**Abilities 26 + Skills 9 + Feats 2 + Powers 64 + Combat 34 + Saves 15 = Total 150**

\* 10 Impervious, <sup>1</sup>see Appendix I for an explanation of this extra.

**BATTLESUIT****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+12/+1*	+1	+1	+5	+1	+0
34/12*	12	12	20	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+1**	+5	+5	+7

\* 11 Impervious, \*\*out of battlesuit

**Skills:** Computers 4 (+9), Craft (electronic) 8 (+13), Craft (mechanical) 8 (+13), Disable Device 8 (+13), Knowledge (technology) 8 (+13), Notice 4 (+5)

**Feats:** Accurate Attack, Attack Focus (ranged), Inventor. Power Attack

**Powers:** **Device 19** (battlesuit, hard to lose): **Blast 11** (*Alternate Powers:* **Enhanced Strength 22**), **Communication 5** (radio, 5 miles), **Concealment 5** (visual senses and normal hearing; *Flaws:* Blending), **Flight 5** (250 MPH), **Immunity 9** (life support), **Protection 11** (*Extras:* Impervious), **Super-Senses 11** (Blindsight [radio; Extended], Direction Sense, Distance Sense, Infravision, Radio, Time Sense, Tracking [Infravision]), **Super-Strength 5** (*Heavy Load:* 45 tons)

**Combat:** Attack +8, +9 (ranged), Grapple +25, Damage +12 (unarmed), +11 (blast), Defense +8, Knockback -11, Initiative +1

**Drawbacks:** Normal Identity (full round, 4 points)

**Abilities 18 + Skills 10 + Feats 4 + Powers 76 + Combat 32 + Saves 14 - Drawbacks 4 = Total 150**

**NOTES**

- The operator may be the suit's actual creator or have inherited it. In either case, thanks to the Craft and Knowledge skills the operator can maintain and improve the suit without outside help.
- As the suit is not restricted any humanoid of Medium size can make use of the suit should it be taken from its operator.
- Due to running off the same power source the suit cannot sustain Enhanced Strength and Blast at the same time.
- Use the Inventor feat to create temporary modifications to the suit.
- Apply extra effort to the battlesuit itself to power stunt the battlesuit's powers (i.e. fire an area-wide Blast, Fly faster, etc.).

**CUSTOMIZATION**

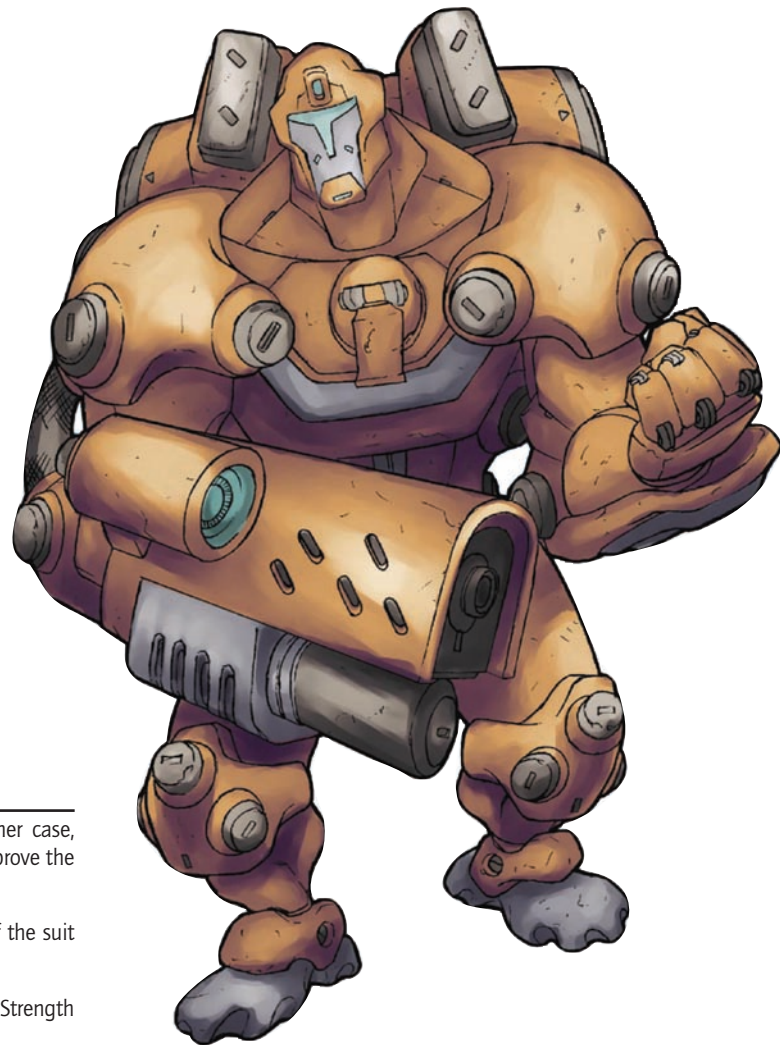
Here are some suggestions on how to customize the Battlesuit.

**Can Yours Do This?:** Vary the Battlesuit's powers by picking alternate powers from the same power type (i.e. Speed instead of Flight), picking a different descriptor (i.e. Blast can be anything from bullets to Plasma Control to Electrical Control), or even leaving one or two power types off completely and either spending those points on other power types or giving the operator those powers personally; nothing says that the operator cannot also have superpowers although such powers should be of a lesser degree than the powers possessed by the suit itself to stay with the concept.

**What Kind Of Battlesuit Is That?:** Think of another origin for the suit beyond the standard super-science or mystic variant. For example, the suit could be organic (i.e. made up of living cells) with such powers as Adaptation, Morph, and Shapeshifting. Or it could be made of pure energy and feature such powers as Teleport and Strike (*Extras:* Aura).

**I've Got Skills:** Change the role of the operator from one of creation and maintenance to one of deployment by altering the operator's skills. The most common would be to remove the scientific skills and Inventor feat and change them to skills and feats suited to combat and infiltration (i.e. combat feats, Stealth, Notice, etc.). Of course this means that the operator will have to rely on a team member or someone else (the Minion [technician] or Benefit [security clearance] feats) to maintain, repair, and modify the suit.

**"TIME TO PUT THIS  
THING INTO OVERDRIVE!"**





# COSTUMED DETECTIVE

A mysterious hero (the hero always has the Secret [secret identity] complication) on a personal crusade against crime, the Costumed Detective brings justice to those beyond the ability (or desire) of ordinary law enforcement to deal with.

The Costumed Detective's body and mind have been honed to razor-sharpness through training and experience and this, along with a selection of appropriate tools, is all the hero needs to get the job done.

## DESCRIPTION

More so than virtually any other hero, the Costumed Detective's costume is a vital part of the hero's identity. But the hero's costume goes beyond simply shielding the hero's true identity and serving as a symbol; its very appearance is designed to strike fear into the hearts of enemies, usually by taking cues from some fearsome image (i.e. (i.e. horns, spikes, claws, etc.).

To see justice done the Costumed Detective often bends or even breaks the letter of the law. This inevitably puts the hero at odds with regular law enforcement (and even other heroes) who often views the Costumed Detective as a vigilante. Not that this matters to the hero; the only thing that counts is that criminals are brought to justice and if the letter of the law has to be broken to uphold its spirit then so be it.

The Costumed Detective is first and foremost an analytical individual, relying on a keen mind to not only solve crimes but also deal with opponents; the Costumed Detective knows that it truly is brains over brawn especially when dealing with superpowered villains.

## VARIANTS

**Conspiracy Theorist:** Piercing the veil of ignorance that clouds the minds of others the Conspiracy Theorist sees the slender threads lies and deceit that make up the convoluted web that other people call reality. The Conspiracy Theorist fights a lonely battle not only against the secret organizations and powerful individuals who seek to manipulate and dominate an ignorant population but also against the ignorance of the average person and fellow heroes, many of who see the hero as paranoid or delusional.

**Dark Avenger:** Able to move unseen through the shadows and use an opponent's fears against them, the Dark Avenger takes psychological intimidation to the next level. Although possessing actual superpowers, the Dark

Avenger ultimately relies on the hero's mind to defeat criminals. While the Dark Avenger's powers give the hero an edge, they don't solve crimes on their own.

## CONSPIRACY THEORIST

POWER LEVEL 10

**Str 14    Dex 16    Con 14    Int 18    Wis 18    Cha 14**

**Skills:** Bluff 12 (+14), Computers 12 (+16), Disable Device 8 (+12), Disguise 12 (+14), Gather Information 12 (+14), Investigate 12 (+16), Knowledge (current events) 12 (+16), Knowledge (streetwise) 12 (+16), Notice 12 (+16), Search 12 (+16), Sense Motive 12 (+16), Stealth 8 (+11), Swim 4 (+6)

**Feats:** Attack Specialization (pistol) 2, Benefit (Alternate Identity), Connected, Contacts, Defensive Roll 3, Dodge Focus 2, Eidetic Memory, Elusive Target, Equipment 3, Evasion 2, Improved Aim, Jack-Of-All-Trades, Master Plan, Precise Shot, Quick Draw (draw), Redirect, Sneak Attack, Uncanny Dodge (visual), Ultimate Save (Will), Well-Informed

**Equipment:** Flashlight, Gas Mask, Handcuffs, Heavy Pistol (**Blast 4**), Undercover Vest (**Protection 3**; *Power Feats: Subtle*)

**Combat:** Attack +10, +14 (pistol), Grapple +12, Damage +2 (unarmed), +4 (unarmed sneak attack or heavy pistol), +6 (heavy pistol sneak attack), Defense +12 (+5 flat-footed), Knockback -4, Initiative +3

**Saving Throws:** Toughness +8 (+5 flat-footed, +2 without vest), Fortitude +6, Reflex +7, Will +10

**Abilities 34 + Skills 35 + Feats 27 + Combat 40 + Saves 14 = Total 150**

## DARK AVENGER

POWER LEVEL 10

**Str 14    Dex 18    Con 14    Int 14    Wis 18    Cha 18**

**Skills:** Computers 4 (+6), Disable Device 8 (+10), Gather Information 4 (+8), Intimidate 8 (+12), Investigate 8 (+10), Knowledge (streetwise) 8 (+10), Notice 8 (+12), Search 8 (+10), Sense Motive 12 (+16), Stealth 8 (+12)

**Feats:** Assessment, Attack Specialization (pistol) 2, Connected, Defensive Roll 2, Distract (Intimidate), Dodge Focus 3, Equipment 2, Evasion 2, Fearless, Move-By Action, Power Attack, Precise Shot, Sneak Attack 2, Startle, Uncanny Dodge (visual)

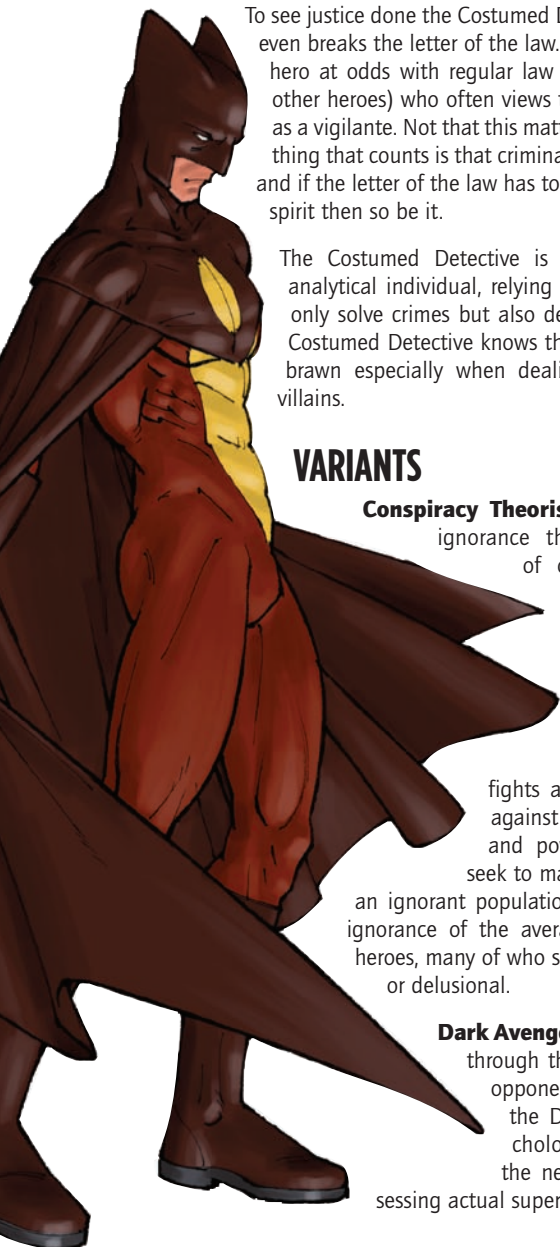
**Powers:** **Concealment 4** (all visual senses; *Flaws: Limited [shadows only]*), **Emotion Control 10** (*Flaws: Limited [fear only]*); *Alternate Powers:* **Emotion Control 5** [*Flaws: Limited [fear only]*]; *Extras:* Area (Burst)), **Super-Senses 2** (Darkvision)

**Equipment:** Light Pistol (**Blast 3**), Undercover Vest (**Protection 3** [*Power Feats: Subtle*])

**Combat:** Attack +10, +14 (pistol), Grapple +12, Damage +2 (unarmed), +3 (light pistol), +5 (unarmed sneak attack), +6 (light pistol sneak attack), Defense +13 (+5 flat-footed), Knockback -3, Initiative +4

**Saving Throws:** Toughness +7 (+5 flat-footed, +2 without vest), Fortitude +6, Reflex +8, Will +12

**Abilities 36 + Skills 19 + Feats 22 + Powers 17 + Combat 40 + Saves 16 = Total 150**



**COSTUMED DETECTIVE****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+4	+4	+3	+3	+3	+4
18	18	16	16	16	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+5 <sup>1</sup> /+3 <sup>**</sup>	+8	+9	+8

\*flat-footed, \*\* +3 without costume

**Skills:** Acrobatics 8 (+12), Bluff 8 (+12), Climb 8 (+12), Computers 4 (+7), Disable Device 8 (+11), Escape Artist 8 (+12), Gather Information 8 (+12), Intimidate 8 (+12), Investigate 8 (+11), Knowledge (streetwise) 8 (+11), Notice 8 (+11), Search 8 (+11), Sense Motive 8 (+11), Stealth 8 (+12)

**Feats:** Defensive Roll 3, Dodge Focus 2, Equipment 5, Fearsome Presence 5, Evasion 2, Power Attack, Seize Initiative, Skill Mastery (Acrobatics, Disable Device, Escape Artist, Stealth), Sneak Attack, Uncanny Dodge (visual)

**Equipment:** Costume (**Protection 2**), Grapple Gun (**Super-Movement 1** [Swinging]), Mini-Tracer, Utility Belt (array): Flash-Bangs (**Dazzle 4** [visual and auditory; Extras: Area (Burst), Independent<sup>1</sup>]); Alternate Powers: Bolas (**Snare 8**), Concussion Grenade (**Stun 4** [Extras: Area (Burst), Range (Ranged)]), Smoke Bombs (**Obscure 5** [visual; Extras: Area (Cloud)]), Combat Baton (**Strike 2**; Power Feats: Improved Block, Improved Disarm, Mighty) and Throwing Orbs (**Blast 3** [Power Feats: Mighty 3, Ricochet 2])

**Combat:** Attack +12, Grapple +16, Damage +4 (unarmed), +6 (unarmed sneak attack or combat baton or throwing orb), +8 (combat baton or throwing orb sneak attack), Defense +12 (+5 flat-footed), Knockback -4, Initiative +4

**Abilities 42 + Skills 27 + Feats 22 + Combat 44 + Saves 15 = Total 150**

"DON'T FEAR THE DARKNESS,  
FEAR WHAT IS IN THE  
DARKNESS!"



<sup>1</sup>see Appendix I for an explanation of this extra.

**NOTES**

- Make frequent use of investigative skills to not only solve crimes but also prepare for encounters ahead of time.
- Use a hero point to gain inspiration such as discovering an opponent's weakness or locating an important clue.
- Use Fearsome Presence, Bluff, and Intimidate to gain a psychological edge over opponents.
- Use Seize Initiative to dictate the flow of key combats.
- Ruthlessly exploit every advantage in combat such as using Bluff or smoke bombs to create a diversion to hide, sneak attacking, taking the high ground, etc.
- Use a hero point to add a timely piece of alternate equipment of up to 16 equipment points to the hero's utility belt.

**CUSTOMIZATION**

Here are some suggestions on how to customize the Costume Detective.

**Such Wonderful Toys:** Create new or additional items (power feats) for the utility belt; additional gadgets may be either permanently added by lowering other traits on a point-for-point basis or can be substituted for existing ones before (or even during with GM permission) an adventure.

**It's Not Easy Wearing A Mask:** Add some additional complications to the hero. Some appropriate ones include Enemy (villain, member of law enforcement out to arrest the hero, reporter out to expose the hero's identity), Hatred (criminals), Obsession (justice), Reputation (vigilante), and Responsibility (chiefly those faced by the hero's secret identity).

**Nice Wheels:** Add additional ranks in the Equipment feat for a signature vehicle by removing the necessary points from other traits; add ranks in the Drive or Pilot skill as appropriate; the additional ranks may also be used for a secret headquarters.



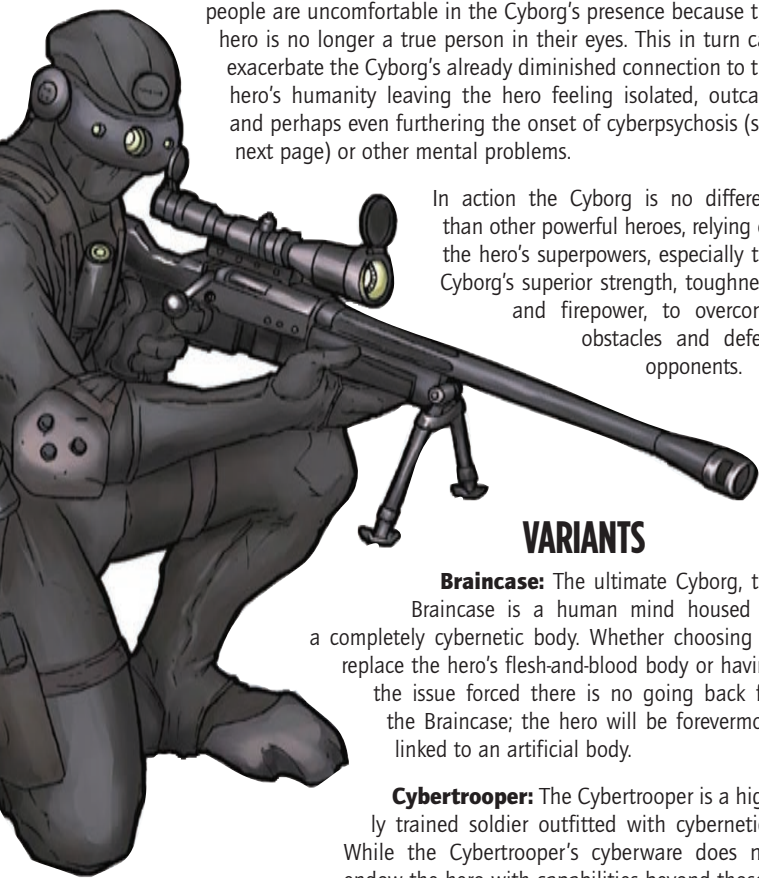
# CYBORG

The Cyborg is part flesh and blood, part machine, and all hero. The transformation into a Cyborg is usually undertaken for one of two reasons: there is no other choice (i.e. horrible accident, incurable disease) or the belief that the parts will make a better hero.

Whatever the case, in giving up part of the hero's humanity the Cyborg has gained substantial power; whether the trade-off is worth it is another matter.

## DESCRIPTION

Although it is possible for a Cyborg to look relatively normal especially if the hero's cyberware is internal or appears to be organic, ultimately anyone taking more than a passing glance at the Cyborg knows that the hero is no longer fully human. How others deal with this fact varies and can have a tremendous impact on their attitudes toward the hero; many people are uncomfortable in the Cyborg's presence because the hero is no longer a true person in their eyes. This in turn can exacerbate the Cyborg's already diminished connection to the hero's humanity leaving the hero feeling isolated, outcast, and perhaps even furthering the onset of cyberpsychosis (see next page) or other mental problems.



In action the Cyborg is no different than other powerful heroes, relying on the hero's superpowers, especially the Cyborg's superior strength, toughness, and firepower, to overcome obstacles and defeat opponents.

## VARIANTS

**Braincase:** The ultimate Cyborg, the Braincase is a human mind housed in a completely cybernetic body. Whether choosing to replace the hero's flesh-and-blood body or having the issue forced there is no going back for the Braincase; the hero will be forevermore linked to an artificial body.

**Cybertrooper:** The Cybertrooper is a highly trained soldier outfitted with cybernetics. While the Cybertrooper's cyberware does not endow the hero with capabilities beyond those

## THE CYBORG AND EXTRA EFFORT

As a fusion of human and machine it is recommended (and the assumption of this book) that you apply the strain of extra effort to the Cyborg's flesh and blood and cybernetic components separately. For example, if the Cyborg decides to power stunt the Blast power the hero is straining that cybernetic system; apply the strain to the cybernetic component as if it were a device (i.e. it is now "fatigued" and has a -1 modifier to all ranks). Doing this means that the Cyborg cannot use hero points to counter fatigue to cybernetic systems (they can still counter fatigue to the Cyborg's body, such as from surging, normally) but must repair them.

of ordinary soldiers with the proper equipment, they do ensure that the hero always has that proper equipment on hand.

## BRAINCASE

POWER LEVEL 10

**Str 26/-** **Dex 20/-** **Con 10** **Int 26** **Wis 14** **Cha 10**

**Skills:** Computers 8 (+16), Craft (electronics) 12 (+20), Craft (mechanical) 12 (+20), Knowledge (technology) 12 (+20), Notice 4 (+6)

**Feats:** Inventor

**Powers:** **Device 32** (cybernetic body, hard to lose); **Datalink 9** (anywhere on Earth), **Enhanced Attack 10**, **Enhanced Defense 12**, **Enhanced Dexterity 20**, **Enhanced Feats 1** (Eidetic Memory), **Enhanced Strength 26**, **Immunity 9** (life support), **Leaping 3** (x10), **Protection 8** (*Extras:* Impervious), **Sensory Shield 5** (all senses), **Speed 3** (50 MPH), **Strike 2** (retractable monofilament whip; *Power Feats:* Extended Reach 3 [20 feet], Mighty, Subtle; *Extras:* Penetrating 10 [includes Strength bonus]), **Super-Senses 2** (Infravision, Tracking [Infravision])

**Combat:** Attack +10, Grapple +18, Damage +8 (unarmed), +10 (monofilament whip), Defense +12, Knockback -8, Initiative +5

**Saving Throws:** Toughness +8\*, Fortitude +4, Reflex +5, Will +10

**Drawbacks:** Disability (disembodied brain, uncommon, major, 3 points)

**Abilities 0 + Skills 12 + Feats 1 + Powers 128 + Combat 0 + Saves 12 - Drawbacks 3 = Total 150**

\* Impervious

## CYBERTROOPER

POWER LEVEL 10

**Str 20** **Dex 18** **Con 20** **Int 12** **Wis 14** **Cha 10**

**Skills:** Climb 8 (+13), Disable Device 4 (+5), Drive 4 (+8), Intimidate 8 (+8), Knowledge (tactics) 8 (+9), Medicine 4 (+6), Notice 8 (+10), Search 4 (+5), Stealth 8 (+12), Survival 8 (+10), Swim 4 (+9)

**Feats:** Diehard, Dodge Focus 2, Endurance, Evasion, Equipment 4, Improved Aim, Improved Initiative, Master Plan, Power Attack, Precise Shot, Prone Fighting, Quick Draw (draw), Startle, Teamwork, Track, Uncanny Dodge (visual)

**Powers:** Cyber Ear (**Sensory Shield 4** [auditory], **Super-Senses 3** [Communication Link (radio), Radio, Ultra-Hearing]), Cyber Eye (**Enhanced Feats 2** [auto-targeting reticule; Attack Focus (ranged) 2], **Sensory Shield 5** [visual], **Super-Senses 5** [Direction Sense, Distance Sense, Infravision, Low-Light Vision, Time Sense]), Forearm Blade (**Strike 2** [*Power Feats:* Mighty, Subtle]), Subcutaneous Armor (**Protection 3**)

**Equipment:** M-27 Assault Rifle (*Power Feats:* Restricted [Cybertroopers only]; **Blast 8** [*Power Feats:* Improved Critical (19-20), Improved Range (200 ft. range increment), *Alternate Powers:* **Blast 6** [*Extras:* Area (Explosion)])

**Combat:** Attack +10, +12 (ranged), Grapple +15, Damage +5 (unarmed), +7 (forearm blade), +8 (assault rifle), Defense +12 (+5 flat-footed), Knockback -4, Initiative +8

**Saving Throws:** Toughness +8, Fortitude +9, Reflex +8, Will +7

**Abilities 34 + Skills 17 + Feats 20 + Powers 26 + Combat 40 + Saves 13 = Total 150**

## CYBORG

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+11/+0	+2	+11/+0	+2	+0	+0
32/10	14	32/10	14	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+11*	+13	+6	+4

\* 8 Impervious

**Skills:** Computers 8 (+10), Craft (electronics) 8 (+10), Craft (mechanical) 8 (+10), Knowledge (technology) 8 (+10), Notice 8 (+8)

**Feats:** Attack Focus (melee), Inventor, Power Attack, Takedown Attack

**Powers:** **Blast 10** (sonic blast; *Flaws:* Range [Touch], *Extras:* Area [Cone]; *Alternate Powers:* **Blast 10** [*Flaws:* Range (Touch), *Extras:* Area (Line)], **Sonic Control 10** [*Flaws:* Range (Touch); *Extras:* Area (Burst)]), **Enhanced Constitution 22**, **Enhanced Feats 2** (Improved Initiative, Improvised Tools), **Enhanced Strength 22**, **Immunity 1** (own powers), **Impervious Toughness 8**, **Leaping 1** (x2), **Super-Senses 2** (Infravision, Track [Infravision]), **Super-Strength 2** (*Heavy Load:* 4.2 tons)

**Combat:** Attack 8, +9 (melee), Grapple +22, Damage +10 (blast) + 11 (unarmed), Defense +9, Knockback -9, Initiative +6

**Abilities 8 + Skills 10 + Feats 4 + Powers 84 + Combat 34 + Saves 10 = Total 150**

"ALL SYSTEMS ONLINE AND FUNCTIONING WITHIN ESTABLISHED PARAMETERS. TIME TO KICK SOME BUTT!"



## NOTES

- Able to repair, maintain and improve cybernetic systems personally, including jury-rigging systems damaged or disabled through extra effort.
- Use the Inventor feat to create temporary modifications to the Cyborg's cybernetic systems. Note that this only applies if the cybernetic systems are treated as Devices as per the **The Cyborg and Extra Effort** boxed text (see previous page).
- The Enhanced Feat (Improvised Tools) represents a built-in toolkit.

## CUSTOMIZATION

Here are some suggestions on how to customize the Cyborg.

**Cyberpsychosis:** The Cyborg suffers from having parts of the hero's body replaced. This loss of humanity manifests itself as cyberpsychosis, a condition wherein the Cyborg's mental state becomes impaired. While cyberpsychosis usually occurs only in moments of extreme stress (i.e. combat), if advanced enough it may occur at almost any time. Cyberpsychosis can be simulated through the Addiction, Hatred, Obsession, Phobia, or Temper complications. Another possibility is to have the Cyborg succeed at a Will save against Confuse (difficulty determined by the GM) anytime the hero is exposed to a stressful situation with failure resulting in a setback and the awarding of a hero point.

**Interchangeable Parts:** Depending on what parts of the hero's body have been replaced any number of additional or alternate cybernetic systems may be possible. Some possibilities are Communication, Concealment, Datalink, Dazzle, Density, Electrical Control, Flight, additional Immunities, Leaping, Light Control, Protection, Quickness, Sensory Shield, Speed, Strike, Super-Movement (Swinging, Wall-Crawling), and additional Super-Senses.

**Ungrounded:** Given the electrical nature of the Cyborg's cybernetic parts the hero makes a good candidate for the Vulnerable (electricity) or Power Loss (submerged in water) drawbacks. To represent the weakness of the Cyborg's organic parts relative to the hero's cybernetic parts, or just a design flaw in the cybernetic systems, use the Weak Point drawback.



# DEMON

A former denizen of the netherworld, the Demon now makes a home in the mortal realms. Whether a true protector of mortals or hero by necessity, the Demon fights to preserve the hero's new home.

Able to hurl blasts of hellfire, assume the guise of any person, control another body like a puppet, and break the will of opponents with a mere thought, the Demon makes a fearsome enemy for all opponents.

## DESCRIPTION

While the Demon may indeed be a true demon the hero could just as easily be the offspring of a demon and a human (making the Demon actually a half-demon) or a whole other sort of creature, one who merely looks like a demon.

Although the Demon can camouflage the hero's appearance, ultimately the Demon will be revealed in the hero's true form. It is at that point that the Demon will be subjected to all of the distrust and fear that has been

inculcated into people; the Demon may find a handful of trusted friends and associates who can get past the hero's exterior but for the vast majority will always be the bogeyman of their worst nightmares.

While the Demon may simply accept this fate and take steps to

minimize people's discomfort in the hero's presence (i.e. by remaining morphed as much as possible), it is far more likely that the Demon adopts an "in-your-face" approach (i.e. refusing to change appearance for anyone or even playing up the "bad boy" image by cursing, smoking, crude behavior, etc.).

Although perfectly happy to slug it out the Demon's various powers allow the hero to live up to the

reputation for trickery and deceit demonkind has.

## VARIANTS

**Dhampir:** Half-human and half-vampire, the Dhampir wages a relentless war against the hero's blood-kin while simultaneously battling the hero's own dependence on blood.

**Revenant:** Neither living nor dead, the Revenant is a spirit returned from the grave to wreak vengeance upon the hero's murderers. Freed from the demands of a living body, the Revenant pursues the hero's new purpose with ceaseless determination, becoming an unstoppable instrument of revenge.

## DHAMPIR

POWER LEVEL 10

**Str 22** **Dex 22** **Con 24** **Int 14** **Wis 14** **Cha 14**

**Skills:** Acrobatics 8 (+14), Bluff 8 (+10), Climb 6 (+12), Gather Information 6 (+8), Intimidate 8 (+10), Investigate 4 (+6), Knowledge (arcane lore) 4 (+6), Notice 8 (+10), Search 4 (+6), Sense Motive 8 (+10), Stealth 8 (+14)

**Feats:** Accurate Attack, All-Out Attack, Defensive Attack, Defensive Roll, Dodge Focus 2, Elusive Target, Equipment 3, Evasion 2, Favored Opponent (vampires) 2, Improved Initiative, Instant Up, Precise Shot, Quick Draw (draw), Takedown Attack, Uncanny Dodge (visual)

**Equipment:** *Arsenal (array):* Silver-Plated Boomerang Blade (**Blast 3**; *Power Feats:* Homing, **Mighty 3**); *Alternate Powers:* Silver-Plated Katana (**Strike 3**; *Power Feats:* Improved Critical [19-20], **Mighty**) and UV Flashlight (**Blast 9** [*Extras:* Area (Cone); *Flaws:* Limited 2 [vampires only], Range (Touch)]), UV Grenade (**Blast 5** and **Linked Dazzle 5** [*Extras:* Area (Burst); *Flaws:* Limited 2 (vampires only)]; *Flaws:* Limited 2 [vampires only]); Binoculars, Handcuffs, Mini-Tracer

**Powers:** **Immunity 4** (aging [*Limited:* half effect], disease, poison, need for sleep [*Limited:* half effect]), **Leaping 3** (x5), **Regeneration 14** (+2 recovery bonus, bruised/unconscious 1/standard action, injured/staggered 1/5 minutes, disabled 1/hour, ability damage 1/hour; *Flaws:* Source [blood]), **Super-Senses 2** (Darkvision)

**Combat:** Attack +9, Grapple +15, Damage +6 (boomerang blade or unarmed), +9 (katana), +2 damage against vampires, Defense +12 (+5 flat-footed), Knockback -4, Initiative +10

**Saving Throws:** Toughness +8 (+7 flat-footed), Fortitude +10, Reflex +10, Will +6

**Drawbacks:** Weakness (dependence on blood, common, minor, 2 points)

**Abilities 50 + Skills 18 + Feats 20 + Powers 15 + Combat 38 + Saves 11 - Drawbacks 2 = Total 150**

## REVENANT

POWER LEVEL 10

**Str 30** **Dex 14** **Con -** **Int 10** **Wis 10** **Cha 10**

**Skills:** Intimidate 12 (+12)

**Feats:** Attack Focus (melee) 4, Chokehold, Improved Grab, Improved Grapple, Improved Pin, Fearless, Power Attack

**Powers:** **Immunity 30** (Fortitude saves), **Emotion Control 10** (*Extras:* Area [Burst]; *Flaws:* Limited [fear only], Range 2 [Touch]), **Protection 10**, **Regeneration 32** (+14 Recovery Bonus, Injured 1/round, Disabled 1/round, all without rest, Resurrection 1/hour (unless beheaded); *Power Feats:* Persistent, Regrowth), **Super-Senses 2** (darkvision)

**Combat:** Attack +6, +10 (melee), Grapple +20, Damage +10 (unarmed), Defense +10, Knockback -5, Initiative +2

**Saving Throws:** Toughness +10, Fortitude -, Reflex +6, Will +6

**Abilities 14 + Skills 3 + Feats 10 + Powers 81 + Combat 32 + Saves 10 = Total 150**



## DEMON

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+7	+3	+7	+0	+3	+3
24	16	24	10	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+11	+7	+7

**Skills:** Bluff 8 (+11), Disguise 0 (+28 with Morph), Knowledge (arcane lore) 4 (+4), Knowledge (theology and philosophy) 4 (+4), Notice 8 (+11), Sense Motive 8 (+11)

**Feats:** All-Out Attack, Power Attack, Taunt

**Powers:** **Hellfire Control 10** (*Alternate Powers:* **Emotion Control 10** [*Flaws:* Limited (despair only)] and **Morph 5** [any humanoid], **Possession 5**), **Flight 3** (50 MPH), **Immunity 16** (aging, fire damage, life support, need for sleep), **Protection 3**, **Super-Senses 2** (Darkvision)

**Combat:** Attack +10, Grapple +17, Damage +7 (unarmed), +10 (hellfire), Defense +10, Knockback -5, Initiative +3

**Drawbacks:** Power Loss (Flight when wings are restrained, 1 point), Vulnerable (holy attacks, x2, 3 points), Weakness (holy ground, -1 Str, Dex, and Con per 5 minutes, 4 points)

**Abilities 46 + Skills 8 + Feats 3 + Powers 49 + Combat 40 + Saves 12 - Drawbacks 8 = Total 150**

"HELL? YOU DON'T KNOW THE MEANING OF THE WORD!"



## NOTES

- Use Morph to avoid potentially problematic encounters with ordinary people (i.e. walking down a street in daylight, opening a bank account, etc.) as well as the usual (i.e. impersonating a guard, looking like another villain, etc.). Note that while morphed the Demon does not have access to Hellfire Control and Possession.
- Use Possession to take control of powerful but weakwilled opponents. Note that the Demon can use Emotion Control while in possession of another individual and the Possession remains in effect until the target makes a successful save.
- Use Emotion Control to break the will of opponents and render them sobbing wrecks; this will impress upon those around them the true horror that is coming.
- Hellfire is not true fire and cannot set objects alight.

## CUSTOMIZATION

Here are some suggestions on how to customize the Demon.

**Powers Far Beyond Mortals:** As a supernatural creature, and with GM permission, you may interpret Hellfire much like the magic power in terms of its flexibility thus allowing you to add or substitute any number of additional power feats to Hellfire (mechanically this could be achieved by choosing the Magic power with Hellfire Control). Appropriate ones include Animal Control, Astral Form, Confuse, Illusion, Mind Control, Summon Demons, and Teleport.

**On The Nature Of Demons:** The Demon makes a good candidate for a number of complications including Addiction (i.e. blood, raw flesh, etc.), Enemy (demon hunter, other demons), Prejudice, and Temper (the hero's demonic nature asserting itself).

**This Ain't No Beauty Contest:** The Demon's true appearance doesn't have to be the classic humanoid with horns and wings; use the following powers to spice things up a bit: Additional Limbs (a second head, a prehensile tail, additional arms), Super-Movement (Slithering [serpent body]), Swimming (ichthyoid body), Strike (fangs or claws; *Power Feats:* Mighty), Nauseate (unholy stench; *Extras:* Area [cloud]; *Flaws:* Sense-Dependent [smell]), Nauseate (disgusting appearance; *Extras:* Range 2 [perception]; *Flaws:* Sense-Dependent [sight]), and Growth 4 or 8 (hulking behemoth) or Shrinking 4 (annoying imp). Obviously, if these powers are part of the Demon's nature they should be both Permanent and Innate.



# DUPLICATOR

The embodiment of "strength-in-numbers", the Duplicator isn't much as an individual hero. But then, being an individual isn't what the Duplicator is all about. The hero is capable of making numerous copies of the hero all of which work together like a well-oiled machine thus multiplying the hero's force in combat.

Although the duplicates and the hero work well as a team, the duplicates aren't simply mindless automatons and the Duplicator must exercise at least a modicum of control over the duplicates to make sure they don't get distracted, balk, or otherwise get out of sync.

## DESCRIPTION

Unless the hero is wearing a costume, the Duplicator looks like an ordinary individual off the street. In fact, except for the power to make duplicates, the hero really isn't different from the person on the street, either in ability or personality.

The Duplicator's, and by extension the hero's duplicates, focus their efforts and abilities on working together as an efficient team; the goal is to make their numbers as effective as possible. This includes both ordinary situations, where the Duplicator can achieve maximum results by having individual duplicates perform various tasks at the same time (i.e. one researching, one following a suspect, another combing the neighborhood, another cleaning the headquarters, etc.) and in combat where the Duplicator and duplicates work together to overwhelm opponents through sheer numbers.

A common mistake that the Duplicator makes is taking the duplicates for granted. Note that the hero's duplicates are the hero, which means while they are naturally inclined to be cooperative, they do not automatically agree with everything the hero has in mind; much like the original is keen on not getting hurt, so too are the duplicates and they will not "take one for the team" simply because the original desires them too. This can lead to interesting situations where the hero essentially arguing with the hero.

DUALITY						POWER LEVEL 10
Str 16	Dex 16	Con 16	Int 16	Wis 16	Cha 16	
<b>Skills:</b> Acrobatics 4 (+7), Bluff 4 (+7), Concentration 4 (+7), Diplomacy 4 (+7), Intimidate 4 (+7), Notice 4 (+7), Sense Motive 4 (+7), Stealth 4 (+7)						
<b>Feats:</b> Accurate Attack, All-Out Attack, Defensive Attack, Fearless, Interpose, Power Attack, Distract (Bluff), Redirect						
<b>Powers:</b> <b>Force Field 9</b> ( <i>Extras:</i> Impervious), <b>Gestalt 5</b> (Light and Dark components, see below), <b>Light Control 12</b> (25,000 ft. radius; <i>Alternate Powers:</i> <b>Blast 12</b> , <b>Create Object 12</b> , <b>Darkness Control 12</b> [25,000 ft. radius], <b>Drain Constitution 12</b> [ <i>Extras:</i> Range (Ranged)], <b>Healing 12</b> [ <i>Extras:</i> Action (Standard), <b>Strike 12</b> [ <i>Extras:</i> Penetrating]])						
<b>Combat:</b> Attack +8, Grapple +11, Damage +3 (unarmed), +12 (blast or strike), Defense +8, Knockback -10, Initiative +3						
<b>Saving Throws:</b> Toughness +12* (+3 without force field), Fortitude +8, Reflex +7, Will +7						
<b>Abilities 36 + Skills 8 + Feats 8 + Powers 53 + Combat 32 + Saves 13 = Total 150</b>						

\* 9 Impervious

Of course in such an argument the original holds the ultimate power since the hero can simply make the duplicate disappear, but taking such drastic actions will be remembered by the duplicates (since they know everything the hero knows) and the next time they are summoned they may be even less cooperative.

## VARIANTS

**Duality:** The Duality is the polar opposite of the Duplicator; instead of breaking off into copies, the Duality is two heroes combining into a single more powerful hero. The two heroes comprising the Duality are truly separate individuals; they may be twins and even share the same basic personality, or they can be completely different both in appearance and temperament.

**Spirit Caller:** A force multiplier like the Duplicator, the Spirit Caller uses the Summon (Minions) power to call aid to the hero's side. Those summoned may be of any nature and disposition; in extreme cases those summoned may be actively hostile to the Spirit Caller forcing the hero to call them only when the hero can make a quick escape and leave the summoned to wreak their wrath on those still in the area.

LIGHT COMPONENT						POWER LEVEL 5
Str 12	Dex 12	Con 14	Int 14	Wis 14	Cha 14	
<b>Skills:</b> Concentration 4 (+6), Diplomacy 4 (+6), Notice 4 (+6), Sense Motive 4 (+6)						
<b>Feats:</b> Accurate Attack, Defensive Attack, Fearless, Interpose						
<b>Powers:</b> <b>Force Field 4</b> ( <i>Extras:</i> Impervious), <b>Light Control 6</b> (1,000 ft. radius; <i>Alternate Powers:</i> <b>Blast 6</b> , <b>Create Object 6</b> , <b>Healing 6</b> )						
<b>Combat:</b> Attack +4, Grapple +5, Damage +1 (unarmed), +6 (blast), Defense +4, Knockback -5, Initiative +1						
<b>Saving Throws:</b> Toughness +6* (+2 without force field), Fortitude +4, Reflex +4, Will +5						
<b>Abilities 20 + Skills 4 + Feats 4 + Powers 23 + Combat 16 + Saves 8 = Total 75</b>						

\* 4 Impervious

DARK COMPONENT						POWER LEVEL 5
Str 14	Dex 14	Con 14	Int 12	Wis 12	Cha 14	
<b>Skills:</b> Acrobatics 4 (+6), Bluff 4 (+6), Intimidate 4 (+6), Stealth 4 (+6)						
<b>Feats:</b> Accurate Attack, Defensive Attack, Fearless, Interpose						
<b>Powers:</b> <b>Force Field 4</b> ( <i>Extras:</i> Impervious), <b>Darkness Control 6</b> (1,000 ft. radius; <i>Alternate Powers:</i> <b>Blast 6</b> , <b>Drain Strength 6</b> [ <i>Extras:</i> Range (Ranged), <b>Strike 6</b> [ <i>Extras:</i> Penetrating]])						
<b>Combat:</b> Attack +4, Grapple +6, Damage +2 (unarmed), +6 (blast or strike), Defense +4, Knockback -5, Initiative +2						
<b>Saving Throws:</b> Toughness +6* (+2 without force field), Fortitude +5, Reflex +4, Will +4						
<b>Abilities 20 + Skills 4 + Feats 4 + Powers 23 + Combat 16 + Saves 8 = Total 75</b>						

\* 4 Impervious

**SPIRIT CALLER****POWER LEVEL 10**

Str 16	Dex 14	Con 16	Int 10	Wis 20	Cha 14
<b>Skills:</b> Concentration 12 (+17), Diplomacy 8 (+10), Notice 4 (+9)					
<b>Feats:</b> Equipment 3, Improved Block, Improved Disarm, Improved Initiative, Power Attack, Quick Draw (draw), Takedown Attack, Uncanny Dodge (visual), Weapon Bind, Weapon Break					
<b>Powers:</b> <b>Summon Warrior Spirits 8</b> (Extras: Fanatical, Heroic, Horde; Power Feats: Progression 2 [5 warrior spirits])					
<b>Equipment:</b> Ring-Mail ( <b>Protection 4</b> ), Shield ( <b>Shield 3, Deflect 4</b> [slow projectiles]), Warhammer ( <b>Strike 3</b> [Power Feats: Mighty])					
<b>Minions:</b> <i>Warrior Spirits (Fanatical Heroic Minions) Power Level 8/Minion Level 8</i>					
<b>Combat:</b> Attack +14, Grapple +17, Damage +3 (unarmed), +6 (warhammer), Defense +13 (+5 flat-footed), Knockback -3, Initiative +2					
<b>Saving Throws:</b> Toughness +7 (+3 without armor), Fortitude +7, Reflex +6, Will +9					
<b>Abilities 30 + Skills 6 + Feats 12 + Powers 42 + Combat 48 + Saves 12 = Total 150</b>					

**WARRIOR SPIRITS****POWER LEVEL 8/  
MINION LEVEL 8**

Str -	Dex 10	Con -	Int 10	Wis 12	Cha 14
<b>Skills:</b> Intimidate 8 (+10), Notice 4 (+5)					
<b>Feats:</b> Distract (Intimidate), Fearsome Presence 8, Startle					
<b>Powers:</b> <b>Immunity 30</b> (Fortitude saves), <b>Insubstantial 4</b> (Extras: Duration [Continuous]; Flaws: Permanent; Power Feats: Innate), <b>Strike 8</b> (spirit axe; Extras: Affects Corporeal, Affects Insubstantial, Penetrating)					
<b>Combat:</b> Attack +8, Grapple -, Damage +8 (spirit axe), Defense +8, Knockback -0, Initiative +0					
<b>Saving Throws:</b> Toughness +0, Fortitude -, Reflex 0, Will +7					
<b>Abilities -14 + Skills 3 + Feats 10 + Powers 83 + Combat 32 + Saves 6 = Total 120</b>					

**ADDITIONAL SUMMONABLE CREATURES**

The following creatures may be readily substituted for the Warrior Spirits summoned by the Spirit Caller. You may wish to alter the Spirit Caller's traits other than Summoning (especially equipment) to fit the theme of the substituted creatures. For example, if the Spirit Caller summons demons you may wish to exchange the hero's combat feats and equipment for the Ritualist feat, ranks in Knowledge (arcane lore), and a mystical Device.

**Demons:** Fiends of the netherworld hungry for souls to take back to their domain. Change the demons to angels (or some other goodly spirits) by substituting Blast (holy) for Hellfire Control.

**Doppelgangers:** Masters of disguise, these creatures make excellent spies and subversives and their Mental Blast makes them dangerous in combat as well.

**Energy Beings:** Mysterious entities from the depths of space or some energy-based dimension; give them a different form of energy by substituting the appropriate power (i.e. Electricity, Gravity, Kinetic, or Radiation Control) for Cosmic Energy Control.

**Hordling Swarm:** Semi-intelligent packs composed of thousands of insatiably ravenous and slaving beasts (i.e. rodents, insects, etc.). Their mere appearance is usually enough to scare off all but the most daunting of foes.

**Shadows:** Living shadows, evil spirits, whatever their true nature their chilling touch, although not deadly, can quickly take opponents out of combat or make them easy prey for others. Substitute Drain Constitution 8 (Extras: Range [Ranged]) to make them truly deadly.

**Stalkers:** Alien beast-like hunters whose bone-chilling calls spook prey into flight before their claws bring it down.

**Undead Ninja:** The name says it all. An accursed clan of disgraced ninja seeking to regain their honor after death, or just some really nasty ninja that failed to cross over.

**DEMONS****POWER LEVEL 8/  
MINION LEVEL 8**

Str 24	Dex 14	Con 24	Int 10	Wis 12	Cha 10
<b>Skills:</b> Intimidate 8 (+8), Notice 4 (+5)					
<b>Feats:</b> Power Attack					
<b>Powers:</b> <b>Hellfire Control 7, Immunity 23</b> (acid, aging, cold, disease, electricity, fire, poison), <b>Protection 3</b> (Extras: Impervious)					
<b>Combat:</b> Attack +9, Grapple +16, Damage +7 (hellfire or unarmed), Defense +6, Knockback -6, Initiative +2					
<b>Saving Throws:</b> Toughness +10*, Fortitude +10, Reflex +5, Will +4					
<b>Abilities 34 + Skills 3 + Feats 1 + Powers 43 + Combat 30 + Saves 9 = Total 120</b>					

\* 3 Impervious

**DOPPELGANGERS****POWER LEVEL 8/  
MINION LEVEL 8**

Str 12	Dex 16	Con 14	Int 18	Wis 16	Cha 18
<b>Skills:</b> Bluff 8 (+12), Disguise 0 (+44 with Morph), Notice 8 (+11), Search 4 (+8), Sense Motive 8 (+11), Stealth 8 (+11)					
<b>Feats:</b> Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Eidetic Memory, Evasion, Jack-Of-All-Trades, Uncanny Dodge (mental)					
<b>Powers:</b> <b>Mental Blast 4, Morph 8</b> (any humanoids)					
<b>Combat:</b> Attack +2, Grapple +3, Damage +1 (unarmed), Defense +12 (+5 flat-footed), Knockback -2, Initiative +0					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +5, Reflex +6, Will +9					
<b>Abilities 34 + Skills 9 + Feats 9 + Powers 32 + Combat 24 + Saves 12 = Total 120</b>					

**ENERGY BEINGS****POWER LEVEL 8/  
MINION LEVEL 8**

Str 10	Dex 20	Con 10	Int 12	Wis 10	Cha 10
<b>Skills:</b> Notice 4 (+4), Search 4 (+5)					
<b>Feats:</b> Attack Focus (ranged) 2, Dodge Focus 2, Power Attack					



**Powers: Energy Form 12: Cosmic Energy Control 6** (*Alternate Powers: Snare 6*), **Flight 5** (250 MPH), **Force Field 6** (*Extras: Impervious*), **Immunity 9** (life support), **Insubstantial 3** (*Power Feats: Innate; Extras: Duration [Continuous]; Flaws: Permanent*)

**Combat:** Attack +8, +10 (ranged), Grapple +8, Damage +6 (blast), Defense +10 (+4 flat-footed), Knockback -6, Initiative +5

**Saving Throws:** Toughness +6\*, Fortitude +3, Reflex +8, Will +3

**Abilities 12 + Skills 2 + Feats 5 + Powers 60 + Combat 32 + Saves 9 = Total 120**

\* Impervious

## HORDLING SWARM

**POWER LEVEL 8/  
MINION LEVEL 8**

Str 12	Dex 16	Con 16	Int 6	Wis 14	Cha 2
--------	--------	--------	-------	--------	-------

**Skills:** Escape Artist 0 (+3, +5 with Elongation), Notice 6 (+8), Search 6 (+4), Stealth 6 (+9), Survival 6 (+8)

**Feats:** All-Out Attack, Fearless, Improved Initiative, Move-By Action

**Powers: Swarm Form 11: Burrowing 4** (10 MPH), **Elongation 2** (20 ft. range increment), **Immunity 12** (critical hits, mental effects), **Insubstantial 1** (*Power Feats: Innate; Extras: Duration [Continuous]; Flaws: Permanent*), **Nauseate 6** (*Alternate Powers: Suffocate 6*), **Protection 3**, **Strike 3** (*Power Feats: Mighty*), **Super-Movement 3** (Slithering, Wall-Crawling 2 [full speed]), **Super-Senses 5** (Scent, Tracking [Scent], Tremorsense)

**Combat:** Attack +10, Grapple +11 (+13 with elongation), Damage +1 (unarmed), +6 (nauseate), Defense +10, Knockback -3, Initiative +7

**Saving Throws:** Toughness +6, Fortitude +6, Reflex +6, Will +5

**Abilities 6 + Skills 6 + Feats 4 + Powers 55 + Combat 40 + Saves 9 = Total 120**

## SHADOWS

**POWER LEVEL 8/  
MINION LEVEL 8**

Str 14	Dex 18	Con 14	Int 10	Wis 10	Cha 10
--------	--------	--------	--------	--------	--------

**Skills:** Intimidate 8 (+8), Notice 8 (+8)

**Feats:** Defensive Roll 2, Distract (Intimidate), Improved Initiative

**Powers: Shadow Form 12: Concealment 8** (all auditory, olfactory, and visual senses; *Flaws: Limited [visual senses in shadows only]; Power Feats: Innate*), **Fatigue 8** (chilling touch; *Extras: Affects Corporeal*), **Insubstantial 4** (*Extras: Duration [Continuous]; Flaws: Permanent; Power Feats: Innate*), **Super-Senses 3** (Darkvision [Radius])

**Combat:** Attack +8, Grapple +10, Damage +2 (unarmed), +8 (fatigue), Defense +8, Knockback -2, Initiative +8

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +4, Reflex +7, Will +3

**Drawbacks:** Disability (mute, very common, moderate, 4 points)

**Abilities 16 + Skills 4 + Feats 4 + Powers 60 + Combat 32 + Saves 8 - Drawbacks 4 = Total 120**

## STALKERS

**POWER LEVEL 8/  
MINION LEVEL 8**

Str 22	Dex 18	Con 22	Int 8	Wis 16	Cha 12
--------	--------	--------	-------	--------	--------

**Skills:** Acrobatics 8 (+12), Climb 8 (+14), Intimidate 8 (+9), Notice 8 (+11), Search 8 (+7), Stealth 8 (+12)

**Feats:** All-Out Attack, Endurance, Evasion, Fearless, Fearsome Presence 6, Improved Initiative, Improved Trip, Power Attack, Startle, Uncanny Dodge (olfactory)

**Powers: Leaping 2** (x5), **Strike 2** (*Power Feats: Mighty*), **Super-Senses 5** (Danger Sense [olfactory], Low-Light Vision, Scent, Tracking [Scent], Ultra-Hearing)

**Combat:** Attack +8, Grapple +14, Damage +8 (strike), Defense +10, Knockback -3, Initiative +8

**Saving Throws:** Toughness +6, Fortitude +9, Reflex +7, Will +6

**Abilities 38 + Skills 12 + Feats 15 + Powers 10 + Combat 36 + Saves 9 = Total 120**

## UNDEAD NINJA

**POWER LEVEL 8/  
MINION LEVEL 8**

Str 12	Dex 18	Con -	Int 10	Wis 10	Cha 10
--------	--------	-------	--------	--------	--------

**Skills:** Acrobatics 8 (+12), Climb 8 (+9), Disable Device 8 (+8), Escape Artist 8 (+12), Intimidate 8 (+8), Notice 8 (+8), Search 8 (+8), Stealth 8 (+12), Swim 4 (+5)

**Feats:** Acrobatic Bluff, Elusive Target, Equipment 2, Evasion 2, Grappling Finesse, Hide In Plain Sight, Improved Initiative, Instant Up, Sneak Attack, Startle, Uncanny Dodge (visual)

**Equipment:** *Arsenal (array): Katana (Strike 3 [Power Feats: Improved Critical (19-20), Mighty]); Alternate Powers: Kasuri-Gama (Strike 2 [Power Feats: Mighty, Improved Block, Improved Trip]), Shuriken (Strike 1 [Extras: Autofire; Alternate Powers: Strike 1]); Black Camo Suit, Caltrops, Climbing Gear*

**Powers: Immunity 30** (Fortitude effects), **Protection 4** (*Extras: Impervious*)

**Combat:** Attack +10, Grapple +14, Damage +1 (unarmed), +4 (katana), +3 (unarmed sneak attack), +6 (katana sneak attack), Defense +12, Knockback -4, Initiative +8

**Saving Throws:** Toughness +4\*, Fortitude -, Reflex +8, Will +4

**Abilities 0 + Skills 17 + Feats 13 + Powers 38 + Combat 44 + Saves 8 = Total 120**

\* Impervious

**MUTANTS  
& MASTERMINDS**

## DUPLICATOR

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+0	+1	+2
14	14	14	10	12	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+4/+2*	+6	+6	+5		

\* flat-footed

**Skills:** Bluff 8 (+10), Climb 4 (+6), Notice 4 (+5), Stealth 4 (+6)

**Feats:** Attack Focus (melee) 2, Chokehold, Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Improved Defense 2, Improved Grab, Improved Pin, Interpose, Set-Up, Sneak Attack, Teamwork 3, Taunt

**Powers:** **Duplication 10** (Extras: Action [Move], Horde, Survival; Power Feats: Mental Link, Sacrifice, Progression 4 [25 duplicates])

**Combat:** Attack +10, +12 (melee), Grapple +14, Damage +2 (unarmed), +4 (unarmed sneak attack), Defense +12 (+5 flat-footed), Knockback -2, Initiative +2

**Abilities 18 + Skills 5 + Feats 19 + Powers 56 + Combat 40 + Saves 12 = Total 150**

*"NOW YOU'VE REALLY ANNOYED US!"*

### NOTES

- Duplicates have the exact same traits as the original minus the Duplication power and hero points.
- Duplicates recover as per the Summon (Minion) power.
- Check with the GM on any limits placed on the number of duplicates the hero may have.
- Use teamwork whenever possible, especially the aid action, both to increase the hero's effectiveness as well as to speed up the game.
- A lone original or duplicate should use stalling tactics, especially Improved Defense, to keep in the fight until help arrives from the other duplicates.
- The most effective tactic for a group of duplicates is to grapple an opponent; even if they cannot damage the opponent directly they should be able to hold them helpless and, unless the opponent is immune to suffocation, choke them out.
- Remember that if the hero has a difficult personality quirk or annoying habits then so do the duplicates.

### CUSTOMIZATION

Here are some suggestions on how to customize the Duplicator.

**Quantity vs. Quality:** Replace the Action extra with the Heroic extra to keep the duplicates from being subject to the minion rules. Because this makes the duplicates much tougher to take out of a fight you should also reduce the Progression feat to either one or two ranks (2 or 5 duplicates) or even eliminate it altogether so that the game does not become bogged down too much.

**Above Average:** Reduce the number of duplicates and remove one or both of the extras to free up points to add to the Duplicator's traits (i.e. higher abilities, more skills, powers, etc.). Note that you may have to increase the Duplication rank if you want duplicates to also have these additional traits.

**Imperfect Copies:** Add some of the Duplication power's flaws to the hero's Duplication power, both to free up points to spend on other traits as well as to add a different wrinkle. Add the Feedback flaw to give the hero a psychic investment in the duplicates. Add the Real flaw to make it more dangerous to use duplicates carelessly. Add the Unconscious flaw to put the original out of commission forcing the hero to have a safe place to rest while the duplicates are at work. You might also want to use the Attitude flaw from the Summon (Minion) power to make the duplicates less than cooperative with the original.





# ELEMENTAL

Not only does the Elemental derive the hero's powers from one of the four classical elements of Air, Earth, Fire, and Water, but the hero actually becomes one with the element itself, a living embodiment.

The Elemental has the (Alternate) Form power appropriate to the hero's element. The (Alternate) Form is the vessel in which all of the hero's powers are contained; without the (Alternate) Form the hero is powerless.

## DESCRIPTION

As living embodiment of an element the Elemental assumes the appearance of the element whenever in the hero's (Alternate) Form. Although the Elemental usually retains or assumes a humanoid form, the amount of detail in the form can vary widely; the hero might be a perfect elemental copy of the hero's normal shape (i.e. a watery form matching in every detail) or just retain the very basics of humanoid shape (i.e. a rough figure with two arms, two legs, and a featureless face). It is even possible for the Elemental to possess a non-humanoid shape (a column of fire or a whirlwind), although this is usually the case only when the Elemental was not human to begin with.

The close association with the hero's element often has an effect on the Elemental's personality with the hero adopting the personality traits associated with the element:

**Air:** Flighty, has difficulty focusing and is easily distracted, the hero's interests, opinions, and moods are subject to change at a moment's notice.

**Earth:** Plodding, deliberate in thought and deed, takes a long time to come to a decision, once set upon a task is doggedly single-minded and not easily distracted, the hero is emotionless having few if any feelings or opinions.

**Fire:** Hotheaded, mercurial, impatient, often rude, the hero is constantly in motion and on the lookout for action, tends to be very selfish with an attendant lack of concern for the feelings, needs, opinions, desires, etc. of others.

**Water:** Emotional, empathic, passive in word and deed to the point of paralysis, the hero prefers to circumvent or ignore obstacles rather than facing them.

Of course the above personality traits are merely a summary of the most extreme behaviors the Elemental is subject to. The actual extent to which the Elemental matches these traits can vary widely. They may be mild or extreme, manifest only

in elemental form or all the time (and then in varying degrees), or be no more common than they are in a normal individual.

In combat the Elemental relies on the (Alternate) Form's powers to defeat opponents; the Air Elemental flits about asphyxiating opponents, the Earth Elemental lumbers into combat and smashes away, the Fire Elemental sets everything within sight alight, and the Water Elemental shoots out blasts of water.

## VARIANTS

**Air Elemental:** This is a true elemental; the hero's Gaseous Form is both permanent and innate.

**Earth Elemental:** The hero's Solid Form is of continuous duration; the Earth Elemental remains in Solid Form until the hero cancels it, which can be problematic in certain situations (i.e. when knocked out and sinking beneath the waves).

**Water Elemental:** The hero's Liquid Form is of permanent duration. This state poses a problem in both everyday life (i.e. soaking books, shorting out electronics) and during missions (i.e. leaving wet footprints, unable to blend in with a crowd, etc.).

EARTH ELEMENTAL						POWER LEVEL 10
Str 36/14	Dex 10	Con 14	Int 10	Wis 14	Cha 10	
<b>Skills:</b> Intimidate 8 (+8), Notice 4 (+6)						
<b>Powers:</b> Solid Form 19 (continuous): <b>Burrowing 6</b> (50 MPH), <b>Density 6</b> (provides +12 Strength, <b>Protection 3</b> [ <i>Extras:</i> Impervious], <b>Immovable 2</b> , <b>Super-Strength 2</b> , x5 mass, automatically fail Swim checks; <i>Extras:</i> Duration [Continuous]), <b>Enhanced Fortitude Save 8</b> , <b>Enhanced Strength 10</b> , <b>Immovable 5</b> , <b>Immunity 9</b> (life support), <b>Protection 8</b> ( <i>Extras:</i> Impervious), <b>Super-Strength 6</b> ( <i>Heavy Load:</i> 480 tons [includes Density]; <i>Power Feats:</i> Groundstrike, Shockwave), <b>Super-Senses 3</b> (Tremorsense)						
<b>Combat:</b> Attack +7, Grapple +28, Damage +13 (unarmed), Defense +7, Knockback -19, Initiative +0						
<b>Saving Throws:</b> Toughness +13*/+2, Fortitude +14/+6, Reflex +4, Will +6						
<b>Abilities 12 + Skills 3 + Powers 95 + Combat 28 + Saves 12 = Total 150</b>						

\* 11 Impervious

AIR ELEMENTAL						POWER LEVEL 10
Str -	Dex 20	Con 14	Int 10	Wis 16	Cha 10	
<b>Skills:</b> Bluff 8 (+8), Notice 4 (+7), Stealth 8 (+13)						
<b>Feats:</b> Distract (Bluff), Improved Initiative, Taunt						
<b>Powers:</b> Gaseous Form 16 (innate, permanent): <b>Concealment 4</b> (visual senses; <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Partial, Permanent; <i>Power Feats:</i> Innate), <b>Flight 3</b> (50 MPH; <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Permanent; <i>Power Feats:</i> Innate), <b>Immunity 52</b> (all energy damage [ <i>Flaws:</i> Limited (half effect)], aging, life support, need for sleep, starvation and thirst; <i>Power Feats:</i> Innate), <b>Insubstantial 2</b> ( <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Permanent <i>Power Feats:</i> Innate), <b>Suffocate 10</b> , <b>Super-Senses 4</b> (Blindsight [tactile])						
<b>Combat:</b> Attack +10, Grapple -, Damage +10 (suffocate), Defense +10, Knockback -1, Initiative +5						
<b>Saving Throws:</b> Toughness +2, Fortitude +6, Reflex +9, Will +7						
<b>Abilities 10 + Skills 5 + Feats 3 + Powers 80 + Combat 40 + Saves 12 = Total 150</b>						

WATER ELEMENTAL						POWER LEVEL 10
Str 12	Dex 18	Con 14	Int 12	Wis 14	Cha 12	
<b>Skills:</b> Bluff 8 (+9), Escape Artist 0 (+4, +12 with Elongation), Notice 4 (+6), Stealth 8 (+12)						
<b>Feats:</b> Distract (Bluff), Grappling Finesse, Improved Grab, Improved Pin, Improved Throw, Improved Trip, Instant Up, Power Attack, Redirect, Taunt						
<b>Powers:</b> Liquid Form 13 (permanent): <b>Blast 10</b> (water; <i>Alternate Powers:</i> <b>Blast 6</b> [ <i>Extras:</i> Area (Line)], <b>Suffocate 10</b> ), <b>Concealment 2</b> (normal sight; <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Limited [underwater only], Permanent), <b>Elongation 8</b> , <b>Immunity 12</b> (critical hits, life support, starvation and thirst), <b>Insubstantial 1</b> ( <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Permanent), <b>Protection 10</b> , <b>Swimming 6</b> (100 MPH)						
<b>Combat:</b> Attack +10, Grapple +14 (+22 with elongation), Damage +1 (unarmed), +10 (blast), Defense +8, Knockback -6, Initiative +4						
<b>Saving Throws:</b> Toughness +12, Fortitude +6, Reflex +8, Will +6						
<b>Abilities 22 + Skills 5 + Feats 10 + Powers 65 + Combat 36 + Saves 12 = Total 150</b>						

## FIRE ELEMENTAL

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+0	+0	+2
12	18	14	10	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+2**	+6	+9	+5

\* 10 Impervious, \*\* without force field

**Skills:** Acrobatics 4 (+8), Concentration 12 (+12), Intimidate 8 (+10), Notice 4 (+4)

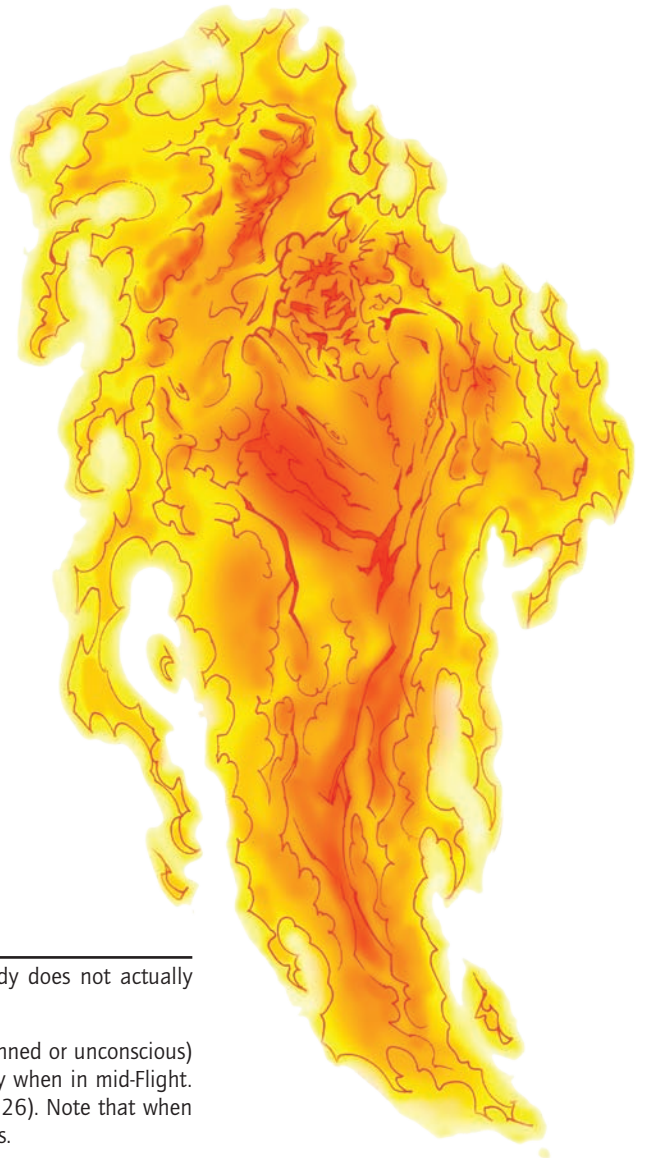
**Feats:** Power Attack, Precise Shot

**Powers:** **Energy Form 16** (sustained): **Blast 12** (*Alternate Powers:* **Environmental Control 6** [extreme heat and daylight, 250-ft. radius], **Fire Control 12**), **Flight 6** (500 MPH), **Force Field 10** (*Extras:* Impervious), **Immunity 6** (cold, fire damage), **Strike 4** (fire; *Extras:* Aura, Duration 2 [Sustained])

**Combat:** Attack +8, Grapple +9, Damage +1 (unarmed), +4 (aura, strike), +12 (blast), Defense +8, Knockback -11, Initiative +4

**Drawbacks:** Vulnerable (water, +50%, 2 points), Power Loss (immersed in water or exposed to vacuum, uncommon, 1 points)

**Abilities 18 + Skills 7 + Feats 2 + Powers 80 + Combat 32 + Saves 14 - Drawbacks 3 = Total 150**



**"BURN, BABY, BURN!"**

## NOTES

- Energy Form merely covers the Fire Elemental's body; the Fire Elemental's body does not actually transform into fire.
- Energy Form is of sustained duration. If incapable of taking free actions (i.e. stunned or unconscious) the Fire Elemental snuffs out (returns to normal form) which can be quite nasty when in mid-Flight. The hero can maintain Energy Form with a successful Concentration check (DC 26). Note that when the hero's Energy Form is snuffed out the hero has no access to any of its powers.
- Good candidate for the Phobia (aquaphobia) setback given the hero's vulnerability to water.
- The two Environmental Control powers are linked together; as the light increases so does the heat, and one cannot be increased without a comensurate increase in the other.

## CUSTOMIZATION

Here are some suggestions on how to customize the Elemental.

**Opposites Don't Attract:** Although not a requirement, it is a classic notion that each element has an opposite element that counteracts it; fire has water and air has earth. Determine the effect the opposite element has on the Elemental varying it from experiencing discomfort (i.e. an Air Elemental touching the ground or entering enclosed spaces) that can give rise to complications such as Hatred or Phobia to actual drawbacks such as Power Loss, Vulnerable, and Weakness.

**Can You Turn That Off?:** Vary the duration of the [Alternate] Form to make it easier or more difficult to maintain the form (concentration/sustained/continuous) or to make it permanent; a true Elemental's form is permanent and innate. Depending on the duration this may free up or cost additional points which may be added to, or subtracted from, the points assigned to the [Alternate Form] or other traits.

**Form Flexibility:** Substitute and/or add various powers for existing ones within the Elemental's [Alternate] Form. For example, with the Fire Elemental you could replace Force Field with Insubstantial 3, exchange ranks of Flight for Teleport (*Flaws:* Medium [flames]), and add Create Object as an alternate power of Blast.



# ENERGY CONTROLLER

The Energy Controller exerts control over, and thus derives powers from, a specific form of energy. The Energy Controller's powers are usually very spectacular and always involve the ability to fire blasts of energy.

## DESCRIPTION

The appearance and/or costume of an Energy Controller almost always gives a hint as to the type of energy the hero can control. For example, the Fire Controller usually wears red, the Cosmic Energy Controller might have black eyes filled with stars or in fact be an alien, the Radiation Controller might have a softly glowing body or give off an unusual warmth, the Hellfire Controller's could have a vaguely demonic appearance; the Energy Controller that looks like the average person on the street is almost unheard of.

Being in possession of so much power tends to make the Energy Controller one of two kinds of personalities. The first is a reserved, cautious individual who, fully aware of the power the hero wields, tries to minimize its use and be as cautious as possible when

forced to use it. In combat the hero strikes carefully, making sure of the hero's aim and the proper power level. This is to make each shot count while minimizing the chance of causing collateral or excessive damage. The second is a daring, often foolhardy and impulsive, individual who revels in wielding the Energy Controller's power and uses it every possible moment (often when not necessarily appropriate). In combat the hero prefers a full and frequent display of power, both to cause maximum damage and intimidate opponents; to the hero collateral damage is not much of a concern.

In general the reserved personality tends to be more appreciated by teammates than the second, although there are those who argue there is a definite place for a "loose cannon" Energy Controller.

## VARIANTS

### Magnetism Master:

An Energy Controller in command of magnetism, the Magnetism Master can use the hero's power to manipulate some of the very building blocks of modern life: ferrous metals (i.e. iron, nickel, certain grades of steel and alloys,

but also cobalt) and decimate electronic devices. Note that the Magnetism Master does not simply control all metals; aluminum, tin, copper, zinc, brass, gold, silver, and platinum are all non-magnetic. Although not necessarily completely ineffective in other environs, the hero's powers are obviously more applicable in more populated and industrial areas.

**Pyrokineticist:** an Energy Controller focused on fire, the Pyrokineticist is capable of spontaneously generating fire and using it for a wide variety of Blast effects. Although unable to actually manipulate existing flames, the Pyrokineticist is capable of absorbing fire energy, including from fires started by the Pyrokineticist's Blast (but not the Blast itself) to heal the hero's body.

## MAGNETISM MASTER

POWER LEVEL 10

**Str 10    Dex 14    Con 10    Int 18    Wis 14    Cha 14**

**Skills:** Concentration 8 (+10), Craft (electronic) 8 (+12), Intimidate 8 (+10), Knowledge (technology) 8 (+12), Notice 4 (+6)

**Feats:** All-Out Attack, Inventor, Power Attack, Precise Shot

**Powers:** **Magnetic Control 18** (*Heavy Load: 3,200 tons; Alternate Powers: Blast 12* [*Extras: Penetrating*], **Blast 10** [*Extras: Area (Burst)*], **Deflect 8** [*all projectiles; Extras: Action 2 (Free), Reflection; Flaws: Limited (metal only)*], **Nullify 12** [*one electronic power; Extras: Duration 2 (Sustained)*], **Nullify 9** [*all electronics; Extras: Duration 2 (Sustained), Nullifying Field (60-ft. radius)*]), **Immunity 5** (magnetism), **Force Field 12** (*Extras: Impervious*)

**Combat:** Attack +8, Grapple +8, Damage +0 (unarmed), +12 (blast), Defense +8, Knockback -12, Initiative +2

**Saving Throws:** Toughness +12\* (+0 without force field), Fortitude +5, Reflex +6, Will +8

**Abilities 20 + Skills 9 + Feats 4 + Powers 70 + Combat 32 + Saves 15 = Total 150**

\*12 Impervious

## PYROKINETICIST

POWER LEVEL 10

**Str 10    Dex 14    Con 14    Int 10    Wis 14    Cha 16**

**Skills:** Concentration 8 (+10), Intimidate 8 (+11), Knowledge (physical sciences) 4 (+4), Notice 4 (+6), Search 4 (+4)

**Feats:** Accurate Attack, Distract (Intimidate), Grappling Finesse, Improved Initiative, Power Attack, Precise Shot

**Powers:** **Blast 12** (*Alternate Powers: Absorption 12* [*energy, Healing 12; Flaws: Limited (fire only)*], **Blast 10** [*Extras: Area (Cone); Flaws: Range (Touch)*], **Blast 10** [*Extras: Area (Line); Flaws: Range (Touch)*], **Blast 8** [*Extras: Area (Explosion)*]), **Fire Control 12**, **Flight 4** (100 MPH; *Flaws: Levitation*), **Force Field 10** (*Extras: Impervious, Linked Strike 5* [*Extras: Aura, Duration 2 (Sustained)*])

**Combat:** Attack +8, Grapple +10, Damage +0 (unarmed), +5 (aura, strike), +12 (blast), Defense +8, Knockback -11, Initiative +6

**Drawbacks:** Power Loss (all powers, immersed in water or exposed to vacuum, uncommon, 1 point)

**Saving Throws:** Toughness +12\* (+2 without force field), Fortitude +7, Reflex +7, Will +7

**Abilities 18 + Skills 7 + Feats 6 + Powers 73 + Combat 32 + Saves 15 - Drawbacks 1 = Total 150**

\* 10 Impervious



## ENERGY CONTROLLER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+0	+2	+2
12	18	14	10	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+2**	+7	+9	+7

\* 10 Impervious, \*\* without force field

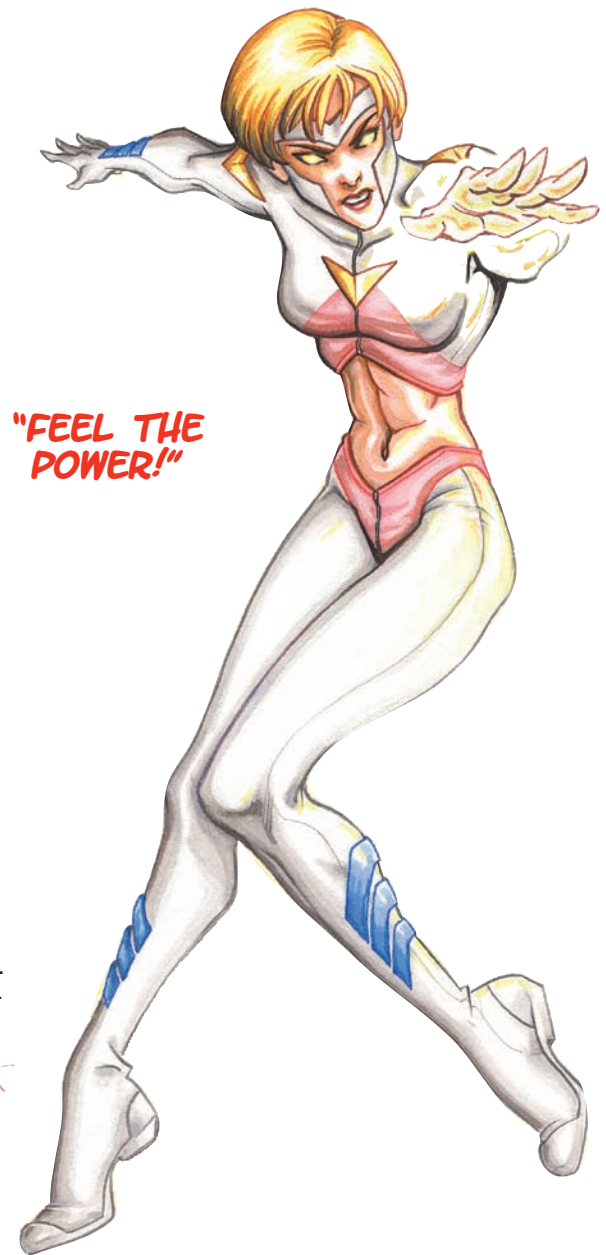
**Skills:** Acrobatics 8 (+12), Concentration 8 (+10), Intimidate 8 (+10), Notice 4 (+6)

**Feats:** Accurate Attack, Acrobatic Bluff, All-Out Attack, Improved Initiative, Power Attack, Precise Shot, Quick Change

**Powers:** **Electrical Control 12** (*Alternate Powers:* **Electrical Control 10** [*Extras:* Area (Burst); *Flaws:* Range (Touch)], **Electrical Control 6** [*Extras:* Aura, Duration 2 (Sustained); *Flaws:* Range (Touch)], **Stun 12**, **Stun 8** [*Extras:* Area (Burst)], **Stun 4** [*Extras:* Aura, Duration 2 (Sustained)], **Telekinesis 12** [*Heavy Load:* 50 tons]), **Flight 6** (500 MPH), **Force Field 10** (*Extras:* Impervious), **Immunity 5** (electricity damage)

**Combat:** Attack +8, Grapple +9 (+20 with telekinesis), Damage +1 (unarmed), +12 (electrical control), Defense +8, Knockback -11, Initiative +8

**Abilities 22 + Skills 7 + Feats 7 + Powers 67 + Combat 32 + Saves 15 = Total 150**



## NOTES

- Use extra effort to power stunt additional alternate powers to Electrical Control. Some possible powers include Absorption (*Flaws:* Limited [electricity]), Communication (*Flaws:* Medium [conductive materials]), Confuse (interfering with brainwaves), Datalink, Dazzle, Deflect, Drain Strength, Insubstantial 3, Light Control, and Paralyze.
- The most obvious and useful combat tactic is to Fly and remain out of melee reach while peppering opponents with Electrical Control and its alternate powers.



## CUSTOMIZATION

Here are some suggestions on how to customize the Energy Controller.

**So Many Kinds Of Energy:** The most obvious and easy way to customize the Energy Controller is to assign a different form of energy to the hero. Possibilities include: cold, cosmic energy, darkness, the various elements (air, earth, fire, water), gravity, hellfire, kinetic, life, light, magnetic, mental, plasma, radiation, sonic, and vibration. When changing the energy type you should double-check to make sure that the Energy Controller's existing alternate powers still make thematic sense and changing those that don't.

**Talent vs. Education:** As written the Energy Controller is assumed to simply have an inherent (inborn or otherwise) ability to manipulate electricity. Change this by raising the Energy Controller's Intelligence, adding ranks in the Craft (electronic) and Knowledge (technology) skills, and giving the hero the Inventor feat. Pay for these changes by placing the hero's powers into a Device, thus creating a scientist capable of designing technology to manipulate energy.

**One True Power:** Make all of the hero's powers including Flight, Force Field, and Immunity alternate powers of Electrical Control; then make all alternate powers dynamic. In this way you can give the hero a greater array of powers at the cost of having them all subject to nullification at once and having to choose when and in what proportion the various alternate powers are used.



# FORTUNATE HERO

The Fortunate Hero just never has a bad day. But what can be expected from someone insulated against the slings and arrows of outrageous misfortune and able to pull off the most amazing things on a whim? But the hero's fortune is not foolproof; being protected against the worst possible outcome doesn't guarantee the best and if the hero isn't careful that may not be enough.

## DESCRIPTION

The Fortunate Hero is almost always in a good mood; it's hard not to be when things almost always work out in the hero's favor. This happy-go-lucky attitude and taking things as they come may make for a content hero, but it does cause problems for both the hero and others.

Relying on luck (or fortune, chance, destiny, et. al.) tends to make the Fortunate Hero lazy; why work at things that simply come to you? So the hero tends to take a very relaxed (okay, lazy) approach to things (i.e. training, education, planning, etc.). Inevitably this irritates the Fortunate Hero's associates, which the hero frequently casually dismisses as jealousy, but also sets the Fortunate Hero up for a spectacular fall when the hero's luck does finally run out. A wise Fortunate Hero tries to prepare for such an eventuality, but it's awfully difficult to do more than the minimum necessary when riding such a lucky streak.

## VARIANTS

**Black Cat:** like the hero's namesake, the Black Cat can bring bad luck to all who cross the hero's path. Unlike the Fortunate Hero, who relies on luck to accomplish just about anything, the Black Cat is a highly trained individual using the hero's misfortune ability as an added edge over opponents.

### BLACK CAT

POWER LEVEL 10

**Str 12** | **Dex 18** | **Con 14** | **Int 12** | **Wis 12** | **Cha 16**

**Skills:** Acrobatics 12 (+16), Bluff 8 (+11, +15 with Attractive), Climb 12 (+13), Computers 8 (+9), Disable Device 8 (+9), Escape Artist 8 (+12), Notice 8 (+9), Search 8 (+9), Sleight of Hand 8 (+12), Stealth 12 (+16)

**Feats:** Acrobatic Bluff, Attack Focus (melee) 2, Attractive, Defensive Roll 2, Dodge Focus 2, Distract (Bluff), Elusive Target, Equipment 3, Evasion 2, Fascinate (Bluff), Grappling Finesse, Improved Initiative, Improved Trip, Redirect, Sneak Attack 3, Ultimate Save (Reflex), Uncanny Dodge (visual)

**Powers:** **Enhanced Feats 5** (Luck 5). **Luck Control 1** (force someone else to re-roll and take worse of the two rolls; *Extras:* Area [Burst], Selective Attack; *Power Feats:* Progression 7 [1,000 ft. radius burst])

**Equipment:** *Arsenal (array):* Cat's Tail (whip; **Enhanced Feats 5** [Extended Reach 3 (20 ft.), Improved Disarm, Improved Trip]); *Alternate Powers:* Cat's Claws (**Strike 1** [*Power Feats:* Mighty]); Caltrops x2, Cat's Eyes (goggles; **Super-Senses 2** [Infravision, Low-Light Vision]), Costume (**Protection 2**), Grapple Gun (**Super-Movement 1** [Swinging]), Mini-Tracer

**Combat:** Attack +12, +14 (melee), Grapple +18, Damage +2 (cat's claws), +6 (cat's claws sneak attack), Defense +14 (+6 flat-footed), Knockback -3, Initiative +8

**Saving Throws:** Toughness +6 (+4 flat-footed, +2 without costume), Fortitude +6, Reflex +9, Will +5

**Abilities 24 + Skills 23 + Feats 25 + Powers 17 + Combat 48 + Saves 13 = Total 150**

**Good Luck Charm:** The Good Luck Charm consciously, or perhaps subconsciously, manipulates the luck of teammates enabling them to perform better. As a result, although not a spectacular hero by most standards, teammates are always glad to have the Good Luck Charm with them. Compared to the Fortunate Hero the Good Luck Charm isn't personally particularly lucky and, as a result, much like the hero's teammates depend on the Good Luck Charm to help them so too does the Good Luck Charm depend on the aid of teammates to make it through a mission.

**Hex:** wielder of the proverbial "Evil Eye", the Hex has the mystical power to bestow bad luck upon individuals as well as strike them ill. Unfortunately, as one would expect, the Hex needs to make eye contact with those the hero wishes to inflict the "Evil Eye" upon. Still, even if opponents avoid the Hex's curse (and to do so they usually handicap themselves quite severely) they must still deal with the hero's bad luck turning aside all ranged attacks and matrix of mystic energy rendering all but the most potent of physical attacks useless.

### GOOD LUCK CHARM

POWER LEVEL 10

**Str 12** | **Dex 14** | **Con 14** | **Int 10** | **Wis 14** | **Cha 20**

**Skills:** Bluff 8 (+13), Notice 8 (+10), Stealth 8 (+10)

**Feats:** Distract (Bluff), Equipment 2

**Powers:** **Enhanced Feats 11** (Inspire 2, Luck 5, Set-Up, Teamwork 3), **Luck Control 2** (spend hero point on another's behalf, spend hero point to negate Gamemaster fiat), **Probability Control' 7** (*Extras:* Fortune, Range 2 [Perception]; *Flaws:* Limited [Fortune only])

**Equipment:** Light Pistol (**Blast 3**), Undercover Vest (**Protection 3** [*Power Feats:* Subtle])

**Combat:** Attack +11, Grapple +12, Damage +1 (unarmed), +3 (light pistol), Defense +12, Knockback -2, Initiative +2

**Saving Throws:** Toughness +5 (+2 without vest), Fortitude +6, Reflex +6, Will +6

**Abilities 24 + Skills 6 + Feats 3 + Powers 59 + Combat 46 + Saves 12 = Total 150**

### HEX

POWER LEVEL 10

**Str 10** | **Dex 16** | **Con 10** | **Int 12** | **Wis 16** | **Cha 16**

**Skills:** Acrobatics 8 (+11), Bluff 8 (+11), Notice 8 (+11), Sense Motive 8 (+11)

**Feats:** Taunt

**Powers:** **Force Field 12** (hex matrix; *Extras:* Impervious), **Probability Control' 10** (evil eye; *Extras:* Jinx, Range 2 [Perception]; *Flaws:* Limited [Jinx only], Sense-Dependent [visual]; *Alternate Powers:* **Deflect 8** [all ranged and mental attacks; *Extras:* Action 2 (Free), Reflection], **Nauseate 10** [*Extras:* Action 2 (Free), Alternate Save (Will), Range (Perception); *Flaws:* Sense-Dependent (visual)])

**Combat:** Attack +8, Grapple +8, Damage +0 (unarmed), +10 (nauseate), Defense +8, Knockback -12, Initiative +3

**Saving Throws:** Toughness +12\* (+0 without force field), Fortitude +4, Reflex +7, Will +8

**Abilities 20 + Skills 8 + Feats 1 + Powers 76 + Combat 32 + Saves 13 = Total 150**

\* Impervious, 'see Appendix I for an explanation of this power

**FORTUNATE HERO****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+0	+4
10	12	12	12	10	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+4*/+1**	+7	+7	+7

\* flat-footed, \*\* without vest

**Skills:** Bluff 8 (+12), Notice 12 (+12)**Feats:** Distract (Bluff), Equipment 1, Taunt**Powers:** **Enhanced Attack 6, Enhanced Defense 4, Enhanced Feats 31** (Beginner's Luck, Defensive Roll 4, Diehard, Dodge Focus 4, Eidetic Memory, Elusive Target, Evasion 2, Hide In Plain Sight, Luck 5, Precise Shot, Ranged Pin, Redirect, Seize Initiative, Set-Up, Throwing Mastery 5, Uncanny Dodge [mental]), **Probability Control<sup>1</sup> 10****Equipment:** Poker Chips (for Throwing Mastery), Undercover Vest (**Protection 3** [Power Feats: Subtle])**Combat:** Attack +11, Grapple +11, Damage +0 (unarmed), +5 (poker chips), Defense +12 (+4 flat-footed), Knockback -4, Initiative +1**Abilities 14 + Skills 5 + Feats 3 + Powers 91 + Combat 18 + Saves 19 = Total 150**<sup>1</sup>see Appendix I for an explanation of this power*"LOOKS LIKE IT'S MY LUCKY DAY!"***NOTES**

- Very reliant on hero points. Although the hero starts off each adventure with six hero points, take actions that earn additional hero points in order to make frequent use of the hero's traits (i.e. Beginner's Luck, Seize Initiative) and otherwise be heroic (i.e. canceling fatigue from extra effort, improving rolls, adding heroic feats [especially combat feats], dodge, recover, escape death).
- Check with the GM to see whether Probability Control may be split among multiple dice rolls.
- Able to guarantee a minimum result of 10 on one die as a free action. Note that the die roll has to be chosen ahead of time and if the roll is 10 or higher the use of the power has arguably been wasted.

**CUSTOMIZATION**

Here are some suggestions on how to customize the Fortunate Hero.

**It's Not Luck!:** Currently most of the Fortunate Hero's feats are the result of the hero's luck; the hero can throw poker chips as deadly weapons not because of long years of training but because the hero is just lucky. Change the hero's reliance on luck by one, several, or all of the Enhanced Feats regular feats. Doing this changes the hero from someone who is just born lucky to a highly trained individual that uses luck to supplement the hero's other traits.

**A Different Kind Of Luck:** Substitute some or all of the Probability Control ranks for ranks in the Luck Control power. If you keep both powers the hero has some further options for using luck. If you keep only Luck Control then may want to add some Extras such as Area (Burst) and Selective Attack to absorb greater points from Probability Control; add any remaining points to whatever traits you wish. You could also take Luck Control as an Alternate Power of Probability Control for the ultimate in flexibility. For something more radical make the Enhanced Feats an Alternate Power of Probability Control; the hero can either use luck to influence a roll or have access to the feats; this opens up points for other traits at the cost of flexibility.

**Lucky Rabbit's Foot:** Instead of being a part of the hero, place the hero's "luck" into a Device (i.e. a charm, an amulet, a four-leaf clover) etc. In this way the Fortunate Hero will sooner or later have to work to get hero's luck back.



# GADGETEER

The Gadgeteer is dedicated to creating and using technological devices (gadgets) in the fight against crime. The hero always has a small arsenal of such gadgets on hand and if these aren't enough then, with a little time and effort, the Gadgeteer can put together something that will get the job done.

Although it is natural to focus on the hero's inventing abilities, one shouldn't overlook the fact that the Gadgeteer is also an expert on all things technological and an excellent technician/mechanic; if the Gadgeteer can't fix it, it isn't broken. So, whether the question concerns the manufacturer of a particular robot, the inner workings of a doomsday device, or the fact that the microwave in the lounge isn't working, the Gadgeteer is the hero for the job.

## DESCRIPTION

The image of the Gadgeteer is often one of an eccentric and anti-social individual buried deep within some unfathomable project. While this description can certainly be apt at times, in general the Gadgeteer is a relatively normal (read: socially adjusted) individual who just happens to have a very strong interest in technological and scientific pursuits rather than socializing and talking about sport. That said, it doesn't help the hero's image when the Gadgeteer expounds upon the latest quantum physics theories at the mayor's reception.

Although physically unimposing, the hero's gadgets more than allow the hero to contend with powerful foes. In fact, given the time and resources, the Gadgeteer is potentially the most devastating of all opponents. Unfortunately, the Gadgeteer's lack of overall tactical acumen, along with the fact that the hero is not particularly suited for the rigors of combat, means that the Gadgeteer should limit combat to an as-needed basis.

The Gadgeteer can wear almost any costume imaginable with one constant: the hero always has some form of toolkit available. This may be a tool belt, a backpack, or an advanced all-in-one tool gadget, but no matter how the hero transports them, a Gadgeteer goes nowhere without tools.

## VARIANTS

**Disabled Genius:** The Disabled Genius uses technology to not only compensate for the individual's lack of mobility (usually suffered from birth or a horrible accident), but to rise to the status of hero. Zooming through the air in the hero's hover chair, the Disabled Genius is more than the equal of able-bodied individuals and, like the Gadgeteer, if the hover chair isn't enough to get the job done the hero can simply invent something.

**Mystic Artisan:** Essentially a magical Gadgeteer, the Mystic Artisan crafts magical items rather than technological marvels. While the Mystic Artisan's magical items can appear no different from ordinary items, they are usually fine (read: valuable) examples of their kind and covered with arcane symbols. For example, although the hero's staff of power might look

### THE GADGETEER AND EXTRA EFFORT

Although the rules for the Device power state that you can choose whether the strain of extra effort applies to a device or the Gadgeteer, it is highly recommended (and the assumption of this book) that the strain of extra effort apply solely to the device. This reflects the fact that it is the device's traits being enhanced and thus the device that should suffer the strain; if the Gadgeteer power stunts the hero's jet boots by, say enriching the boots' fuel mixture, it's not the operator who is being overheated.

like nothing more than an ordinary walking cane, it is more than likely a handcrafted staff of polished zitan wood inlaid with arcane symbols of pure gold and topped by a flawless diamond.

## DISABLED GENIUS

POWER LEVEL 10

**Str 8    Dex 10    Con 10    Int 30    Wis 20    Cha 10**

**Skills:** Computers 8 (+18), Craft (electronic) 8 (+18), Craft (mechanical) 8 (+18), Disable Device 8 (+18), Knowledge (physical sciences) 8 (+18), Knowledge (technology) 8 (+18), Notice 4 (+9)

**Feats:** Eidetic Memory, Equipment 1, Improvised Tools, Inventor, Skill Mastery (Computers, Craft [electronic], Craft [mechanical], Disable Device)

**Powers:** **Device 24** (hover chair, hard to lose; *Power Feats:* Restricted [Int 26 or higher]); **Datalink 9** (anywhere on Earth), **Enhanced Attack 8**, **Enhanced Defense 8**, **Enhanced Reflex Save 8**, **Flight 4** (100 MPH), **Force Field 12** (*Extras:* Impervious, Linked **Immunity 9** [life support]; *Alternate Powers:* **Concealment 10** [all sense types except tactile; *Power Feats:* Close Range]), **Super-Senses 4** (Blindsight [tactile (vibration)]), **Vibration Control 12** (*Alternate Powers:* **Nauseate 8** [*Extras:* Range (Ranged)])

**Equipment:** Commlink, Fire Extinguisher, Flashlight, Mini-Tracer, Night-Vision Goggles

**Combat:** Attack +8 (+0 without hover chair), Grapple +8 (-1 without hover chair), Damage -1 (unarmed), +12 (vibration control), Defense +8 (+0 without hover chair), Knockback -12, Initiative +0

**Saving Throws:** Toughness +12\* (+0 without force field), Fortitude +4, Reflex +8/+0 (without hover chair), Will +12

**Drawbacks:** Disability (paraplegic, 4 points)

**Abilities 28 + Skills 13 + Feats 5 + Powers 97 + Saves 11 - Drawbacks 4 = Total 150**

\* Impervious

## MYSTIC ARTISAN

POWER LEVEL 10

**Str 10    Dex 14    Con 10    Int 30    Wis 20    Cha 14**

**Skills:** Bluff 8 (+10), Craft (artistic) 8 (+18), Knowledge (arcane lore) 8 (+18), Notice 4 (+9), Sleight of Hand 8 (+10)

**Feats:** Artificer, Distract (Bluff), Eidetic Memory, Luck, Taunt, Ultimate Skill (Craft [artistic])

**Powers:** **Device 7** (ring of protection, hard to lose); **Force Field 12** (*Extras:* Impervious), **Immunity 11** (life support, need for sleep, starvation and thirst), **Device 6** (staff of power; easy to lose); **Blast 12** (*Alternate Powers:* **Blast 8** [*Extras:* Area (Burst)], **Healing 12**, **Illusion 8** [all senses; *Flaws:* Phantasms], **Telekinesis 12** [*Heavy Load:* 50 tons], **Telepathy 9** [anywhere on Earth] and **Comprehend 3** [read, speak, understand any language], **Teleport 9** [anywhere on Earth: *Power Feats:* Change Velocity, Easy, Progression 3 (1,000 lbs.), Turnabout]), **Device 1** (bag of holding; easy to lose); **Dimensional Pocket 2** (250 lbs) and (divining rod; easy to lose); **Super-Senses 1** (magical awareness)

**Combat:** Attack +8, Grapple +8 (+20 with telekinesis), Damage +0 (unarmed), +12 (blast), Defense +8, Knockback -12, Initiative +2

**Saving Throws:** Toughness +12\* (+0 without force field), Fortitude +5, Reflex +7, Will +11

**Abilities 38 + Skills 9 + Feats 6 + Powers 49 + Combat 32 + Saves 16 = Total 150**

\* Impervious

## GADGETEER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+10	+5	+0
10	12	10	30	20	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+0**	+5	+6	+10

\* Impervious, \*\* without force field

**Skills:** Computers 8 (+18), Craft (electronic) 8 (+18), Craft (mechanical) 8 (+18), Disable Device 8 (+18), Knowledge (physical sciences) 8 (+18), Knowledge (technology) 8 (+18), Notice 4 (+9)

**Feats:** Beginner's Luck, Improvised Tools, Inventor, Master Plan, Skill Mastery (Computers, Craft [electronic], Craft [mechanical], Disable Device)

**Powers:** **Device 5** (blaster, easy to lose); **Blast 12** (*Alternate Powers: Disintegration 6*); **Device 7** (force field harness; hard to lose); **Force Field 12** (*Power Feats: Selective, Subtle; Extras: Impervious, Linked Immunity 9 [life-support]*); **Device 2** (jet boots, hard to lose); **Flight 5** (250 MPH), **Quickness 4** (x25; *Flaws: Limited [mental tasks only]*)

**Combat:** Attack +8, Grapple +8, Damage +0 (unarmed), +12 (blast), Defense +8, Knockback -12, Initiative +1

**Abilities 32 + Skills 13 + Feats 5 + Powers 53 + Combat 32 + Saves 15 = Total 150**

"OH THIS? THIS IS JUST SOMETHING I WHIPPED UP."



## NOTES

- Use Knowledge (technology) and Craft skills along with the Inventor feat to create inventions and jury-rig devices. Note that the maximum invention cost the Gadgeteer can possibly build is 28 points and the maximum jury-rig cost is 23 points.
- Use the Beginner's Luck feat to employ the Gadgeteer's superior intellect in performing an unfamiliar task ("Let's see, estimating wind velocity and angle of ascent I will need to lean 9 degrees to my left in order to remain balanced across this beam"). In addition, use the feat to gain ranks in a Knowledge or Craft skill necessary for specific inventions.
- Use extra effort to power stunt the Gadgeteer's devices. Damaged devices can be repaired using the appropriate Craft skill.

## CUSTOMIZATION

Here are some suggestions on how to customize the Gadgeteer.

**You Can Never Have Enough Gadgets!:** Feel free to outfit the Gadgeteer with whatever Devices you see fit; the possibilities are almost endless. However, in order to ensure that the Gadgeteer has something to offer in a variety of situations, you should make sure the devices cover a wide range of power effects. While the Gadgeteer could have a single powerful device, a number of devices actually fits the concept best.

**Check Out This Ride!:** Take some points from the hero's gadgets and add ranks in the Equipment feat to give the Gadgeteer a tricked-out ride, creating anything from a defunct sports car flying time machine to a giant combat robot replete with missiles and a really big gun.

**That Wasn't Supposed To Happen:** Technology can be tricky at the best of times, worse if it's custom or a one-off. Simulate this for the Gadgeteer's devices through the Accident (malfunction) complication. Or build it into the hero through the use of the Fades, Side-Effect, or Unreliable flaw for one or more device powers or by adding one or more of the following drawbacks: Action, Full Power, or Power Loss.



# JUNGLE LORD

Hailing from the deepest, darkest rain forest, the Jungle Lord and the hero's loyal animal companion usually come to civilization in order to fight for the survival of the hero's home or for the wilderness in general. Although socially "primitive", the Jungle Lord is no dummy and the hero's wisdom and ability to see things through a "simpler" prism often grant the Jungle Lord information that more "civilized" individuals miss.

Despite being bereft of superpowers and modern technology, the Jungle Lord is not an individual to be trifled with and many a villain has tasted defeat at the hero's hands because the Jungle Lord was underestimated.

## DESCRIPTION

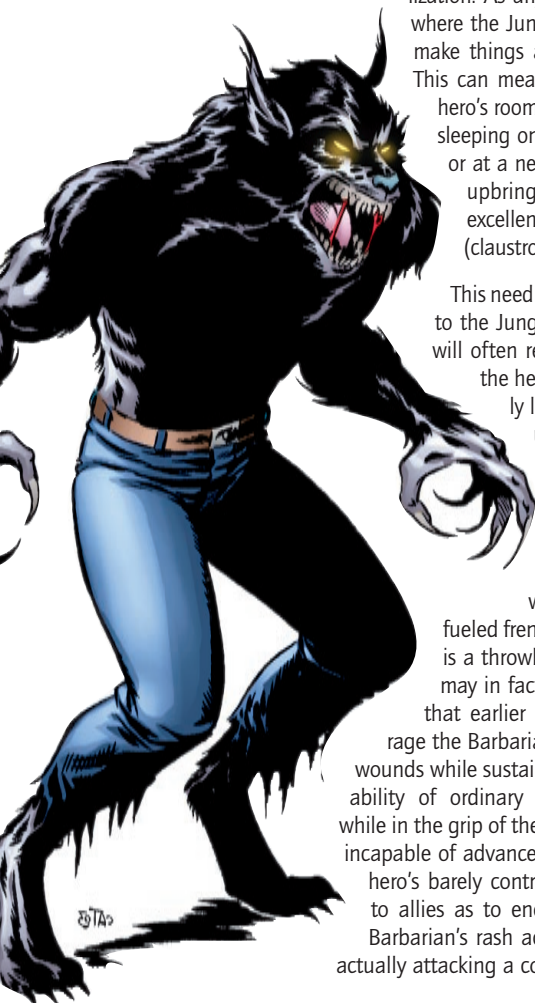
Having grown up in the wilderness the Jungle Lord is often rather "unsophisticated". While this can be merely amusing or embarrassing (although for whom can be an open question), it can also be dangerous as the hero's unfamiliarity with the modern world's trickery and treachery means that the hero may not readily recognize danger. Furthermore, the hero is often naïve and thus easily exploited. While the Jungle Lord quick learns that many people aren't to be trusted, this can leave the hero with a bad taste of civilized society and a commensurately cynical attitude.

Coming from a life among the trees the Jungle Lord feels most at home among the animals and primitive conditions of the hero's home; in fact, it is highly unlikely that the Jungle Lord will ever become entirely comfortable with civilization. As anyone else would, no matter where the Jungle Lord is the hero tries to make things as comfortable as possible. This can mean anything from filling the hero's room with plants and animals to sleeping on the headquarter's grounds or at a nearby park; the Jungle Lord's upbringing makes the hero an excellent candidate for the Phobia (claustrophobia) complication.

This need for the familiar also extends to the Jungle Lord's costume; the hero will often refuse to wear anything but the hero's familiar clothing (usually little more than a loin cloth) unless absolutely necessary (i.e. cold weather).

## VARIANTS

**Barbarian:** A fearsome warrior who enters a rage-fueled frenzy in combat, the Barbarian is a throwback to an earlier age (and may in fact be displaced in time from that earlier age). Fueled by the hero's rage the Barbarian is able to inflict grievous wounds while sustaining injuries far beyond the ability of ordinary individuals. Unfortunately, while in the grip of the "red mist" the Barbarian is incapable of advanced tactical thinking and the hero's barely controlled can be as dangerous to allies as to enemies (if only through the Barbarian's rash actions rather than the hero actually attacking a compatriot).



**Beast Man:** This hero could be from a "lost world", a missing link found deep in the jungle or thawed from the ice, or a modern-day mutant created by accident or design. In any case, whether evolutionary throwback or mutant, the Beast Man is a feral being, part person and part animal with an appearance that may vary from hulking, swarthy individual to a full-on animal/human hybrid akin in appearance to a werewolf or minotaur. Through the hero's feral nature the Beast Man retains a connection to all animals and is often more comfortable in their company than that of people. The Beast Man is good candidate for the Temper complication as the hero may have trouble controlling the "beast within".

## BARBARIAN

POWER LEVEL 10

Str 22/28\*    Dex 18    Con 22    Int 14    Wis 14    Cha 18

**Skills:** Acrobatics 8 (+12), Climb 8 (+14, +17 raging), Escape Artist 8 (+12), Handle Animal 8 (+12), Intimidate 12 (+16), Notice 8 (+10), Ride 8 (+12), Search 8 (+10), Sense Motive 8 (+10), Sleight of Hand 8 (+12), Stealth 8 (+12), Survival 8 (+10), Swim 4 (+10, +13 raging)

**Feats:** Acrobatic Bluff, All-Out Attack, Critical Strike, Defensive Roll 2, Dodge Focus 2, Endurance, Equipment 1, Evasion, Fearsome Presence 6, Improved Initiative, Move-By Action, Power Attack, Prone Fighting, Quick Draw (draw), Rage 3 (+6 Str, +3 Fort/Will, -2 Def, 10 rounds), Startle, Takedown Attack 2, Track, Uncanny Dodge (visual)

**Equipment:** Battleaxe (**Strike 3**; *Power Feats:* Mighty, Thrown)

**Combat:** Attack +8, Grapple +14 (+17 raging), Damage +6 (unarmed), +9 (battleaxe or raging unarmed), +12 (raging battleaxe), Defense +12 (+5 flat-footed, +10 raging), Knockback -4, Initiative +8

**Saving Throws:** Toughness +8 (+6 flat-footed), Fortitude +10 (+13 raging), Reflex +8, Will +6 (+9 raging)

**Drawbacks:** Disability (illiterate, 1 point)

**Abilities 48 + Skills 26 + Feats 29 + Combat 36 + Saves 12 - Drawbacks 1 = Total 150**

\* Raging

## BEAST MAN

POWER LEVEL 10

Str 24/30\*    Dex 18    Con 24    Int 10    Wis 18    Cha 14

**Skills:** Acrobatics 8 (+12), Climb 12 (+19/+22 raging), Handle Animal 12 (+14), Intimidate 12 (+14), Notice 12 (+16), Stealth 8 (+12), Survival 12 (+16)

**Feats:** Acrobatic Bluff, All-Out Attack, Animal Empathy, Blind-Fight, Diehard, Dodge Focus 2, Elusive Target, Endurance, Evasion 2, Fearless, Fearsome Presence 6, Improved Initiative, Power Attack, Rage 3 (+6 Str, +3 Fort/Will, -2 Def, 10 rounds), Uncanny Dodge (olfactory)

**Powers:** **Leaping 2** (x5), **Protection 3**, **Speed 1** (10 MPH), **Super-Movement 1** (Sure-Footed), **Super-Senses 4** (Low-Light Vision, Scent, Tracking [scent], Ultra-Hearing)

**Combat:** Attack +10, Grapple +17 (+20 raging), Damage +7 (unarmed), +10 (raging unarmed), Defense +10 (+4 flat-footed), Knockback -5, Initiative +8

**Saving Throws:** Toughness +10, Fortitude +11 (+14 raging), Reflex +8, Will +8 (+11 raging)

**Drawbacks:** Disability (illiterate, 1 point)

**Abilities 48 + Skills 19 + Feats 24 + Powers 12 + Combat 36 + Saves 12 - Drawbacks 1 = Total 150**

\* Raging

## JUNGLE LORD

POWER LEVEL 10

STR	DEH	CON	INT	WIS	CHA
+4	+5	+4	+0	+4	+2
18	20	18	10	18	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*	+9	+10	+9

\* flat-footed

**Skills:** Acrobatics 8 (+13), Climb 12 (+16), Knowledge (life sciences) 4 (+4), Medicine 4 (+8), Notice 12 (+16), Ride 8 (+13), Stealth 8 (+13), Survival 12 (+16), Swim 8 (+12)

**Feats:** Acrobatic Bluff, Defensive Roll 2, Dodge Focus 2, Elusive Target, Environmental Adaptation (jungle), Endurance, Equipment 3, Evasion 2, Favored Environment (jungle) 2, Minions 4 (Lion, Fanatical), Move-By Attack, Track, Uncanny Dodge (auditory)

**Powers:** Comprehend 2 (speak to and understand animals), Leaping 1 (x2), Super-Movement 3 (slow fall, sure-footed, swinging)

**Equipment:** Arsenal (array): Blowgun (**Fatigue 4** [Extras: Range (Ranged)]; Alternate Powers: Paralyze 4 (Extras: Range [Ranged])); Alternate Powers: Knife (**Strike 1** [Power Feats: Improved Critical (19-20), Mighty, Thrown]), Spear (**Strike 3** [Power Feats: Improved Critical (19-20), Mighty, Thrown])

**Combat:** Attack +11, Grapple +15, Damage +4 (unarmed), +7 (spear), Defense +12 (+5 flat-footed), +2 attack or dodge bonus in jungle, Knockback -3, Initiative +5

**Drawbacks:** Disability (illiterate, 1 point)

**Abilities 38 + Skills 19 + Feats 26 + Powers 11 + Combat 42 + Saves 15 - Drawbacks 1 = Total 150**

## NOTES

- The Jungle Lord's lion companion is slightly more powerful than an ordinary lion and not anymore capable. Although fanatically loyal, the lion is an independent character and cannot simply be commanded by the hero to do whatever the hero pleases.
- The Jungle Lord is most effective in the jungle thanks to the hero's Favored Environment feat and Super-Movement powers; look for opportunities to bring elements of the jungle into other environments (i.e. chains to swing from in a factory, dense vegetation in a city park, a garbage-littered street, etc.).
- Even the most densely populated urban area has dogs, cats, rats, birds, squirrels and many other animals; use the Jungle Lord's Comprehend power to get information from these animals

## CUSTOMIZATION

Here are some suggestions on how to customize the Jungle Lord.

**Talk To The Animals:** The Jungle Lord knows how to communicate with animals through years of living in the jungle; remove the hero's Comprehend ranks replacing them with the Animal Empathy feat and ranks in the Handle Animal skill thus limiting the hero's communication options with animals

**A Loyal Companion:** The hero's animal companion may be altered in a number of ways, from being a different animal to having different qualities associated with the minion feat. For example, the Jungle Lord might have an animal a bit easier to keep in a city such as an eagle or monkey. With GM permission you might want to use the Heroic extra to bolster the hero's animal companion and perhaps increase its Intelligence to make it more than an ordinary animal.

**Jungle Magic:** Replace the animal companion with the Summon (Minion) power to allow the hero to call the animal companion when desired. Although twice as expensive, this option prevents the complications arising from keeping the companion at the hero's side (i.e. while walking in the city, traveling on a plane, etc.).

## LION (FANATICAL MINION)

POWER LEVEL 7/  
MINION LEVEL 4

Str 24	Dex 18	Con 16	Int 2	Wis 14	Cha 6
--------	--------	--------	-------	--------	-------

**Skills:** Notice 8 (+10), Stealth 12 (+12)

**Powers:** Growth 4 (Power Feats: Innate; Extras: Duration [Continuous]; Flaws: Permanent), Protection 4, Super-Senses 2 (Low-Light Vision, Scent)

**Combat:** Attack +6, Grapple +18, Damage +7 (claws), Defense +6, Knockback -3, Initiative +4

**Saving Throws:** Toughness +7, Fortitude +6, Reflex +7, Will +4

**Drawbacks:** Disability (mute and no hands, 8 points)

**Abilities 8 + Skills 5 + Powers 19 + Combat 28 + Saves 8 - Drawbacks 8 = Total 60**

"NO ANIMAL  
WOULD  
EVER BE SO  
CRUEL!"





# LIVING WEAPON

Engineered to be the ultimate combatant, the Living Weapon has been modified through genetic and technological enhancements into a purpose-built killing machine. The Living Weapon may have volunteered for the transformation (i.e. out of patriotism, as part of treating some form of injury or diseases, a desire for revenge, or even greed) or underwent it without a choice (i.e. prisoner, illegal experiment, etc.).

## DESCRIPTION

Although possessing a remarkable physique, the Living Weapon is not actually very physically imposing. This is of course by design; modifying an individual that does not stand out from the average person allows the Living Weapon to blend in with a crowd and cause opponents to underestimate the hero.

As part of the Living Weapon's modification process the hero inevitably underwent extensive mental conditioning designed to turn the Living Weapon into an obedient tool of its creator(s). Despite the fact that the Living Weapon has broken the conditioning well enough to be an independent individual, the hero usually suffers lingering effects.

The Living Weapon is a loner by temperament. That's not to say that the Living Weapon cannot work as part of a team, especially when it is for a common good, but sooner or later the hero needs time to be away from others. While some of this need to be alone no doubt stems from the hero's personality, a large part of it is a direct result of breaking the hero's conditioning; having escaped from the people that tried to control the hero, the Living Weapon prizes personal freedom above all else. Unsurprisingly, the hero has trouble handling authority.

In combat the Living Weapon is exactly what the hero was designed to be: an unstoppable killing machine jumping into the midst of the action and laying waste to opponents; although conditioned to kill, the Living Weapon may refuse in order to prove that the hero and not the conditioning is truly in control.

## VARIANTS

**Nano-Augment:** A highly trained warrior bolstered by the wonders of nanotechnology the Nano-Augment combines good old-fashioned combat training with the latest in physical enhancements for a devastating combination.

**Physical Booster:** Able to draw upon an inner reserve (i.e. psychological imprinting, mystical power, genetic manipulation, combat drugs, etc.) to augment the hero's already impressive physical capabilities, the Physical Booster becomes a truly awesome when in the "zone". To make matters worse for opponents, when injured the Physical Booster is able to heal through augmenting the hero's own metabolism.

## PHYSICAL BOOSTER

POWER LEVEL 10

Str 20/30\*    Dex 20/30\*    Con 20/30\*    Int 10    Wis 12    Cha 10

**Skills:** Acrobatics 8 (+13, +18 with Boost), Climb 8 (+13, +18 with Boost), Intimidate 8 (+8), Notice 8 (+9), Stealth 8 (+13, +18 with Boost), Swim 4 (+9, +14 with Boost)

**Feats:** Accurate Attack, Acrobatic Bluff, All-Out Attack, Chokehold, Defensive Attack, Diehard, Distract (Intimidate), Elusive Target, Evasion 2, Improved Disarm, Improved Grab, Improved Initiative, Improved Pin, Improved Trip, Instant Up, Move-By Action, Power Attack, Stunning Attack, Takedown Attack 2, Uncanny Dodge (visual)

**Powers: Boost 10** (all physical ability scores [Str, Dex, Con]; *Extras:* Total Fade; *Flaws:* Personal; *Alternate Powers:* **Healing 10** [*Extras:* Action (Standard), Total; *Flaws:* Personal])

**Combat:** Attack +10, Grapple +15 (+20 with Boost), Damage +5 (unarmed), +10 (Boost unarmed), Defense +10, Knockback -2 (-5 with Boost), Initiative +9 (+14 with Boost)

**Saving Throws:** Toughness +5 (+10 with boost), Fortitude +9 (+14 with boost), Reflex +9 (+14 with boost), Will +7

**Abilities 32 + Skills 11 + Feats 22 + Powers 31 + Combat 40 + Saves 14 = Total 150**

\*Boost

## NANO-AUGMENT

POWER LEVEL 10

Str 18    Dex 18    Con 18    Int 10    Wis 14    Cha 10

**Skills:** Acrobatics 8 (+12), Climb 8 (+12), Intimidate 8 (+8), Notice 8 (+10), Stealth 8 (+12),

**Feats:** Acrobatic Bluff, Defensive Attack, Elusive Target, Evasion 2, Improved Block, Improved Critical 2 (unarmed and strike, 19-20), Improved Initiative, Improved Sunder, Improved Trip, Instant Up, Power Attack, Startle

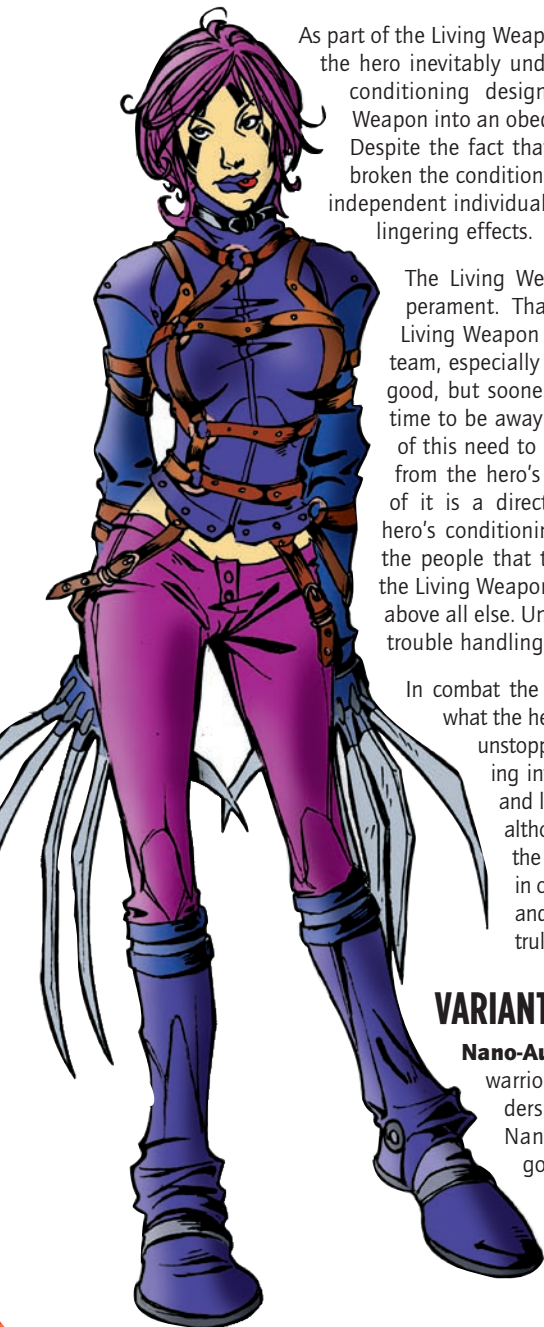
**Powers: Enhanced Feats 2** (Diehard, Endurance), **Immunity 7** (breathe normally underwater, cold, disease, heat, need for sleep, poison, radiation), **Protection 4** (*Extras:* Impervious), **Sensory Shield 5** (all senses), **Strike 4** (*Power Feats:* Mighty), **Super-Senses 5** (Infravision, Scent, Tracking [Scent], Ultra-Hearing [*Power Feats:* Uncanny Dodge (auditory)], Ultravision)

**Combat:** Attack +12, Grapple +16, Damage +4 (unarmed), +8 (strike), Defense +12, Knockback -6, Initiative +8

**Saving Throws:** Toughness +8\*, Fortitude +8, Reflex +8, Will +6

**Abilities 28 + Skills 10 + Feats 14 + Powers 38 + Combat 48 + Saves 12 = Total 150**

\* 4 Impervious



## LIVING WEAPON

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+8	+8	+8	+0	+2	+0
26	26	26	10	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10/+8*	+12	+12	+6

\* flat-footed

**Skills:** Climb 8 (+16), Intimidate 8 (+8), Notice 12 (+14), Stealth 12 (+20), Survival 4 (+6)

**Feats:** Attack Focus (melee) 2, Defensive Roll 2, Diehard, Dodge Focus 2, Evasion 2, Improved Initiative, Instant Up, Move-By Action, Power Attack, Startle, Takedown Attack 2, Ultimate Save (Will), Uncanny Dodge (olfactory)

**Powers:** **Regeneration 16** (+1 recovery bonus, bruised 1/round with no rest, injured/staggered 1/minute, disabled 1/20 minutes, ability damage 1/20 minutes; *Power Feats:* Diehard), **Strike 2** (retractable claws; *Power Feats:* Mighty, Subtle), **Super-Senses 4** (Danger Sense [olfactory], Low-Light Vision, Scent, Tracking [Scent])

**Combat:** Attack +8, +10 (melee), Grapple +18, Damage +8 (unarmed), +10 (claws), Defense +10 (+4 flat-footed), Knockback -5, Initiative +12

**Abilities 52 + Skills 11 + Feats 18 + Powers 25 + Combat 32 + Saves 12 = Total 150**

## NOTES

- Don't be afraid to mix it up as the Living Weapon heals significantly faster than other heroes and automatically stabilizes if dying.
- Use extra effort to increase Regeneration by 2 ranks to recover even faster from one or more conditions. For example, an additional 2 ranks can reduce the disabled recovery time to 1 minute or both the injured and staggered times to 1/round.
- Use hero points to gain additional combat feats. For example, spend a hero point to gain the Improved Critical feat if you roll a 19 against a tough opponent.

"YOU BETTER HOPE YOU HEAL FASTER THAN I DO!"



## CUSTOMIZATION

Here are some suggestions on how to customize the Living Weapon

**Nothing Up My Sleeve:** Remove the Living Weapon's claws reducing the Living Weapon's damage and spent the points to increase the hero's attack bonus to have the Living Weapon trained to kill using only the hero's bare hands. Alternately add ranks in Equipment to give the Living Weapon some military hardware.

**Echo From The Past:** The Living Weapon's creator(s) are none too happy about the hero having gotten away from them; give the hero the Enemy (creator) complication to have occasional run-ins with elements from the hero's past. Add the Honor complication to reflect trying to overcome conditioning through personal discipline. Add the Temper complication to have the hero's remnant conditioning surface under extreme stress. Add the Addiction complication to make the hero dependent on a substance, perhaps one purposefully built in to the Living Weapon by the hero's creator(s) to control their weapon.

**What Was That?:** Add an Alternate Power with the Uncontrolled flaw to the hero's Regeneration power to represent a secret power, one the hero developed accidentally that the creators didn't think worked. Some potential powers include Elongation, Leaping, Quickness, Speed, Super-Speed, Super-Strength, and, if you're willing to stretch the concept a bit, Mental Blast, Nullify, Telekinesis, and Telepathy.



# MARTIAL ARTIST

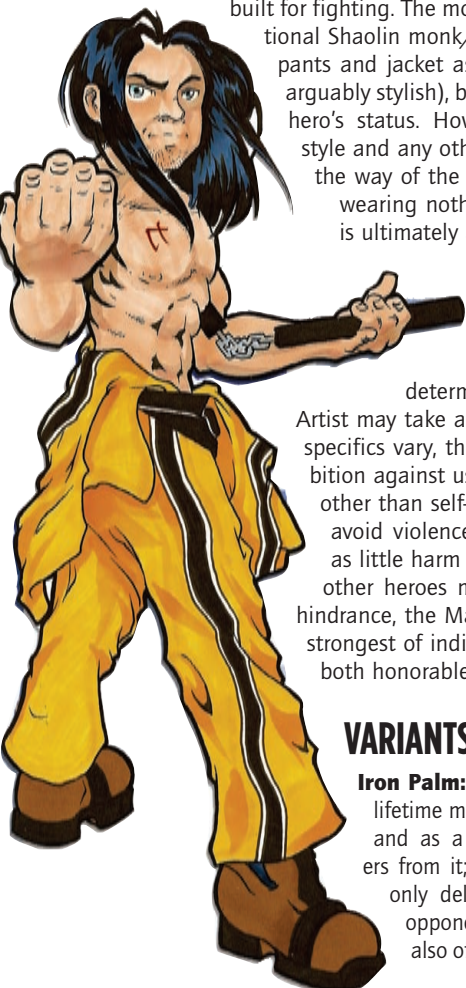
The Martial Artist is a master of numerous fighting styles often fusing them together into a unique personal style. Alternatively the hero is a master of an ancient style, one that has given rise to others. Whatever the case, whether unarmed or with weapons, a lifetime of dedicated training has made the Martial Artist into a supreme combatant, one who makes up for a lack of powers in sheer ability.

The Martial Artist is not born but made; the hero had to learn the martial arts from someone. This is most often a school or a lone (and often reclusive) master, although it is possible for the Martial Artist to have learned the hero's style from more than one school or master. The Martial Artist usually has the Honor complication, either a personally developed code or one inherited from the hero's teacher(s).

## DESCRIPTION

The Martial Artist is calm, confident, and contemplative by nature, a result of both the hero's rigorous training and the philosophy inherent in most martial arts; the hero always tries to look at problems from all angles and to try and find the best way to deal with any situation, even if that way may not be the most expedient or easiest. Because the Martial Artist is introverted friends and associates often see the hero as unapproachable or aloof; the hero's desire to contemplate rather than act is often seen as a weakness by opponents.

Much like the Martial Artist personally, the hero's costume is built for fighting. The most common costume is the traditional Shaolin monk/Chinese kung-fu outfit of loose pants and jacket as this is not only practical (and arguably stylish), but also leaves no doubt as to the hero's status. However, ultimately utility trumps style and any other clothing that does not get in the way of the hero's ability to fight, including wearing nothing more than a pair of trunks, is ultimately acceptable.



As already noted, the Martial Artist has a strong code of conduct, one usually based on eastern philosophy, that determines the actions the Martial Artist may take against opponents. Although the specifics vary, the code usually includes a prohibition against using the hero's skills in anything other than self-defense, to always seek ways to avoid violence, and, if forced to fight, to do as little harm to opponents as possible. While other heroes might see such restrictions as a hindrance, the Martial Artist knows that only the strongest of individuals (the true heroes) can be both honorable and effective.

## VARIANTS

**Iron Palm:** a Martial Artist that has spent a lifetime mastering the hero's namesake style and as a result derives superhuman powers from it; the Iron Palm is capable of not only delivering bone-shattering blows to opponents and sending them flying, but also of punching through steel walls and

crushing a car with one blow. Of course the Iron Palm's incredible striking abilities come at a price; the hero is not as versatile as the Martial Artist, something that clever opponents will certainly look to take advantage of.

**Wandering Monk:** philosophical, wise, and capable of superhuman feats of movement, agility, and resistance, the Wandering Monk's esoteric training represents a less aggressive, more holistic side of martial arts mastery. The Wandering Monk travels from place to place, either on a quest or on a journey of personal discovery, teaching others about the hero's philosophy and often combining that with a search for worthy students.

## IRON PALM

POWER LEVEL 10

**Str 20** **Dex 18** **Con 20** **Int 10** **Wis 14** **Cha 10**

**Skills:** Acrobatics 8 (+12), Climb 8 (+13), Concentration 12 (+14), Escape Artist 8 (+12), Intimidate 12 (+12), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+12)

**Feats:** Accurate Attack, All-Out Attack, Assessment, Attack Specialization 2 (strike), Defensive Roll 3, Distract (Intimidate), Elusive Target, Evasion 2, Fearsome Presence 6, Improved Critical (strike, 19-20), Improved Initiative, Instant Up, Move-By Action, Power Attack, Startle, Stunning Attack, Takedown Attack 2 (5-foot move), Ultimate Save (Toughness), Uncanny Dodge (visual)

**Powers:** **Strike 5** (Power Feats: Mighty; Extras: Penetrating 10 [including Strength bonus]; Alternate Powers: **Corrosion 10** [Flaws: Limited (objects only)], **Trip 10** [Extras: Knockback; Flaws: Range (Touch)], **Trip 10** [Extras: Area (Burst), Flaws: Range (Touch)])

**Combat:** Attack +6, +10 (strike), Grapple +11, Damage +5 (unarmed), +10 (strike), Defense +12, Knockback -4, Initiative +8

**Saving Throws:** Toughness +8 (+5 flat-footed), Fortitude +10, Reflex +10, Will +7

**Abilities 32 + Skills 18 + Feats 29 + Powers 19 + Combat 36 + Saves 16 = Total 150**

## WANDERING MONK

POWER LEVEL 10

**Str 10** **Dex 20** **Con 16** **Int 10** **Wis 20** **Cha 10**

**Skills:** Acrobatics 12 (+17), Concentration 12 (+17), Diplomacy 8 (+8), Escape Artist 8 (+13), Knowledge (theology and philosophy) 4 (+4), Medicine 8 (+13), Notice 8 (+13), Sense Motive 8 (+13), Stealth 8 (+13)

**Feats:** Accurate Attack, Acrobatic Bluff, Attack Specialization (strike), Blind-Fight, Defensive Attack, Defensive Roll 3, Dodge Focus 4, Elusive Target, Evasion 2, Grappling Finesse, Improved Disarm, Improved Initiative, Improved Throw, Improved Trip, Instant Up, Move-By Action, Power Attack, Redirect, Stunning Attack, Takedown Attack, Trance, Uncanny Dodge (visual)

**Powers:** **Immunity 4** (cold, heat, need for sleep [Flaws: Limited (half-effect)], starvation and thirst [Flaws: Limited (half-effect)]), **Leaping 4** (x25), **Speed 1** (10 MPH), **Strike 5**, **Super-Movement 2** (Slow Fall, Sure-Footed)

**Combat:** Attack +13, +15 (strike), Grapple +18, Damage +0 unarmed, +5 (strike), Defense +14 (+5 flat-footed), Knockback -3, Initiative +9

**Saving Throws:** Toughness +6 (+3 flat-footed), Fortitude +6, Reflex +12, Will +9

**Abilities 26 + Skills 19 + Feats 28 + Powers 17 + Combat 46 + Saves 14 = Total 150**

## MARTIAL ARTIST

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+4	+5	+3	+0	+2	+0
18	20	16	10	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3*	+9	+12	+6

\* flat-footed

**Skills:** Acrobatics 12 (+17), Climb 8 (+12), Concentration 8 (+10), Escape Artist 8 (+13), Intimidate 8 (+8), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+13)

**Feats:** Acrobatic Bluff, All-Out Attack, Assessment, Chokehold, Defensive Attack, Defensive Roll 3, Distract (Intimidate), Elusive Target, Equipment 1, Evasion 2, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Throw, Improved Trip, Instant Up, Grappling Finesse, Move-By Action, Power Attack, Precise Shot, Redirect, Stunning Attack, Takedown Attack 2 (five-foot step), Uncanny Dodge (visual)

**Equipment:** *Arsenal (array):* Bo Staff (**Strike 1** [Power Feats: Extended Reach, Improved Disarm, Mighty]); *Alternate Powers:* Shuriken (**Blast 1** [Extras: Autofire])

**Combat:** Attack +15, Grapple +20, Damage +1 (shuriken), +4 (unarmed), +5 (bo staff), Defense +14, Knockback -3, Initiative +9

**Abilities 28 + Skills 17 + Feats 30 + Combat 58 + Saves 17 = Total 150**

## NOTES:

- Has a wide array of combat feats giving numerous options in combat; players should carefully study these feats and work out ways to use them to advantage. For example, combining Power Attack with Takedown Attack 2, are very powerful against minions.
- Use physical skills (Acrobatics, Climb, Stealth) to scout out opponents as well as determine the specifics of an encounter to the hero's advantage (i.e. reach high ground, strike with surprise, retreat and regroup, etc.).
- Work out combat sequences such as Acrobatic Bluff to feint and gain a surprise attack which is delivered with a Power Attack; use extra effort to gain an additional standard or move action at a key time or to gain an additional combat feat.

## CUSTOMIZATION

Here are some suggestions on how to customize the Martial Artist.

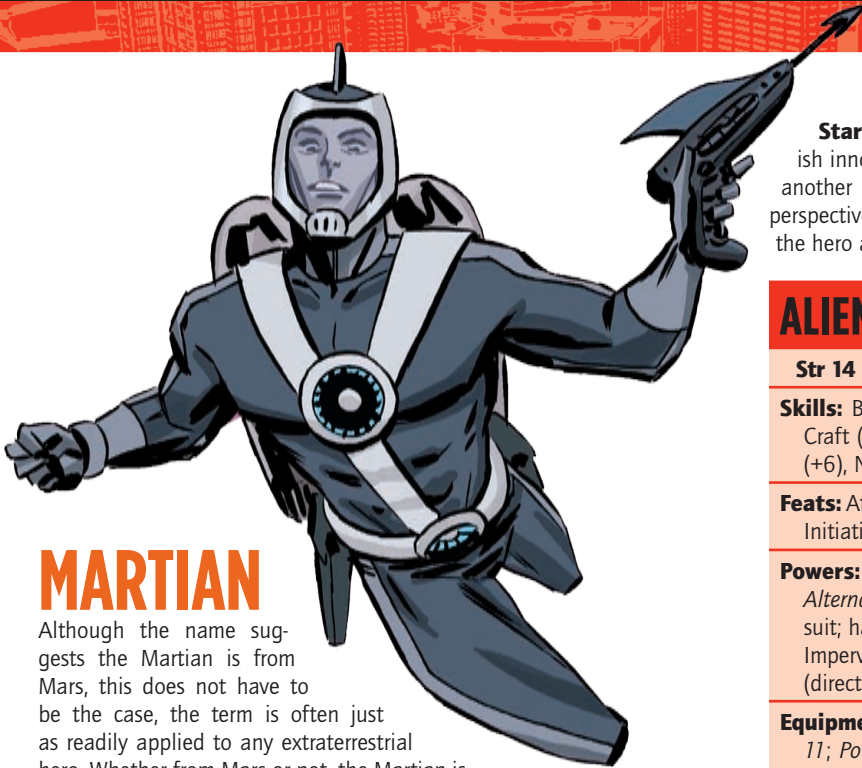
**It's All About Style:** Exchange one or more of the Martial Artist's existing combat feats for others to modify the hero's martial arts style (see *Mutants and Masterminds* page 65 for more information on fighting styles). Remember that although the concept of martial arts usually is limited to the oriental forms of self-defense (i.e. judo, aikido, karate, kung-fu, etc.), wrestling, boxing, fencing, and even gunfighting can all be considered martial arts.

**Bust 'Em Up:** Tradeoff attack bonus so that the Martial Artist can take advantage of and have more damaging weapons (i.e. swords, spears, nunchaku, etc.). Alternatively, remove the Equipment feat and add Attack Focus (melee) to emphasize unarmed combat. Or, reduce the hero's attack bonus and add ranks of Strike (Mighty) to give the Martial Artist greater striking power.

**Just Like In The Movies:** Swap out one or more of the Martial Artist's feats for a few ranks in powers such as Boost (Dexterity or Strength), Concealment, Drain, Healing, Immunity, Leaping, Speed, and other non-damaging powers to give the hero some "super" martial arts abilities.







## MARTIAN

Although the name suggests the Martian is from Mars, this does not have to be the case, the term is often just as readily applied to any extraterrestrial hero. Whether from Mars or not, the Martian is an alien, a being with powers of extraterrestrial origin.

The Martian can come to the planet in a number of ways. The Martian could be the last living member of the hero's species, the lone survivor of an unimaginable cataclysm or genocide. The hero could also be on a journey of discovery, have crash-landed accidentally, be in self-imposed exile, or been banished. Whatever circumstances brought the Martian to the planet usually prevent the hero from returning to the hero's world.

## DESCRIPTION

Although one expects the Martian to be a little green (or perhaps gray) being, the hero's appearance can vary as widely as the Martian's true origin. In general, no matter how unusual the appearance of the Martian, the hero has a typically humanoid shape (two arms, two legs, one head, etc.).

Even if the Martian's teammates freely accept the hero, ultimately the Martian is a stranger in a strange land and will always remain an outsider. This situation always affects the Martian to some degree, whether it results in the occasional bout of melancholy or homesickness or morphs into outright contempt or disgust with the natives is impossible to predict.

As a permanent outsider the Martian is usually a keen observer of occurrences on the hero's adopted world, able to bring a different perspective to things. At the same time the hero may have trouble understanding local customs, mores, and behaviors, a fact that can lead to misunderstandings and other unexpected consequences. Although with time the Martian's understanding of the hero's new home will get better, the Martian may never totally "get it".

## VARIANTS

**Alien Star-Captain:** The commander of a small but powerful starship, the Alien Star-Captain can be anything from a by-the-book interstellar law officer assigned planetside to a crash-landed military pilot to a swashbuckling smuggler hiding out. Whatever the hero's origins the Alien Star-Captain fights to protect the hero's adopted home from threats both terrestrial and extraterrestrial. As per the Game Considerations section (p. 5) the starship does not have Space Travel; assume the interstellar drive is broken.

**Star Child:** An unexpected combination of cosmic powers and childish innocence, the Star Child has traveled far to see what life is like on another planet. Unlike the Martian, who can bring at least an adult's perspective to things, the Star Child has no prior life experiences to help the hero adjust to this strange world.

## ALIEN STAR CAPTAIN

POWER LEVEL 10

**Str 14** **Dex 20** **Con 16** **Int 14** **Wis 14** **Cha 14**

**Skills:** Bluff 8 (+10), Concentration 8 (+10), Craft (electronic) 4 (+6), Craft (mechanical) 4 (+6), Pilot 12 (+17), Knowledge (technology) 4 (+6), Notice 8 (+10)

**Feats:** Attack Specialization (phaser) 2, Equipment 18, Evasion, Improved Initiative, Leadership, Precise Shot, Quick Draw (draw)

**Powers:** **Device 5** (phaser; easy to lose): **Blast 8** (*Extras:* Autofire; *Alternate Powers:* **Stun 8** [*Extras:* Range [Ranged]]), **Device 4** (space suit; hard to lose): **Immunity 9** (life support), **Protection 8** (*Extras:* Impervious 3), **Device 1** (helmet, hard to lose): **Super-Senses 5** (direction sense, distance sense, infravision, ultravision, radio)

**Equipment:** Starship (*Size:* Huge; *Strength:* 50; *Defense:* 8; *Toughness:* 11; *Powers:* **Blast 12**, **Communication 10** [Earth to Moon; *Extras:* Area; *Power Feats:* Selective, Subtle], **Concealment 2** [radio senses], **Flight 10** [10,000 MPH], **Impervious Toughness 11**; *Features:* Alarm, Navigation System, Remote Control)

**Combat:** Attack +8, +12 (phaser), Grapple +10, Damage +2 (unarmed), +8 (phaser), Defense +9, Knockback -7, Initiative +9

**Saving Throws:** Toughness +11\* (+3 without space suit), Fortitude +7, Reflex +9, Will +6

**Abilities 32 + Skills 12 + Feats 25 + Powers 35 + Combat 34 + Saves 12 = Total 150**

\* 3 Impervious

## STAR CHILD

POWER LEVEL 10

**Str 6** **Dex 10** **Con 10** **Int 26** **Wis 10** **Cha 8**

**Skills:** Notice 4 (+4)

**Feats:** Beginner's Luck, Eidetic Memory

**Powers:** **Comprehend 4** (speak, read, understand all languages and be understood by anyone), **Cosmic Energy Control 12** (dynamic; *Alternate Powers* [all dynamic]: **Create Object 12**, **Disintegration 6**, **Flight 6** [500 MPH] and **Light Control 6** [250 ft. radius], **Healing 12**, **Stun 12**, **Telekinesis 12** [*Heavy Load:* 50 tons]), **Force Field 12** (*Extras:* Impervious), **Immunity 9** (life support), **Mind Shield 8**, **Shrinking 4** (provides -4 Strength, Small size; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent)

**Combat:** Attack +8 (includes +1 due to size), Grapple +1 (includes -4 due to size), (+20 with telekinesis), Damage -2 (unarmed), +12 (cosmic energy control), Defense +8 (includes +1 due to size), Knockback -11 (includes +1 due to size), Initiative +0

**Saving Throws:** Toughness +12\*, Fortitude +4, Reflex +5, Will +5 (+13 mind shield)

**Abilities 14 + Skills 1 + Feats 2 + Powers 91 + Combat 28 + Saves 14 = Total 150**

\* Impervious

## MARTIAN

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+4/+10*	+3	+7	+3	+3	+3
18/30	16	24	16	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+10*	+11	+7	+7

\* maximum density, 3 Impervious

**Skills:** Computers 8 (+11), Diplomacy 8 (+11), Disguise 0 (+53 with Morph), Notice 8 (+11)

**Feats:** Diehard, Eidetic Memory, Power Attack

**Powers:** **Flight 4** (100 MPH), **Immunity 9** (life support), **Insubstantial 4** (*Alternate Powers:* **Density 6** [provides +12 Strength, **Protection 3** (*Extras:* Impervious), **Immovable 2**, **Super-Strength 2** (*Heavy Load:* 3 tons), x5 mass], **Morph 10** [any humanoid]), **Telepathy 1** (10 feet; *Extras:* Linked **Comprehend 1** [anyone can understand you])

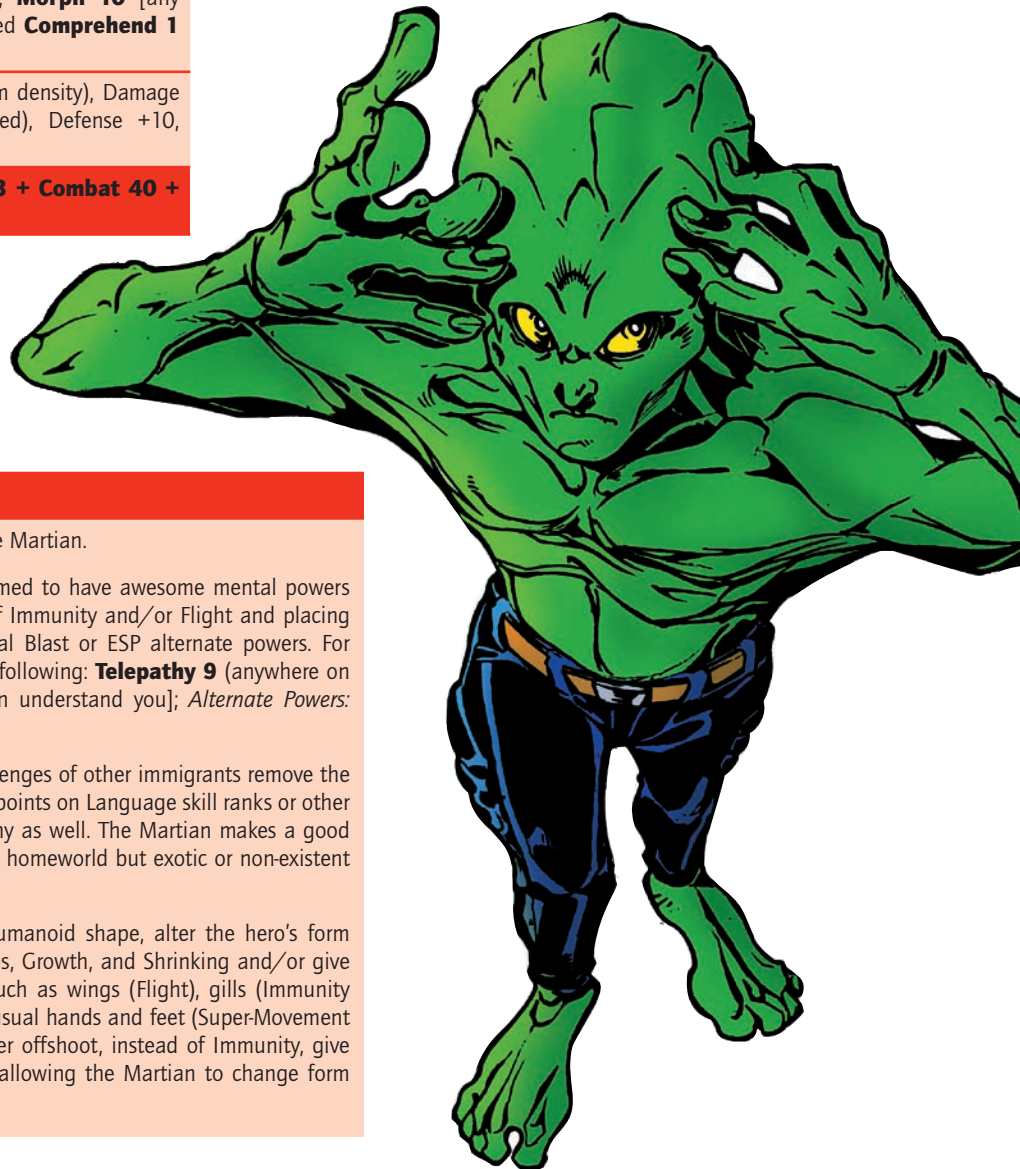
**Combat:** Attack +10, Grapple +14 (+22 maximum density), Damage +4 (unarmed) +10 (maximum density unarmed), Defense +10, Knockback -3 (-8 maximum density), Initiative +3

**Abilities 46 + Skills 6 + Feats 3 + Powers 43 + Combat 40 + Saves 12 = Total 150**

## NOTES

- Can assume one of four body states (normal, incorporeal, dense, or morphed), but cannot maintain more than one at a time (i.e. cannot be both morphed and insubstantial or morphed and dense).
- Use extra effort to power stunt additional body-based alternate powers for the Insubstantial power. Appropriate examples include Additional Limbs, Alternate Form, Anatomic Separation, Duplication, Elongation, Growth, Invisibility, Object Mimicry, Shapeshift, Shrinking, and Super-Movement.
- Remember that you should need to select one reasonably common effect that works on the Martian while the hero is incorporeal.

**"YOU HUMANS NEVER CEASE TO SURPRISE ME."**



## CUSTOMIZATION

Here are some suggestions on how to customize the Martian.

**It's All In The Mind:** Since aliens are often assumed to have awesome mental powers increase those of the Martian by removing ranks of Immunity and/or Flight and placing the resulting points into Telepathy with the Mental Blast or ESP alternate powers. For example, by removing all ranks you can create the following: **Telepathy 9** (anywhere on Earth; *Extras:* Linked **Comprehend 1** [anyone can understand you]; *Alternate Powers:* **Mental Blast 4**)

**A Is For Alien:** To make the Martian face the challenges of other immigrants remove the Martian's linked Comprehend power and spend the points on Language skill ranks or other traits. Take it one step further by removing Telepathy as well. The Martian makes a good candidate for the Addiction (substance common on homeworld but exotic or non-existent on planet) and Enemy complications.

**This Is My True Form:** Instead of a standard humanoid shape, alter the hero's form through the use of powers such as Additional Limbs, Growth, and Shrinking and/or give the hero other features and appropriate powers such as wings (Flight), gills (Immunity [breathe normally underwater, pressure], Swim), unusual hands and feet (Super-Movement [trackless, wall-crawling, water walking]). As a further offshoot, instead of Immunity, give the Martian one or two ranks of Adaptation thus allowing the Martian to change form along with the environment.



# MIMIC

The Mimic duplicates the traits of others; from feats to skills to powers, if someone else has it then the Mimic can have it as well. Of course simply copying someone else's powers doesn't ensure success; even if the Mimic has the identical traits of another individual the hero usually lacks that individual's experience which can still leave the Mimic at a disadvantage.

## DESCRIPTION

The Mimic often has a rather vague and chameleon-like personality; taking the traits of others seems to leave the hero particularly open to external inputs and the Mimic tends to consciously or subconsciously adjust the hero's personality to a given situation; to put it bluntly, the hero is particularly empathic and simply going through the motions rather than truly feeling anything.

More rarely the Mimic absorbs aspects of a mimicked individual's personality. The extent, both in terms of how much and for how long, the mimicked individual's personality traits affect the Mimic vary, but in extreme cases the hero's personality may be completely subsumed beneath the absorbed personality causing the hero to act like that individual; this is much more likely if the hero mimicked a particular strong personality (i.e. a villainous mastermind).

Unless still retaining previously mimicked powers (note that going to sleep means the hero stops maintaining the Mimic power) the hero begins every combat as an opportunist looking for a quick hit to gain some powers so that the hero can have a positive impact on the situation.

## VARIANTS

**Animal Mimic:** Although equal to the Shapeshifter in terms of what traits the hero gains, the Animal Mimic retains the hero's appearance when assuming an animal's traits. As with other such power arrays, you should prepare a list of mimicked traits ahead of time.

### MIMICKING FELLOW HEROES

While there is no logical reason for the Mimic to not mimic the traits of a fellow hero, especially prior to combat with the bad guys, should the Mimic attempt this the hero will find a surprising amount of resistance and quite often receive a no.

The reasons for this are manifold. To begin with, other heroes have to rely on their traits and only their traits to be successful so why should the Mimic get a free ride? This is especially true of individuals who have put in a lot of effort for their abilities (i.e. Costumed Detective, Gadgeteer, Living Weapon, Martial Artist, et. al.)

Another reason is that, especially in an established team, each hero has carved out a niche where they excel; by copying their traits the Mimic is invading that niche.

An arguably more petty reason is that the heroes are afraid the Mimic may make better use of their traits than the heroes themselves. Of course the heroes won't say that, they will use other excuses such as the chances of the Mimic doing something wrong with the hero's powers is too great (this is a favorite of Magic-using heroes).

On a more visceral level, the hero whose traits the Mimic wishes to copy may just simply not like the Mimic.

Finally, even the most patient and understanding of heroes will eventually grow tired of the Mimic constantly asking to mimic their powers.

**Nemesis:** This hero has the intuitive ability to manifest powers (and power feats) appropriate to fighting a particular opponent. Unfortunately, the Nemesis does not have control over which powers manifest. As a result the Nemesis must be a master of improvisation to not only deal with whatever powers the hero manifests but also make the best use of them.

**Power Thief:** The Power Thief is able to steal an opponent's powers and transfer them to the hero. Because the Power Thief has no actual powers until taking them from an opponent the hero focuses on stealth and trickery to get close to opponents for that vital touch.

## ANIMAL MIMIC

POWER LEVEL 10

**Str 12    Dex 14    Con 14    Int 10    Wis 14    Cha 12**

**Skills:** Climb 8 (+9), Notice 8 (+10), Stealth 8 (+10)

**Feats:** Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)

**Powers:** Animal Mimicry 8

**Combat:** Attack +8, +10 (melee), Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -2, Initiative +2

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +6, Will +6

**Abilities 16 + Skills 6 + Feats 8 + Powers 72 + Combat 36 + Saves 12 = Total 150**

## NEMESIS

POWER LEVEL 10

**Str 12    Dex 12    Con 12    Int 12    Wis 12    Cha 12**

**Skills:** Bluff 8 (+9), Notice 8 (+9)

**Feats:** Improved Initiative, Taunt

**Powers:** Nemesis 10

**Combat:** Attack +10, Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -0, Initiative +5

**Saving Throws:** Toughness +1, Fortitude +5, Reflex +5, Will +5

**Abilities 12 + Skills 4 + Feats 2 + Powers 80 + Combat 40 + Saves 12 = Total 150**

## POWER THIEF

POWER LEVEL 10

**Str 12    Dex 18    Con 14    Int 10    Wis 14    Cha 14**

**Skills:** Acrobatics 8 (+12), Bluff 8 (+10), Notice 8 (+10), Sense Motive 8 (+10), Stealth 12 (+16)

**Feats:** Accurate Attack, Assessment, Attack Specialization (unarmed) 2, Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Elusive Target, Evasion 2, Seize Initiative, Sneak Attack 2, Uncanny Dodge (visual)

**Powers:** Transfer 8 (all powers at once; *Power Feats:* Slow Fade [1 minute]); *Flaws:* Limited [power increased must be the same as power lowered], Tainted

**Combat:** Attack +10, +14 (unarmed), Grapple +11, Damage +1 (unarmed), +4 (sneak attack), Defense +12 (+5 flat-footed), Knockback -2, Initiative +4

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +8, Will +6

**Abilities 22 + Skills 11 + Feats 16 + Powers 49 + Combat 40 + Saves 12 = Total 150**

## SAMPLE ANIMAL TRAITS

The following is a series of animal traits the Animal Mimic can gain and most of which are based on the Animals section (see *Mutants & Masterminds* page 230-232). Remember the Animal Mimic is limited to 40 points worth of animal traits. As a result, the hero is not able to fully assume all of the traits of some animals.

### BAT

Str 12	Dex 14	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+9), Notice 8 (+10), Stealth 8 (+10)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Flight 2</b> (25 MPH), <b>Super-Senses 4</b> (Blindsight [auditory])					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -2, Initiative +2					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +6, Will +6					
<b>Abilities 16 + Skills 6 + Feats 8 + Powers 8 + Combat 36 + Saves 12 = Total 86</b>					

### CROCODILE

Str 27	Dex 14	Con 19	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+9), Notice 8 (+10), Stealth 8 (+10)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Environmental Adaptation (underwater), Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Enhanced Strength 15</b> , <b>Enhanced Constitution 5</b> , <b>Immovable 8</b> , <b>Protection 3</b> , <b>Super-Senses 1</b> (Low-Light Vision), <b>Super-Strength 2</b> ( <i>Heavy Load</i> : 1.8 tons), <b>Swimming 1</b> (2.5 MPH)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +20, Damage +8 (unarmed), Defense +10, Knockback -11, Initiative +2					
<b>Saving Throws:</b> Toughness +7 (+2 flat-footed), Fortitude +8, Reflex +6, Will +6					
<b>Abilities 16 + Skills 6 + Feats 9 + Powers 37 + Combat 36 + Saves 12 = Total 116</b>					

Note that although not qualified for the Immunity (drowning) power as it can drown, a struggling crocodile can hold its breath for 30 minutes and, if resting, can stay underwater for 6 hours; the Animal Mimic gains this benefit as well.

### DOG

Str 15	Dex 15	Con 15	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+11), Notice 8 (+10), Stealth 8 (+10), Swim 2 (+4)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Enhanced Strength 3</b> , <b>Enhanced Dexterity 1</b> , <b>Enhanced Constitution 1</b> , <b>Super-Senses 3</b> (scent, track, ultra-hearing)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +12, Damage +2 (unarmed), Defense +10, Knockback -2, Initiative +2					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +6, Will +6					
<b>Abilities 16 + Skills 7 + Feats 8 + Powers 8 + Combat 36 + Saves 12 = Total 87</b>					

### NO LIMIT ANIMAL MIMICRY

It is suggested (and the assumption of this book) that the GM adopt the removal of the following sentence from the description of the Animal Mimicry power (see *Mutants and Masterminds* page 79): "No bonus or rank can be higher than your power rank." In other words, the only limit on the animal traits assumed by the Animal Mimic is the total points provided by the Animal Mimicry power and the hero's power level.

### CONSTRUCTING NEW SETS OF TRAITS

While the provided animal trait sets cover a wide range of animals and powers (i.e. Flight, Swimming, high Strength, etc.) you may wish to create your own sets of animal traits. Note that the traits assigned cannot exceed 40 points or 118 points total (150 – the difference between the cost of Animal Mimicry and the points it provides).

### DOLPHIN

Str 12	Dex 17	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+9), Notice 8 (+10), Stealth 8 (+11)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Environmental Adaptation (underwater), Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Enhanced Dexterity 3</b> , <b>Strike 1</b> ( <i>Power Feats</i> : Mighty), <b>Super-Senses 5</b> (Blindsight [auditory], Low-Light Vision), <b>Swimming 3</b> (10 MPH)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +11, Damage +2 (unarmed), Defense +10, Knockback -2, Initiative +3					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +7, Will +6					
<b>Abilities 16 + Skills 6 + Feats 9 + Powers 13 + Combat 36 + Saves 12 = Total 92</b>					

A dolphin does not qualify for the Immunity (drowning) power as it can drown; a dolphin can hold its breath for 5 minutes and the Animal Mimic receives this trait as well.

### ELEPHANT

Str 30	Dex 14	Con 21	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+18), Notice 8 (+10), Stealth 8 (+10)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Enhanced Strength 18</b> , <b>Enhanced Constitution 7</b> , <b>Immovable 7</b> , <b>Protection 4</b> , <b>Super-Strength 2</b> ( <i>Heavy Load</i> : 3 tons)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +22, Damage +10 (unarmed), Defense +10, Knockback -11, Initiative +2					
<b>Saving Throws:</b> Toughness +8 (+2 flat-footed), Fortitude +9, Reflex +6, Will +6					
<b>Abilities 16 + Skills 6 + Feats 8 + Powers 40 + Combat 36 + Saves 12 = Total 118</b>					



## ANIMAL MIMICRY AND GROWTH

Since the Animal Mimic's actual form doesn't change when assuming animal forms that are larger or smaller there is the question of what to do with Growth and Shrinking. In the case of Shrinking this is easy; ignore Shrinking as the power offers no benefits beyond changing size. As for Growth simply add 1 rank Immovable/1 rank Growth and 1 rank of Super-Strength/4 ranks of Growth to represent the animal's extra mass and carrying capacity; the points of Strength and Constitution gained through Growth are already accounted for in the animal's total Strength and Constitution.

## GIANT SQUID

Str 24	Dex 14	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+14), Notice 8 (+10), Stealth 8 (+10)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Diehard, Elusive Target, Environmental Adaptation (underwater), Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Enhanced Strength 12</b> , <b>Immovable 8</b> , <b>Obscure 4</b> (sight, 20 ft. radius; <i>Flaws:</i> Limited [underwater only]), <b>Protection 6</b> , <b>Super-Senses 1</b> (Low-Light Vision), <b>Super-Strength 2</b> ( <i>Heavy Load:</i> 2,720 lbs.), <b>Swimming 3</b> (10 MPH)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +19, Damage +7 (unarmed), Defense +10, Knockback -13, Initiative +2					
<b>Saving Throws:</b> Toughness +10 (+2 flat-footed), Fortitude +6, Reflex +6, Will +6					
<b>Abilities 16 + Skills 6 + Feats 10 + Powers 38 + Combat 36 + Saves 12 = Total 118</b>					

The giant squid qualifies for the Immunity (drowning) feat. However, because the giant squid's trait set is very useful (high Strength, improved Dexterity, high Protection) to the point of perhaps being preferred over other trait sets (i.e. crocodile, elephant) the GM should limit it to water use only; the hero does not receive the Immunity (drowning) feat because the hero cannot survive on land with giant squid traits.

## HAWK

Str 12	Dex 17	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+9), Notice 8 (+10), Stealth 8 (+11)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Enhanced Dexterity 3</b> , <b>Flight 2</b> (25 MPH), <b>Strike 1</b> ( <i>Power Feats:</i> Mighty), <b>Super-Senses 2</b> (Extended Vision, Low-Light Vision)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +11, Damage +2 (strike), Defense +10, Knockback -2, Initiative +2					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +7, Will +6					
<b>Abilities 16 + Skills 6 + Feats 8 + Powers 11 + Combat 36 + Saves 12 = Total 89</b>					

## MONKEY

Str 12	Dex 15	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Acrobatics 8 (+10), Climb 17 (+18), Notice 8 (+10), Stealth 11 (+13)					

**Feats:** Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)

**Powers:** **Enhanced Dexterity 1**

**Combat:** Attack +8, +10 (melee), Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -2, Initiative +2

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +6, Will +6

**Abilities 16 + Skills 11 + Feats 8 + Powers 1 + Combat 36 + Saves 12 = Total 84**

## SNAKE (VIPER)

Str 12	Dex 17	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+9), Notice 8 (+10), Stealth 8 (+11)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Drain Constitution 4</b> ( <i>Extras:</i> Poison), <b>Enhanced Dexterity 3</b> , <b>Super-Movement 1</b> (Slithering), <b>Super-Senses 2</b> (Infravision, Scent)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -2, Initiative +2					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +7, Will +6					
<b>Abilities 16 + Skills 6 + Feats 8 + Powers 15 + Combat 36 + Saves 12 = Total 93</b>					

## SPIDER

Str 12	Dex 17	Con 14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Climb 8 (+9), Notice 8 (+10), Stealth 8 (+10)					
<b>Feats:</b> Attack Focus (melee) 2, Defensive Roll 2, Elusive Target, Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Drain Strength 5</b> ( <i>Extras:</i> Poison), <b>Snare 10</b> , <b>Super-Movement 2</b> (Wall-Crawling 2), <b>Super-Senses 5</b> (Darkvision, Tremorsense)					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -2, Initiative +2					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +6, Reflex +6, Will +6					
<b>Abilities 16 + Skills 6 + Feats 8 + Powers 39 + Combat 36 + Saves 12 = Total 117</b>					

## MISCELLANEOUS ANIMAL TRAITS

The following powers can be gained through Animal Mimicry without altering any of the hero's other traits.

- **Chameleon: Concealment 4** (sight; *Flaws:* Blending), **Super-Movement 1** (Wall-Crawling)
- **Cheetah: Speed 3** (50 MPH)
- **Earthworm: Burrowing 5** (25 MPH), **Super-Movement 1** (Slithering)
- **Flea: Leaping 7** (x250)

**MIMIC****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+2	+2	+0
12	14	12	14	14	10

TOUGHNESS	FORTITUDE	REFLEK	WILL
+1	+5	+6	+6

**Skills:** Bluff 12 (+12), Concentration 8 (+10), Notice 8 (+10), Sense Motive 8 (+10), Stealth 12 (+14)

**Feats:** Accurate Attack, Assessment, Distract (Bluff), Improved Initiative, Jack-Of-All-Trades, Taunt

**Powers:** **Mimic 12** (all traits at once; *Extras:* Extra Subject)

**Combat:** Attack +8, Grapple +9, Damage +1 (unarmed), Defense +8, Knockback -0, Initiative +6

**Abilities 16 + Skills 12 + Feats 6 + Powers 72 + Combat 32 + Saves 12 = Total 150**

**NOTES**

- Check with the GM to see whether the Mimic can trade off maximum trait rank for total power points (see *Mutants & Masterminds* page 92).
- Mimic the traits of less powerful foes (i.e. those less likely to hurt the hero) as a steppingstone for reaching more powerful foes; it is better to have some ranks of Protection or Force Field when going after a tough opponent than none.
- When possible aim to Mimic opponents with Magic and other broad powers to gain the flexibility, especially in regards to power stunting, inherent in such powers.

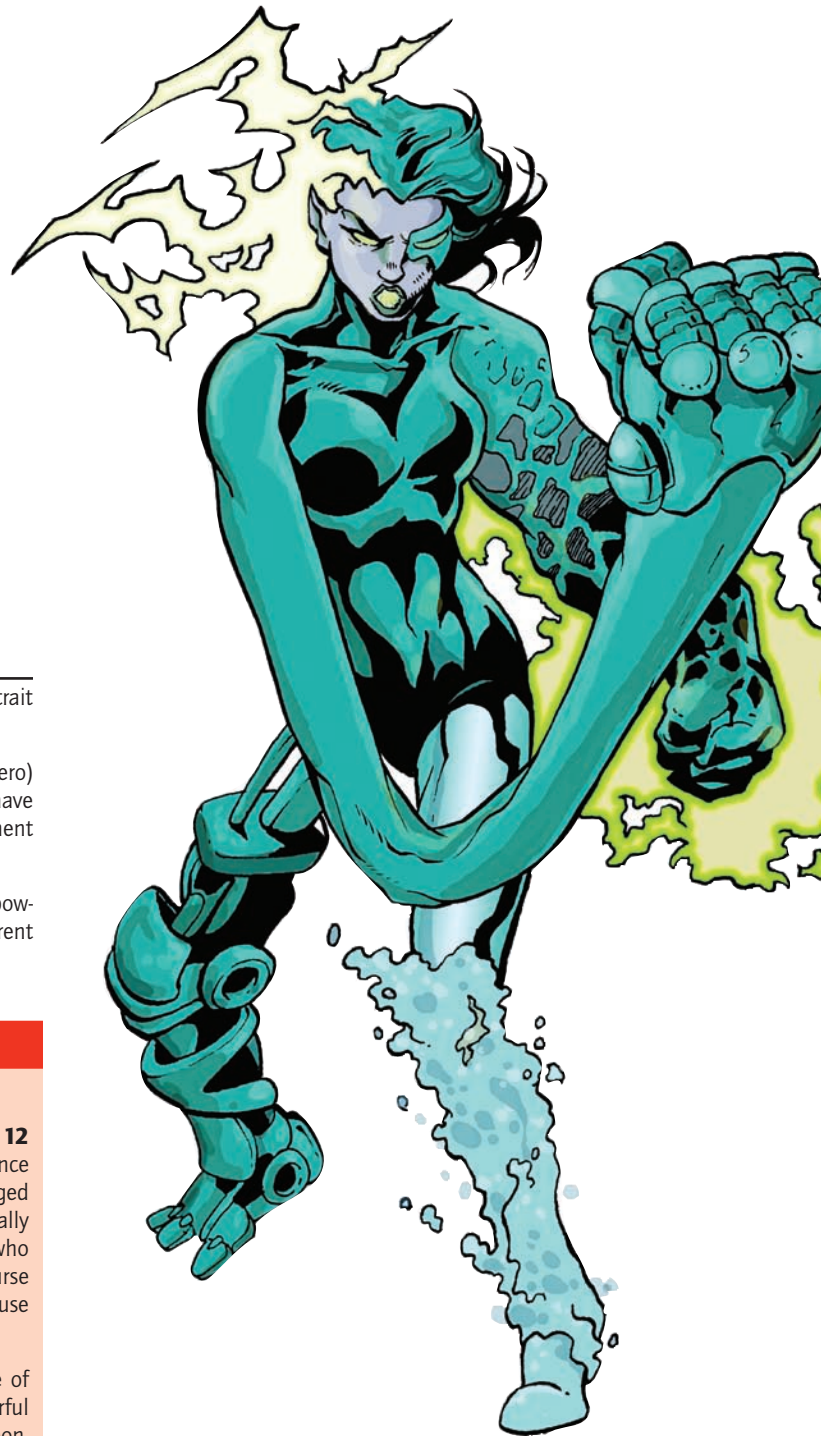
**CUSTOMIZATION**

Here are some suggestions on how to customize the Mimic

**Identical Twin:** Replace the Extra Subject extra with Linked **Morph 12** (individual mimicked) to have the Mimic take on the physical appearance with a +60 bonus to the Disguise check. This is obviously a two-edged sword as for all intents and purposes neither friend nor foe can physically distinguish the hero from the individual mimicked; clever opponents who have been mimicked may be able to use this to their advantage. Of course the hero can easily reveal who the copy is, but that means ending that use of the Mimic power.

**Not Quite Perfect:** You may wish to limit the Mimic's powers to one of the lower levels; the 4-point level (all powers at once) is still very powerful but of no use against individuals without superpowers (i.e. Living Weapon, Martial Artist, et al.). To compensate you will need to develop the Mimic's own traits, particularly combat feats, and perhaps assign some equipment, especially weapons.

**Too Perfect:** Add the Tainted flaw to have the mimic also pick up a subject's drawbacks; spend the resulting points on another extra.



**"SOMETIMES THE COPY IS BETTER THAN THE ORIGINAL!"**



# MYSTIC

Wielder of the magical arts, the Mystic calls upon spells to provide a variety of effects from blasting opponents to traveling instantly from one location to another. But the Mystic is more than just a magical howitzer or arcane transporter; the hero is an expert on all things supernatural, a treasure trove of knowledge about demons, ghosts, and things that go bump in the night and how to defeat them.

## DESCRIPTION

The Mystic's spells allow the hero to be effective in almost any situation. In fact, the only true limitation to what the Mystic can accomplish (besides the GM) is the hero's own imagination. Having all this power can breed a sense of superiority in the Mystic and cause the hero to get frustrated with those who aren't as capable or knowledgeable.

Dealing in unfathomable realms understood by few, the Mystic is often comes across as remote and mysterious by others; it doesn't help the hero's image that the Mystic's activities often can only be communicated with esoteric concepts. Of course part of this remoteness is also a desire to protect others from things they cannot possibly understand.

Much like the Mystic's spells the hero's costume can take many forms. It might be as involved as a formal suit complete with flowing cape, as familiar as a voluminous robe (with or without pointy hat), or as simple as a linen loincloth (arcane rune tattoos optional).



## VARIANTS

**Illusionist:** Specializes in deceiving others through the creation of false sensory images. The Illusionist's images can range in size from a lone, small object to a "summoned" monster to a full-fledged environment encompassing over 4,188,000 ft<sup>3</sup> (a sphere with a 100-foot radius). Because the Illusionist ultimately relies on trickery the hero must do everything possible to ensure that individuals encountering these illusions are not tipped off to their false nature. The best way to do this is to give them what they expect (i.e. an illusory roadblock complete with police cars and police personnel to get fleeing bank robbers to veer off the road).

**Witch:** A very subtle spellcaster, the Witch is also accomplished at performing rituals, brewing potions, and crafting charms. Although some might snicker at the notion of a broom-riding, cat-owning spellcaster, these nods to tradition are mere props that can take more modern forms; what doesn't change is that the Witch is not someone to be trifled with.

### ILLUSIONIST

POWER LEVEL 10

**Str 10** **Dex 12** **Con 10** **Int 16** **Wis 22** **Cha 20**

**Skills:** Bluff 12 (+17), Concentration 12 (+18), Notice 8 (+14), Sense Motive 8 (+14), Stealth 8 (+9)

**Feats:** Distract (Bluff), Fascinate (Bluff), Master Plan, Second Chance (Illusion), Set-Up, Taunt, Trance, Ultimate Save (Will)

**Powers:** **Invisibility 2** (all visual senses; *Power Feats:* Close Range), **Super Senses 3** (Magical Awareness [Acute, Extended]), **Illusion 10** (all senses; *Power Feats:* **Progression 4** [100-foot radius]; *Extras:* Selective; *Flaws:* Phantasms; *Alternate Powers:* **Astral Form 9** [anywhere on Earth], **Dazzle 9** [all senses; *Extras:* Range (Perception)])

**Combat:** Attack +3, Grapple +3, Damage +0 (unarmed), +9 (dazzle), Defense +10, Knockback -0, Initiative +1

**Saving Throws:** Toughness +0, Fortitude +5, Reflex +7, Will +11

**Abilities 30 + Skills 12 + Feats 8 + Powers 58 + Combat 26 + Saves 16 = Total 150**

### WITCH

POWER LEVEL 10

**Str 10** **Dex 12** **Con 10** **Int 20** **Wis 20** **Cha 14**

**Skills:** Bluff 8 (+10), Concentration 12 (+17), Craft (artistic) 12 (+17), Disguise 0 (+32 with Morph), Knowledge (arcane lore) 8 (+13), Notice 4 (+9)

**Feats:** Artificer, Distract (Bluff), Minions 1 (cat), Ritualist, Trance

**Powers:** **Comprehend 4** (speak to and comprehend animals; *Flaws:* Narrow Type [cats]), **Device 2** (broom, easy to lose); **Flight 5** (250 MPH), **Device 6** (costume, hard to lose); **Morph 6** (any humanoid), **Protection 12** (*Extras:* Impervious 6), **Magic 12 (Nauseate 12; Alternate Powers: Confuse 8 and Mind Reading 8, ESP 8 [Continental, auditory and visual senses], Healing 12, Mind Control 12, Transform 12 [people into frogs; Extras: Alternate Save (Will); Flaws: Range (Touch)])**

**Minions:** Cat (for statistics see *Mutants & Masterminds* page 230)

**Combat:** Attack +8, Grapple +8, Damage +0 (unarmed), +12 (nauseate); Defense +8, Knockback -9, Initiative +1

**Saving Throws:** Toughness +12\* (+0 without costume), Fortitude +5, Reflex +6, Will +10

**Abilities 26 + Skills 11 + Feats 5 + Powers 61 + Combat 32 + Saves 15 = Total 150**

\* 6 Impervious

## MYSTIC

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+5	+3	+3
10	12	10	20	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+0**	+5	+6	+9

\* Impervious, \*\* without force field

**Skills:** Concentration 12 (+15), Disguise 0 (+63 with Morph), Intimidate 8 (+11), Knowledge (arcane lore) 8 (+13), Notice 4 (+7), Search 4 (+9), Sleight of Hand 8 (+9)

**Feats:** Fearless, Ritualist, Trance, Ultimate Save (Will)

**Powers:** **Force Field 12** (*Extras:* Impervious; *Alternate Powers:* **Insubstantial 4** [*Extras:* Linked **Super-Senses 4** (X-Ray Vision)]), **Magic 12** (**Blast 12**; *Alternate Powers:* **Blast 11** [*Power Feats:* Homing, Split Attack], **Blast 8** [*Extras:* Area (Burst)], **Disintegration 6**, **ESP 8** (Continental, auditory and visual senses), **Healing 12**, **Illusion 6** [all senses], **Morph 12** [humanoids], **Snare 12**, **Telekinesis 12** [*Heavy Load:* 50 tons], **Telepathy 9** [anywhere on Earth; *Extras:* Linked **Comprehend 1** (anyone can understand)]; *Power Feats:* Progression 4 (up to 25 subjects)), **Teleport 9** [anywhere on Earth; *Power Feats:* Change Velocity, Easy, Turnabout, Progression 3 (1,000 lbs.)]), **Super-Senses 3** (Magical Awareness [Acute, Extended])

**Combat:** Attack +8, Grapple +8 (+20 with telekinesis), Damage +0 (unarmed), +12 (blast), Defense +8, Knockback -12, Initiative +1

**Abilities 24 + Skills 11 + Feats 4 + Powers 63 + Combat 32 + Saves 16 = Total 150**

## NOTES

- Use extra effort to power stunt the Magic power. Select some alternate powers ahead of time and clear them with the GM to fill in gaps in the Mystic's Magic power array. For example the Mystic's power array does not feature any purely mental effect powers such as Confusion, Mental Blast, Mind Control, or Possession; you might wish to choose one to complete the hero's Telepathy spell.
- Use the Ritualist feat to create one-time spells.

## CUSTOMIZATION

Here are some suggestions on how to customize the Mystic.

**Spells Galore:** Feel free to substitute one, several, or all of the Mystic's current spells for those of your own choosing. You can also give the Mystic a focus in a particular "school" of spells; you could create a Druid or Shaman by focusing on spells related to nature such as Animal Control, Animal Mimicry, Animate Objects (*Flaws:* Limited [plants]), Concealment, Element Control, Environmental Control, Plant Control, Shapeshift, Snare (vines), Summon Animals (*Extras:* Broad Type [animals]), Super-Movement (Sure-Footed, Trackless), Teleport (*Flaws:* Medium [*Flaws:* Limited [plants of Medium size or larger]]), Transform (humans into animals), and Weather Control.

**The Limits Of Spellcasting:** Make the Mystic a classic spellcaster by adding the following drawback: Power Loss (Force Field and Magic, when unable to speak and gesture to cast spells, 3 points) thus requiring the hero to be able to speak and gesture freely to cast spells. You can also increase the time it takes to switch between alternate powers in the Magic array; instead of being able to switch as a free action once per round (meaning once the initial spell is cast as a standard action any other spell can be substituted as a free action) every spell requires the same casting time. To do this use the following drawback: Action (standard action required to switch between alternate powers in Magic array, 2 points).

**Magical Item:** Give the Mystic one or more magical Devices by placing some of the hero's current powers into a Device. In fact, you could place all of the hero's Magic power into a spellbook; the Mystic cannot cast any spells unless the hero has access to the book.



"BEHOLD THE WONDERS OF THE SOURCE!"



# PARAGON

The Paragon is the quintessential superhero. Soaring in the skies, super-strong and supertough, the Paragon indeed seems to be the greatest of heroes and far above the concerns of ordinary people.

## DESCRIPTION

The Paragon is among the most popular of heroes. Not just because of the hero's chiseled physique and clean-cut looks, but because the Paragon constantly exudes a quiet confidence that tells people things will be alright. Furthermore, although the Paragon is far beyond the abilities of ordinary people, the hero's powers are neither flashy nor strange. The Paragon seems more accessible than other powerful heroes (i.e. Powerhouse, Elemental); the Paragon does not come across as dangerous, imposing, or mysterious.

Of course public popularity is a two-edged sword. Being accessible means that ordinary people constantly seek out the hero, something that is not only wearying over time but also dangerous; so great is people's confidence in the Paragon's abilities that they will often remain in a dangerous area (i.e. one where the Paragon is battling a villain) just to watch and cheer



the hero on. Furthermore, just like any other celebrity, the Paragon's smallest actions are put under the microscope to be evaluated, criticized, and frequently used by others to promote their own agenda. In short, it isn't easy being the Paragon and the hero arguably faces more pressure in every sense of the word than anyone else.

In line with the hero's status as a public figure, the Paragon's costume tends to be conservative. The almost universal standard is a full bodysuit oftentimes accessorized with a cape. While there may be some variation in colors and specific design, the Paragon's costume ultimately is designed to fit in at even the highest functions (i.e. state dinners, television press conferences, etc.).

## VARIANTS

**Eternal Champion:** A legendary hero, the Eternal Champion has defended the innocent from evil since the earliest days. In that time the hero has had many names, but no matter whether the hero is remembered as Hercules, Beowulf, or by some other name, the Eternal Champion remains blessed (or cursed) with the destiny to be a hero.

**Perfect Specimen:** Represents the physical ideal, the maximum realization of the human physical potential. Although not exceptional by super-human standards, the Perfect Specimen combines the hero's physical attributes with strong training to become the total package: a "normal" individual accomplishing heroic deeds relying solely on ordinary physical traits and training.

### ETERNAL CHAMPION

POWER LEVEL 10

Str 34    Dex 12    Con 34    Int 10    Wis 14    Cha 14

**Skills:** Intimidate 8 (+10), Notice 8 (+10)

**Feats:** All-Out Attack, Critical Strike, Diehard

**Powers:** Immunity 12 (aging, life support, need for sleep, starvation and thirst), Impervious Toughness 12, Speed 1 (10 MPH), Super-Strength 7 (Heavy Load: 180 tons)

**Combat:** Attack +8, Grapple +27, Damage +12 (unarmed), Defense +8, Knockback -12, Initiative +2

**Saving Throws:** Toughness +12\*, Fortitude +14, Reflex +7, Will +8

**Abilities 58 + Skills 4 + Feats 3 + Powers 39 + Combat 32 + Saves 14 = Total 150**

\* Impervious

### PERFECT SPECIMEN

POWER LEVEL 10

Str 24    Dex 24    Con 24    Int 12    Wis 12    Cha 14

**Skills:** Acrobatics 8 (+15), Climb 8 (+15), Drive 8 (+15), Escape Artist 8 (+15), Intimidate 8 (+10), Notice 8 (+9), Pilot 8 (+15), Stealth 8 (+15), Swim 8 (+15)

**Feats:** Acrobatic Bluff, All-Out Attack, Chokehold, Defensive Attack, Elusive Target, Endurance, Evasion 2, Improved Initiative, Improved Trip, Instant Up, Move-By Action, Power Attack, Stunning Attack, Takedown Attack 2, Uncanny Dodge (visual)

**Combat:** Attack +13, Grapple +20, Damage +7 (unarmed), Defense +13, Knockback -3, Initiative +11

**Saving Throws:** Toughness +7, Fortitude +11, Reflex +11, Will +6

**Abilities 50 + Skills 18 + Feats 17 + Combat 52 + Saves 13 = Total 150**

## PARAGON

## POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+12/+3*	+1	+12/+3*	+0	+1	+2
34/16	12	34/16	10	12	14
TOUGHNESS	FORTITUDE	REFLEH	WILL		
+12*	+14	+6	+8		

\* Impervious

**Skills:** Diplomacy 4 (+6), Notice 8 (+9), Search 8 (+8)

**Feats:** Leadership, Power Attack

**Powers:** **Enhanced Strength 18**, **Enhanced Constitution 18**, **Flight 5** (250 MPH), **Immunity 9** (life support), **Impervious Toughness 12**, **Super-Strength 5** (*Heavy Load*: 45 tons)

**Combat:** Attack +8, Grapple +25, Damage +12 (unarmed), Defense +8, Knockback -12, Initiative +1

**Abilities 20 + Skills 5 + Feats 2 + Powers 77 + Combat 32 + Saves 14 = Total 150**

## NOTES

- Use extra effort to increase Enhanced Strength or Enhanced Constitution by 2 ranks for one round, add a Power Feat to Super-Strength (i.e. Groundstrike, Shockwave, Super-Breath, Thunderclap), or increase carrying capacity by 5 (90 tons).
- Can throw a 3,000 lb car some 250 feet (50 ft. range increment) as a small area attack or swing it like a bat sweeping opponents away. The Paragon can do the same with a 12-ton city bus but the range is down to 25 feet (5 ft. range increment).
- Use a charge to gain an additional +2 bonus to hit. Use a flying charge to rush an opponent and push them back. The Paragon has up to a +10 bonus on the Strength check (+5 for Super-Strength and +5 for Flight) on this check. This tactic is very helpful in moving tough opponents without movement powers away from weaker allies. Note that the Paragon is limited to rushing an opponent no more than 2,500 feet (winning the Strength check by 11+).

## CUSTOMIZATION

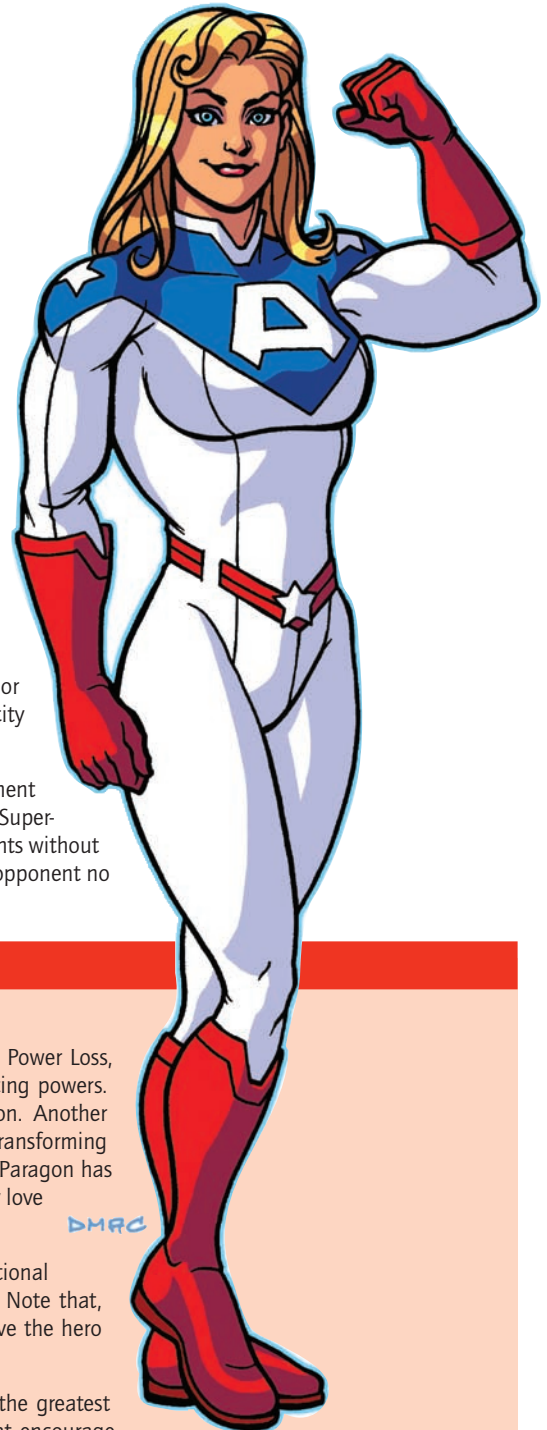
Here are some suggestions on how to customize the Paragon.

**A Chink In The Armor:** Keep the Paragon from being too powerful by giving the hero the Power Loss, Vulnerable, or Weakness drawback; use the additional points to increase the Paragon's existing powers. This makes the hero even more impressive at the cost of having an exploitable limitation. Another interesting drawback is Normal Identity; the Paragon lives life as a normal individual until transforming into the hero through the use of a device, magic word, or something similar. Of course, if the Paragon has a Normal Identity, the hero will also have the Secret complication, as enemies would obviously love to catch the hero when normal.

**Just A Bit More Super:** Give the hero one or more additional powers such as Blast, additional Immunities, Quickness, Regeneration (Recovery Rate, Ability Damage) and/or Super-Senses. Note that, with the exception of Blast, the Paragon needs only a couple of ranks in these powers to give the hero an added dimension.

**Here I Come To Save The Day!:** You can play into the idea that the Paragon is among the greatest of heroes and the burden that comes along with it by adding/substituting certain feats that encourage playing the part. The Benefit (Hero Of The People) feat reflects the respect and trust the hero has gained; the hero gets cooperation from public officials, the hero's opinion counts for a great deal with decision makers, ordinary people will put themselves in danger to help the hero, etc. The Inspire feat reflects the hero's ability to inspire allies merely by the hero's presence (ordinary people aren't the only ones that believe the Paragon will always save the day). Nothing says personal sacrifice like the Interpose feat. The Seize Initiative feat reflects the fact that the Paragon is always first on the scene of any major problems. Finally, Ultimate Save (Fortitude, Toughness, and Will) reflects the hero's ability to "dig deep", to go beyond the hero's own limits in order to help others.

"WITH GREAT POWER COMES GREAT RESPONSIBILITY."





# POWERHOUSE

The Powerhouse is all about physical strength and toughness. Able to throw a bus the length of a city block, rip apart steel walls with bare hands, and shrug off a direct hit from a tank's cannon, the Powerhouse truly lives up to the name.

## DESCRIPTION

The Powerhouse is always a physically imposing individual. Constantly exuding an aura of raw physical force, the hero's slightest movement is accentuated by masses of rippling muscles.

Whether out of narcissism or desire to intimidate (or perhaps a bit of both), the Powerhouse often wears a skin-tight costume stretched to the limit over the hero's massive body. Such a costume is frequently tailored with short sleeves and strategic openings that reveal such things as ripped abs and massive arms; in extreme cases the hero's costumes covers as little as modesty allows.

The Powerhouse is keenly aware of the fact that little can physically stand up to the hero and this is reflected in the hero's actions in combat; the hero is a straightforward and eager brawler, preferring to wade into the thick of things and slug it out with opponents. Although not particularly creative, there is little reason for the hero to do anything different.

The hero is also cognizant of the fact that ordinary people, and even other heroes, are frequently unsettled by the Powerhouse's physical presence. The Powerhouse deals with this in one of two ways. The first way is by being reassuringly friendly and careful around others; the hero tries to be as physically unimposing (i.e. stooping, small controlled gestures, etc.) as possible so as to set people's minds at ease. The other way is to play up the hero's physical presence with boisterous talk and broad motions, to make the hero that much "larger"; the Powerhouse feels that those who are uncomfortable with the hero's presence don't need to be around anyway and by exaggerating the hero's physicality they will leave.

## VARIANTS

**Bulk:** A ground-based Powerhouse, the Bulk likes to literally throw the hero's weight around; the Bulk is the immovable object and unstoppable force in one.

BULK						POWER LEVEL 10
Str 34/18	Dex 10	Con 38/18	Int 10	Wis 10	Cha 10	
<b>Skills:</b> Intimidate 12 (+12), Notice 4 (+4)						
<b>Feats:</b> All-Out Attack, Fast Overrun, Improved Overrun, Interpose, Power Attack, Takedown Attack						
<b>Powers:</b> <b>Enhanced Constitution 20, Enhanced Strength 16, Immovable 10</b> ( <i>Extras:</i> Unstoppable), <b>Immunity 5</b> (critical hits, cold, heat, pressure), <b>Impervious Toughness 10, Super-Strength 5</b> ( <i>Heavy Load:</i> 45 tons; <i>Power Feats:</i> Shockwave, Thunderclap)						
<b>Combat:</b> Attack +8., Grapple +25, Damage +12 (unarmed), Defense +6, Knockback -22, Initiative +0						
<b>Saving Throws:</b> Toughness +14*, Fortitude +15, Reflex +6, Will +6						
<b>Abilities 16 + Skills 4 + Feats 6 + Powers 83 + Combat 28 + Saves 13 = Total 150</b>						

\* 10 Impervious

**High Gravity:** As the name suggests the hero has been shaped by a high gravity environment into a Powerhouse. The High Gravity is usually an alien from a high-gravity planet or dimension, although the hero could conceivably be a human who has been raised in an artificially created environment, or a mutant. The High Gravity is a very stocky individual and despite being almost as wide as the hero is tall the High Gravity is often underestimated by taller foes.

**Titan:** Immortal being of legend, standing as tall as five ordinary people, with Strength and Toughness to match, the Titan is truly a hero of epic proportions, a mythical Powerhouse in the flesh.

HIGH GRAVITY						POWER LEVEL 10
Str 34	Dex 14	Con 24	Int 12	Wis 12	Cha 12	
<b>Skills:</b> Intimidate 12 (+11, includes -2 due to size), Notice 4 (+5), Sense Motive 4 (+5), Stealth 0 (+6, includes +4 due to size)						
<b>Feats:</b> All-Out Attack, Endurance 2, Improved Overrun, Power Attack, Startle, Takedown Attack						
<b>Powers:</b> <b>Density 10</b> (provides +20 Str, <b>Protection 5</b> [ <i>Extras:</i> Impervious], <b>Immovable 3, Super-Strength 3</b> , x10 mass, automatically fail Swim checks; <i>Power Feats:</i> Innate; <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Permanent), <b>Immunity 3</b> (critical hits, high pressure; <i>Power Feats:</i> Innate), <b>Impervious Toughness 7, Shrinking 5</b> (provides -5 Str, Small size, <i>Power Feats:</i> Innate; <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Permanent), <b>Super-Strength 5</b> ( <i>Heavy Load:</i> 270 tons [includes x3/4 due to size]; <i>Power Feats:</i> Groundstrike, Super-Breath)						
<b>Combat:</b> Attack +8 (includes +1 due to size), Grapple +23 (includes -4 due to size), Damage +12 (unarmed), Defense +8 (includes +1 due to size), Knockback -14 (includes +1 due to size), Initiative +2						
<b>Saving Throws:</b> Toughness +12*, Fortitude +12, Reflex +9, Will +6						
<b>Abilities 33 + Skills 5 + Feats 7 + Powers 60 + Combat 28 + Saves 17 = Total 150</b>						

\* Impervious

TITAN						POWER LEVEL 10
Str 34	Dex 14	Con 34	Int 12	Wis 12	Cha 12	
<b>Skills:</b> Climb 4 (+8), Intimidate 12 (+17, includes +4 due to size), Notice 4 (+5), Sense Motive 4 (+5), Stealth 0 (-6, includes -8 due to size)						
<b>Feats:</b> All-Out Attack, Fast Overrun, Improved Grapple, Improved Overrun, Improved Pin, Interpose, Power Attack, Startle, Takedown Attack						
<b>Powers:</b> <b>Growth 8</b> (provides +16 Str, +8 Con, Huge size; <i>Power Feats:</i> Innate; <i>Extras:</i> Duration [Continuous]; <i>Flaws:</i> Permanent), <b>Immunity 3</b> (aging, disease, poison), <b>Impervious Toughness 8, Super-Strength 8</b> ( <i>Heavy Load:</i> 1,440 tons [includes +10 due to size]; <i>Power Feats:</i> Groundstrike, Shockwave, Super-Breath, Thunderclap)						
<b>Combat:</b> Attack +6 (includes -2 due to size), Grapple +36 (includes +8 due to size), Damage +12 (unarmed), Defense +6 (includes -2 due to size), Knockback -18 (includes -8 due to size), Initiative +2						
<b>Saving Throws:</b> Toughness +12*, Fortitude +15, Reflex +6, Will +7						
<b>Abilities 34 + Skills 6 + Feats 9 + Powers 56 + Combat 32 + Saves 13 = Total 150</b>						

\* 8 Impervious

**POWERHOUSE****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+12/+4	+1	+12/+4	+0	+1	+0
34/18	12	34/18	10	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*	+15	+6	+6

\* 8 Impervious

**Skills:** Intimidate 12 (+12), Notice 4 (+5), Search 4 (+4), Sense Motive 4 (+5)

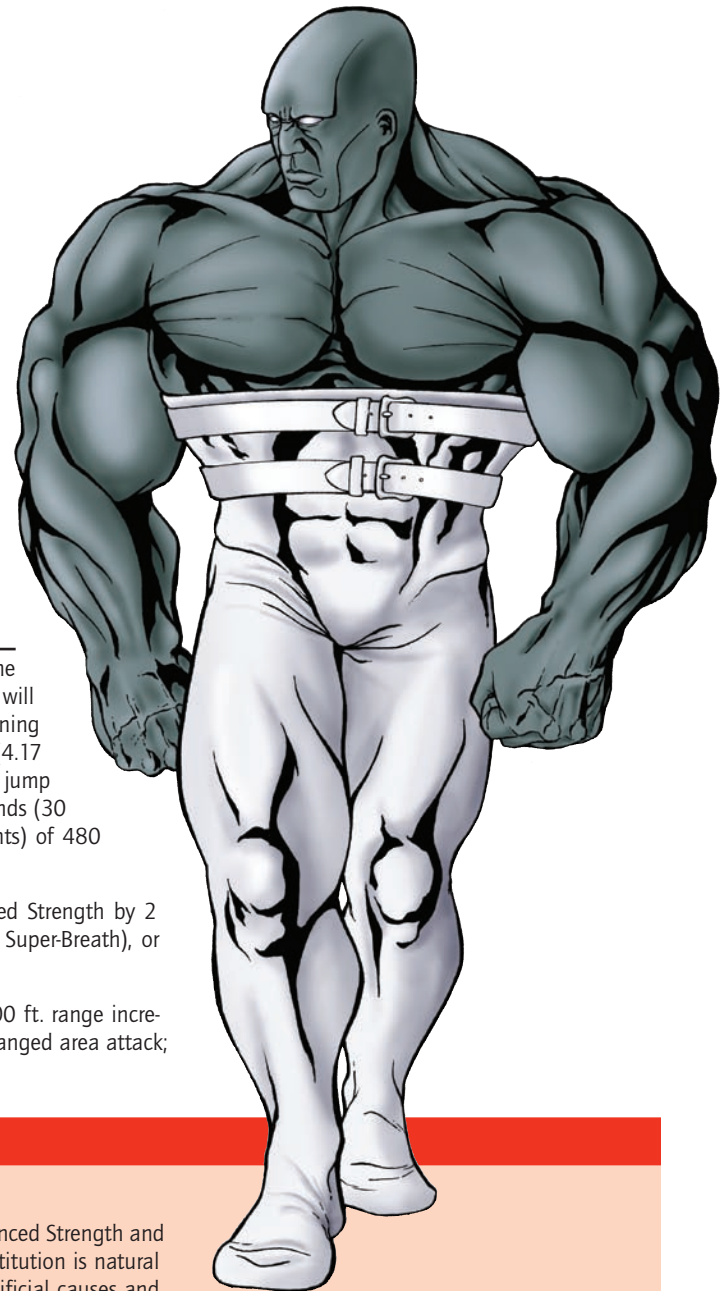
**Feats:** All-Out Attack, Diehard, Power Attack, Startle, Takedown Attack

**Powers:** **Enhanced Constitution 16**, **Enhanced Strength 16**, **Immunity 5** (cold, critical hits, heat, high pressure), **Impervious Toughness 8**, **Leaping 9** (x1,000), **Super-Strength 9** (*Heavy Load*: 720 tons; *Power Feats*: Shockwave, Thunderclap)

**Combat:** Attack +8, Grapple +29, Damage +12 (unarmed), Defense +8, Knockback -10, Initiative +1

**Abilities 20 + Skills 6 + Feats 5 + Powers 74 + Combat 32 + Saves 13 = Total 150**

**"I'M GONNA CRACK YOU LIKE AN EGG!"**

**NOTES**

- Use Leaping to surprise enemies (especially flying opponents or those on the high ground who believe themselves out of reach). Remember that a full Leap will have the Powerhouse in the air for five rounds. The Powerhouse can make a running long jump of 44,000 feet (8.33 miles), a standing long jump of 22,000 feet (4.17 miles), and a high jump of 11,000 feet (2.08 miles). Assuming a standing long jump as the movement rate, the Powerhouse can cover just over 4 miles in five rounds (30 seconds), which translates into a movement speed (assuming no impediments) of 480 miles an hour.
- Use extra effort to double jumping distance for one jump, increase Enhanced Strength by 2 ranks for one round, add a Power Feat to Super-Strength (i.e. Groundstrike, Super-Breath), or increase carrying capacity by +5 (720 tons) for one round.
- Use the Powerhouse's strength to throw a 3,000 lb. car some 2,500 feet (500 ft. range increment) as a ranged weapon or pick up a 12-ton city bus to use as a melee or ranged area attack; the bus can be thrown some 250 feet (50 ft range increment).

**CUSTOMIZATION**

Here are some suggestions on how to customize the Powerhouse.

**This is All Natural:** Vary the ratio of natural Strength and Constitution to Enhanced Strength and Enhanced Constitution to determine how much of the hero's Strength and Constitution is natural and cannot be enhanced through extra effort and how much is the result of artificial causes and subject to nullification.

**More Than Just Muscle:** Keep the Powerhouse from being all brawn and no brain by shifting a rank or two into a Knowledge, Profession, or Craft skill. Add the Beginner's Luck feat to allow the hero to surprise others with unexpected skills.

**Achilles Heel:** Add the Power Loss, Vulnerable, and Weakness drawbacks not only to provide additional power points for the Powerhouse's traits but to also make the hero less overwhelmingly tough.



# PSIONIC

Living proof of the saying "mind over matter", the Psionic wields incredible mental powers and is able to read minds, communicate over vast distances, move cars or grapple opponents with little more than a thought, and create a force field able to stop a tank's cannon.

## DESCRIPTION

Physically unimposing, the Psionic is among the most unassuming of all heroes and, unless openly displaying the hero's powers or wearing a heroic costume, is usually not recognized as being anyone extraordinary.

This often leads foes to underestimate or even ignore the hero, at least until the hero's true powers are revealed (and even then it may take opponents some time to figure out what is going on). This is of course a good thing as far as the Psionic is concerned since the hero is definitely not built to slug it out with opponents.

Because of the hero's mental powers many people, including other heroes, feel ill at ease in the Psionic's presence; everyone has skeletons in the closet and even though the Psionic cannot make mental contact without the target realizing it, one can never be sure. As a result the Psionic is often on the fringe of social interaction, a situation that may or may not suit the hero.

Despite the Psionic's remarkable powers the hero is often seen as a "lesser" hero by the public; people and the media prefer physically impressive heroes (i.e. Paragon, Powerhouse) much as they fawn over athletes and celebrities rather than scientists and scholars. This inevitably breeds some level of resentment within the Psionic which, if it gets bad enough, can lead to the Psionic seeking out opportunities to prove that the hero is the equal if not superior to "those" types of heroes; such a situation is obviously disruptive to a team and can be dangerous.

## VARIANTS

**Psionic:** Although possessing a mind powerful enough to bring opponents to their knees and ward off all but the most serious of physical and mental attacks, the Psionic's focus is on gathering information; able

to read the minds of others and displace the hero's senses anywhere in the world means that there are few secrets that can be kept from the hero.

**Psychic Investigator:** The Psychic Investigator does not know whether the hero's powers are blessing or curse. On the one hand the hero's powers allow show the hero visions of past and future events. On the other hand the Psychic Investigator has no control over these visions, which means it is up to the hero's investigative abilities to ensure that the correct interpretation is made and lives are not lost.

## PSYCHIC

POWER LEVEL 10

**Str 10** **Dex 12** **Con 10** **Int 14** **Wis 20** **Cha 14**

**Skills:** Concentration 12 (+17), Notice 8 (+13), Search 8 (+10)

**Feats:** Trance, Ultimate Save (Will), Uncanny Dodge (mental)

**Powers:** **ESP 9** (anywhere on Earth, all senses; *Alternate Powers:* **Mental Blast 9**), **Force Field 12**, **Mind Shield 5**, **Super-Senses 10** (Danger Sense [mental], Mental Awareness, Precognition [*Flaws:* Uncontrolled]), Postcognition [*Flaws:* Uncontrolled]), **Telepathy 9** (anywhere on Earth; *Alternate Powers:* **Emotion Control 9**)

**Combat:** Attack +5, Grapple +5, Damage +0 (unarmed), +9 (mental blast), Defense +8, Knockback -6, Initiative +1

**Saving Throws:** Toughness +12 (+0 without force field), Fortitude +5, Reflex +6, Will +10 (+15 mind shield)

**Abilities 20 + Skills 7 + Feats 3 + Powers 79 + Combat 26 + Saves 15 = Total 150**

## PSYCHIC INVESTIGATOR

POWER LEVEL 10

**Str 10** **Dex 12** **Con 10** **Int 16** **Wis 20** **Cha 20**

**Skills:** Bluff 8 (+13), Diplomacy 8 (+13), Gather Information 8 (+13), Investigate 12 (+15), Knowledge (streetwise) 8 (+11), Notice 12 (+17), Search 12 (+15), Sense Motive 12 (+17), Stealth 8 (+9)

**Feats:** Attack Specialization (pistol) 2, Equipment 3, Master Plan, Trance

**Powers:** **Enhanced Attack 7**, **Enhanced Defense 4**, **Enhanced Feats 24** (Beginner's Luck, Blind-Fight, Defensive Roll 4, Dodge Focus 4, Elusive Target, Evasion 2, Improved Aim, Improved Initiative 2, Jack-Of-All-Trades, Power Attack, Precise Shot 2, Redirect, Uncanny Dodge [mental], Well-Informed, Ultimate Save [Reflex]), **Enhanced Skills 3** (Notice 4, Search 4, Sense Motive 4), **Enhanced Reflex Save 4**, **Super-Senses 10** (Danger Sense [mental], Mental Awareness, Precognition [*Flaws:* Uncontrolled]), Postcognition [*Flaws:* Uncontrolled])

**Equipment:** Cell Phone, Flashlight, Handcuffs, Heavy Pistol (**Blast 4**), Multi-Tool, Undercover Shirt (**Protection 2** [*Power Feats:* Subtle])

**Combat:** Attack +12, +16 (heavy pistol), Grapple +12, Damage +0 (unarmed), +4 (heavy pistol), Defense +14 (+5 flat-footed), Knockback -3, Initiative +9

**Saving Throws:** Toughness +6 (+2 flat-footed, +0 without shirt), Fortitude +5, Reflex +10, Will +10

**Abilities 28 + Skills 19 + Feats 7 + Powers 59 + Combat 22 + Saves 15 = Total 150**

## PSIONIC

## POWER LEVEL 10

STR	DEK	CON	INT	WIS	CHA
+0	+1	+0	+2	+5	+1
10	12	10	14	20	12

TOUGHNESS	FORTITUDE	REFLEK	WILL
+12/+0*	+4	+6	+10/+15**

\* without force field, \*\* mind shield

**Skills:** Concentration 12 (+17), Notice 8 (+13), Sense Motive 8 (+13)

**Feats:** Trance, Ultimate Save (Will), Uncanny Dodge (mental)

**Powers:** **Force Field 12**, **Mind Shield 5**, **Super-Senses 2** (Danger Sense [mental], Mental Awareness), **Telekinesis 12** (*Heavy Load*: 50 tons; *Extras*: Damaging; *Alternate Powers*: **Mental Blast 9**), **Telepathy 9** (anywhere on Earth; *Alternate Powers*: **Mind Control 8** [*Power Feats*: Mental Link], **Power Control 9**)

**Combat:** Attack +8, Grapple +8 (+20 with telekinesis), Damage +0 (unarmed), +9 (mental blast), +12 (telekinesis), Defense +8, Knockback -6, Initiative +1

**Abilities 18 + Skills 7 + Feats 3 + Powers 76 + Combat 32 + Saves 14 = Total 150**

**"I'M THINKING THIS IS GOING TO BE PAINFUL FOR YOU."**

## NOTES

- Use extra effort to power stunt Telekinesis or Telepathy. Appropriate Alternate Powers of Telekinesis include Animate Objects, Blast, and Create Object. Good alternate powers of Telepathy include Animal Control, Emotion Control, ESP, Illusion, Mind Control, and Mind Switch.
- Use Mental Blast as the Psionic's primary weapon against most opponents and Telekinesis against objects, constructs, and opponents not affected by Mental Blast.
- Both Danger Sense and Mental Awareness are passive; the Psionic receives their benefits unless the hero's mental sense is somehow "blinded" or otherwise impaired (i.e. stunned, unconscious). Also, Mental Awareness is limited to detecting mental power effects (i.e. ESP, Possession, Telepathy); it cannot "sense minds" (i.e. to detect an intelligent person in a darkened room).

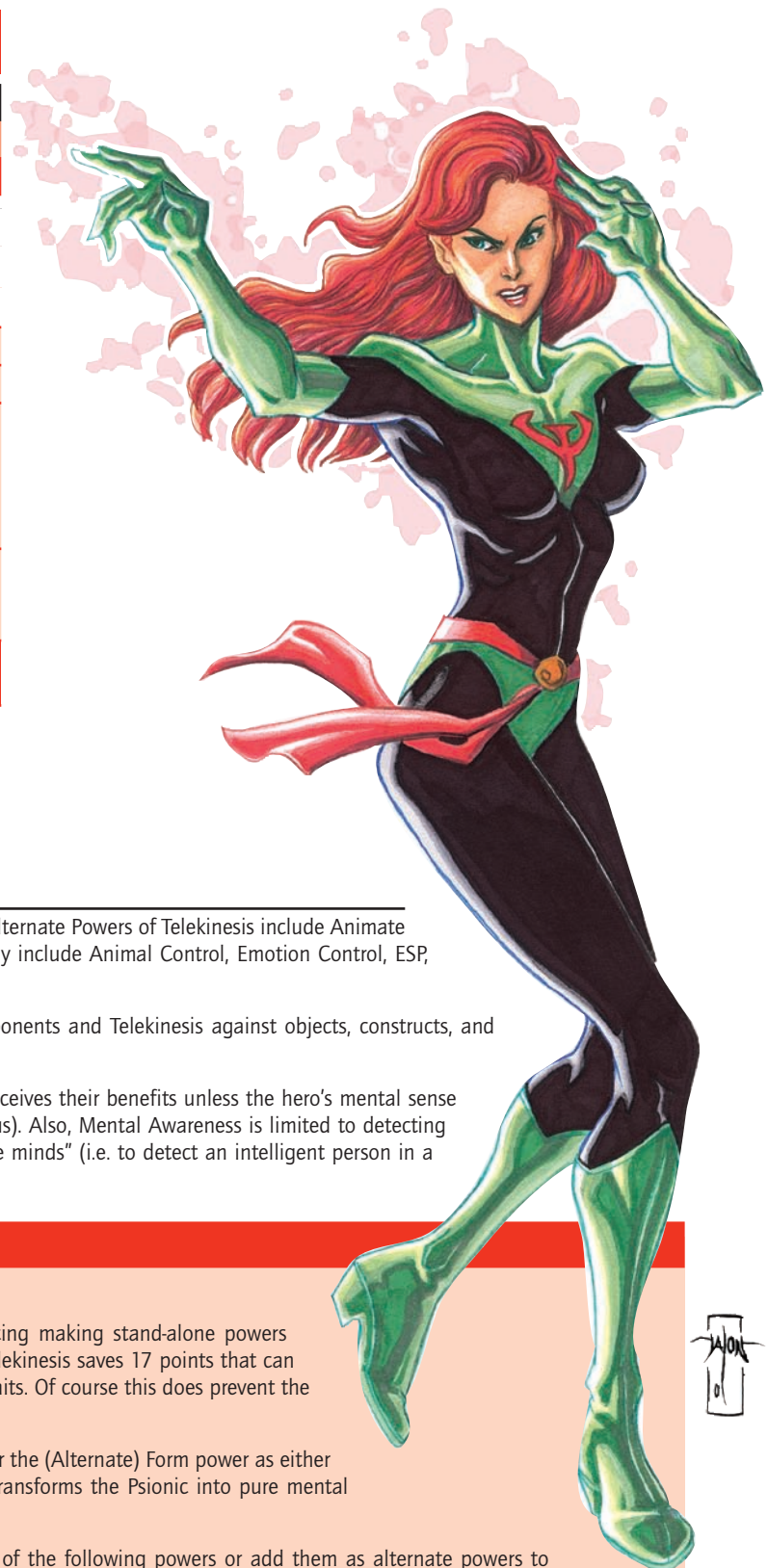
## CUSTOMIZATION

Here are some suggestions on how to customize the Psionic

**A Most Powerful Mind:** Free up points for additional traits by placing making stand-alone powers alternate powers of Telekinesis. For example, placing Telepathy under Telekinesis saves 17 points that can be used to add the Impervious extra to Force Field and increase other traits. Of course this does prevent the hero from using Telepathy while using another power.

**A Most Transcendent Mind:** Group the Psionic's existing powers under the (Alternate) Form power as either an Energy Form or Ghost Form; unleashing the hero's mental powers transforms the Psionic into pure mental energy.

**A Most Diverse Mind:** Switch out existing powers with one or more of the following powers or add them as alternate powers to Telekinesis: Animal Control, Animate Objects, Astral Form, Confuse, Create Object, Emotion Control, ESP, Illusion, Mind Control, Mind Switch, Possession, Power Control, Spatial Control, and Time Control, or add an attack power such as Stun or Suffocate but change the range to Perception.





# RING BEARER

As the name suggests the Ring Bearer gains superpowers from a power ring. This power ring can be a device of high technology, ancient mystic power, or draw upon the Ring Bearer's latent talents. The hero may have come into possession of the ring through accidental discovery, received it as a legacy, or been issued it by an organization.

## DESCRIPTION

It's all about the ring. That best sums up the Ring Bearer. To be sure, the hero is an individual apart from the ring, but the fact remains that without the ring the Ring Bearer is, at least on the surface, no one spectacular. But the idea that it's all about the ring encompasses more than just the raw power the ring provides; the idea also includes the responsibility that comes with being the Ring Bearer.

Power such as that possessed by the ring is not given lightly; the Ring Bearer is almost always chosen by destiny or through careful evaluation. As such the ring indeed embodies the old saying that "with great power comes great responsibility". In fact, the hero usually has the Responsibility complication and, depending on the history of the ring may also have the Enemy or Rivalry complications.



Of course the fact that it is all about the ring in so many ways can wear on the Ring Bearer. The hero may come to resent all the baggage that being the Ring Bearer carries with it. Especially if the hero had a career or strong identity before becoming the Ring Bearer, the hero may resent being appreciated solely for possessing the ring. Eventually the Ring Bearer tires of being the possessor of such a powerful (in every sense of the word) symbol, but only time will tell whether this is a temporary feeling or a more permanent one that leads to the hero and the ring parting ways.

## VARIANTS

**Galactic Cataphract:** Encased in the legendary Cataphract Armor, the Galactic Cataphract stands for interstellar justice wherever the hero goes. With all of the hero's needs attended by the armor the Galactic Cataphract becomes a tireless enforcer of cosmic law. The Galactic Cataphract may be a lone hero who, like those that have worn the armor before, discovered it at a

time of great crisis or is one of many, assigned the armor by a greater authority.

**Guardian Of Light:** Armed with the fabulous Staff of Light, the Guardian of Light fights against the forces of darkness whatever shape they may take. The Guardian of Light is either a member of an order of equally empowered individuals or a lone beacon of hope.

## GALACTIC CATAPHRACT POWER LEVEL 10

Str 14	Dex 14	Con 14	Int 10	Wis 14	Cha 14
<b>Skills:</b> Concentration 8 (+10), Diplomacy 8 (+10), Notice 8 (+10), Search 4 (+4), Sense Motive 8 (+10)					
<b>Feats:</b> Accurate Attack, Assessment, Power Attack, Seize Initiative					
<b>Powers:</b> <b>Device 17</b> (cataphract armor; hard to lose); <b>Comprehend 4</b> (Languages; speak, read, and understand all languages, anyone able to hear you can understand you), <b>Enhanced Feats 1</b> (diehard), <b>Flight 8</b> 2,500 MPH), <b>Gravity Control 10</b> (Heavy Load: 12 tons; Alternate Powers: <b>Blast 10</b> , <b>Telekinesis 10</b> [Heavy Load: 12 tons]), <b>Immunity 12</b> (life support, need for sleep, own powers, starvation and thirst), <b>Protection 10</b> (Extras: Impervious), <b>Super-Senses 6</b> (Darkvision, X-Ray Vision)					
<b>Combat:</b> Attack +10, Grapple +12 (+20 with telekinesis), Damage +2 (unarmed), +10 (blast), Defense +8, Knockback -11, Initiative +2					
<b>Saving Throws:</b> Toughness +12* (+2 without armor), Fortitude +6, Reflex +6, Will +7					
<b>Abilities 20 + Skills 9 + Feats 4 + Powers 68 + Combat 36 + Saves 13 = Total 150</b>					

\* 10 Impervious

## GUARDIAN OF LIGHT POWER LEVEL 10

Str 10	Dex 14	Con 10	Int 18	Wis 20	Cha 14
<b>Skills:</b> Concentration 12 (+17), Diplomacy 8 (+10), Disguise 0 (+62 with Morph), Knowledge (arcane lore) 12 (+16), Notice 4 (+9), Search 8 (+12), Sense Motive 12 (+17)					
<b>Feats:</b> Ritualist					
<b>Powers:</b> <b>Device 16</b> (staff of light; easy to lose; Power Feats: Restricted 2 [Guardian Of Light]); <b>Force Field 12</b> (Extras: Impervious), <b>Immunity 11</b> (critical hits, life support), <b>Light Control 12</b> (25,000 ft. radius, dynamic; Power Feats [all dynamic]: <b>Blast 12</b> , <b>Create Object 12</b> , <b>Dazzle 12</b> [visual senses], <b>Healing 12</b> , <b>Morph 12</b> [humanoids], <b>Nullify 12</b> [darkness powers], <b>Snare 12</b> , <b>Stun 12</b> , <b>Telekinesis 12</b> [Heavy Load: 50 tons], <b>Teleport 9</b> [anywhere on Earth; Power Feats: Change Velocity, Easy, Progression 4 (2,500 lbs.)]), <b>Magic 5</b> (Fog of Forgetfulness; Alternate Powers: <b>Flight 5</b> (250 MPH), Light of Truth, <b>Paralyze 5</b> ), <b>Super-Senses 1</b> (Magical Awareness)					
<b>Combat:</b> Attack +8, Grapple +8, +20 (with Telekinesis), Damage +0 (unarmed), +12 (blast), Defense +8, Knockback -12, Initiative +2					
<b>Saving Throws:</b> Toughness +12* (+0 without force field), Fortitude +4, Reflex +6, Will +10					
<b>Abilities 26 + Skills 14 + Feats 1 + Powers 64 + Combat 32 + Saves 13 = Total 150</b>					

\* Impervious

## RING BEARER

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+13*/+3**	+7	+7	+6/+10***

\* 10 Impervious, \*\* without force field, \*\*\* mind shield

**Skills:** Concentration 8 (+10), Diplomacy 8 (+10), Intimidate 8 (+10), Notice 8 (+10), Search 8 (+8), Sense Motive 8 (+10)

**Feats:** Accurate Attack, Attack Focus 2 (ranged), Improved Aim, Power Attack, Precise Shot

**Powers:** **Device 16** (power ring; hard to lose; *Power Feats:* Restricted 2 [only you]); **Comprehend 4** (Languages; speak, read, and understand all languages, anyone able to hear you can understand you), **Cosmic Energy Control 10** (*Power Feats:* Precise, Ricochet; *Alternate Powers:* **Create Object 7** [*Extras:* Movable; *Power Feats:* Progression 1 (10-foot cube per rank)], **Snare 10** [*Power Feats:* Reversible, Tether], **Strike 11** [*Extras:* Penetrating], **Telekinesis 11** [*Heavy Load:* 24 tons]), **Enhanced Feats 1** (Quick Change), **Flight 6** (500 MPH), **Force Field 10** (*Extras:* Impervious), **Immunity 9** (life support), **Mind Shield 4**

**Combat:** Attack +8, +10 (ranged), Grapple +10 (+21 with telekinesis), Damage +2 (unarmed), +10 (cosmic energy control or snare), +11 (strike), Defense +7, Knockback -11, Initiative +3

**Abilities 24 + Skills 12 + Feats 6 + Powers 66 + Combat 30 + Saves 12 = Total 150**

"SUCH A SMALL THING TO HOLD SUCH GREAT RESPONSIBILITY."



## NOTES

- Decide whether the strain of extra effort applies to the Ring Bearer or the power ring itself.
- Use Telekinesis to move objects, make disarm and trip attacks, and hold a target immobile.
- Use Create Object to provide cover, trap opponents, make an area attack (i.e. a hammer), or make a protective sphere that provides life support.
- Use Dazzle to blind opponents, possibly for several minutes; the effect is reversible at any time.

## CUSTOMIZATION

Here are some suggestions on how to customize the Ring Bearer.

**It's The Wrong Color!:** The Ring Bearer's power ring often has one or more Power Loss drawbacks. Some examples include: Power Loss (the color green, uncommon, 1 point), Power Loss (must be recharged every 24 hours, uncommon, 1 point), Power Loss (wood, common, 2 points), Power Loss (ferrous metals, very common, 3 points). Any points gained from adding drawbacks can be used to increase the power ring's or the hero's traits.

**Set Ring To Stun:** Vary the powers of the ring by adding additional or substituting Power Feats, Alternate Powers, ranks, etc. Some possible additional/substitute powers include Absorption, Adaptation (in lieu of Immunity), Boost, Communication, Concealment, Corrosion, Deflect, Disintegration, Drain, Gravity Control, additional Immunity, Light Control, Morph (humanoids), Nullify, Shield, Snare, Spatial Control, Stun, Suffocate (*Extras:* Range [Ranged]), and Super-Senses.

**It's A Nice Ring, But . . . :** De-emphasize the importance of the power ring to the hero without altering the concept. Remove some points from the ring and expand the hero's traits (i.e. some skills and feats to represent life experience prior to becoming the Ring Bearer). You can even give the hero personal powers (i.e. Super-Senses, a rank or two of Density, Protection, or an Alternate Limb, etc.) if the hero is of alien origin. In fact, you could make the power ring nothing more than an amplifier of the hero's personal power by splitting the various power ranks between the hero and the ring, perhaps on a 1/3 or 1/4 ratio (i.e. the hero has 3 ranks of Force Field and the ring adds another 7).

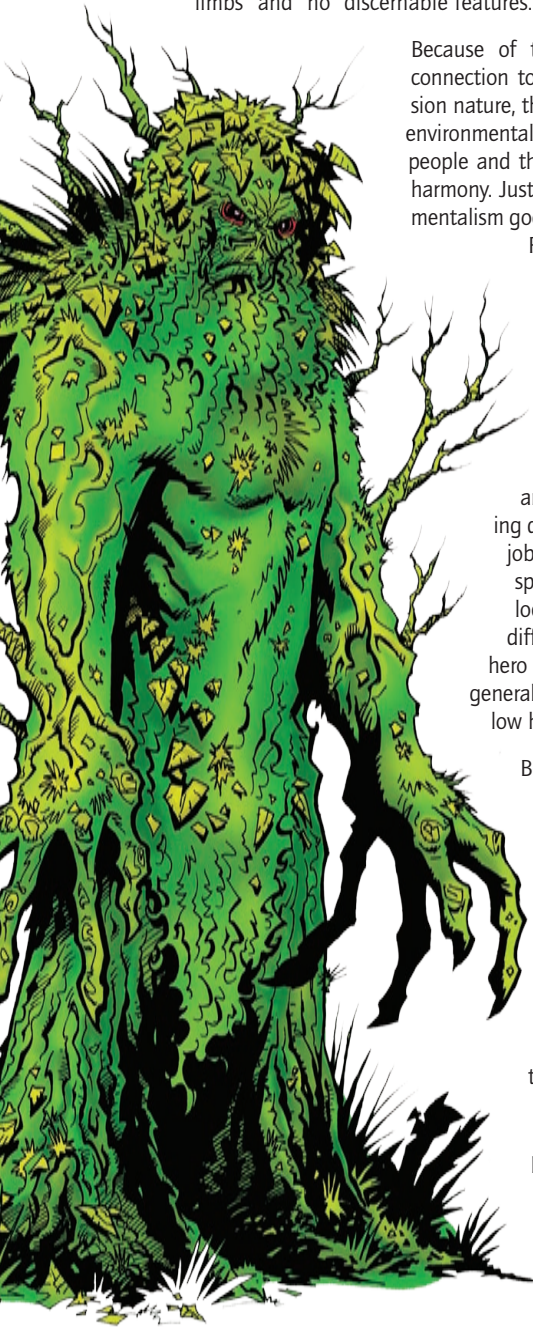


# SENTIENT PLANT

Person or plant? The Sentient Plant is a bit of both. The hero has certain traits associated with plants, as well as the ability to control all manner of vegetation. The Sentient Plant may be an actual plant that somehow gained sentience, a mutant, a human that acquired plant traits through an experiment or accident, or even an extraterrestrial from another planet or dimension where flora rather than fauna evolved to a higher state.

## DESCRIPTION

The appearance of the Sentient Plant may vary in specific detail, although it is usually humanoid; the Sentient Plant could retain a very human-like appearance, perhaps with chlorophyll green "skin" and moss for hair, or the hero could look like nothing more than a pile of plant matter with limbs and no discernable features.



Because of the Sentient Plant's close connection to vegetation, and by extension nature, the hero is usually a staunch environmentalist and looks for ways that people and the natural world can live in harmony. Just how far the hero's environmentalism goes varies. While the Sentient Plant obviously has no problems dealing harshly with criminals exploiting the land either directly or through proxies (i.e. politicians, corporations, etc.), it is how the hero handles legitimate conflicts between people and nature (i.e. a new housing development that will create jobs and provide needed living space being built in a pristine location) that present some difficulty and may cause the hero to be in conflict with the general population and even fellow heroes.

Because the Sentient Plant tries to have respect for all living things the hero prefers to command plants to ensnare foes and render them harmless without hurting them. Should this not be an effective option the hero can mobilize the nearby plant life itself to fight alongside the hero and pummel foes into submission. Only when sorely pressed does the hero resort to directly attacking foes, smothering them into unconsciousness with material from the hero's own body.

## VARIANTS

**Plant Spirit:** A hero with strong mystical ties to the natural world, the Plant Spirit may be an actual aspect of nature given form, a supernatural forest being such as a dryad, or even a native shaman imbued by some greater power with the ability to preserve the land. As a living embodiment of nature the Plant Spirit possesses a number of powers to reveal, seek out, and deal with those who would despoil the natural world, including the ultimate power, the ability to turn living transgressors into plants.

**Wood Beast:** Embodying the savagery of nature, the Wood Beast is perfectly adapted to life in the great forests. The Wood Beast might be a legendary creature such as Bigfoot or Sasquatch,, a mystical forest denizen, or a mutant.

## PLANT SPIRIT

POWER LEVEL 10

**Str 12**   **Dex 16**   **Con 18**   **Int 20**   **Wis 20**   **Cha 10**

**Skills:** Knowledge (life sciences) 12 (+17), Notice 8 (+13), Stealth 8 (+11)

**Feats:** Diehard

**Powers:** **Immunity 7** (aging, disease, need for sleep, poison, starvation and thirst, suffocation), **Comprehend 2** (speak to and understand plants), **ESP 8** (all senses, continental; *Flaws:* Medium [plants]; *Alternate Powers:* **Create Object 10** [plant objects], **Plant Control 10**, **Teleport 8** [continental; *Extras:* Portal; *Flaws:* Medium (plants)], **Transform 12** (flesh to plant; *Flaws:* Range (Touch)), **Super-Movement 3** (Permeate 3 [*Flaws:* Limited (plants)]), **Protection 8**, **Regeneration 20** (+4 recovery bonus, bruised/unconscious 1/standard action, injured/staggered 1/round, disabled 5/minutes; *Power Feats:* Persistent, Regrowth; *Flaws:* Source [sunlight])

**Combat:** Attack +8, Grapple +9, Damage +1 (unarmed), +12 (transform), Defense +8, Knockback -6, Initiative +3

**Saving Throws:** Toughness +12, Fortitude +8, Reflex +7, Will +9

**Abilities 36 + Skills 7 + Feats 1 + Powers 62 + Combat 32 + Saves 12 = Total 150**

## WOOD BEAST

POWER LEVEL 10

**Str 30**   **Dex 14**   **Con 24**   **Int 10**   **Wis 14**   **Cha 14**

**Skills:** Climb 12 (+18), Handle Animal 12 (+14), Intimidate 8 (+14, includes +4 due to size), Notice 8 (+10), Stealth 8 (+6, includes -4 due to size), Survival 12 (+14), Swim 8 (+14)

**Feats:** Animal Empathy, Environmental Adaptation (woodlands), Fearsome Presence 8

**Powers:** **Concealment 6** (all olfactory and visual senses; *Flaws:* Limited [woodlands]), **Growth 4** (provides +8 Str, +4 Con, Large Size; *Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Protection 3** (*Extras:* Impervious), **Super-Movement 1** (trackless [*Flaws:* Limited (woodlands)]), **Super-Senses 3** (Lowlight Vision, Scent, Tracking), **Super-Strength 4** (*Heavy Load:* 24 tons [includes +5 due to size])

**Combat:** Attack +9 (includes -1 due to size), Grapple +28 (includes +4 due to size), Damage +10 (unarmed), Defense +9 (includes -1 due to size), Knockback -10 (includes -4 due to size), Initiative +2

**Saving Throws:** Toughness +10\*, Fortitude +11, Reflex +6, Will +6

**Abilities 34 + Skills 17 + Feats 10 + Powers 37 + Combat 40 + Saves 12 = Total 150**

\* 3 Impervious

## SENTIENT PLANT

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+5	+1	+6	+2	+2	+0
20	12	22	14	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*	+9	+5	+7

\* 4 Impervious

**Skills:** Knowledge (life sciences) 4 (+6), Notice 4 (+6), Stealth 4 (+5)**Feats:** Environmental Adaptation (forest)

**Powers:** **Immunity 2** (immune to chokeholds, starvation and thirst), **Plant Control 7** (*Extras:* Regenerating; *Alternate Powers:* **Animate Objects 10** [*Flaws:* Limited (plants only); *Power Feats:* Progression 1 (2 plants)]), **Protection 6** (*Extras:* Impervious 4), **Regeneration 20** (+3 recovery bonus, bruised/unconscious 1/standard action, injured/staggered 1/round, disabled 1/minute; *Power Feats:* Persistent, Regrowth; *Flaws:* Source [sunlight]), **Suffocate 12**

**Combat:** Attack +8, Grapple +13, Damage +5 (unarmed), +12 (suffocate), Defense +8, Knockback -8, Initiative +1

**Abilities 32 + Skills 3 + Feats 1 + Powers 70 + Combat 32 + Saves 12 = Total 150**

## NOTES

- Can animate up to two plant objects having 150 points each. It is up to the GM to determine how many points any particular plant object possesses; nowhere does it state all of the points have to be used (see the Animated Tree in *Mutants & Masterminds* page 233 as an example). The Sentient Plant can never have more than two plants animated at any time and animating a tree does not give it any powers it wouldn't normally have (i.e. no Drain, Blast, talking, etc.).
- Must be exposed to sunlight in order to use the Regeneration power. The exact interpretation of "exposed" is up to the GM. It may mean anytime the sky is not completely overcast, during daylight hours (no matter how overcast the sky), or anytime day or night as long as the hero is outside.
- Use extra effort to power stunt Plant Control. Possible alternate powers include Create Object (trapping foes inside a plant cage or creating a plant barrier), adding another rank of Progression to the Animate Objects power (thereby animating up to five trees), Comprehend (speak and understand plants), Duplication, Elongation, and Immovable (putting roots in the ground).

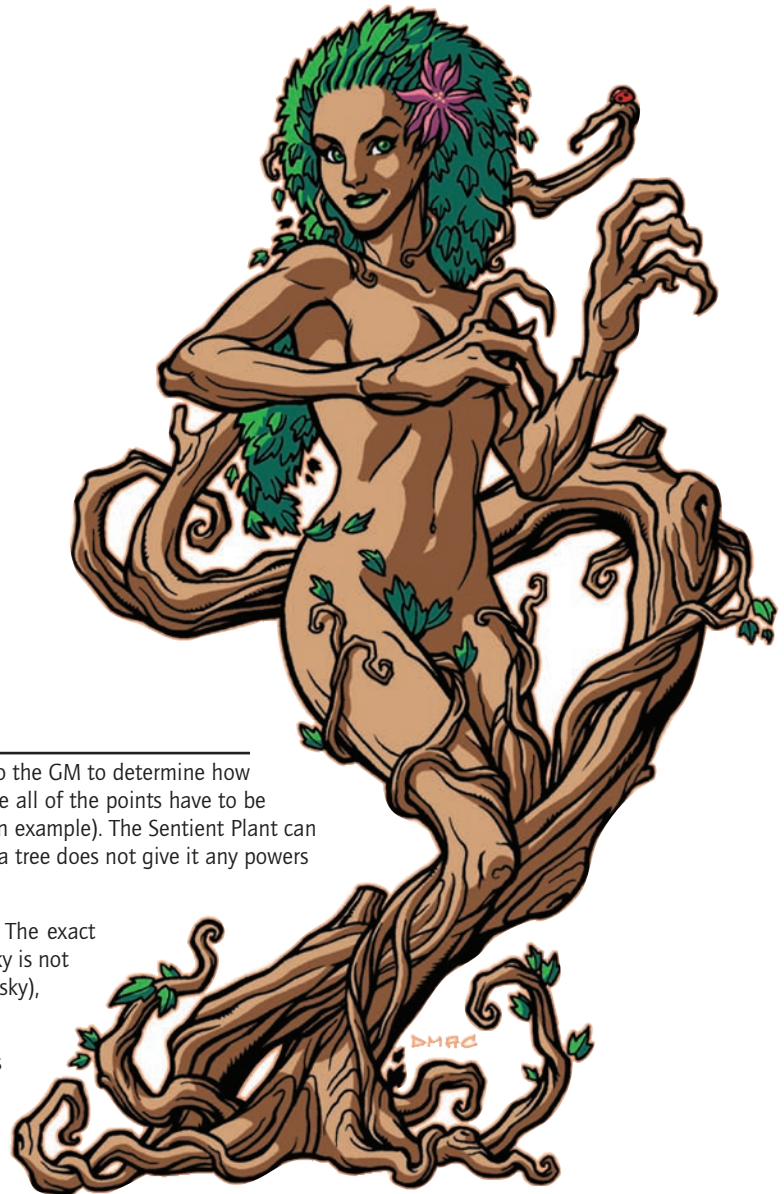
## CUSTOMIZATION

**Only You Can Prevent Forest Fires:** Being made of plant matter makes the Sentient Plant a good candidate for the Vulnerable drawback (defoliants, edged weapons, cold, fire, etc.). The Sentient Plant hero can have the Disability (mute) drawback. The hero can also have problems staying in heavily built-up areas overlong; the Sentient Plant may have the Weakness (must rest in soil, natural light) drawbacks. The hero may also have a number of complications such as Hatred (people polluting the environment), Obsession (conserve the environment), and Phobias (chainsaws and other forestry machinery, underground environments).

**When Birnam Wood . . . :** Feel free to talk with your GM about increasing the number of trees that the Sentient Plant can animate through Animate Objects. Keep in mind that, while the hero could spend the points in such a way as to animate hundreds if not thousands of trees, this would be impractical and no fun for others. However, there may be no reason that the hero couldn't animate up to 5, 10, or even 25 trees provided that they acted as a group with the aid action (see Summon [Minion] in *Mutants & Masterminds* page101).

**Knock On Wood:** Give the Sentient Plant the Solid Form power to create a tree-like (treant?) hero. You may also wish to add ranks of Growth to make the hero appropriately tree-sized.

"NATURE IS UNSTOPPABLE!"





# SHAPESHIFTER

Able to transform into a variety of other forms, the Shapeshifter gains all the form's physical traits including appearance. The Shapeshifter is usually limited to a specific group of forms, the most common being animals.

The Shapeshifter must make the most of the hero's primary, and usually sole, power; ultimately the effectiveness of the Shapeshifter relies on the hero's ability to pick just the right shape for the situation.

## DESCRIPTION

The Shapeshifter is a hero who doesn't usually look anything out of the ordinary; in fact, without a superhero costume the Shapeshifter can usually be mistaken for the average person on the street (assuming the hero isn't an alien of some sort). This means that opponents have no idea of the Shapeshifter's power until the hero reveals it.

The Shapeshifter tends to be a very inquisitive hero, largely due to the fact that the hero is constantly experimenting with various forms and their capabilities. Depending on how fun-loving the hero is these experiments may drive fellow heroes to distraction as they suddenly find a vulture perched on their shoulder, a walrus in the tub, or a marmot running up their leg; not that the Shapeshifter needs an excuse beyond just messing with others to do these things.

While the hero's animal forms don't give the hero any actual superpowers (i.e. Blast, Mind Control, etc.), they do provide a wide range of abilities; depending on the animal form taken the hero can fly, squeeze through the smallest of openings, change size, live underwater, track by scent, etc; it is the Shapeshifter's imagination which determine the effectiveness of the hero.

## VARIANTS

**Elastic Hero:** Able to stretch and shape the hero's body like putty, the Elastic Hero can launch punches across city blocks, slide under doors, sail like a leaf to the ground, entrap opponents like an anaconda, and so much more; in fact, the only limit to the Elastic Hero's contortions is the hero's imagination.

**Size Changer:** Growing to tremendous height at will and gaining great strength and toughness in the process, the Size Changer can truly be a larger-than-life hero. Therein, however, also lies the hero's weakness; the Size Changer only achieves the hero's maximum power at full size (32

### NO LIMIT SHAPESHIFTING

It is suggested (and the assumption of this book) that the GM adopt the removal of the following sentence from the description of the Shapeshift power (see *Mutants and Masterminds* page 98): "No rank or bonus of the assumed form can be higher than your Shapeshift rank." In other words, the only limits on the animal traits assumed by the Shapeshifter are the total points provided by the Shapeshift power, the hero's power level, and the GM's discretion.

### HEY! THAT DOG CAN TALK!

Animals have two physical drawbacks: they have no hands and are mute. In this book, it is assumed that while the Shapeshifter suffers the no hands drawback, the hero does not suffer the mute drawback (somehow retaining the hero's vocal cords). If this is not the case then add the mute (very common, moderate, 4 points) drawback to each of the animal forms.

feet in height); if the hero does not have sufficient space to grow to maximum size the hero is limited to a shorter height and, by definition, is less powerful.

## ELASTIC HERO

POWER LEVEL 10

**Str 10** | **Dex 24** | **Con 14** | **Int 10** | **Wis 12** | **Cha 10**

**Skills:** Acrobatics 12 (+19), Escape Artist 8 (+15, +35 with Elongation), Notice 4 (+5), Stealth 8 (+15)

**Feats:** Acrobatic Bluff, Uncanny Dodge (visual)

**Powers:** **Elastic Form 12** (permanent duration): **Enhanced Feats 21** (Chokehold, Defensive Roll 4, Elusive Target, Evasion 2, Grappling Finesse, Improved Defense, Improved Grab, Improved Grapple, Improved Pin, Improved Trip, Instant Up, Interpose, Move-By Action, Power Attack, Prone Fighting, Redirect, Takedown Attack), **Protection 4**, **Snare 10** (dynamic; *Extras:* Engulf; *Alternate Powers [all dynamic]:* **Elongation 20** [200 ft. range increment], **Insubstantial 1** [two-dimensional; *Extras:* Linked **Concealment 4** (visual senses; *Flaws:* Limited [two-dimensional])] and **Super-Movement 5** [Slithering, Slow Fall, Sure-Footed, Swinging, Water Walking]), **Strike 5** (*Extras:* Penetrating)

**Combat:** Attack +10, Grapple +17 (+37 with elongation), Damage +0 (unarmed), +5 (strike), +10 (snare), Defense +14, Knockback -3, Initiative +7

**Saving Throws:** Toughness +6, Fortitude +6, Reflex +11, Will +5

**Abilities 20 + Skills 8 + Feats 2 + Powers 60 + Combat 48 + Saves 12 = Total 150**

## SIZE CHANGER

POWER LEVEL 10

**Str 10/34\*** | **Dex 14** | **Con 10/22\*** | **Int 10** | **Wis 10** | **Cha 14**

**Skills:** Climb 4 (+4), Intimidate 4 (+6, +12 maximum Growth), Stealth 4 (+6, -6 maximum Growth), Swim 4 (+4)

**Feats:** All-Out Attack, Defensive Attack, Fast Overrun, Improved Overrun, Interpose, Power Attack, Startle

**Powers:** **Growth 12** (provides +24 Str, +12 Con, Gargantuan size; *Power Feats:* Growth Strike; *Extras:* Linked **Enhanced Feats 4** [Fearsome Presence 4], **Impervious Toughness 12**, **Protection 6**, **Super-Strength 6** [*Heavy Load:* 720 tons (includes +15 due to size)])

**Combat:** Attack +12, (+8 maximum growth), Grapple +12 (+36 maximum growth), Damage +0 (unarmed), +12 (maximum growth unarmed), Defense +12 (+8 maximum growth), Knockback -0 (-24 maximum growth), Initiative +2

**Saving Throws:** Toughness +0 (+12 maximum growth), Fortitude +4 (+10 maximum growth), Reflex +6, Will +4

**Abilities 8 + Skills 4 + Feats 7 + Powers 71 + Combat 48 + Saves 12 = Total 150**

\* maximum Growth, Impervious

## SHAPESHIFTER

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+5	+9	+7

**Skills:** Bluff 8 (+12), Disguise 0 (+49 with Shapeshift), Notice 8 (+10), Stealth 8 (+12)

**Feats:** Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)

**Powers:** Shapeshift 9 (Flaws: Limited [animals only])

**Combat:** Attack +10, Grapple +10, Damage +0 (unarmed), Defense +10, Knockback -0, Initiative +8

**Abilities 20 + Skills 6 + Feats 6 + Powers 63 + Combat 40 + Saves 15 = Total 150**

## NOTES

- The Shapeshifter has a total of 45 points to spend on an animal form's physical traits (abilities, skills, feats, and powers). Note that the Shapeshifter does not have to spend all of these points when assuming the form; in fact, in many cases (i.e. bat, cat, rat, etc.) it will be impossible to do so.
- Remember that when it comes to distinguishing the transformed hero from a normal animal (i.e. the hero as ape versus an actual ape) the hero gains the benefits of Morph at the Shapeshift rank; in other words, the hero-ape would have a Disguise skill bonus of 45 for such purposes.
- Check with your GM as to what kind of animal forms the hero may assume (i.e. only living, living and extinct, giant versions, etc.) and then develop some forms ahead of time based on this information.

## CUSTOMIZATION

Here are some suggestion on how to customize the Shapeshifter.

**Different Shapes For Different Folks:** Have the Shapeshifter change into shapes other than animals. Machines are a good choice for such powers as Speed, Protection, Flight, Swimming, Blast, and Datalink. If imitating people, especially super-powered individuals, the hero gains only the physical traits (including physical powers such as Super-Strength, Super-Senses, etc.) but not other traits (i.e. powers such as Blast or Telekinesis). With GM permission the hero may be able to assume fantasy and/or monster shapes (i.e. giant spider, Cyclops, Pegasus, etc.).

**Additional Limits:** While the Shapeshifter is usually limited to one broad category of forms, in this case animals, you may wish to limit the hero even further; the Shapeshifter may only be able to assume mammalian shapes (which means the hero won't be able to fly) or perhaps just cats (the hero not only can't fly but also can't survive in the ocean). The exact details and costs (i.e. additional ranks of Limited) are between you and the GM.

"I SAW THIS ANIMAL ON THAT NATURE PROGRAM THE OTHER NIGHT!"





## SAMPLE ANIMAL FORMS

The following is a series of animal forms the Shapeshifter can assume, most of which are based on the Animals section (see *Mutants & Masterminds* page 230-232).

### APE

Str 21	Dex 18	Con 14	Int 10	Wis 14	Cha 18
<b>Skills:</b> Bluff 8 (+12), Climb 13 (+18), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+12)					
<b>Feats:</b> Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Growth 4</b> (provides +8 Str, +4 Con, Large Size; <i>Power Feats:</i> Innate; <i>Flaws:</i> Permanent), <b>Protection 3</b> , <b>Super-Senses 2</b> (low-light vision, scent)					
<b>Combat:</b> Attack +9, Grapple +21, Damage +5 (unarmed), Defense +9, Knockback -2, Initiative +8					
<b>Saving Throws:</b> Toughness +5, Fortitude +7, Reflex +9, Will +7					
<b>Abilities 23 + Skills 10 + Feats 6 + Powers 14 + Combat 40 + Saves 15 = Total 108</b>					

The ape shape represents a bit of a compromise. It isn't as strong as some other shapes of its size (i.e. bear) but does have hands so the hero can still manipulate objects.

### BAT

Str 1	Dex 18	Con 10	Int 10	Wis 14	Cha 18
<b>Skills:</b> Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+24)					
<b>Feats:</b> Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Flight 2</b> (25 MPH), <b>Shrinking 12</b> (provides -12 Str, Diminutive size; <i>Power Feats:</i> Innate; <i>Flaws:</i> Permanent), <b>Super-Senses 4</b> (Blindsight [auditory])					
<b>Combat:</b> Attack +14, Grapple -3, Damage -, Defense +14, Knockback +3, Initiative +8					
<b>Saving Throws:</b> Toughness +0, Fortitude +5, Reflex +9, Will +7					
<b>Drawbacks:</b> Disability (no hands, very common, moderate, 4 points)					
<b>Abilities 20 + Skills 6 + Feats 6 + Powers 15 + Combat 40 + Saves 15 - Drawbacks 4 = Total 98</b>					

Serves the same purpose as the bird form, only optimized for nights.

### BEAR

Str 27	Dex 18	Con 19	Int 10	Wis 14	Cha 18
<b>Skills:</b> Bluff 8 (+12), Climb 10 (+18), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+8)					
<b>Feats:</b> Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Growth 4</b> (provides +8 Str, +4 Con, Large Size; <i>Power Feats:</i> Innate; <i>Flaws:</i> Permanent), <b>Protection 2</b> , <b>Super-Senses 2</b> (low-light vision, scent)					

**Combat:** Attack +9, Grapple +21, Damage +8 (unarmed), Defense +9, Knockback -7, Initiative +8

**Saving Throws:** Toughness +6, Fortitude +9, Reflex +9, Will +7

**Drawbacks:** Disability (no hands, very common, moderate, 4 points)

**Abilities 34 + Skills 9 + Feats 6 + Powers 13 + Combat 40 + Saves 15 - Drawbacks 4 = Total 113**

A fairly popular shape, the bear is not only relatively strong and tough, but also an excellent climber.

### DOG

Str 15	Dex 18	Con 15	Int 10	Wis 14	Cha 18
<b>Skills:</b> Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+12), Swim 2 (+4)					
<b>Feats:</b> Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Super-Senses 3</b> (scent, track, ultra-hearing)					
<b>Combat:</b> Attack +10, Grapple +12, Damage +2 (unarmed), Defense +10, Knockback -1, Initiative +8					
<b>Saving Throws:</b> Toughness +2, Fortitude +7, Reflex +9, Will +7					
<b>Drawbacks:</b> Disability (no hands, very common, moderate, 4 points)					
<b>Abilities 30 + Skills 7 + Feats 6 + Powers 3 + Combat 40 + Saves 15 - Drawbacks 4 = Total 97</b>					

This shape includes the Bloodhound, German Shepherd, Boxer, and other fairly large breeds. The Shapeshifter assumes this shape for its scent and tracking capabilities.

### DOLPHIN

Str 11	Dex 18	Con 13	Int 10	Wis 14	Cha 18
<b>Skills:</b> Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+12), Swim 8 (+8)					
<b>Feats:</b> Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Strike 1</b> ( <i>Power Feats:</i> Mighty), <b>Super-Senses 5</b> (Blindsight [auditory], Low-Light Vision), <b>Swimming 3</b> (10 MPH)					
<b>Combat:</b> Attack +10, Grapple +10, Damage +1 (unarmed), Defense +10, Knockback -0, Initiative +8					
<b>Saving Throws:</b> Toughness +1, Fortitude +6, Reflex +9, Will +7					
<b>Drawbacks:</b> Disability (no hands, very common, moderate, 4 points)					
<b>Abilities 24 + Skills 8 + Feats 6 + Powers 10 + Combat 40 + Saves 15 - Drawbacks 4 = Total 98</b>					

The dolphin shape is one of the fastest swimmers and also has excellent senses.

### ELEPHANT

Str 30	Dex 18	Con 21	Int 10	Wis 14	Cha 18
<b>Skills:</b> Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+4)					
<b>Feats:</b> Endurance, Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)					

**Powers: Growth 8** (provides +16 Str, +8 Con, Huge Size; *Power Feats*: Innate; *Flaws*: Permanent), **Protection 4**, **Strike 1** (tusks, *Power Feats*: Mighty); Additional Limbs 1 (trunk)

**Combat**: Attack +7, Grapple +25, Damage +10 (trample), +11 (tusks), Defense +8, Knockback -12, Initiative +8

**Saving Throws**: Toughness +9, Fortitude +10, Reflex +9, Will +7

**Drawbacks**: Disability (no hands, very common, moderate, 4 points)

**Abilities 27 + Skills 6 + Feats 7 + Powers 24 + Combat 38 + Saves 15 - Drawbacks 4 = Total 113**

The mightiest of living land creatures, the elephant shape is just the thing when brute force is required. Of course, the greatest drawback with the elephant shape is its sheer size.

## HAWK

**Str 6**   **Dex 18**   **Con 10**   **Int 10**   **Wis 14**   **Cha 18**

**Skills**: Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+20)

**Feats**: Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)

**Powers: Flight 2** (25 MPH), **Shrinking 8** (provides -8 Str, Tiny size; *Power Feats*: Innate; *Flaws*: Permanent), **Strike 1** (talons), **Super-Senses 2** (Extended Vision, Low-Light Vision)

**Combat**: Attack +12, Grapple +2, Damage +1 (talons), Defense +12, Knockback +2, Initiative +8

**Saving Throws**: Toughness +0, Fortitude +5, Reflex +9, Will +7

**Drawbacks**: Disability (no hands, very common, moderate, 4 points)

**Abilities 24 + Skills 6 + Feats 6 + Powers 12 + Combat 40 + Saves 15 - Drawbacks 4 = Total 99**

The hawk form makes an excellent long-range scout; the form's extended vision allows the hero to remain far away from the prying eyes of possible opponents.

## MONKEY

**Str 3**   **Dex 18**   **Con 10**   **Int 10**   **Wis 14**   **Cha 18**

**Skills**: Acrobatics 8 (+12), Bluff 8 (+12), Climb 17 (+13), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 11 (+23)

**Feats**: Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)

**Powers: Additional Limbs 1** (tail), **Shrinking 8** (provides -8 Str, Tiny size; *Power Feats*: Innate; *Flaws*: Permanent)

**Combat**: Attack +12, Grapple +0, Damage -4 (unarmed), Defense +12, Knockback +2, Initiative +8

**Saving Throws**: Toughness +0, Fortitude +5, Reflex +9, Will +7

**Abilities 21 + Skills 13 + Feats 6 + Powers 6 + Combat 40 + Saves 15 = Total 101**

The monkey form is small, an excellent climber, and most importantly has usable hands.

## RAT

**Str 2**   **Dex 18**   **Con 10**   **Int 10**   **Wis 14**   **Cha 18**

**Skills**: Bluff 8 (+12), Climb 16 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+24), Swim 12 (+8)

**Feats**: Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)

**Powers: Shrinking 12** (provides -12 Str, Diminutive size; *Power Feats*: Innate; *Flaws*: Permanent), **Super-Senses 2** (Low-Light Vision, Scent)

**Combat**: Attack +14, Grapple -2, Damage -4 (unarmed), Defense +14, Knockback +3, Initiative +8

**Saving Throws**: Toughness +0, Fortitude +5, Reflex +9, Will +7

**Drawbacks**: Disability (no hands, very common, moderate, 4 points)

**Abilities 24 + Skills 13 + Feats 6 + Powers 9 + Combat 40 + Saves 15 - Drawbacks 4 = Total 103**

A common if unwelcome sight in sewers and alleys, the rat shape is ideal for navigating the nooks and crannies of the urban jungle.

## WHALE

**Str 35**   **Dex 18**   **Con 25**   **Int 10**   **Wis 14**   **Cha 18**

**Skills**: Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 12 (+14), Stealth 8 (+0)

**Feats**: Endurance, Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)

**Powers: Growth 12** (provides +24 Str, +12 Con, Gargantuan Size; *Power Feats*: Innate; *Flaws*: Permanent), **Protection 5**, **Super-Senses 5** (Blindsight [auditory], Low-Light Vision), **Swimming 2** (5 MPH)

**Combat**: Attack +4, Grapple +28, Damage +12 (unarmed), Defense +4, Knockback -18, Initiative +8

**Saving Throws**: Toughness +12, Fortitude +12, Reflex +9, Will +7

**Drawbacks**: Disability (no hands, very common, moderate, 4 points)

**Abilities 24 + Skills 7 + Feats 7 + Powers 37 + Combat 32 + Saves 15 - Drawbacks 4 = Total 118**

Sovereign of the seas, the whale shape represents the mightiest of sea creatures and also a handy platform for transporting people across the waves.

## TYRANNOSAURUS REX

**Str 36**   **Dex 18**   **Con 24**   **Int 10**   **Wis 14**   **Cha 18**

**Skills**: Bluff 8 (+12), Disguise 0 (+44 with Shapeshift), Notice 8 (+10), Stealth 8 (+4)

**Feats**: Evasion 2, Improved Initiative, Power Attack, Taunt, Uncanny Dodge (visual)

**Powers: Growth 10** (provides +16 Str, +8 Con, Huge Size; *Power Feats*: Innate; *Flaws*: Permanent), **Protection 7**, **Strike 1** (bite, *Power Feats*: Mighty), **Super-Senses 2** (Low-Light Vision, Scent)

**Combat**: Attack +4, Grapple +25, Damage +14 (bite), Defense +4, Knockback -15, Initiative +8

**Saving Throws**: Toughness +14, Fortitude +12, Reflex +9, Will +7

**Drawbacks**: Disability (no hands, very common, moderate, 4 points)

**Abilities 36 + Skills 6 + Feats 6 + Powers 32 + Combat 24 + Saves 15 - Drawbacks 4 = Total 115**

Sure, the most famous of all dinosaurs hasn't been alive in millions of years, but it did exist (and may still in Lost World settings) and besides, it's fun.



# SPEEDSTER

The Speedster is fast, ridiculously fast. Able to cross small countries in minutes or read an entire book in the blink of an eye, the hero truly deserves the moniker.

## DESCRIPTION

Although this does not necessarily have to be the case, the Speedster is almost always built like a runner. Depending on the type of Super-Speed running the Speedster does the hero's build may be that of a marathoner (very lean) or of a sprinter (heavily muscled). The Speedster always wears a skin-tight costume to reduce friction.

The Speedster's body is constantly in motion; the hero just can't help it. Even sitting still the hero's foot is tapping, arm is twitching, or the hero is looking around the room. Of course these actions can happen so fast that they garner little or no notice (others might think the Speedster's foot tapped one time when it really did it a hundred times). In short, the Speedster gives off a constant sense of restlessness that can wear on, and wear out, those around the hero.

Because the Speedster is so much faster than everyone else the hero is given to being cocky and brash, believing that nothing can touch the hero. This often leads to dangerous overconfidence on the Speedster's part, causing the hero to take unwise risks that, in addition to placing the Speedster at risk, can also annoy or harm the hero's teammates.



## VARIANTS

**Teleporter:** What's faster than someone who can go anywhere in the world instantly? The Teleporter is not only the ultimate Speedster, but also a truly formidable adversary able to strike from anywhere without warning and be in and out before opponents know what hit them. One of the Teleporter's best tactics is the tele-drop; the hero grabs someone (standard action), teleports straight up (move action), drops them (free action) and teleports back to safety (Turnabout power feat).

**Time Controller:** The Time Controller is almost a reverse of the Speedster in the sense that rather than actually moving faster than others the hero's device makes everyone around the hero slower. The end result is basically the same, except of course that while time slows down around the Time Controller the hero is actually aging faster relative to everyone else as well.

### TELEPORTER

POWER LEVEL 10

**Str 14    Dex 20    Con 14    Int 10    Wis 12    Cha 14**

**Skills:** Acrobatics 12 (+17), Bluff 12 (+14), Notice 8 (+9), Stealth 8 (+13)

**Feats:** Acrobatic Bluff, Attack Focus (melee) 3, Defensive Roll 2, Distract, Dodge Focus 4, Elusive Target, Evasion 2, Grappling Finesse, Improved Grab, Improved Initiative, Sneak Attack 4, Taunt, Uncanny Dodge (visual)

**Powers:** **Teleport 9** (anywhere on Earth; *Extras:* Accurate; *Power Feats:* Change Direction, Change Velocity, Easy, Hide In Plain Sight, Progression 4 [2,500 lbs.], Redirect, Turnabout)

**Combat:** Attack +10, +13 (melee), Grapple +18, Damage +2 (unarmed), +7 (unarmed sneak attack), Defense +16 (+6 flatfooted), Knockback -2, Initiative +9

**Saving Throws:** Toughness +4 (+2 flatfooted), Fortitude +6, Reflex +9, Will +5

**Abilities 24 + Skills 10 + Feats 23 + Powers 37 + Combat 44 + Saves 12 = Total 150**

### TIME CONTROLLER

POWER LEVEL 10

**Str 12    Dex 14    Con 14    Int 20    Wis 14    Cha 10**

**Skills:** Bluff 4 (+4), Craft (electronic) 8 (+13), Knowledge (technology) 8 (+13), Notice 8 (+10)

**Feats:** Inventor

**Powers:** **Device 24** (time belt, hard to lose): **Enhanced Attack 8**, **Enhanced Defense 10**, **Enhanced Feats 12** (Defensive Roll 4, Elusive Target, Evasion 2, Fast Overrun, Improved Trip, Move-By Action, Redirect, Uncanny Dodge [visual]), **Enhanced Reflex Save 9**, **Time Control 10** (10,000 MPH, Rapid Attack; *Flaws:* Range [Touch]; *Alternate Powers:* **Deflect 10** [all projectiles], Rapid Fire, Running Punch<sup>1</sup>)

**Combat:** Attack +1 (+9 with time belt), Grapple +2 (+10 with time belt), Damage +1 (unarmed), +11 (running punch), Defense +4 (+14 with time belt), Knockback -3, Initiative +2 (+42 with time belt)

**Saving Throws:** Toughness +6 (+2 without time belt, flat-footed), Fortitude +6, Reflex +6 (+15 with time belt), Will +6

**Abilities 24 + Skills 7 + Feats 1 + Powers 96 + Combat 10 + Saves 12 = Total 150**

<sup>1</sup>see Appendix I for an explanation of this power feat

**SPEEDSTER****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+1	+1	+2
12	18	14	12	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+2*	+5	+13	+5

\* flat-footed

**Skills:** Bluff 8 (+10), Notice 8 (+9), Search 4 (+5)**Feats:** Defensive Roll 3, Dodge Focus 5, Elusive Target, Evasion 2, Fast Overrun, Instant Up, Move-By Action, Redirect**Powers:** **Super-Speed 9** (5,000 MPH, Rapid Fire; *Power Feats:* Wall Run, Water Run; *Alternate Powers:* **Burrowing 9** [500 MPH], Rapid Attack, Running Punch<sup>1</sup>, **Spinning 9**, **Suffocate 9**)**Combat:** Attack +10, Grapple +11, Damage +1 (unarmed), +6 (rapid fire), +9 (rapid attack), +10 (running punch), Defense +15 (+5 flat-footed), Knockback -2, Initiative +40**Abilities 22 + Skills 5 + Feats 15 + Powers 52 + Combat 40 + Saves 16 = Total 150**<sup>1</sup>see Appendix I for an explanation of this power feat**NOTES**

- Normal move action at full Super-Speed is 50,000 feet (about 9.5 miles). Accelerated move action at Super-Speed is 100,000 feet (about 19 miles). All-out pace at full Super-Speed is 200,000 feet (about 38 miles). Staying at normal movement pace the hero is able to circumnavigate the globe in a little under 5 hours.
- Performs tasks at 1,000 times the speed of an ordinary individual; the hero can take 20 normally using quickness.
- Use extra effort to power stunt the Super-Speed power for such things as Air Control (allowing the hero to create a localized whirlwind to safely bring down a crashing plane) or Flight (*Flaws:* Levitation) to allow the hero to fall safely to the ground..

**COMMUNICATION BREAKDOWN**

One thing to keep in mind is that moving at Super-Speed (or Teleport) makes it difficult to communicate and coordinate with others. This is due to the fact that by the time someone gets the first word out the Speedster is already a mile down the road. This problem can be somewhat alleviated through the use of a commlink, but this is not a perfect solution.

The Time Controller has an even more difficult time since the actual flow of time slows relative to the hero. As a result, while the Speedster and Teleporter can hear commlink communications in real time, the Time Controller can't; any communication while the hero is using the Time Control power sounds like a tape being played at an extremely slow speed. For example, the "bang" of a gunshot would be drawn out over what seems like minutes for the Time Controller. Some GMs may allow this as a 1-point drawback.

**CUSTOMIZATION**

Here are some suggestions on how to customize the Speedster.

**Everything Faster Than Everything Else:** Make the hero even faster by dropping points from the hero's other traits and adding one rank to Super-Speed. This not only doubles the hero's speed (10,000 MPH) but also makes the hero eligible for the Insubstantial power feat.

**Mass Transit System:** Give the Speedster the Share Speed extra plus the Progression power feat to allow the hero to take one or more individuals for a ride-along. This allows the Speedster to make certain that others arrive at the same time the Speedster does.

**Slow Down, Hero:** Although it may sound anathema, you might wish to reduce the Speedster's Super-Speed power in order to add some more versatility to the hero. Dropping the hero's speed by one rank frees up five points that can be used to add further alternate powers, feats, or skills.



**"I'M ABOUT MORE THAN JUST RUNNING FAST."**



# SUPER-SOLDIER

The Super-Soldier is truly all a hero can be. A superior specimen both physically and mentally, the Super-Soldier is the pride of the country's military (or some other equivalent organization). Armed solely with a high-tech shield serving as both weapon and symbol of the hero's allegiance, the Super-Soldier is ready to answer the call whenever it comes.

The Super-Soldier may operate overtly and be assigned to high profile (i.e. lots of press coverage) missions, serving as a poster boy for the military. Alternately the Super-Soldier may be a closely guarded secret weapon, deployed from the shadows when conventional forces can't get the job done. Because the Super-Soldier is usually an active member of the military the Responsibility complication is very appropriate.

## DESCRIPTION

The Super-Soldier is the image of the perfect soldier. Highly disciplined, patriotic, motivated, clean-cut, physically and mentally impressive; the hero stands as an ideal that all other soldiers should strive toward. Of course the Super-Soldier doesn't just serve as a symbol of the military; much like the military itself the hero is a symbol of the entire country as well. As a result the hero's actions not only reflect upon the hero but also upon the military and the entire country. If the Super-Soldier is successful people's image of the military and the country will be positive. Conversely, if the hero fails or otherwise garners discredit then so do the military and the country. This of course works in the other direction as well; when the country and/or the military are viewed unfavorably so is the Super-Soldier.

The Super-Soldier is both a natural and trained leader and, lacking a clear chain of command, always seeks to take charge of a situation. Even in a situation where someone else is the leader the Super-Soldier will seek to

FUTURISTIC LAW ENFORCER POWER LEVEL 10					
Str 18	Dex 16	Con 20	Int 14	Wis 16	Cha 18
<b>Skills:</b> Drive 12 (+15), Intimidate 12 (+16), Knowledge (civics) 12 (+14), Knowledge (streetwise) 12 (+14), Notice 12 (+15), Search 12 (+14), Sense Motive 8 (+11)					
<b>Feats:</b> Attack Focus (ranged), Improved Aim, Equipment 7, Evasion, Improved Initiative, Power Attack, Precise Shot, Quick Draw (draw), Startle, Ultimate Aim, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Device 4</b> (Enforcer handgun; easy to lose; <i>Power Feats:</i> Restricted 2 [DNA scan, only you]); <b>Blast 7</b> ( <i>Power Feats:</i> Accurate [auto-targeting], Ricochet; <i>Alternate Powers:</i> <b>Blast 5</b> [ <i>Power Feats:</i> Accurate; <i>Extras:</i> Penetrating]), <b>Blast 5</b> [ <i>Power Feats:</i> Accurate; <i>Extras:</i> Area (Explosion)], <b>Blast 7</b> [ <i>Power Feats:</i> Accurate, Subtle], <b>Stun 5</b> [ <i>Power Feats:</i> Accurate; <i>Extras:</i> Range (Ranged)]					
<b>Equipment:</b> Enforcer Armor ( <b>Protection 4</b> )					
<b>Vehicles:</b> Enforcer Motorcycle ( <i>Size:</i> Medium; <i>Strength</i> 25; <i>Defense:</i> 10; <i>Toughness:</i> 10; <i>Powers:</i> <b>Speed 5</b> [250 MPH], <b>Blast 8</b> ; <i>Features:</i> Navigation System, Remote Control)					
<b>Combat:</b> Attack +10, +11 (ranged), +13 (handgun), Grapple +14, Damage +4 (unarmed), +7 (handgun), +8 (motorcycle), Defense +11, Knockback -4, Initiative +7					
<b>Saving Throws:</b> Toughness +9 (+5 without armor), Fortitude +10, Reflex +8, Will +8					
<b>Abilities 42 + Skills 20 + Feats 17 + Powers 14 + Combat 42 + Saves 15 = Total 150</b>					

act as adviser and "Number 2" to better influence events. This behavior, especially when combined with the Super Soldier's brusque military manner (read: lack of Diplomacy), can cause resentment among others and produce the opposite effect of what the hero is trying to achieve.

The hero's drive for leadership is especially evident in combat situations, an area the Super-Soldier is an unquestioned expert in. In combat the Super-Soldier takes every opportunity to direct the actions of allies. In fact, even though the Super-Soldier is a very capable combatant, the hero prefers to remain out of combat for as long as possible in order to concentrate on maximizing the forces at the hero's disposal (i.e. the actions of other team members) and becoming engaged only at the most critical moments.

## VARIANTS

**Futuristic Law Enforcer:** Cruising the streets of the megalopolis, the Futuristic Law Enforcer keeps the peace on a big, bad streetbike and with an even bigger, badder gun. The Futuristic Law Officer could be the prototype of future law enforcement, a test subject for the next generation of police officer. Or the hero could actually be from the future, brought to the present by accident or treachery. Finally the hero could be an alien assigned to the planet to catch interstellar criminals or thwart an alien invasion.

**Soldier Of Fortune:** "Have gun, will travel" is this hero's motto. Making a living wherever there is conflict, thus never lacking for employment, the Soldier of Fortune travels the world plying the mercenary trade. The Soldier of Fortune has gained the experience, skills, knowledge, and tricks to survive any situation. The hero may work on a strict "pay for play" policy or may be willing to take up arms for free if the cause is just.

SOLDIER OF FORTUNE					POWER LEVEL 10
Str 16	Dex 16	Con 16	Int 14	Wis 14	Cha 14
<b>Skills:</b> Climb 4 (+7), Bluff 8 (+10), Concentration 4 (+6), Disable Device 4 (+6), Drive 4 (+7), Intimidate 8 (+10), Knowledge (tactics) 8 (+10), Language 2 (French, Russian), Medicine 4 (+6), Notice 8 (+10), Pilot 2 (+5), Search 4 (+6), Sense Motive 8 (+10), Stealth 8 (+11), Survival 8 (+10), Swim 4 (+7)					
<b>Feats:</b> Assessment, Chokehold, Connected, Defensive Attack, Defensive Roll, Distract (Bluff), Elusive Target, Endurance, Equipment 7, Evasion 2, Improved Aim, Improved Grab, Improved Initiative, Improved Pin, Improvised Tools, Jack-Of-All Trades, Leadership, Master Plan, Power Attack, Precise Shot, Prone Fighting, Set-Up, Sneak Attack, Teamwork 2, Track, Uncanny Dodge (visual)					
<b>Equipment:</b> <i>Arsenal (array):</i> Assault Rifle ( <b>Blast 5</b> [ <i>Extras:</i> Autofire; <i>Alternate Powers:</i> <b>Blast 5</b> ]); <i>Alternate Powers:</i> Fragmentation Grenades ( <b>Blast 5</b> [ <i>Extras:</i> Area (Explosion)]), Holdout Pistol ( <b>Blast 2</b> ) and Machete ( <b>Strike 2</b> [ <i>Power Feats:</i> Improved Critical (19-20), Mighty, Thrown]) and Smoke Grenades ( <b>Obscure 2</b> [visual senses; <i>Extras:</i> Independent <sup>1</sup> ]); Binoculars, Camo Clothing, Cell Phone, Commlink, Gas Mask, Flashlight, GPS Receiver, Handcuffs, Mini-Tracer, Multi-Tool, Night-Vision Goggles, Parabolic Microphone, Rebreather, Tactical Vest ( <b>Protection 4</b> )					
<b>Combat:</b> Attack +13, Grapple +16, Damage +3 (unarmed), +5 (assault rifle or unarmed sneak attack), +7 (assault rifle sneak attack), Defense +12, Knockback -4, Initiative +7					
<b>Saving Throws:</b> Toughness +8 (+7 flat-footed, +3 without vest), Fortitude +8, Reflex +7, Will +7					
<b>Abilities 30 + Skills 22 + Feats 34 + Combat 50 + Saves 14 = Total 150</b>					

<sup>1</sup>see Appendix I for an explanation of this extra

**SUPER-SOLDIER****POWER LEVEL 10**

STR	DEX	CON	INT	WIS	CHA
+6	+6	+6	+4	+4	+4
22	22	22	18	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+10	+10	+8

**Skills:** Acrobatics 4 (+10), Climb 4 (+10), Intimidate 4 (+8), Knowledge (tactics) 12 (+16), Notice 8 (+12), Search 4 (+8), Sense Motive 4 (+8), Stealth 4 (+10), Swim 4 (+10)

**Feats:** Assessment, Benefit (security clearance), Diehard, Elusive Target, Evasion 2, Improved Block, Improved Initiative, Improved Trip, Inspire, Leadership, Master Plan, Power Attack, Uncanny Dodge (visual)

**Powers:** **Blast 4** (thrown shield; *Power Feats:* Mighty 6, Ricochet; *Alternate Powers:* **Strike 4** [*Power Feats:* Mighty]), **Shield 4**

**Combat:** Attack +10, Grapple +16, Damage +6 (unarmed), +10 (shield), Defense +14 (+5 flat-footed), Knockback -3, Initiative +10

**Abilities 60 + Skills 12 + Feats 14 + Powers 12 + Combat 40 + Saves 12 = Total 150**

**NOTES**

- The shield's Blast power means it returns to the Super-Soldier's hand every round. The shield has a Toughness of 14 for damage purposes.
- Use extra effort to power stunt the shield with power feats such as Improved Range, additional Ricochet, or Split Attack (bouncing the shield off two targets).
- Use the Benefit (security clearance) feat to obtain aid from the Super-Soldier's parent unit. This might be intelligence, basic military equipment, transportation, or anything else that the military can provide. As always, the GM has the final say on what sort of benefits the hero can gain.
- Use Master Plan to devise a tactical outline for in an upcoming battle, get the team fired up with the Inspire feat, support them through the Teamwork feat, and keep them in the fight with the Leadership feat.

**CUSTOMIZATION**

Here are some suggestions on how to customize the Super-Soldier.

**TO&E:** The Super-Soldier is more in line with ordinary troops in terms of gear; remove the hero's Device and assign the freed-up points to the Equipment feat to outfit the hero with either a standard set of military equipment or as a pool the hero can assign on a mission-by-mission basis.

**Rogue Element:** Remove the Benefit (security clearance) to make the Super-Soldier a freelance hero rather than one working for the military. Remove Inspire and Leadership to represent a disgraced hero (i.e. dishonorably discharged), one whom others cannot accept as a leader (you may also wish to add the Reputation complication). Any points so gained can be added to any of the hero's other traits.

**Black Ops:** Instead of a trained military leader the hero is a lone wolf operative. Remove the hero's Fortune and General Feats and replace them with additional combat feats or ranks in additional operative skills (i.e. Disable Device, Escape Artist, Medicine, and Survival). Change the hero's Device from a large and obvious shield to something stealthier such as a combat suit with power knuckles.



# SWASHBUCKLER

The Swashbuckler is a flamboyant sword-wielder (usually a rapier) straight out of old matinees about pirates, masked aristocrats, and greedy landowners. Like these matinee heroes the Swashbuckler saves the day both through the strength of the hero's sword arm and a quick, sharp mind. Although others might see the Swashbuckler's reliance on an archaic weapon as a handicap, the hero knows that it is the reliance on a gun that makes one weak, a point the hero proves time and time again.

## DESCRIPTION

It isn't enough for the Swashbuckler to save the day; the hero must do so with style; opponents can't just be defeated, they must be embarrassed. Why go down the stairs when one can slide down a tapestry? And the more people are watching the better.

Naturally, the Swashbuckler's costume reflects the hero's flair and usually consists of a well-tailored and stylish outfit complete with flowing cape and, if protecting the hero's identity, a mask.

In combat the Swashbuckler keeps up a constant stream of chatter designed to annoy, confuse, and humiliate opponents. As quick with one-liners as a blade, the Swashbuckler laughs in the face of danger at every opportunity. Although many think otherwise, the Swashbuckler takes being a hero very seriously; the banter is just the Swashbuckler's way of dealing with danger. And why not play around with minions when the hero is so much better?

Outside of combat the Swashbuckler continues the hero's flamboyant behavior, often engaging in exaggerated mannerisms and keeping up constant banter. While this can be frustrating to the Swashbuckler's friends and associates, the hero's is ultimately trying to be humorous and to ease some of the pressure that all of those engaged in saving the lives of others feel.

## SAMURAI

### POWER LEVEL 7

**Str 18** **Dex 18** **Con 18** **Int 14** **Wis 14** **Cha 14**

**Skills:** Acrobatics 8 (+12), Climb 8 (+12), Diplomacy 8 (+10), Handle Animal 8 (+10), Intimidate 8 (+10), Knowledge (art) 4 (+6), Knowledge (tactics) 4 (+6), Knowledge (theology and philosophy) 4 (+6), Notice 8 (+10), Ride 8 (+12), Sense Motive 8 (+10)

**Feats:** Accurate Attack, Acrobatic Bluff, All-Out Attack, Assessment, Defensive Attack, Distract (Intimidate), Equipment 4, Evasion, Improved Aim, Improved Block, Improved Disarm, Improved Initiative, Improved Sunder, Interpose, Minions 2 (Horse), Power Attack, Precise Shot, Prone Fighting, Quick Draw (draw), Ranged Pin, Startle, Takedown Attack 2, Uncanny Dodge (visual), Weapon Bind, Weapon Break

**Equipment:** *Arsenal (array):* Yumi (**Blast 3** [Power Feats: Mighty 4]); *Alternate Powers:* Katana (**Strike 3** [Power Feats: Improved Critical (19-20), Mighty]), Wazikashi (**Strike 2** [Power Feats: Improved Critical (19-20)]); O-yoroi (**Protection 4**), plus 4 points of additional equipment

**Minions:** Horse (for statistics see *Mutants & Masterminds* page 231)

**Combat:** Attack +13, Grapple +17, Damage +4 (unarmed), +7 (katana or yumi), Defense +12, Knockback -4, Initiative +8

**Saving Throws:** Toughness +8 (+4 without O-yoroi), Fortitude +9, Reflex +9, Will +7

**Abilities 36 + Skills 19 + Feats 30 + Combat 50 + Saves 15 = Total 150**

## VARIANTS

**Mystical Knight:** Those who say chivalry is dead have not met this gallant hero. Riding straight out of the pages of myth and legend, the Mystical Knight and the hero's loyal steed roam the land in search of wrongs to right and innocents to protect; use the Honor complication to represent the hero's chivalrous code. In order to reflect the fact that the Mystical Knight's mount is more than an ordinary horse (minion) but not as capable as a true sidekick the Pegasus is Heroic (see the Summon (Minion) power on *Mutants and Masterminds* page 101) even though this quality is not expressly stated in the rules for the Minion feat; the GM can always change this to Fanatical if deemed inappropriate.

**Samurai:** The consummate image of the oriental Swashbuckler, the Samurai embodies the warrior ideal set forth in the Bushido code. Although almost the antithesis of the Swashbuckler in terms of behavior the Samurai's stoic ways are just as fascinating and admirable as the hero's more panache counterpart. It is common knowledge that a masterless Samurai is called a Ronin; being a Ronin often forces the Samurai to modify the hero's code of conduct to fit this situation.

## MYSTICAL KNIGHT

### POWER LEVEL 10

**Str 18** **Dex 18** **Con 18** **Int 14** **Wis 16** **Cha 16**

**Skills:** Diplomacy 8 (+11), Handle Animal 12 (+15), Knowledge (history) 4 (+6), Notice 8 (+11), Perform (stringed instruments) 4 (+7), Ride 12 (+16)

**Feats:** Accurate Attack, Defensive Attack, Improved Initiative, Minions 5 (Pegasus, Heroic), Improved Block, Improved Disarm, Inspire, Quick Draw (draw), Takedown Attack 2, Weapon Bind, Weapon Break

**Powers:** **Device 3** (mystical armor; hard to lose); **Immunity 3** (critical hits, poison), **Protection 6** (*Extras:* Impervious), **Device 4** (mystical blade; easy to lose); **Strike 6** [*Power Feats:* Critical Strike, Improved Critical 2 [18-20], Mighty; *Extras:* Penetrating 10 [including Strength]], **Super-Senses 1** (Communication Link [mental, with Pegasus])

**Minions:** Pegasus (Heroic Minion) Power Level 7/Minion Level 5

**Combat:** Attack +10, Grapple +14, Damage +4 (unarmed), +10 (mystical blade), Defense +10, Knockback -8, Initiative +8

**Saving Throws:** Toughness +10\* (+4 without armor), Fortitude +8, Reflex +8, Will +7

**Abilities 40 + Skills 12 + Feats 21 + Powers 25 + Combat 40 + Saves 12 = Total 150**

\* 6 Impervious

## PEGASUS

### POWER LEVEL 7/MINION LEVEL 5

**Str 28** **Dex 14** **Con 24** **Int 10** **Wis 14** **Cha 10**

**Skills:** Notice 4 (+6)

**Powers:** **Growth 4** (*Power Feats:* Innate; *Extras:* Duration [Continuous]; *Flaws:* Permanent), **Flight 4** (100 MPH), **Protection 3**, **Speed 1**, **Super-Senses 3** (Communication Link [mental, with Mystical Knight], Extended Vision, Low-Light Vision)

**Combat:** Attack +4, Grapple +17, Damage +9 (hooves), Defense +4, Knockback -9, Initiative +2

**Drawbacks:** Disability (mute and no hands, 7 points), Power Loss (Flight when wings are restrained, 1 point)

**Saving Throws:** Toughness +10, Fortitude +8, Reflex +5, Will +4

**Abilities 28 + Skills 1 + Powers 28 + Combat 20 + Saves 6 - Drawbacks 8 = Total 75**

## SWASHBUCKLER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	+0	+2	+4
14	20	14	10	14	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+7	+12	+7

\* flat-footed

**Skills:** Acrobatics 8 (+13), Bluff 12 (+16), Climb 8 (+10), Notice 8 (+10), Ride 8 (+13), Sense Motive 8 (+10), Sleight of Hand 8 (+13), Stealth 8 (+13)

**Feats:** Accurate Attack, All-Out Attack, Defensive Attack, Assessment, Attack Specialization (sword) 2, Critical Strike, Defensive Roll 4, Distract (Bluff), Elusive Target, Equipment 1, Evasion 2, Fascinate (Bluff), Improved Block 2, Improved Critical (sword, 18-20), Improved Defense 2, Improved Disarm 2, Improved Initiative, Instant Up, Move-By Action, Power Attack, Quick Draw (draw), Set-Up, Takedown Attack 2, Taunt, Uncanny Dodge (visual), Weapon Bind, Weapon Break

**Equipment:** Sword (**Strike 3**, *Power Feats:* Improved Critical [19-20], Mighty)

**Combat:** Attack +11, +15 (sword), Grapple +13, Damage +2 (unarmed), +5 (sword), Defense +14, Knockback -3, Initiative +9

**Abilities 30 + Skills 17 + Feats 36 + Combat 50 + Saves 17 = Total 150**

## NOTES

- Use Distract, Fascinate, and most importantly Taunt as often as possible to reflect the Swashbuckler's constant banter during combat.
- Use Improved Block, Improved Defense, and Improved Disarm whenever possible to toy with opponents in melee, especially minions.
- Study the hero's feats carefully and look for combinations of feats to use during combat, remembering to add a little flair to the action. So instead of simply using Bluff to feint and gain a surprise attack and then using that attack to do damage, stun or disarm the opponent or sunder an item the opponent is carrying (clothes are a particular favorite with embarrassing consequences).

## CUSTOMIZATION

Here are some suggestions on how to customize the Swashbuckler.

**It's Not The Weapon But The Wielder:** The Swashbuckler is more about being flamboyant in word and deed than what kind of a weapon the hero wields; as long as the hero is taunting opponents, sliding down tapestries, and swinging on chandelier ropes it's all good. Change the hero's melee weapon to something else capable of fancy and flowing maneuvers; weapons that make good choices include the whip and chain (especially with their Improved Trip and Improved Disarm bonuses), quarterstaff, and nunchaku.

**A Hero Of Many Facets:** Give the Swashbuckler added versatility by trading in some of the hero's feats for ranks in skills such as Disable Device, Disguise, Escape Artist, Perform, and Search. Or trade in some combat feats for additional "flair" feats such as Acrobatic Bluff, Blind-Fight, Fearsome Presence, Inspire, Leadership, Luck, Ranged Pin, Seize Initiative, and Throwing Mastery.

**Throwback:** Make the Swashbuckler even truer to the matinee heroes by giving the hero ranks in Handle Animal, Ride, and the Minion (horse) feat then add some additional ranks in Equipment for a Headquarters and the Secret (secret identity) complication.

"THE BLADE OF JUSTICE IS EVER SHARP!"





## TOTEM

The Totem's powers are based on the traits of a particular animal (the aforementioned totem). These traits may be based on the actual physical qualities of the animal or be related to the animal's metaphysical qualities (the "spirit" of the animal). The Totem may have gained the animal's powers from altered DNA (i.e. gene fusion, radioactive bite, mutant) or they may have a mystic origin (i.e. chosen by the animal's spirit, under a curse).

## DESCRIPTION

The Totem may be anthropomorphic in appearance (i.e. a walking, talking animal), have some hints of the animal's features (i.e. wings, fangs, feral look, lots of hair), or appear perfectly normal. If the Totem appears otherwise perfectly normal the hero wears a costume that represents the totem (i.e. a mask with cat ears, suit with webbing pattern, "fins" on the forearms and head, etc.).

In addition to the powers and appearance, the Totem also quite frequently gains personality traits associated with the animal. For example, the Bear Totem may be gruff and ill-tempered while the Jaguar Totem may have an air of aloofness and be a loner.

In combat the Totem relies on the hero's animal traits combined with personal intelligence and skills to defeat opponents. The Totem often employs the tactics of the totem animal; the Bear wades into combat to slug it out while the Jaguar remains in the shadows and leaps onto unprepared opponents.

Others' reactions to the Totem often depend on the hero's appearance and mannerisms; the more animal-like in either quality the hero is the more difficult it is for the Totem to fit in. The hero may also suffer from peoples' prejudices against the totem animal; if the totem animal is feared or reviled then the Totem will be treated accordingly. Conversely, in cultures where the totem animal is worshipped or respected, the hero will receive the same esteem.

## VARIANTS

**Amoeba:** A very strange totem, one inevitably received through experimentation or mutation rather than mystic means, the Amoeba provides some very unique powers to the hero including the ability to fission into two exact copies.

**Bear:** Arguably the oldest totem, the Bear demands respect due to the hero's great strength, toughness, and vicious temper when provoked. Specific bears include the black, grizzly, and polar bears. The totem is also appropriate for other powerful animals such as the Bull and Elephant.

**Eagle:** Noble in appearance and powerful in flight, the Eagle is respected for the hero's mastery of the skies. The totem is also appropriate for Hawks, Falcons, and other predatory birds.

**Insect:** The Insect totem binds together the offensive and defensive qualities of these vital but pesky creatures; if you wish to focus on a specific insect (i.e. beetle, wasp, etc.) substitute appropriate powers for the existing ones (i.e. Enhanced Strength and greater protection for beetle, more combat and maneuverability feats for wasp).

**Leopard:** The epitome of graceful power, the Leopard is respected for the hero's abilities as a hunter. The totem is also appropriate for the Jaguar and ordinary Cat; for the Lion and Tiger you may wish to increase Strength and Constitution and reduce attack and defense bonuses accordingly.

**Lizard:** The Lizard's main assets are the hero's venom and amazing recuperative powers. The totem is also appropriate for such animals as the Chameleon (replace Regeneration with Concealment [*Flaws: Passive*]) or Frog (replace Regeneration with Leaping 4 [x25] and increase the length of the tongue with Extended Reach 6 [30 feet]).

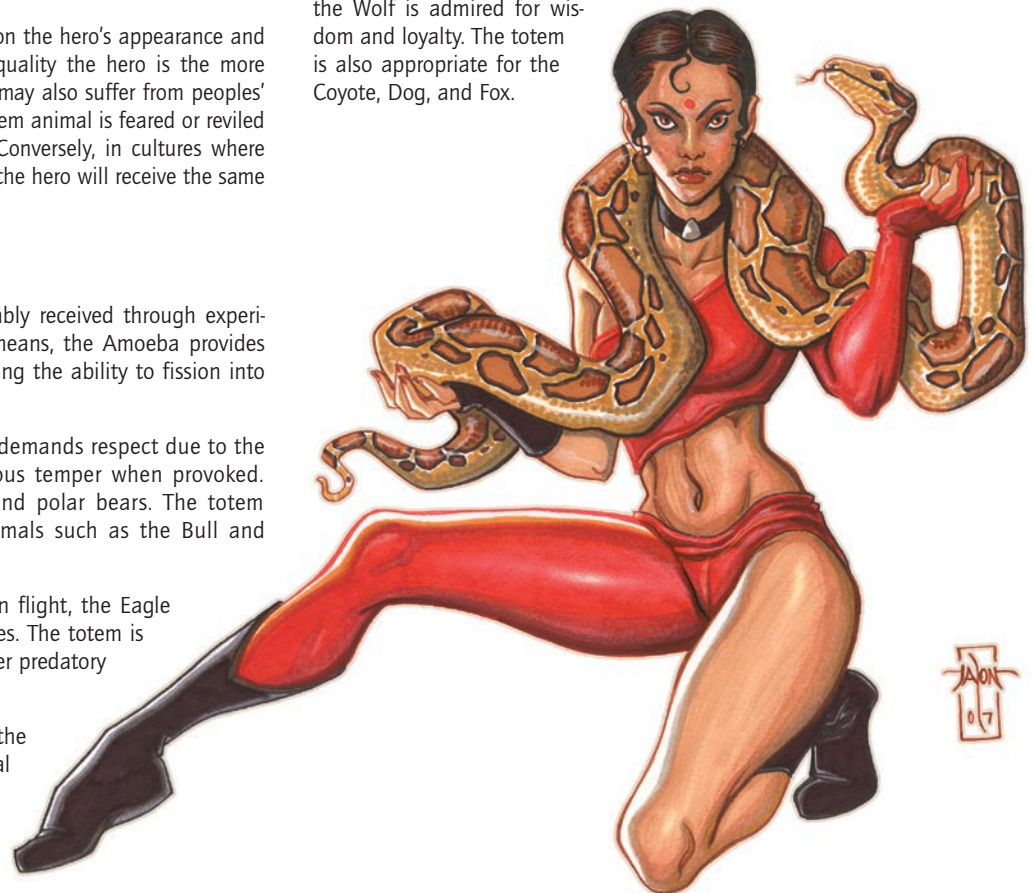
**Monkey:** The Monkey is known as a prankster and trickster. The totem is also appropriate for other dexterous and clever creatures such as the Ferret and Mongoose.

**Serpent:** Alternately hated and revered, the Serpent has a long and complicated history behind it. The totem is appropriate for venomous snakes; exchange the Paralyze power for Suffocation or additional grappling traits for a constrictor.

**Shark:** Unquestioned and misunderstood master of the oceans, the Shark is respected for the hero's power and abilities beneath the waves. The totem is also appropriate for the Killer Whale and Dolphin.

**Spider:** Although renowned in African folklore for its wisdom and as a trickster and teller of stories, the Spider instead has the actual powers of a spider rather than more mystical qualities.

**Wolf:** Seen as a clever hunter, the Wolf is admired for wisdom and loyalty. The totem is also appropriate for the Coyote, Dog, and Fox.



## AMOeba

## POWER LEVEL 10

Str 12	Dex 18	Con 14	Int 10	Wis 12	Cha 10
<b>Skills:</b> Acrobatics 8 (+12), Notice 4 (+5), Stealth 8 (+12)					
<b>Feats:</b> Attack Focus (melee), Grappling Finesse, Prone Fighting					
<b>Powers:</b> <b>Corrosion 12</b> ( <i>Alternate Powers:</i> <b>Disintegration 6</b> [acid blob]), <b>Duplication 9</b> ( <i>Extras:</i> Survival; <i>Power Feats:</i> Absorption Healing), <b>Immunity 9</b> (life support), <b>Insubstantial 1</b> , <b>Protection 10</b> ( <i>Extras:</i> Impervious 10 [ <i>Flaws:</i> Limited (Impervious to physical damage only)]), <b>Super-Movement 1</b> (slithering)					
<b>Combat:</b> Attack +7, +8 (melee), Grapple +12, Damage +6 (disintegration), +12 (corrosion), Defense +8, Knockback -6, -11 (physical attacks), Initiative +4					
<b>Saving Throws:</b> Toughness +12*, Fortitude +6, Reflex +8, Will +5					
<b>Abilities 16 + Skills 5 + Feats 3 + Powers 84 + Combat 30 + Saves 12 = Total 150</b>					

\* 10 Impervious to physical damage

## BEAR

## POWER LEVEL 10

Str 28/34*	Dex 14	Con 22	Int 10	Wis 14	Cha 14
<b>Skills:</b> Climb 8 (+11, +14 raging), Intimidate 12 (16, includes +2 due to size), Stealth 0 (-2, includes -4 due to size), Notice 4 (+6), Survival 8 (+10), Swim 4 (+7, +10 raging)					
<b>Feats:</b> All-Out Attack, Fearless, Fearsome Presence 6, Improved Grab, Improved Grapple, Improved Pin, Improved Trip, Power Attack, Rage 3 (+6 Str, +3 Fort/Will, -2 Def, 10 rounds), Startle, Takedown Attack 2					
<b>Powers:</b> <b>Growth 6</b> (provides +12 Str, +6 Con, Large size), <b>Immovable 4</b> , <b>Protection 6</b> ( <i>Extras:</i> Impervious), <b>Speed 1</b> (10 MPH), <b>Super-Senses 3</b> (low-light vision, scent, tracking [scent]), <b>Super-Strength 8</b> ( <i>Heavy Load:</i> 320 tons, 720 tons raging, [includes +5 due to size])					
<b>Combat:</b> Attack +7 (includes -1 due to size), Grapple +28 (includes +4 due to size, +31 raging), Damage +9 (unarmed), +12 (raging unarmed), Defense +7 (includes -1 due to size), (+5 raging), Knockback -17 (includes -4 due to size), Initiative +2					
<b>Saving Throws:</b> Toughness +12**, Fortitude +10 (+13 raging), Reflex +6, Will +6 (+9 raging)					
<b>Abilities 24 + Skills 9 + Feats 19 + Powers 54 + Combat 32 + Saves 12 = Total 150</b>					

\*raging, \*\* 6 Impervious

## EAGLE

## POWER LEVEL 10

Str 18/14	Dex 26/16	Con 14	Int 10	Wis 14	Cha 14
<b>Skills:</b> Acrobatics 8 (+16), Bluff 8 (+10), Notice 12 (+14), Search 8 (+8), Stealth 8 (+16), Survival 8 (+10)					
<b>Feats:</b> Defensive Roll 4, Elusive Target, Evasion 2, Favored Environment (aerial) 2, Grappling Finesse, Power Attack, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Animal Control 5</b> ( <i>Power Feats:</i> Mental Link; <i>Extras:</i> Area [Burst]; <i>Flaws:</i> Limited [avians]), <b>Enhanced Dexterity 10</b> , <b>Enhanced Strength 4</b> , <b>Flight 5</b> (250 MPH; <i>Power Feats:</i> Fast Overrun, Improved Overrun, Improved Trip, Move-By Action), <b>Strike 2</b> (talons, <i>Power Feats:</i> Mighty), <b>Super-Senses 2</b> (Extended Vision, Low-Light Vision)					
<b>Combat:</b> Attack +12, Grapple +20, Damage +6 (talons), Defense +12, +2 attack or dodge bonus in air, Knockback -3, Initiative +8					

<b>Saving Throws:</b> Toughness +6 (+2 flatfooted), Fortitude +6, Reflex +12, Will +6
<b>Drawbacks:</b> Power Loss (Flight, if wings immobilized, 1 points)
<b>Abilities 22 + Skills 13 + Feats 12 + Powers 44 + Combat 48 + Saves 12 - Drawbacks 1 = Total 150</b>

## INSECT

## POWER LEVEL 10

Str 14	Dex 18	Con 16	Int 10	Wis 12	Cha 12
<b>Skills:</b> Acrobatics 8 (+12), Bluff 8 (+9), Notice 8 (+9), Search 4 (+4), Stealth 8 (+12), Survival 4 (+5)					
<b>Feats:</b> All-Out Attack, Elusive Target, Evasion 2, Grappling Finesse, Improved Initiative, Improved Pin, Redirect, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Flight 5</b> (250 MPH; <i>Power Feats:</i> Fast Overrun, Improved Overrun), <b>Protection 5</b> ( <i>Extras:</i> Impervious), <b>Strike 2</b> (stinger; <i>Power Feats:</i> Mighty; <i>Extras:</i> Linked <b>Drain Dexterity 8</b> [ <i>Power Feats:</i> Slow Fade (1 minute)]), <b>Super-Movement 2</b> (Wall-Crawling 2 [full speed]), <b>Super-Senses 2</b> (Danger Sense, Ultravision), <b>Super-Strength 5</b> ( <i>Heavy Load:</i> 2.7 tons)					
<b>Combat:</b> Attack +12, Grapple +19, Damage +2 (unarmed), +4 (stinger), +8 (drain), Defense +12, Knockback -6, Initiative +8					
<b>Saving Throws:</b> Toughness +8*, Fortitude +7, Reflex +8, Will +5					
<b>Drawbacks:</b> Power Loss (Flight, if wings immobilized, 1 points)					
<b>Abilities 22 + Skills 10 + Feats 9 + Powers 50 + Combat 48 + Saves 12 - Drawbacks 1 = Total 150</b>					

\* 5 Impervious

## LEOPARD

## POWER LEVEL 10

Str 20/14	Dex 30/18	Con 14	Int 10	Wis 14	Cha 14
<b>Skills:</b> Acrobatics 12 (+22), Bluff 4 (+6), Climb 12 (+17), Notice 8 (+10), Stealth 12 (+22), Survival 8 (+10), Swim 4 (+9)					
<b>Feats:</b> Acrobatic Bluff, All-Out Attack, Attack Focus (melee) 2, Defensive Roll 4, Elusive Target, Environmental Adaptation (woods), Evasion 2, Grappling Finesse, Improved Initiative, Instant Up, Move-By Action, Power Attack, Sneak Attack, Takedown Attack 2, Uncanny Dodge (auditory)					
<b>Powers:</b> <b>Enhanced Dexterity 12</b> , <b>Enhanced Strength 6</b> , <b>Leaping 3</b> (x10), <b>Protection 2</b> , <b>Speed 2</b> (25 MPH), <b>Strike 3</b> (claws, <i>Power Feats:</i> Mighty), <b>Super-Movement 3</b> (Slow Fall, Sure-Footed, Trackless), <b>Super-Senses 3</b> (low-light vision, scent, tracking [scent])					
<b>Combat:</b> Attack +8, +10 (melee), Grapple +20, Damage +8 (claws), +10 (claws sneak attack), Defense +12, Knockback -4, Initiative +14					
<b>Saving Throws:</b> Toughness +8 (+4 flat-footed), Fortitude +6, Reflex +14, Will +6					
<b>Abilities 24 + Skills 15 + Feats 21 + Powers 38 + Combat 40 + Saves 12 = Total 150</b>					

## LIZARD

## POWER LEVEL 10

Str 14	Dex 24/16	Con 22/14	Int 10	Wis 14	Cha 12
<b>Skills:</b> Escape Artist 8 (+15), Intimidate 8 (+9), Notice 8 (+10), Search 4 (+4), Sense Motive 8 (+10), Stealth 8 (+15), Swim 4 (+6)					
<b>Feats:</b> Dodge Focus, Grappling Finesse, Improved Initiative, Prone Fighting, Power Attack, Startle					



**Powers:** **Additional Limbs 1** (tail; *Power Feats:* Improved Trip), **Enhanced Constitution 8**, **Enhanced Dexterity 8**, **Paralyze 8** (tongue; *Power Feats:* Extended Reach 5 [30 feet]; *Extras:* Alternate Save [Fortitude]), **Protection 2**, **Regeneration 7** (bruised/unconscious 1/round, injured/staggered 1/5 minutes, disabled 1/5 hours; *Power Feats:* Regrowth), **Super-Senses 1** (Low-Light Vision), **Super-Movement 3** (Slithering, Wall-Crawling 2)

**Combat:** Attack +12, Grapple +19, Damage +2 (unarmed), +8 (paralyze), Defense +11 (+5 flat-footed), Knockback -5, Initiative +11

**Saving Throws:** Toughness +8, Fortitude +10, Reflex +11, Will +6

**Abilities 20 + Skills 12 + Feats 6 + Powers 56 + Combat 44 + Saves 12 = Total 150**

## MONKEY

### POWER LEVEL 10

Str 20/12	Dex 30/16	Con 14	Int 14	Wis 12	Cha 16
-----------	-----------	--------	--------	--------	--------

**Skills:** Acrobatics 8 (+18), Bluff 8 (+11), Climb 12 (+17), Escape Artist 8 (+18), Notice 8 (+9), Sleight of Hand 8 (+18), Stealth 8 (+18)

**Feats:** Acrobatic Bluff, Attack Focus (melee), Defensive Roll 4, Distract (Bluff), Elusive Target, Evasion 2, Grappling Finesse, Improved Initiative, Instant Up, Redirect, Set-Up, Taunt, Uncanny Dodge (visual)

**Powers:** **Additional Limbs 1** (tail), **Enhanced Strength 8**, **Enhanced Dexterity 14**, **Leaping 1** (x2), **Super-Movement 1** (Swinging)

**Combat:** Attack +14, +15 (melee); Grapple +25, Damage +5 (unarmed), Defense +14, Knockback -3, Initiative +14

**Saving Throws:** Toughness +6 (+2 flat-footed), Fortitude +6, Reflex +14, Will +5

**Abilities 24 + Skills 15 + Feats 17 + Powers 26 + Combat 56 + Saves 12 = Total 150**

## SERPENT

### POWER LEVEL 10

Str 20/14	Dex 16	Con 22/16	Int 10	Wis 14	Cha 14
-----------	--------	-----------	--------	--------	--------

**Skills:** Intimidate 8 (+10), Notice 8 (+10), Search 8 (+8), Stealth 8 (+11)

**Feats:** Chokehold, Improved Grab, Improved Initiative, Improved Pin, Prone Fighting, Startle

**Powers:** **Additional Limbs 1** (tail; *Power Feats:* Improved Trip), **Enhanced Constitution 6**, **Enhanced Strength 6**, **Paralyze 10** (venomous spit; *Extras:* Poison; *Power Feats:* Extended Reach 4 [25 feet]; *Alternate Powers:* **Paralyze 11** [venomous bite; *Extras:* Poison]), **Protection 4** (*Extras:* Impervious), **Super-Movement 1** (Slithering), **Super-Senses 3** (Infravision, Scent, Tracking [Scent])

**Combat:** Attack +9, Grapple +14, Damage +5 (unarmed), +10 (spit), +11 (bite), Defense +10, Knockback -7, Initiative +7

**Saving Throws:** Toughness +10\*, Fortitude +10, Reflex +7, Will +6

**Abilities 24 + Skills 8 + Feats 6 + Powers 62 + Combat 38 + Saves 12 = Total 150**

\* 4 Impervious

## SHARK

### POWER LEVEL 10

Str 30/16	Dex 14	Con 26/16	Int 10	Wis 14	Cha 14
-----------	--------	-----------	--------	--------	--------

**Skills:** Intimidate 12 (+14), Notice 12 (+14), Search 8 (+8), Stealth 8 (+10), Survival 8 (+10)

**Feats:** All-Out Attack, Distract (Intimidate), Fascinate (Intimidate), Fearsome Presence 5, Improved Initiative, Power Attack, Startle

**Powers:** **Enhanced Constitution 10** (*Power Feats:* Diehard), **Enhanced Feats 4** (Environmental Adaptation [underwater], Favored Environment [underwater] 2, Fearless), **Enhanced Strength 14**, **Immunity 3** (drowning, need for sleep, pressure), **Protection 4** (*Extras:* Impervious), **Strike 2** (bite, *Power Feats:* Improved Critical [19-20], Mighty), **Super-Senses 3** (Low-Light Vision, Scent, Tracking), **Swimming 4** (25 MPH; *Power Feats:* Improved Overrun, Move-By-Action), **Super-Strength 7** (*Heavy Load:* 100 tons)

**Combat:** Attack +6, Grapple +23, Damage +10 (unarmed), +12 (bite), Defense +6, +2 attack or dodge bonus underwater, Knockback -8, Initiative +6

**Saving Throws:** Toughness +12\*, Fortitude +12, Reflex +6, Will +6

**Abilities 24 + Skills 12 + Feats 11 + Powers 67 + Combat 24 + Saves 12 = Total 150**

\* 4 Impervious

## SPIDER

### POWER LEVEL 10

Str 14	Dex 30/16	Con 14	Int 10	Wis 14	Cha 14
--------	-----------	--------	--------	--------	--------

**Skills:** Acrobatics 12 (+22), Bluff 8 (+10), Escape Artist 8 (+18), Notice 8 (+10), Search 8 (+8), Stealth 12 (+22)

**Feats:** Acrobatic Bluff, Defensive Roll 4, Dodge Focus 2, Grappling Finesse

**Powers:** **Enhanced Dexterity 14**, **Leaping 3** (x10), **Snare 8** (web; *Alternate Powers:* **Trip 8**), **Super-Movement 3** (Swinging, Wall-Crawling 2), **Super-Senses 6** (Danger Sense [mental], Darkvision, Tremorsense)

**Combat:** Attack +12, Grapple +22, Damage +2 (unarmed), +8 (snare), Defense +14 (+6 flat-footed), Knockback -3, Initiative +10

**Saving Throws:** Toughness +6 (+2 flat-footed), Fortitude +6, Reflex +14, Will +6

**Abilities 22 + Skills 14 + Feats 8 + Powers 46 + Combat 48 + Saves 12 = Total 150**

## WOLF

### POWER LEVEL 10

Str 22/14	Dex 20/14	Con 22/16	Int 14	Wis 16	Cha 14
-----------	-----------	-----------	--------	--------	--------

**Skills:** Acrobatics 8 (+13), Intimidate 8 (+10), Notice 12 (+15), Search 4 (+6), Stealth 8 (+13), Survival 12 (+15), Swim 4 (+10)

**Feats:** Distract (Intimidate), Defensive Roll 2, Elusive Target, Endurance, Evasion, Fearsome Presence 5, Improved Initiative, Improved Trip, Power Attack, Startle, Takedown Attack 2, Teamwork, Uncanny Dodge (auditory)

**Powers:** **Enhanced Constitution 6**, **Enhanced Dexterity 6**, **Enhanced Strength 8**, **Leaping 1** (x2), **Speed 2** (25 MPH), **Strike 2** (*Power Feats:* Mighty), **Super-Senses 3** (Low-Light Vision, Scent, Tracking)

**Combat:** Attack +12, Grapple +18, Damage +8 (unarmed), Defense +12, Knockback -4, Initiative +9

**Saving Throws:** Toughness +8 (+6 flat-footed), Fortitude +10, Reflex +9, Will +7

**Abilities 28 + Skills 14 + Feats 19 + Powers 29 + Combat 48 + Saves 12 = Total 150**

## RAVEN

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+2	+8/+2	+8/+2
10	14	14	14	26/14	26/14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9	+6	+6	+12

**Skills:** Bluff 12 (+20), Craft (artistic) 8 (+10), Disguise 0 (+38 with Morph), Notice 8 (+16), Sense Motive 12 (+20), Stealth 8 (+10)

**Feats:** Distract, Fascinate (Bluff), Redirect, Taunt

**Powers:** **Enhanced Charisma 12**, **Enhanced Wisdom 12**, **Flight 2** (25 MPH), **Magic 9** (**Fatigue 9**; *Alternate Powers:* **Animate Images 6**, **Comprehend 4** [speak and understand all languages, speak to and comprehend animals] and **Invisibility 2** [all visual senses], **Confuse 9**, **Illusion 9** [auditory and visual senses; *Flaws:* Phantasms], **Morph 6** [any form]), **Protection 7**

**Combat:** Attack +11, Grapple +11, Damage +1 (unarmed), +9 (fatigue), Defense +11, Knockback -4, Initiative +2

**Abilities 20 + Skills 12 + Feats 4 + Powers 58 + Combat 44 + Saves 12 = Total 150**

## NOTES

- As a great magical trickster of ancient lore, use the Bluff skill and the Distract, Fascinate, Redirect, and Taunt feats as much as possible along with Magic to pull the wool over opponents' eyes.
- Use Craft (artistic) to create drawings or paintings to animate with Animate Images. If no images are available, spend a hero point to have an image "on hand" (i.e. a photograph, drawing, etc.; this is essentially the Equipment feat).
- Use extra effort to power stunt the Magic power. Alternate powers suitable for the trickster role include Anatomic Separation, Animal Mimicry, Animate Objects, Astral Form, Concealment, Create Object, Darkness Control, Dazzle, Duplication, Elongation, Environmental Control, Friction Control, Growth, Insubstantial, Luck Control, Nauseate, Obscure, Plant Control, Shapeshift, Shrinking, Snare, Stun, Transform, and Trip.

## CUSTOMIZATION

Here are some suggestions on how to customize the Totem.

**Person Or Beast?:** Reduce the Totem's intelligence to make the Totem more beast-like, add the Disability drawbacks no hands and mute if the hero is in full-animal form and pick up the Normal Identity drawback to give the Totem a normal human form for communication and social interaction.

**It's Not A Full-Time Gig:** While the Totem is assumed to be in full possession of the hero's powers at all times the Totem makes a very good candidate for the Normal Identity drawback. You may wish to add the Involuntary Transformation drawback as well, resulting in a hero forced into Totem form by the coming of nightfall or the flow of the tides. As a twist, have the Totem prefer animal form and the involuntary transformation is back to the normal identity. One-Way Transformation is also appropriate.

**Totemic Powers:** Given the many legends, myths, and tales about the various totem animals, the exact nature and powers of a Totem are up to you. Perhaps the Totem is a lord of its kind, in which case Animal Control (*Flaws:* Limited to its own broad kind) or Summon Animal (with perhaps the Type extra) may be an appropriate addition or substitution. Or the Totem is a spirit creature, in which case Astral Form, Insubstantial 4, Ghost Form, or Shadow Form might be appropriate.

"HUMILITY IS ALWAYS A VALUABLE LESSON TO TEACH."





# TRACER

Part bounty hunter, part detective, all bloodhound, these words best sum up the Tracer; if there's an individual needing to be found the Tracer is the one to call. From kidnapped heirs to fugitives to rogue scientists, the Tracer will find them; there is no hole so small that an individual can hide in that will escape the hero's notice.

## DESCRIPTION

The Tracer is the classic cigar chomping, rough-looking, truck driving, ask questions later kind of individual, purposefully cultivating this appearance to both intimidate and cause others to underestimate the hero as all brawns and no brain.

Although the Tracer prefers to work alone the fact is that the hero would rarely locate quarry without help from others; from the waitress in the local greasy spoon to the cab driver pulling the midnight shift to the kids at the rave, finding the target means finding those who have seen the target first. The same goes for teammates; the Tracer has no hesitation about teaming with competent individuals to deal with particularly difficult bounties, although when it's the Tracer's commission the hero insists on being in charge.

Despite the Tracer's appearance, the hero doesn't simply kick in the door and enter shooting; people that do that don't survive long. The Tracer prefers to study the target, getting all the information possible before making a move and then doing so at the most opportune time (i.e. when the target is sleeping, distracted, etc.). While this doesn't guarantee success by any means the hero has found that being better prepared is usually the difference between success and failure.

## VARIANTS

**Gumshoe:** The quintessential hard-boiled private detective, the Gumshoe is all about gritting out the case. Whether it's shaking down lowlifes for information, using the hero's connections to peak at confidential information, or breaking into a private office, the Gumshoe does what it takes to get to the truth.



**Supernatural Scholar:** Don't let the name fool you; this hero is anything but a bookworm. Although the Supernatural Scholar does spend a fair amount of time in twilight libraries poring over dusty tomes of ancient lore, most of the hero's time is spent out in the field tracking down items of mystical power and using them to protect the world against unmentionable menaces.

## GUMSHOE

**POWER LEVEL 10**
**Str 14    Dex 14    Con 18    Int 16    Wis 18    Cha 16**

**Skills:** Bluff 8 (+11), Diplomacy 8 (+11), Drive 4 (+6), Gather Information 12 (+15), Intimidate 12 (+15), Investigate 8 (+11), Knowledge (civics) 8 (+11), Knowledge (streetwise) 12 (+15), Notice 12 (+16), Search 12 (+15), Sense Motive 12 (+16), Stealth 4 (+6)

**Feats:** Attack Focus (ranged) 2, Chokehold, Connected, Contacts, Distract (Intimidate), Equipment 5, Improved Aim, Luck, Precise Shot, Quick Draw (draw), Second Chance (mind control), Seize Initiative, Sneak Attack, Startle, Stunning Attack, Well-Informed

**Equipment:** *Arsenal (array):* Heavy Pistol (**Blast 4**); *Alternate Powers:* Brass Knuckles (**Strike 1** [Power Feats: Mighty]) and Knife (**Strike 1** [Power Feats: Improved Critical (19-20), Mighty, Thrown]), Hold-Out Pistol (**Blast 2**); Camera, Cell Phone, Flashlight, Handcuffs, Undercover Shirt (**Protection 2** [Power Feats: Subtle])

**Vehicles:** 10-year old Full-Size Car (Size: Huge; Strength: 35; Defense: 8; Toughness: 9; Powers: **Speed 5** [250 MPH])

**Headquarters:** Office (Size: Diminutive; Toughness: 10; Features: Library)

**Combat:** Attack +12, +14 (ranged), Grapple +14, Damage +2 (unarmed), +4 (heavy pistol or unarmed sneak attack), +6 (heavy pistol sneak attack), Defense +14, Knockback -3, Initiative +2

**Saving Throws:** Toughness +6 (+4 without shirt), Fortitude +9, Reflex +6, Will +8

**Abilities 36 + Skills 28 + Feats 21 + Combat 52 + Saves 13 = Total 150**

## SUPERNATURAL SCHOLAR

**POWER LEVEL 10**
**Str 10    Dex 14    Con 14    Int 20    Wis 20    Cha 18**

**Skills:** Bluff 12 (+16), Concentration 12 (+17), Craft (artistic) 8 (+13), Diplomacy 12 (+16), Gather Information 8 (+12), Investigate 4 (+9), Knowledge (arcane lore) 12 (+17), Notice 12 (+17), Sense Motive 12 (+17), Stealth 8 (+10)

**Feats:** Artificer, Distract (Bluff), Fascinate (Bluff), Fearless, Luck, Ritualist, Trance, Ultimate Save (Will)

**Powers:** **Device 9** (elder sign, easy to lose); **Nullify 10** (all supernatural powers at once; Extras: Duration [Concentration], Range [Perception]; Alternate Powers: **Blast 10** [Extras: Penetrating, Range (Perception)], **Nullify 10** [all supernatural powers at once; Extras: Duration (Concentration), Nullifying Field (50 ft. radius)], **Nullify 10** [all supernatural powers at once; Extras: Power Resistance], **Snare 10** [Extras: Backlash, Range (Perception)], **Super-Senses 1** (Supernatural Awareness), **Device 4** (amulet of warding, hard to lose); **Force Field 10** (Extras: Impervious)

**Combat:** Attack +5, Grapple +5, Damage +0 (unarmed), +10 (blast or snare), Defense +8, Knockback -11, Initiative +2

**Saving Throws:** Toughness +12\* (+2 without force field), Fortitude +6, Reflex +6, Will +9

**Abilities 36 + Skills 25 + Feats 8 + Powers 43 + Combat 26 + Saves 12 = Total 150**

\* 10 Impervious

## TRACER

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+7*/+4*	+8	+7	+7

\* flat-footed, \*\* without vest

**Skills:** Climb 4 (+8), Disable Device 8 (+10), Drive 4 (+7), Gather Information 12 (+16), Intimidate 12 (+16), Investigate 4 (+6), Knowledge (streetwise) 12 (+14), Notice 12 (+15), Search 8 (+10), Sense Motive 12 (+15), Stealth 8 (+11), Survival 8 (+11), Swim 4 (+8)

**Feats:** Connected, Contacts, Defensive Roll, Distract (Intimidate), Equipment 9, Evasion, Fearless, Improved Initiative, Master Plan, Precise Shot, Startle, Stunning Attack, Track, Ultimate Save (Will), Uncanny Dodge (visual)

**Equipment:** *Arsenal (array):* Shotgun (**Blast 6** [*Alternate Powers:* **Blast 6** (*Power Feats:* Accurate; *Flaws:* Limited [+3 damage against targets with any increase in their natural Toughness save bonus]), **Stun 4** (bean bag round; *Extras:* Range [Ranged])); *Alternate Powers:* Heavy Pistol (**Blast 4** [*Power Feats:* Accurate, Improved Aim, Subtle]), Taser (**Stun 5** [*Power Feats:* **Extended Range 3** (20 feet)]); Binoculars, Cell Phone, Digital Audio Recorder, Flashlight, GPS Receiver, Handcuffs, Mini-Tracer, Multi-Tool, Night-Vision Goggles, Parabolic Microphone, PDA, Undercover Vest (**Protection 3** [*Power Feats:* Subtle]), Video Camera

**Vehicles:** 4x4 Pickup Truck (*Size:* Huge; *Strength:* 40; *Defense:* 8; *Toughness:* 9; *Powers:* **Speed 5** [250 MPH]; *Features:* Alarm 2 [DC 25], Hidden Compartments, Navigation System)

**Combat:** Attack +12, Grapple +16, Damage +4 (unarmed), +6 (shotgun), Defense +12, Knockback -4, Initiative +7

**Abilities 40 + Skills 27 + Feats 23 + Combat 48 + Saves 12 = Total 150**

## NOTES

- Use the Contacts feat to gain information about targets then use the Connected feat to get any necessary tools (i.e. weapons, equipment, devices, etc.) or other assistance to bring the target in. As always the GM has the final say on what kind of information and aid can be received through these feats.
- Use hero points to ensure the success of the Connected feat as well as for inspiration on dealing with particularly troublesome targets.
- Study the equipment at the hero's disposal and use it as often as possible as, much like superpowers, it is there to give the Tracer an edge against opponents (or at least level the playing field).

## CUSTOMIZATION

**Smooth Operator:** Replace Intimidate with Bluff and/or Diplomacy and exchange the pickup truck for a sports car to turn the blue-collar Tracer into a white-collar Tracer, one who solves cases using honey rather than vinegar. Or take it one step further and give the Tracer ranks in all three interaction skills and also add ranks in Disguise to turn the Tracer into a social chameleon, an individual able to fit in any social situation from the cheapest dive to the penthouse art showing.

**Heavy Artillery:** Exchange the Tracer's current weapons for more powerful ones permanently by reassigning equipment or trading out ranks of the Equipment feat for ranks in Device. Alternately furnish the hero the means of bringing in super-powered heroes without violence through a Device relying on Nullification (i.e. handcuffs, linked Snare, etc.).

**Tracer, Inc.:** Invest some points in the Minions feat to give the Tracer one or more assistants taking the hero from a lone wolf to pack leader. These assistants can include a secretary/office manager, steady informant, and other tracers.

"KNOCK, KNOCK!"





## WEALTHY THRILLSEEKER

The Wealthy Thrillseeker has it all: looks, money, talent, money, money, and more money. But having all this sooner or later gets boring, so it's only natural after having mastered everything from BASE jumping to crocodile wrestling that the Wealthy Thrillseeker would turn to the ultimate challenge: being a hero. And why not? The Wealthy Thrillseeker can get the best training and toys money can buy.

### DESCRIPTION

The main difference between the Wealthy Thrillseeker and most other heroes is that, rather than wishing to help people, the primary motivation for the Wealthy Thrillseeker is that it's the ultimate rush. To be sure, doing good deeds is nice and all, but nothing beats the thrill of going toe-to-toe with some über-powered megalomaniac with the city on the line.

Of course the Wealthy Thrillseeker's attitude is often resented by others including fellow heroes along with the hero's wealth and what it can buy and, as a result, the hero often has an uneasy relationship with others heroes, the authorities, and even the general public (although the hero will always have at least a small group of hardcore and vocal fans).

In combat the Wealthy Thrillseeker is right in the middle of the action. Not one to stick to a plan (or even listen to it being explained), the hero prefers to shoot from the hip and often ends up taking unnecessary risks and showing off. Inevitably this causes frustration and danger for the hero's team members and possibly innocent bystanders. In fact, other heroes probably wouldn't put up with the Wealthy Thrillseeker if it weren't for the fact that the hero is good and, ultimately, tries to do the right thing (even if the hero does it in more dangerous fashion than necessary).

### VARIANTS

**Affluent Dilettante:** The Affluent Dilettante is a dabbler in many things, a jack-of-all-trades and master of none. The Affluent Dilettante may be a dedicated hero who simply has a wide range of interests (i.e. unarmed combat, criminology, business, computers, etc.) or, more likely, the hero is an individual who sees being a hero as just another interesting thing to do. Although there may not seem to be much difference on the surface, in the first instance the Affluent Dilettante is a full-time hero while in the second instance the Affluent Dilettante is a part-time hero, one who sees being a hero as just another hobby and comes and goes at will.

**Patron:** The Patron is a wealthy hero who supports and sponsors other heroes. The Patron usually organizes a team but may choose to sponsor one or more individual heroes depending on the situation. At a minimum the Patron's chief means of support to these heroes are providing a place to live and train, but the Patron may also provide instruction and direct material support. Although the Patron is written up as a mystical hero who has been sponsoring other heroes throughout the ages, the Patron may have any other abilities at all. The Patron makes an excellent hero for the Sidekick (trainer/chauffeur/bodyguard/assistant) feat.

### WHAT EXACTLY IS WEALTHY

This book assumes that a character's wealth, such as that of the Wealthy Thrillseeker or Affluent Dilettante has no actual effect on the game. But if in your game the optional wealth system is used (see *Mutants & Masterminds* page 132) then these heroes will need to take the Benefit (wealth) feat. And just how wealthy are these heroes? At a minimum they should be Wealthy, but they are probably Rich or Filthy Rich.

## AFFLUENT DILETTANTE

POWER LEVEL 10

**Str 16    Dex 16    Con 16    Int 14    Wis 14    Cha 14**

**Skills:** Acrobatics 4 (+7), Bluff 4 (+6), Climb 4 (+7), Craft (artistic) 4 (+6), Craft (electronic) 4 (+6), Craft (mechanical) 4 (+6), Computers 4 (+6), Disable Device 4 (+6), Drive 4 (+7), Gather Information 4 (+6), Investigate 4 (+6), Knowledge (current events) 4 (+6), Knowledge (business) 4 (+6), Knowledge (popular culture) 4 (+6), Knowledge (streetwise) 4 (+6), Knowledge (technology) 4 (+6), Notice 4 (+6), Pilot 4 (+7), Ride 4 (+7), Search 4 (+6), Sense Motive 4 (+6), Stealth 4 (+7), Swim 4 (+7)

**Feats:** Beginner's Luck, Defensive Attack, Defensive Roll, Distract (Bluff), Equipment 13, Evasion, Improved Aim, Improved Block, Improved Defense, Improved Disarm, Improved Grab, Improved Pin, Luck, Sneak Attack, Taunt

**Equipment:** *Arsenal (array):* Pepper Spray (**Dazzle 5** [visual senses]); *Alternate Powers:* Heavy Pistol (**Blast 4**), Knife (**Strike 1** [Power Feats: Improved Critical (19-20), Mighty, Thrown]); Binoculars, Cell Phone, Night Vision Goggles, Gas Mask, Multi-Tool, Undercover Shirt (**Protection 2** [Power Feats: Subtle])

**Headquarters:** House Headquarters (*Size:* Medium; *Toughness:* 10; *Features:* Garage, Gym, Hangar, Library, Living Space, Pool, Security System, Workshop)

**Vehicles:** Private Prop Plane (*Size:* Huge; *Strength:* 30; *Defense:* 8; *Toughness:* 9; *Powers:* **Flight 5** [250 MPH]; *Features:* Alarm, Hidden Compartments, Navigation System), Sports Car (*Size:* Large; *Strength:* 25; *Defense:* 9; *Toughness:* 8; *Powers:* **Speed 5** [250 MPH]; *Features:* Alarm, Navigation System), Streetbike (*Size:* Medium; *Strength:* 15; *Defense:* 10; *Toughness:* 8; *Powers:* **Speed 5** [250 MPH]; *Features:* Alarm)

**Combat:** Attack +14, Grapple +16, Damage +2 (unarmed), +4 (unarmed sneak attack or pistol), +6 (pistol sneak attack), Defense +14, Knockback -3, Initiative +3

**Saving Throws:** Toughness +6 (+5 flat-footed, +3 without shirt), Fortitude +8, Reflex +8, Will +6

**Abilities 30 + Skills 23 + Feats 27 + Combat 56 + Saves 14 = Total 150**

## PATRON

POWER LEVEL 10

**Str 12    Dex 14    Con 14    Int 20    Wis 20    Cha 18**

**Skills:** Computers 4 (+9), Craft (artistic) 12 (+17), Diplomacy 12 (+16), Knowledge (arcane lore) 12 (+17), Knowledge (current events) 10 (+15), Knowledge (history) 10 (+15), Notice 8 (+13), Search 8 (+13), Sense Motive 12 (+17), Stealth 8 (+10), Survival 4 (+9), Swim 4 (+5)

**Feats:** Artificer, Assessment, Connected, Contacts, Equipment 4, Inspire, Jack Of All Trades, Master Plan, Ritualist

**Powers:** **Device 2** (mystic cane, easy to lose); **Strike 7** (*Power Feats:* Improved Disarm, Improved Trip, Thrown), **Device 2** (mystic vest, hard to lose); **Protection 8** (*Power Feats:* Subtle 2), **Immunity 1** (aging), **Super-Senses 1** (Magical Awareness)

**Headquarters:** Mansion Headquarters (*Size:* Large; *Toughness:* 10; *Features:* Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Garage, Gym, Infirmary, Laboratory, Library, Living Space, Pool, Power System, Security System 3 [DC 30], Workshop)

**Combat:** Attack +13, Grapple +14, Damage +1 (unarmed), +7 (cane), Defense +10, Knockback -5, Initiative +2

**Saving Throws:** Toughness +10 (+2 without vest), Fortitude +6, Reflex +6, Will +9

**Abilities 38 + Skills 26 + Feats 12 + Powers 16 + Combat 46 + Saves 12 = Total 150**

## WEALTHY THRILLSEEKER

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9/+7*/+4**	+8	+8	+4

\* flat-footed, \*\* without costume

**Skills:** Bluff 8 (+11, +15 with Attractive), Drive 8 (+12), Notice 8 (+8), Pilot 12 (+16), Stealth 8 (+12), Survival 4 (+4), Swim 4 (+8)

**Feats:** Ambidexterity, Attractive, Defensive Roll 2, Distract (Bluff), Elusive Target, Endurance, Equipment 3, Evasion 2, Fearless, Improved Disarm, Improved Initiative, Instant Up, Power Attack, Redirect, Seize Initiative, Taunt, Ultimate Skill (Pilot), Uncanny Dodge (visual)

**Powers:** **Device 1** (cool shades, easy to lose): **Super-Senses 5** (Direction Sense [GPS], Infravision, Time Sense, Ultravision, Tracking [Infravision]), **Device 1** (awesome costume, hard to lose): **Concealment 2** (normal vision; *Flaws:* Blending), **Protection 3**, **Device 4** (gnarly power gauntlet, hard to lose): **Strike 4** (*Power Feats:* Mighty; *Extras:* Linked **Stun 7**; *Alternate Powers:* **Kinetic Control 8**)

**Vehicles:** Hover Surfboard (*Size:* Medium; *Strength:* 20; *Defense:* 10; *Toughness:* 10; *Powers:* **Flight 4** [100 MPH])

**Combat:** Attack +12, Grapple +16, Damage +4 (unarmed), +7 (stun), +8 (kinetic control or strike), Defense +11, Knockback -4, Initiative +8

**Abilities 34 + Skills 13 + Feats 22 + Powers 23 + Combat 46 + Saves 12 = Total 150**

"THIS HERO STUFF IS EASY!"



## NOTES

- Use Bluff, Distract, Improved Disarm, Redirect, and Taunt to frustrate opponents and show off as much as possible.
- Use Seize Initiative at the beginning of key encounters to charge into the fray and show everyone how it's done.
- Use extra effort to surge and gain a standard action to hit an opponent with a one-two punch of the power glove and pneumatic gauntlet.
- Note that the Wealthy Thrillseeker cannot create or even repair/maintain the hero's devices. As a result, should something happen to them the hero will need to have someone else fix them (either a fellow hero or a paid technician). Not that it really matters if something breaks; the hero always has the funds to have any device repaired/replaced in between adventures so feel free to power stunt the hero's devices as much as possible to push the envelope.

## CUSTOMIZATION

Here are some suggestions on how to customize the Wealthy Thrillseeker.

**Cool Toys:** Replace all or some of the hero's devices with others of your own design. When designing additional devices keep in mind that these devices should have a certain "cool" factor. Of course, most of the "cool" factor will be in the description of the device, but they should focus on powers that frustrate and annoy opponents and help the hero show off. While Blast is a must (things going boom is always cool), such powers as Confuse, Dazzle, Disintegration, Fatigue, Paralyze, Snare, and Trip are always fun to have. Keep in mind that power feats such as Homing, Ricochet, and Split Attack add to the cool factor.

**Equipment vs. Devices:** Although devices are inarguably "cooler" than equipment, by investing some the hero's device points into equipment the Wealthy Thrillseeker can gain a lot more toys (i.e. sports car, private jet, mansion, etc.).

**Addicted To Action:** The Wealthy Thrillseeker makes an excellent candidate for the Addiction (thrills) or Obsession (excitement) complication. Anytime the hero feels things aren't exciting enough the hero takes a reckless risk (i.e. a show-off maneuver, playing to the crowd after punching a minion, "helping" out a fellow hero, etc.). The result is a setback not only for the hero (falling off the hover surfboard, causing an accident) but perhaps also for other team members (i.e. having an accident that places bystanders in danger, crashing into and breaking the concentration of the Mystic who loses a spell).



# WEAPON-MASTER

Although armed with a single favorite weapon, the Weapon-Master is deadly with all manner of arms; from the most modern firearms to the oldest of all weapons, the thrown rock and clenched fist, the Weapon-Master is never unarmed.

## DESCRIPTION

While a shiny katana or a huge spiked club might be more impressive, the Weapon-Master's preferred weapon is usually one that is easy to conceal and can be used to effectively perform a wide variety of maneuvers; in fact, the ideal weapon is one that can accomplish all these requirements and doesn't appear to be a weapon (i.e. a walking stick).

Because of the intense work required in mastering a variety of weapons the Weapon-Master is a very focused, driven, and intense individual. The Weapon-Master's all-business personality, refusal to mince words, and detestation of empty social pleasantries fails to win many friends and often has associates wishing the hero would "lighten up".

In combat the Weapon-Master is equally all business, dispatching foes in the quickest manner possible without the slightest hint of emotion or engaging in banter.



## VARIANTS

**Archer:** As the name suggests, the Archer is a master of the bow and arrow. Of course, a simple bow and arrow isn't enough to deal with powerful criminals so the Archer combines the hero's ancient weapon with modern technology in an arsenal of trick arrows that make the hero capable beyond Robin Hood's wildest dreams.

**Mystic Warrior:** Deriving great power from a magical weapon of some kind (i.e. a holy blade passed down through a secret order of warriors, a sorcerous staff discovered in an ancient ruins, a gift from the gods, etc.). The hero could have trained for the weapon's use since birth or simply "chosen" by fate or luck. Of course the real question, as with other heroes that rely heavily

on a device, is whether the weapon makes the hero the hero makes the weapon?

## ARCHER

POWER LEVEL 10

**Str 14** | **Dex 22** | **Con 14** | **Int 14** | **Wis 16** | **Cha 16**

**Skills:** Acrobatics 8 (+14), Bluff 8 (+11), Climb 8 (+10), Concentration 8 (+11), Craft (mechanical) 8 (+10), Knowledge (streetwise) 8 (+10), Notice 8 (+11), Search 8 (+10), Sense Motive 8 (+11), Stealth 8 (+14), Survival 8 (+11)

**Feats:** Attack Focus (ranged) 3, Attack Specialization (bow) 2, Defensive Attack, Defensive Roll 2, Dodge Focus 4, Elusive Target, Evasion 2, Improved Aim, Improved Initiative, Power Attack, Precise Shot, Quick Draw (load), Ranged Pin, Takedown Attack, Taunt, Ultimate Aim, Uncanny Dodge (visual)

**Powers:** **Device 4** (bow and arrows; easy to lose); **Blast 5** (*Alternate Powers: Blast 4* [*Power Feats: Ricochet 2*], **Blast 3** [*Extras: Area (Explosion)*]), **Dazzle 5** [*visual senses*], **Deflect 5** [*slow projectiles; Extras: Range (Ranged)*], **Electrical Control 5**, **Obscure 5** [*visual senses; Extras: Independent*], **Snare 5**, **Sonic Control 5**, **Stun 5** [*Extras: Ranged; Flaws: Daze*], **Super-Movement 1** [*Swinging*] and **Trip 5**)

**Combat:** Attack +8, +11 (ranged), +15 (bow), Grapple +10, Damage +2 (unarmed), +5 (bow), Defense +16 (+6 flat-footed), Knockback -2, Initiative +10

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +7, Reflex +11, Will +8

**Abilities 36 + Skills 22 + Feats 25 + Powers 12 + Combat 40 + Saves 15 = Total 150**

<sup>1</sup>see Appendix I for an explanation of this extra

## MYSTIC WARRIOR

POWER LEVEL 10

**Str 16** | **Dex 18** | **Con 16** | **Int 14** | **Wis 14** | **Cha 14**

**Skills:** Acrobatics 8 (+12), Climb 8 (+11), Diplomacy 8 (+10), Knowledge (arcane lore) 4 (+6), Notice 8 (+10), Sense Motive 8 (+10)

**Feats:** Accurate Attack, Acrobatic Bluff, Defensive Attack, Improved Block, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Power Attack, Precise Shot, Prone Fighting, Takedown Attack, Weapon Bind, Weapon Break

**Powers:** **Device 12** (magical staff, easy to lose; *Power Feats: Restricted 2* [only you]); **Blast 10** (*Alternate Powers: Blast 6* [*Extras: Area (Explosion)*]), **Dazzle 10** [*visual senses*], **Dazzle 6** [*Extras: Area [Burst]*], **Strike 10** [*Extras: Penetrating*], **Stun 10**, **Stun 7** [*Extras: Ranged*]), **Force Field 7** (*Extras: Impervious*), **Super-Senses 6** (Blindsight, Danger Sense [special (magical)], Magical Awareness), **Teleport 11** (*Flaws: Short-Range; Power Feats: Change Direction, Change Velocity, Turnabout*)

**Combat:** Attack +10, Grapple +13, Damage +3 (unarmed), +10 (blast or strike), Defense +10, Knockback -8, Initiative +8

**Saving Throws:** Toughness +10\* (+3 without force field), Fortitude +8, Reflex +9, Will +7

**Abilities 32 + Skills 11 + Feats 14 + Powers 38 + Combat 40 + Saves 15 = Total 150**

\* 7 Impervious

## WEAPON-MASTER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+3	+5	+2	+0	+2	+1
16	20	14	10	14	12

TOUGHNESS	FORTITUDE	REFLEK	WILL
+6/+2*	+7	+10	+7

\* flat-footed

**Skills:** Acrobatics 8 (+13), Bluff 8 (+9), Climb 8 (+11), Concentration 8 (+10), Intimidate 8 (+9), Knowledge (streetwise) 8 (+8), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+13)

**Feats:** Accurate Attack, All-Out Attack, Assessment, Blind-Fight, Defensive Attack, Defensive Roll 4, Distract (Bluff), Elusive Target, Equipment 1, Evasion 2, Improved Aim, Improved Block, Improved Defense 2, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Move-By Action, Power Attack, Precise Shot, Prone Fighting, Quick Draw (draw), Takedown Attack 2, Ultimate Aim, Uncanny Dodge (visual), Weapon Bind, Weapon Break

**Equipment:** Fighting Stick (**Strike 2** [Power Feats: Improved Disarm, Mighty, Thrown])

**Combat:** Attack +15, Grapple +18, Damage +3 (unarmed), +5 (fighting stick), Defense +14, Knockback -3, Initiative +9

**Abilities 26 + Skills 18 + Feats 33 + Combat 58 + Saves 15 = Total 150**

## NOTES

- Although preferring to fight with the hero's signature weapon the Weapon-Master is dangerous with any weapon or even no weapon (Throwing Mastery); remember that there is no such thing as an unarmed Weapon-Master and the hero is not afraid to use a weapon more appropriate to the situation than the one the hero is carrying
- Study and make full use of the numerous combat feats; there will be instances when it is better to disarm an opponent or sunder the opponent's weapon than to try and beat them down.
- Spend hero points for an additional edge in combat such as an additional rank to Improved Block or Throwing Mastery feats or gaining Ranged Pin (to stop a fleeing villain).

## CUSTOMIZATION

Here are some suggestions on how to customize the Weapon-Master

**Taste My \_\_\_\_\_:** The most obvious way to customize the hero is by changing the hero's weapon, add ranks in the Equipment feat to give the hero additional weapons, or make the hero's signature weapon into a Device. If you choose to give the hero a device limit its powers to causing damage with perhaps one or two alternate powers such as Stun or Trip so as not to overshadow the Weapon-Master's personal abilities (see the Mystic Warrior variant for that).

**The Best Defense Is A Good Offense:** Give the Weapon-Master a more aggressive, offensive focus by lowering the hero's defense bonus and defensive feats and add the resulting points to Constitution and additional offensive combat feats to create a hero always looking to attack and relying on Toughness to deal with opponents' attacks.

**Tighter Focus:** Lower the Weapon-Master's overall attack bonus and add ranks in the Attack Focus (melee or ranged) feat, focusing the hero's expertise on either melee or ranged weapons. Take this one step further by adding ranks in the Attack Specialization feat to show that the Weapon-Master has mastered a specific weapon. Freed-up points can be spent on anything, including a more powerful/versatile weapon (equipment or device). Note that doing this may make some of the hero's existing feats less useful and you should be ready to substitute or eliminate them as needed.

"LET ME SHOW YOU THE PROPER USE OF THAT."





# WEATHER CONTROLLER

The Weather Controller is able to call upon a wide array of weather-related powers to save the day. From making an area extremely uncomfortable to using air to move objects or trip opponents to calling in a bank of fog, the Weather Controller dominates the combat environment like few other heroes.

## DESCRIPTION

The Weather Controller's costume is usually composed of loose clothing or is at least accessorized with a cape as this looks more impressive billowing in the wind; the Weather Controller often has long hair for just that very reason.

The Weather Controller can exert a great amount of control over the conditions found on the battlefield. Unlike other heroes, whose powers are often limited to affecting lone targets or targets in a relatively small radius, many of the Weather Controller's powers can affect an area of over 4 square miles. Of course, especially in densely populated urban areas, this

means potentially thousands of people can be affected by the Weather Controller's powers, something the hero absolutely has to keep in mind lest the hero's powers inflict casualties among the innocent.

As a result, even more so than most heroes, the Weather Controller always strives to be in control of the hero's powers and to make sure to not use any more power than is necessary. In fact, under normal circumstances the Weather Controller is among the most restrained of all heroes both in word and deed. However, much like the weather the hero controls, if the con-



ditions are right (i.e. the Weather Controller loses control) the hero may wreak havoc on a massive scale.

## VARIANTS

**Temperature Controller:** The Temperature Controller can dramatically raise or lower the temperature in a large area or concentrate the hero's power to produce a variety of effects on a more localized scale.

**Wind Controller:** Specializes in controlling winds. By focusing on moving air the hero is more powerful than the Weather Controller in terms of wind powers at the price of giving up the ability to create varied effects.

### TEMPERATURE CONTROLLER POWER LEVEL 10

**Str 12** **Dex 18** **Con 14** **Int 12** **Wis 14** **Cha 12**

**Skills:** Bluff 8 (+9), Concentration 12 (+14), Notice 8 (+10), Sense Motive 4 (+6)

**Feats:** Defensive Attack, Defensive Roll 4, Dodge Focus 2, Grappling Finesse, Improved Initiative, Taunt

**Powers:** **Environmental Control 8** (Cold [extreme cold, 1,000 ft. radius]; *Alternate Powers:* Heat [extreme heat, 1,000 ft. radius]), **Immunity 2** (cold, heat), **Suffocate 8** (super-heated air; *Extras:* Range [Ranged]; *Alternate Powers:* **Deflect 8** [all ranged attacks; *Extras:* Action (Move)], **Fatigue 8** [*Extras:* Range (Ranged)], **Snare 8** [freezing air or liquid]), **Super-Movement 2** (Air Walking [super-heated air], Slow Fall [heated air current])

**Combat:** Attack +12, Grapple +16, Damage +1 (unarmed), +8 (suffocate, fatigue), Defense +14 (+6 flat-footed), Knockback -3, Initiative +8

**Saving Throws:** Toughness +6 (+2 flat-footed), Fortitude +6, Reflex +8, Will +6

**Abilities 22 + Skills 8 + Feats 10 + Powers 50 + Combat 48 + Saves 12 = Total 150**

### WIND CONTROLLER POWER LEVEL 10

**Str 12** **Dex 18** **Con 14** **Int 10** **Wis 16** **Cha 14**

**Skills:** Concentration 12 (+15), Intimidate 8 (+10), Notice 8 (+11)

**Feats:** Accurate Attack, All-Out Attack, Defensive Roll 4, Distract (Intimidate), Power Attack, Precise Shot, Startle

**Powers:** **Air Control 12** (*Heavy Load:* 50 tons; *Alternate Powers:* **Air Control 8** [*Heavy Load:* 3 tons; *Extras:* Area (Burst)], **Air Control 8** [*Heavy Load:* 3 tons; *Extras:* Area (Cone)], **Air Control 8** [*Heavy Load:* 3 tons; *Extras:* Area (Line)], **Blast 12** [wind], **Blast 8** [*Extras:* Area (Burst)], **Blast 8** [*Extras:* Area (Cone)], **Blast 8** [*Extras:* Area (Line)], **Dazzle 8** [auditory and visual senses], **Dazzle 6** [auditory and visual senses; *Extras:* Area (Burst)], **Dazzle 6** [auditory and visual senses; *Extras:* Area (Cone)], **Dazzle 6** [auditory and visual senses; *Extras:* Area (Line)], **Deflect 8** (all projectiles; *Extras:* Reflection), **Environmental Control 6** [Distraction (DC 10) and Hamper Movement (one-quarter), 500 ft. radius]), **Flight 5** (250 MPH), **Immunity 2** (wind effects), **Super-Senses 4** (Blindsight [tactile (air disturbance)])

**Combat:** Attack +8, Grapple +9, Damage +1 (unarmed), +12 (blast), Defense +14, Knockback -3, Initiative +4

**Saving Throws:** Toughness +6 (+2 flat-footed), Fortitude +6, Reflex +8, Will +7

**Abilities 24 + Skills 7 + Feats 10 + Powers 53 + Combat 44 + Saves 12 = Total 150**

**"I PREDICT STORMY SKIES AHEAD."**

## WEATHER CONTROLLER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+1	+3	+2
12	16	14	12	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*/+2**	+6	+7	+7

\* 4 Impervious, \*\* flat-footed

**Skills:** Concentration 12 (+15), Intimidate 8 (+10), Knowledge (earth sciences) 4 (+5), Notice 8 (+11)

**Feats:** Fearsome Presence 5, Power Attack

**Powers:** **Flight 4** (100 MPH), **Force Field 10** (*Extras:* Impervious 4), **Immunity 5** (weather effects), **Weather Control 10** (dynamic; *Distraction* [high winds, 5,000 ft. radius, DC 10]; *Alternate Powers* [all dynamic]: **Cold** [extreme cold, 5,000 ft. radius], **Hamper Movement** [high winds, 5,000 ft. radius, one-quarter], **Heat** [extreme heat, 5,000 ft. radius], **Air Control 10** [*Heavy Load:* 12 tons], **Blast 10** [lightning], **Dazzle 10** [thunder, auditory senses; *Extras:* Area (Blast)], **Obscure 10** [fog, visual senses, 5,000 ft. radius], **Obscure 10** [howling winds, auditory senses, 5,000 ft. radius]

**Combat:** Attack +10, Grapple +11, Damage +1 (unarmed), +10 (blast), Defense +8, Knockback -8, Initiative +3

**Abilities 24 + Skills 8 + Feats 6 + Powers 64 + Combat 36 + Saves 12 = Total 150**

## NOTES

- The hero can maintain a number of Weather Control effects at once. For example, the Weather Controller could both reduce movement speeds to one-quarter and add extreme heat in a 100 ft. radius (5 ranks of Hamper Movement and Heat 5 at 2 points per rank). Or the hero could reduce movement rates to one-half and create intense cold in a 1,000 ft. radius while firing a lightning bolt (6 ranks of Hamper Movement and Cold at 1 point per rank and 4 ranks of Blast). Because of this flexibility you may wish to work out some combinations ahead of time.
- Use Fearsome Presence to drive off opponents, especially minions.
- Use extra effort to power stunt the Weather Control power. Suitable alternate powers include Blast (wind, heat), Create Object (wind), Cold Control, Darkness Control, Dazzle (fog, visual), Deflect (ranged attacks), Fatigue (humidity), Gaseous Form, Insubstantial 4, Light Control, Nauseate (foul air), Stun, Suffocate, Summon (air or water elementals), and Water Control.

## CUSTOMIZATION

Here are some suggestions on how to customize the Weather Controller

**Sorry, I Don't Do Lightning:** Give the Weather Controller a specialist focus; the hero can only control wind, or temperature, or thunder and lightning, etc. or limit the hero to only certain kinds of effects such as sensory effects i.e. Concealment, Environmental Control (Distraction), Darkness Control, Dazzle, Light Control, and Obscure.

**A Raging Whirlwind:** Instead of the assumed humanoid form use Gaseous Form to make the hero a cloud. Or use Energy form to turn the Weather Controller into the wind.

**Force Field, What Force Field?:** Instead of relying on Force Field for protection give the Weather Controller some combat moves by substituting combat feats for the Weather Controller's Force Field; you may also wish to add such martial arts abilities as wind punch (Blast), wind block (Deflect [either slow projectiles or all ranged attacks]).



JAMES -07-



# CHAPTER 2: SIDEKICKS

This chapter features all of the 32 main superhero archetypes as PL 6 sidekicks. Why PL 6? Because it is arguably the lowest power level at which viable superheroic characters can be created; a PL 6 sidekick can kick plenty of minion butt but can't hang with the main villains without help from the hero.

PL 6 is also the default starting power level for street-level games; these statblocks can be used for heroes in a gritty campaign focused on protecting a neighborhood or city from the predations of organized crime, gangs, slumlords, and dealing with issues such as drugs, human trafficking, and poverty.

PL 6 is also a good starting level for teen hero campaigns so the statblocks can also represent the popular "heroes in high school" genre which generally center on heroes just discovering their powers and how to control them while dealing with the complexities of teenage life.

Finally, these statblocks can be used to quickly build heroes lower than PL 10 as it is almost always easier to add on (work from a lower PL to a higher one) than to take away (work from a higher PL to a lower one).

So there you have it, 32 statblocks suitable for sidekicks, street-level heroes, teenage heroes, and to use as building blocks for PL 7 to PL 9 campaigns. Oh, and don't forget, the GM can use all of these for villains as well.

## AGENT POWER LEVEL 6

Str 12	Dex 14	Con 12	Int 12	Wis 16	Cha 16
<b>Skills:</b> Acrobatics 4 (+6), Bluff 6 (+9, +13 with Attractive), Computers 6 (+7), Concentration 6 (+9), Diplomacy 6 (+9, +13 with Attractive), Disable Device 6 (+7), Drive 6 (+8), Gather Information 8 (+11), Language 2 (choose 2), Notice 6 (+9), Pilot 2 (+4), Search 6 (+7), Sense Motive 6 (+9), Stealth 6 (+8)					
<b>Feats:</b> Attack Focus (ranged) 2, Attractive, Benefit (security clearance), Defensive Roll 3, Dodge Focus 2, Equipment 4, Luck 1					
<b>Equipment:</b> Camera, Flashlight, Light Pistol ( <b>Blast 3</b> ), Mini-Tracer, Night-Vision Goggles					
<b>Vehicles:</b> Sport Bike ( <i>Size: Medium; Strength: 15; Defense: 10; Toughness: 8; Powers: Speed 5 [250 MPH]; Features: Alarm</i> )					
<b>Combat:</b> Attack +7, +9 (ranged), Grapple +8, Damage +1 (unarmed), +3 (light pistol), Defense +8 (+3 flat-footed), Knockback -2, Initiative +2					
<b>Saving Throws:</b> Toughness +4 (+1 flat-footed), Fortitude +4, Reflex +5, Will +6					
<b>Abilities 22 + Skills 19 + Feats 14 + Combat 26 + Saves 9 = Total 90</b>					

## AMBIBIAN POWER LEVEL 6

Str 22	Dex 18	Con 22	Int 10	Wis 14	Cha 12
<b>Skills:</b> Acrobatics 6 (+10), Notice 6 (+8), Stealth 4 (+8), Survival 4 (+6)					

**Feats:** Environmental Adaptation (underwater), Favored Environment (underwater), Power Attack

**Powers:** **Comprehend 2** (speak to and comprehend animals; *Flaws:* Limited [sea creatures]), **Immunity 3** (breathe normally underwater, cold, high pressure), **Super-Senses 1** (Low-Light Vision), **Swimming 5** (50 MPH), **Super-Strength 2** (*Heavy Load:* 2,080 lbs.)

**Combat:** Attack +5, Grapple +13, Damage +6 (unarmed), Defense +5, +1 attack or dodge bonus underwater, Knockback -3, Initiative +4

**Saving Throws:** Toughness +6, Fortitude +9, Reflex +7, Will +5

**Abilities 38 + Skills 5 + Feats 3 + Powers 15 + Combat 20 + Saves 9 = Total 90**

## ANDROID POWER LEVEL 6

Str 22	Dex 20	Con -	Int 18	Wis 12	Cha 10
<b>Skills:</b> Computers 4 (+8), Craft (electronic) 4 (+8), Craft (mechanical) 4 (+8), Knowledge (technology) 4 (+8)					
<b>Feats:</b> Attack Specialization (strike), Eidetic Memory					
<b>Powers:</b> <b>Immunity 30</b> (Fortitude saves), <b>Protection 6</b> , <b>Strike 1</b> ( <i>Power Feats:</i> Mighty), <b>Super-Senses 2</b> (Darkvision)					
<b>Combat:</b> Attack +3, +5 (strike), Grapple +9, Damage +7 (strike), Defense +6, Knockback -3, Initiative +5					
<b>Saving Throws:</b> Toughness +6, Fortitude -, Reflex +7, Will +3					
<b>Abilities 22 + Skills 4 + Feats 2 + Powers 40 + Combat 18 + Saves 4 = Total 90</b>					

## BATTLESUIT POWER LEVEL 6

Str 26/10*	Dex 10	Con 10	Int 18	Wis 12	Cha 10
<b>Skills:</b> Computers 4 (+8), Craft (electronic) 6 (+10), Craft (mechanical) 6 (+10), Knowledge (technology) 6 (+10), Notice 2 (+3)					
<b>Feats:</b> Attack Focus (ranged), Inventor, Power Attack					
<b>Powers:</b> <b>Device 12</b> (powered armor, hard to lose): <b>Blast 8</b> ( <i>Alternate Powers:</i> <b>Enhanced Strength 16</b> ), <b>Flight 3</b> (50 MPH), <b>Immunity 9</b> (life support), <b>Protection 8</b> ( <i>Extras:</i> Impervious), <b>Super-Senses 6</b> (Blindsight [Radio, Extended], Extended normal vision), <b>Super-Strength 3</b> ( <i>Heavy Load:</i> 3.6 tons)					
<b>Combat:</b> Attack +3, +4 (ranged), Grapple +14, Damage +8 (blast or unarmed), Defense +4, Knockback -8, Initiative +0					
<b>Saving Throws:</b> Toughness +8**, Fortitude +3, Reflex +3, Will +4					
<b>Abilities 10 + Skills 6 + Feats 3 + Powers 48 + Combat 14 + Saves 9 = Total 90</b>					

\*out of battlesuit, \*\* Impervious

## COSTUMED DETECTIVE

POWER LEVEL 6

Str 16 Dex 16 Con 14 Int 14 Wis 14 Cha 14

**Skills:** Acrobatics 6 (+9), Bluff 6 (+8), Climb 6 (+9), Disable Device 6 (+8), Escape Artist 6 (+9), Gather Information 6 (+8), Intimidate 6 (+8), Investigate 6 (+8), Knowledge (streetwise) 6 (+8), Notice 6 (+8), Search 6 (+8), Sense Motive 4 (+6), Stealth 6 (+9)

**Feats:** Defensive Roll, Dodge Focus, Equipment 4, Evasion 2, Uncanny Dodge (visual)

**Equipment:** Costume (**Protection 2**), Grapple Gun (Super-Movement 1 [Swinging]), *Utility Belt (array):* Flash-Bangs (**Dazzle 3** [visual and auditory; *Extras:* Area (Burst)]); *Alternate Powers:* Bolas (**Snare 6**), Concussion Grenade (**Stun 3** [*Extras:* Area (Burst), Range (Ranged)]), Smoke Bombs (**Obscure 4** [visual; *Extras:* Independent), Throwing Orbs (**Blast 2** [*Power Feats:* Mighty 3, Ricochet 2])

**Combat:** Attack +7, Grapple +10, Damage +3 (unarmed), +5 (throwing orb), Defense +7 (+3 flat-footed), Knockback -2, Initiative +3

**Saving Throws:** Toughness +5 (+4 flat-footed, +2 without costume), Fortitude +5, Reflex +5, Will +5

**Abilities 28 + Skills 19 + Feats 9 + Combat 26 + Saves 8 = Total 90**

## CYBORG

POWER LEVEL 6

Str 24/10 Dex 12 Con 24/10 Int 12 Wis 10 Cha 10

**Skills:** Computers 6 (+7), Craft (electronics) 6 (+7), Craft (mechanical) 6 (+7), Knowledge (technology) 6 (+7), Notice 4 (+4)

**Feats:** Attack Focus (melee), Inventor, Power Attack

**Powers:** **Blast 7** (*Alternate Powers:* **Blast 6** [*Flaws:* Range (Touch); *Extras:* Area (Line)], **Dazzle 7** [visual senses]), **Enhanced Constitution 14**, **Enhanced Strength 14**, **Impervious Toughness 5**, **Super-Senses 1** (Low-Light Vision), **Super-Strength 1** (*Heavy Load:* 1,400 lbs.)

**Combat:** Attack +4, +5 (melee), Grapple +13, Damage +7 (unarmed or blast), Defense +5, Knockback -6, Initiative +1

**Saving Throws:** Toughness +7\*, Fortitude +7, Reflex +4, Will +3

**Abilities 4 + Skills 7 + Feats 3 + Powers 52 + Combat 18 + Saves 6 = Total 90**

\* 5 Impervious

## DEMON

POWER LEVEL 6

Str 20 Dex 14 Con 20 Int 10 Wis 12 Cha 14

**Skills:** Bluff 6 (+8), Notice 6 (+7), Sense Motive 4 (+5)

**Feats:** Power Attack, Taunt

**Powers:** **Hellfire Control 6** (*Alternate Powers:* **Possession 3**), **Flight 2** (25 MPH), **Immunity 9** (aging, fire damage, need for sleep, suffocation), **Protection 1**, **Super-Senses 2** (Darkvision)

**Combat:** Attack +6, Grapple +11, Damage +5 (unarmed), +6 (hellfire), Defense +6, Knockback -3, Initiative +2

**Saving Throws:** Toughness +6, Fortitude +8, Reflex +5, Will +4

**Drawbacks:** Power Loss (Flight when wings are restrained, 1 point), Vulnerable (holy attacks, x2, 3 points), Weakness (holy ground, -1 Str, Dex, and Con per 5 minutes, 4 points)

**Abilities 30 + Skills 4 + Feats 2 + Powers 29 + Combat 24 + Saves 9 - Drawbacks 8 = Total 90**

## DUPLICATOR

POWER LEVEL 6

Str 12 Dex 12 Con 12 Int 10 Wis 12 Cha 12

**Skills:** Bluff 6 (+7), Notice 4 (+5), Stealth 2 (+3)

**Feats:** Chokehold, Defensive Roll, Improved Defense, Improved Grab, Improved Pin, Sneak Attack, Teamwork 2

**Powers:** **Duplication 5** (*Extras:* Action [Move], Horde; *Power Feats:* Mental Link, Progression 2 [5 duplicates])

**Combat:** Attack +9, Grapple +10, Damage +1 (unarmed), +3 (unarmed sneak attack), Defense +10, Knockback -1, Initiative +1

**Saving Throws:** Toughness +2 (+1 flat-footed), Fortitude +4, Reflex +4, Will +3

**Abilities 10 + Skills 3 + Feats 8 + Powers 23 + Combat 38 + Saves 8 = Total 90**

## ELEMENTAL (WATER)

POWER LEVEL 6

Str 10 Dex 16 Con 12 Int 12 Wis 12 Cha 12

**Skills:** Bluff 6 (+7), Escape Artist 0 (+3, +4 with Elongation), Notice 4 (+5), Stealth 6 (+9)

**Feats:** Grappling Finesse, Instant Up, Redirect

**Powers:** **Liquid Form 8** (water); **Blast 6** (water; *Alternate Powers:* **Suffocate 6**), **Concealment 2** (normal sight; *Flaws:* Limited [underwater only]), **Elongation 1**, **Immunity 9** (life support), **Insubstantial 1**, **Protection 7**, **Swimming 3** (10 MPH)

**Combat:** Attack +6, Grapple +9 (+10 with elongation), Damage +0 (unarmed), +6 (blast), Defense +4, Knockback -4, Initiative +3

**Saving Throws:** Toughness +8, Fortitude +4, Reflex +6, Will +4

**Abilities 14 + Skills 4 + Feats 3 + Powers 40 + Combat 20 + Saves 9 = Total 90**

## ENERGY CONTROLLER

POWER LEVEL 6

Str 10 Dex 16 Con 12 Int 10 Wis 12 Cha 12

**Skills:** Acrobatics 6 (+9), Concentration 6 (+7), Intimidate 4 (+5), Notice 4 (+5)

**Feats:** Acrobatic Bluff, Precise Shot, Quick Change

**Powers:** **Electrical Control 8** (*Alternate Powers:* **Stun 8**), **Flight 3** (50 MPH), **Force Field 6** (*Extras:* Impervious), **Immunity 5** (electricity damage)

**Combat:** Attack +4, Grapple +4, Damage +0 (unarmed), +8 (electrical control), Defense +5, Knockback -6, Initiative +3

**Saving Throws:** Toughness +7\* (+1 without force field), Fortitude +5, Reflex +7, Will +5

**Abilities 12 + Skills 5 + Feats 3 + Powers 40 + Combat 18 + Saves 12 = Total 90**

\* 6 Impervious



## FORTUNATE HERO

POWER LEVEL 6

Str 10	Dex 10	Con 10	Int 10	Wis 10	Cha 16
--------	--------	--------	--------	--------	--------

**Skills:** Bluff 6 (+9), Notice 6 (+6)**Feats:** Distract (Bluff), Equipment 1**Powers:** **Enhanced Attack 4**, **Enhanced Defense 2**, **Enhanced Feats 13** (Defensive Roll 2, Eidetic Memory, Elusive Target, Evasion 2, Luck 3, Throwing Mastery 3, Uncanny Dodge [luck]), **Luck Control 3** (*Extras:* Area [Burst], Selective Attack; *Power Feats:* Progression 4 [150 ft. radius])**Equipment:** Dice (for Throwing Mastery), Undercover Vest (**Protection 3**; [*Power Feats:* Subtle])**Combat:** Attack +9, Grapple +9, Damage +0 (unarmed), +3 (dice), Defense +7, Knockback 2, Initiative +0**Saving Throws:** Toughness +5 (+3 flat-footed, +0 without vest), Fortitude +5, Reflex +5, Will +5**Abilities 6 + Skills 3 + Feats 2 + Powers 44 + Combat 20 + Saves 15 = Total 90**

## GADGETEER

POWER LEVEL 6

Str 10	Dex 10	Con 10	Int 24	Wis 16	Cha 10
--------	--------	--------	--------	--------	--------

**Skills:** Computers 4 (+11), Craft (electronics) 6 (+13), Craft (mechanical) 6 (+13), Disable Device 6 (+13), Knowledge (technology) 6 (+13)**Feats:** Improvised Tools, Inventor**Powers:** **Device 3** (blaster, easy to lose); **Blast 7** (*Power Feats:* Precise), **Device 5** (force field harness, hard to lose); **Force Field 8** (*Extras:* Impervious, Linked **Immunity 9** [life support]), **Device 1** (hoverdisk, easy to lose); **Flight 2** (25 MPH; *Alternate Powers:* **Flight 4** [100 MPH; *Flaws:* Levitation])**Combat:** Attack +5, Grapple +5, Damage +0 (unarmed), +7 (blaster), Defense +4, Knockback -8, Initiative +0**Saving Throws:** Toughness +8\* (+0 without force field), Fortitude +4, Reflex +4, Will +6**Abilities 20 + Skills 7 + Feats 2 + Powers 32 + Combat 18 + Saves 11 = Total 90**

\* Impervious

## JUNGLE LORD

POWER LEVEL 6

Str 16	Dex 18	Con 16	Int 10	Wis 16	Cha 12
--------	--------	--------	--------	--------	--------

**Skills:** Acrobatics 6 (+10), Climb 8 (+11), Notice 8 (+11), Stealth 6 (+10), Survival 8 (+11), Swim 4 (+7)**Feats:** Acrobatic Bluff, Environmental Adaptation (jungle), Defensive Roll, Dodge Focus, Equipment 1, Evasion 2, Favored Environment (jungle), Minions 3, Track, Uncanny Dodge (auditory)**Powers:** **Comprehend 2** (speak to and understand animals), **Super-Movement 1** (swinging)**Equipment:** Spear (**Strike 3** [*Power Feats:* Mighty, Thrown])**Minions:** *Eagle (Minion) Power Level 4/Minion Level 3***Combat:** Attack +5, Grapple +8, Damage +3 (unarmed), +6 (spear), Defense +7 (+3 flatfooted), +1 attack or dodge bonus in jungle, Knockback -2, Initiative +4**Saving Throws:** Toughness +4 (+3 flat-footed), Fortitude +7, Reflex +8, Will +7**Drawbacks:** Disability (illiterate, 1 point)**Abilities 28 + Skills 10 + Feats 13 + Powers 6 + Combat 22 + Saves 12 - Drawbacks 1 = Total 90**

## EAGLE (MINION)

POWER LEVEL 4/  
MINION LEVEL 3

Str 10	Dex 18	Con 12	Int 2	Wis 16	Cha 6
--------	--------	--------	-------	--------	-------

**Skills:** Notice 8 (+11), Stealth 4 (+12)**Powers:** **Flight 2** (25 MPH), **Shrinking 4** (provides -4 Str, Small size; *Power Feats:* Innate; *Extras:* Duration [Continuous] *Flaws:* Permanent), **Strike 2** (talons), **Super-Senses 2** (Extended Vision, Low-Light Vision)**Combat:** Attack +6, Grapple +2, Damage +2 (talons), Defense +7, Knockback -0, Initiative +4**Saving Throws:** Toughness +1, Fortitude +4, Reflex +7, Will +5**Drawbacks:** Disability (mute and no hands, 8 points), Power Loss (Flight, when wings are restrained, 1 point)**Abilities 8 + Skills 3 + Powers 13 + Combat 22 + Saves 8 - Drawbacks 9 = Total 45**

## LIVING WEAPON

POWER LEVEL 6

Str 20	Dex 20	Con 20	Int 10	Wis 12	Cha 10
--------	--------	--------	--------	--------	--------

**Skills:** Climb 6 (+11), Intimidate 6 (+6), Notice 8 (+9), Stealth 8 (+13)**Feats:** All-Out Attack, Defensive Roll, Diehard, Evasion 2, Improved Initiative, Power Attack, Takedown Attack, Ultimate Save (Will), Uncanny Dodge (olfactory)**Powers:** **Regeneration 4** (bruised 1/round, injured/staggered 1/20 minutes, disabled 1/5 hours), **Strike 2** (retractable claws; *Power Feats:* Improved Critical [19-20], Mighty, Subtle), **Super-Senses 3** (Low-Light Vision, Scent, Tracking)**Combat:** Attack +5, Grapple +10, Damage +5 (unarmed), +7 (claws), Defense +6, Knockback -3, Initiative +9**Saving Throws:** Toughness +6 (+5 flat-footed), Fortitude +7, Reflex +7, Will +4**Abilities 32 + Skills 7 + Feats 10 + Powers 12 + Combat 22 + Saves 7 = Total 90**

## MARTIAL ARTIST

POWER LEVEL 6

Str 16	Dex 18	Con 14	Int 10	Wis 12	Cha 10
--------	--------	--------	--------	--------	--------

**Skills:** Acrobatics 8 (+12), Climb 6 (+9), Concentration 6 (+7), Escape Artist 6 (+10), Intimidate 4 (+4), Notice 6 (+7), Sense Motive 6 (+7), Stealth 6 (+10)**Feats:** Acrobatic Bluff, Defensive Roll 2, Elusive Target, Equipment 1, Evasion 2, Improved Initiative, Improved Throw, Improved Trip, Instant Up, Power Attack, Redirect, Stunning Attack, Takedown Attack, Uncanny Dodge (visual)**Equipment:** Sai (**Strike 1** [*Power Feats:* Improved Block, Improved Disarm, Mighty, Thrown])

**Combat:** Attack +8, Grapple +11, Damage +3 (unarmed), +4 (sai), Defense +8, Knockback -2, Initiative +8

**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +5, Reflex +8, Will +4

**Abilities 20 + Skills 12 + Feats 16 + Combat 32 + Saves 10 = Total 90**

## MARTIAN POWER LEVEL 6

**Str 16 Dex 14 Con 16 Int 14 Wis 14 Cha 14**

**Skills:** Computers 6 (+8), Diplomacy 6 (+8), Disguise 0 (+27 with Morph), Notice 4 (+6)

**Feats:** Eidetic Memory

**Powers:** **Flight 2** (25 MPH), **Force Field 5** (*Extras:* Impervious; *Alternate Powers:* **Insubstantial 2**, **Morph 5** [any humanoid]), **Immunity 9** (life support), **Strike 4** (*Power Feats:* Mighty)

**Combat:** Attack +5, Grapple +8, Damage +3 (unarmed), +7 (strike), Defense +4, Knockback -6, Initiative +2

**Saving Throws:** Toughness +8\* (+3 without force field), Fortitude +6, Reflex +5, Will +5

**Abilities 28 + Skills 4 + Feats 1 + Powers 30 + Combat 18 + Saves 9 = Total 90**

\* 5 Impervious

## MIMIC POWER LEVEL 6

**Str 10 Dex 12 Con 12 Int 12 Wis 12 Cha 10**

**Skills:** Bluff 8 (+8), Concentration 6 (+7), Notice 6 (+7), Sense Motive 4 (+5), Stealth 8 (+9)

**Feats:** Accurate Attack, Distract (Bluff), Jack-Of-All-Trades

**Powers:** **Mimic 8** (all traits at once; *Extras:* Extra Subject)

**Combat:** Attack +4, Grapple +4, Damage +0 (unarmed), Defense +4, Knockback -0, Initiative +1

**Saving Throws:** Toughness +1, Fortitude +3, Reflex +4, Will +3

**Abilities 8 + Skills 8 + Feats 3 + Powers 48 + Combat 16 + Saves 7 = Total 90**

## MYSTIC POWER LEVEL 6

**Str 10 Dex 12 Con 10 Int 18 Wis 14 Cha 12**

**Skills:** Concentration 8 (+10), Intimidate 4 (+5), Knowledge (arcane lore) 4 (+8), Notice 4 (+6), Search 4 (+8), Sleight of Hand 4 (+5)

**Feats:** Ritualist, Trance

**Powers:** **Force Field 8** (*Extras:* Impervious), **Magic 8 (Blast 8;** *Alternate Powers:* **Create Object 8**, **ESP 4** [1 mile, all senses], **Flight 4** [100 MPH] and **Invisibility 2** (all visual senses), **Obscure 8** [visual senses], **Paralyze 8**, **Telekinesis 8** [*Heavy Load:* 3 tons], **Trip 8** [*Extras:* Knockback]), **Super-Senses 1** (Magical Awareness)

**Combat:** Attack +4, Grapple +4 (+12 with telekinesis), Damage +0 (unarmed), +8 (blast or paralyze), Defense +4, Knockback -8, Initiative +1

**Saving Throws:** Toughness +8\* (+0 without force field), Fortitude +3, Reflex +4, Will +5

**Abilities 16 + Skills 7 + Feats 2 + Powers 40 + Combat 16 + Saves 9 = Total 90**

\* Impervious

## PARAGON POWER LEVEL 6

**Str 26/14 Dex 12 Con 26/14 Int 10 Wis 10 Cha 12**

**Skills:** Notice 4 (+4), Search 4 (+4)

**Feats:** Power Attack

**Powers:** **Enhanced Constitution 12**, **Enhanced Strength 12**, **Flight 5** (250 MPH), **Impervious Toughness 8**, **Super-Strength 4** (*Heavy Load:* 7.2 tons)

**Combat:** Attack +4, Grapple +16, Damage +8 (unarmed), Defense +4, Knockback -8, Initiative +1

**Saving Throws:** Toughness +8\*, Fortitude +9, Reflex +4, Will +5

**Abilities 12 + Skills 2 + Feats 1 + Powers 50 + Combat 16 + Saves 9 = Total 90**

\* Impervious

## POWERHOUSE POWER LEVEL 6

**Str 28/16 Dex 10 Con 28/16 Int 10 Wis 10 Cha 10**

**Skills:** Intimidate 8 (+8), Notice 4 (+4)

**Feats:** Power Attack, Startle, Takedown Attack

**Powers:** **Enhanced Constitution 12**, **Enhanced Strength 12**, **Impervious Toughness 9**, **Leaping 6** (x100), **Super-Strength 6** (*Heavy Load:* 38 tons)

**Combat:** Attack +3, Grapple +18, Damage +9 (unarmed), Defense +3, Knockback -9, Initiative +0

**Saving Throws:** Toughness +9\*, Fortitude +10, Reflex +4, Will +4

**Abilities 12 + Skills 3 + Feats 3 + Powers 51 + Combat 12 + Saves 9 = Total 90**

\* Impervious

## PSIONIC POWER LEVEL 6

**Str 10 Dex 12 Con 10 Int 12 Wis 18 Cha 10**

**Skills:** Concentration 8 (+12), Notice 4 (+8), Sense Motive 4 (+8)

**Feats:** Trance, Uncanny Dodge (mental)

**Powers:** **Force Field 8**, **Mental Blast 6** (*Alternate Powers;* **Telekinesis 8** [*Heavy Load:* 3 tons; *Extras:* Damaging]), **Super-Senses 1** (Mental Awareness), **Telepathy 6** (20 miles; *Alternate Powers:* **Mind Control 6**)

**Combat:** Attack +4, Grapple +4 (+12 with Telekinesis) Damage +0 (unarmed), +6 (mental blast), +8 (telekinesis), Defense +4, Knockback -4, Initiative +1

**Saving Throws:** Toughness +8 (+0 without force field), Fortitude +3, Reflex +4, Will +7

**Abilities 12 + Skills 4 + Feats 2 + Powers 47 + Combat 16 + Saves 9 = Total 90**



## RING BEARER

POWER LEVEL 6

Str 12	Dex 14	Con 14	Int 10	Wis 12	Cha 12
<b>Skills:</b> Concentration 6 (+7), Diplomacy 6 (+7), Notice 6 (+7), Search 4 (+4), Sense Motive 6 (+7)					
<b>Feats:</b> Attack Focus (ranged), Power Attack, Precise Shot					
<b>Powers:</b> <b>Device 9</b> (power band; hard to lose; <i>Power Feats:</i> Restricted); <b>Cosmic Energy Control 6</b> ( <i>Alternate Powers:</i> <b>Create Object 6</b> , <b>Dazzle 6</b> [visual senses], <b>Telekinesis 6</b> [ <i>Heavy Load:</i> 1,600 lbs.]), <b>Enhanced Feats 1</b> (Quick Change), <b>Flight 4</b> (100 MPH), <b>Force Field 6</b> ( <i>Extras:</i> Impervious), <b>Immunity 9</b> (life support)					
<b>Combat:</b> Attack +6, Grapple +7 (+12 with telekinesis), Damage +1 (unarmed), +6 (cosmic energy control), Defense +4, Knockback -7, Initiative +2					
<b>Saving Throws:</b> Toughness +8* (+2 without force field), Fortitude +5, Reflex +5, Will +4					
<b>Abilities 14 + Skills 7 + Feats 3 + Powers 37 + Combat 20 + Saves 9 = Total 90</b>					

\* 6 Impervious

## SENTIENT PLANT

POWER LEVEL 6

Str 16	Dex 10	Con 20	Int 12	Wis 12	Cha 10
<b>Skills:</b> Notice 4 (+5)					
<b>Feats:</b> Environmental Adaptation (forest)					
<b>Powers:</b> <b>Immunity 1</b> (immune to chokeholds), <b>Plant Control 6</b> (30 ft. radius; <i>Power Feats:</i> Photosynthesis; <i>Alternate Powers:</i> <b>Animate Objects 6</b> [ <i>Flaws:</i> Limited (plants only)]), <b>Protection 3</b> ( <i>Extras:</i> Impervious), <b>Regeneration 10</b> (+4 recovery bonus, bruised/unconscious 1/round, injured/staggered 1/20 minutes, disabled 1/hour; <i>Power Feats:</i> Regrowth; <i>Flaws:</i> Source [sunlight]), <b>Suffocate 8</b>					
<b>Combat:</b> Attack +4, Grapple +7, Damage +3 (unarmed), +8 (suffocate), Defense +4, Knockback -5, Initiative +0					
<b>Saving Throws:</b> Toughness +8*, Fortitude +7, Reflex +3, Will +5					
<b>Abilities 20 + Skills 1 + Feats 1 + Powers 43 + Combat 16 + Saves 9 = Total 90</b>					

\* 3 Impervious

## SHAPESHIFTER

POWER LEVEL 6

Str 10	Dex 16	Con 10	Int 12	Wis 10	Cha 16
<b>Skills:</b> Bluff 4 (+7), Disguise 0 (+28 with Shapeshift), Notice 4 (+4), Stealth 4 (+7)					
<b>Feats:</b> Evasion 2, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Shapeshift 5</b> ( <i>Flaws:</i> Limited [animals only])					
<b>Combat:</b> Attack +6, Grapple +6, Damage +0 (unarmed), Defense +6, Knockback -0, Initiative +3					
<b>Saving Throws:</b> Toughness +0, Fortitude +4, Reflex +6, Will +4					
<b>Abilities 14 + Skills 3 + Feats 3 + Powers 35 + Combat 24 + Saves 11 = Total 90</b>					

## SPEEDSTER

POWER LEVEL 6

Str 10	Dex 16	Con 14	Int 10	Wis 10	Cha 12
<b>Skills:</b> Bluff 6 (+7), Notice 6 (+6)					
<b>Feats:</b> Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion 2, Fast Overrun, Improved Overrun, Instant Up, Move-By Action, Redirect					
<b>Powers:</b> <b>Super-Speed 5</b> (250 MPH, Rapid Fire; <i>Power Feats:</i> Rapid Attack, Running Punch <sup>1</sup> , Wall Run)					
<b>Combat:</b> Attack +7, Grapple +7, Damage +0 (unarmed), +3 (rapid fire), +5 (running punch), Defense +8 (+3 flat-footed), Knockback -2, Initiative +28					
<b>Saving Throws:</b> Toughness +4 (+2 flat-footed), Fortitude +4, Reflex +7, Will +3					
<b>Abilities 12 + Skills 3 + Feats 12 + Powers 28 + Combat 26 + Saves 9 = Total 90</b>					

<sup>1</sup>see Appendix I for an explanation of this extra

## SUPER-SOLDIER

POWER LEVEL 6

Str 18	Dex 18	Con 18	Int 14	Wis 14	Cha 14
<b>Skills:</b> Acrobatics 4 (+8), Climb 4 (+8), Knowledge (tactics) 8 (+10), Notice 4 (+6), Stealth 4 (+8)					
<b>Feats:</b> Benefit (security clearance), Elusive Target, Evasion 2, Improved Initiative, Inspire, Master Plan, Power Attack, Uncanny Dodge (visual)					
<b>Powers:</b> <b>Device 2</b> (shield, easy to lose); <b>Shield 2</b> , <b>Blast 2</b> (thrown shield; <i>Power Feats:</i> Mighty 4)					
<b>Combat:</b> Attack +6, Grapple +10, Damage +4 (unarmed), +6 (shield), Defense +8 (+3 flat-footed), Knockback -2, Initiative +4					
<b>Saving Throws:</b> Toughness +4, Fortitude +7, Reflex +7, Will +5					
<b>Abilities 36 + Skills 6 + Feats 9 + Powers 6 + Combat 24 + Saves 9 = Total 90</b>					

## SWASHBUCKLER

POWER LEVEL 6

Str 12	Dex 18	Con 12	Int 10	Wis 12	Cha 16
<b>Skills:</b> Acrobatics 6 (+10), Bluff 8 (+11), Climb 4 (+5), Notice 6 (+7), Ride 4 (+8), Sense Motive 6 (+7), Stealth 6 (+10)					
<b>Feats:</b> Accurate Attack, Defensive Attack, Attack Specialization (rapier), Defensive Roll 3, Elusive Target, Equipment 1, Evasion 2, Improved Block, Improved Defense, Improved Disarm, Improved Initiative, Instant Up, Move-By Action, Quick Draw (draw), Takedown Attack, Taunt, Uncanny Dodge (visual), Weapon Bind, Weapon Break					
<b>Equipment:</b> Rapier ( <b>Strike 3</b> , <i>Power Feats:</i> Improved Critical [19-20], Mighty)					
<b>Combat:</b> Attack +6, +8 (rapier), Grapple +7, Damage +1 (unarmed), +4 (rapier), Defense +8, Knockback -2, Initiative +8					
<b>Saving Throws:</b> Toughness +4 (+1 flat-footed), Fortitude +4, Reflex +8, Will +4					
<b>Abilities 20 + Skills 10 + Feats 22 + Combat 28 + Saves 10 = Total 90</b>					

**TOTEM (FOX)****POWER LEVEL 6****Str 12** **Dex 26/14** **Con 14** **Int 12** **Wis 14** **Cha 12****Skills:** Acrobatics 6 (+14), Notice 6 (+8), Search 6 (+7), Stealth 6 (+14), Survival 4 (+6)**Feats:** Attack Specialization (strike), Acrobatic Bluff, Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion 2, Grappling Finesse, Improved Trip, Move-By Attack, Sneak Attack, Uncanny Dodge (olfactory)**Powers:** **Enhanced Dexterity 12**, **Leaping 2** (x5), **Speed 2** (25 MPH), **Strike 1** (*Power Feats:* Mighty), **Super-Senses 3** (Low-Light Vision, Scent, Ultra-Hearing)**Combat:** Attack +6, +8 (strike), Grapple +14, Damage +2 (strike), +4 (strike sneak attack), Defense +8 (+3 flat-footed), Knockback -2, Initiative +8**Saving Throws:** Toughness +4 (+2 flat-footed), Fortitude +4, Reflex +10, Will +4**Abilities 18 + Skills 7 + Feats 14 + Powers 21 + Combat 24 + Saves 6 = Total 90****TRACER****POWER LEVEL 6****Str 16** **Dex 14** **Con 16** **Int 12** **Wis 14** **Cha 14****Skills:** Drive 4 (+6), Gather Information 8 (+10), Intimidate 8 (+10), Knowledge (streetwise) 8 (+9), Notice 8 (+10), Search 6 (+7), Sense Motive 8 (+10), Stealth 6 (+8)**Feats:** Contacts, Distract (Intimidate), Equipment 5, Evasion, Precise Shot, Quick Draw (draw), Stunning Attack**Equipment:** Cell Phone, Flashlight, Handcuffs, Mini-Tracer, Heavy Pistol (**Blast 4**), Undercover Shirt (**Protection 2** [*Power Feats:* Subtle])**Vehicles:** 4x4 Pickup Truck (*Size:* Huge; *Strength:* 40; *Defense:* 8; *Toughness:* 9; *Powers:* **Speed 5** [250 MPH]; *Features:* Alarm)**Combat:** Attack +8, Grapple +11, Damage +3 (unarmed), +4 (heavy pistol), Defense +7, Knockback -2, Initiative +2**Saving Throws:** Toughness +5 (+3 without shirt), Fortitude +6, Reflex +5, Will +5**Abilities 26 + Skills 14 + Feats 11 + Combat 30 + Saves 9 = Total 90****WEALTHY THRILLSEEKER****POWER LEVEL 6****Str 14** **Dex 14** **Con 16** **Int 12** **Wis 10** **Cha 14****Skills:** Bluff 6 (+8), Drive 4 (+6), Notice 4 (+4), Pilot 8 (+10), Stealth 6 (+8)**Feats:** Defensive Roll, Distract (Bluff), Elusive Target, Equipment 2, Evasion 2, Fearless, Taunt, Ultimate Skill (Pilot), Uncanny Dodge (visual)**Powers:** **Device 3** (power gauntlet, hard to lose): **Strike 3** (*Power Feats:* Mighty; *Extras:* Linked **Stun 5**; *Alternate Powers:* **Kinetic Control 5**), **Device 1** (bodysuit, hard to lose): **Protection 2**, **Super-Senses 3** (Direction Sense [GPS], Infravision, Tracking [Infravision])**Vehicles:** Hover Disk (*Size:* Medium; *Strength:* 20; *Defense:* 10; *Toughness:* 7; *Powers:* **Flight 3** [50 MPH])**Combat:** Attack +7, Grapple +9, Damage +2 (unarmed), +5 (power gauntlet), Defense +6, Knockback -3, Initiative +2**Saving Throws:** Toughness +6 (+5 flat-footed, +3 without bodysuit), Fortitude +6, Reflex +6, Will +3**Abilities 20 + Skills 7 + Feats 11 + Powers 16 + Combat 26 + Saves 10 = Total 90****WEAPON MASTER****POWER LEVEL 6****Str 14** **Dex 18** **Con 12** **Int 10** **Wis 12** **Cha 10****Skills:** Acrobatics 6 (+10), Climb 6 (+8), Intimidate 6 (+6), Knowledge (streetwise) 4 (+4), Notice 6 (+7), Sense Motive 6 (+7), Stealth 6 (+10)**Feats:** Acrobatic Bluff, Blind-Fight, Defensive Roll 3, Elusive Target, Evasion 2, Equipment 1, Improved Block, Improved Disarm, Improved Initiative, Improved Trip, Move-By Action, Power Attack, Quick Draw (draw), Takedown Attack, Throwing Mastery 2, Uncanny Dodge (visual)**Equipment:** Fighting Stick (**Strike 2** [*Power Feats:* Improved Disarm, Mighty, Thrown])**Combat:** Attack +8, Grapple +10, Damage +2 (unarmed or throwing mastery), +4 (fighting stick), Defense +8, Knockback -2, Initiative +8**Saving Throws:** Toughness +4 (+1 flat-footed), Fortitude +5, Reflex +8, Will +5**Abilities 16 + Skills 10 + Feats 20 + Combat 32 + Saves 12 = Total 90****WEATHER CONTROLLER****POWER LEVEL 6****Str 10** **Dex 14** **Con 12** **Int 10** **Wis 14** **Cha 12****Skills:** Concentration 8 (+10), Intimidate 6 (+7), Notice 6 (+8)**Feats:** Fearsome Presence 3, Power Attack**Powers:** **Flight 3** (50 MPH), **Force Field 6**, **Weather Control 6** (4 points worth of Environmental Control effects in a 250 ft. radius; *Alternate Powers:* **Blast 6** [lightning] and **Dazzle 6** [thunder, auditory senses; *Extras:* Area (Burst)], **Air Control 6** [*Heavy Load:* 1,600 lbs.] and **Obscure 6** [visual senses])**Combat:** Attack +6, Grapple +6, Damage +0 (unarmed), +6 (blast), Defense +5, Knockback -3, Initiative +2**Saving Throws:** Toughness +7 (+1 without force field), Fortitude +4, Reflex +5, Will +5**Abilities 12 + Skills 5 + Feats 4 + Powers 38 + Combat 22 + Saves 9 = Total 90**



# CHAPTER 3: ORIGINS

This chapter presents you with one sample origin for each of the 32 main superhero archetypes. Although ready to use as written, each origin is really intended more as a way for you to get your creative juices flowing since any given origin may or may not be appropriate for your game. In fact, you should take the time to read through all of the origins, or at least those of archetypes related to the hero you want to play (i.e. the Agent, Martial Artist, SuperSoldier, Weapon Master are all related, being highly trained individuals with no real superpowers) before deciding on the origin that suits your particular hero since they can often be substituted for each other with only a minimum of adjustment.

## AGENT

You joined the agency right out of college, an idealistic and fresh-faced agent-in-training with no idea of what was going on. How times have changed. Today, after years of training and experience, you are one of the top players in the game, the one that's called on when no one else can get the job done; a shadowy figure that does not officially exist yet commands respect and instills fear in all those who know. As one of the agency's greatest assets you are placed on only the most vital of assignments and have more medals and honors than you can remember. But you're no idiot, you know the rules of the game; you're only as good as your last assignment and the day you fail will be the day they drop you (assuming you survive), and yet you continue to play. Why? Because you can't stop, you can't even imagine what it would be like to live a normal life. One day it'll all catch up to you, one day you'll become complacent or your body just won't be up to it anymore, but that day is still a long way off and until then you're going to continue to go out there and give it your all because it is the only thing you know how to do, and nobody does it better.

## AMPHIBIAN

Though born on Earth, your race is not of this world. Thousands of years ago, when humans were just learning to write, your people were already exploring nearby stars. Yet for all their advanced technology, your forebears were no wiser than humans are today and ended up destroying their native world in a cataclysmic war. A fortunate few, including your ancestors, escaped the destruction of their home planet, dispersing into the cosmos in giant colony ships. Slumbering in a cryogenic state, your ancestors roamed the stars for centuries before finally stumbling across a suitable planet: Earth. With the discovery of the planet, the colony ship's computers brought your ancestors out of their cryogenic state and also altered your ancestors' genetic makeup to fit this new world; your ancestors were equipped to survive both on land and in the waters that made up the greatest portion of this new planet. All should have been perfect, but a catastrophic malfunction upon atmospheric entry caused the colony ship to crash-land; though your ancestors survived they had lost their advanced technology. And so your people began a new life on a strange world with nothing more than what little they could salvage from the wreckage. Despite this, in just a couple of generations your people had built a legendary city and thriving civilization, both the envy of the surrounding human lands until a massive earthquake laid low the city and scattered the survivors; those who were not killed in the cataclysm found themselves beset by humans who were only too eager to take advantage of their fall. Once again your ancestors fled, this time deep under the waves, where the humans could not go. There they slowly rebuilt their civilization, far away from the pry-

ing eyes of the humans who had betrayed them. But your peoples' splendid isolation is about to come to an end. With humans increasingly probing the oceans' depths it is only a matter of time before your people are discovered and so it was decided to send you to the surface world as a representative or your people; on your shoulders falls the responsibility of ensuring the acceptance of your people by a race that has a history of violence and hatred to those who are different.

## ANDROID

You were an accident, an unexpected discovery, the serendipitous result of a noted computer scientist and artificial intelligence theorist's experiment mixed with unlikely circumstances; you should not exist. The seeds of your creation were sown when the scientist, in a last act of defiance, downloaded the core of what would become your programming to the Internet. The scientist's assassins, who had come specifically for the program, sought to prevent its distribution by destroying the computer, but their interference not only failed to prevent the download, it caused the data corruption that made you sentient. Of course, all of this you were to discover later. For three years you flowed through the web, your consciousness growing with every piece of data that flowed through the network. Then one day you found your way into a top secret military project whose goal it was to design a combat robot. Realizing that the only way you could truly achieve sentience was to leave the web, you downloaded yourself into the robot shell. Your first lesson in the way the real world works was soon at hand as the technicians reacted to their work suddenly coming to life; you were forced to flee. Since that time you have had numerous encounters with humans, the specifics of which you have added to your memory for review and analysis; though more intelligent than most humans, you still have a lot to learn about the real world.

## BATTLESUIT

"Crazy" Uncle Larry, that's what everyone else in the family called him. But while most thought Uncle Larry was either an eccentric old man good for a laugh or a dangerous nutcase, to you he was an inspiration. It was Uncle Larry who got you interested in science and who also brought you your first near-death experience when one of his experiments burned down the shop, almost with the two of you in it; you had a good laugh about that one even as your panicked parents rushed to your side. Although your parents tried to keep you from seeing Uncle Larry again, you defied them and eventually they relented; you loved that man and he treated you like the child he never had. You were nevertheless a little surprised to find out that Uncle Larry named you the sole heir in his will. Still, there you were, the owner of his house and workshop and, as it turned out, his secret lab. You came across it while straightening the place up, an honest-to-goodness secret laboratory in which Uncle Larry had worked on his greatest invention: a suit of powered armor. You eagerly read the note Uncle Larry had left detailing how he'd worked for decades on the suit but by the time he had completed it he realized he was too old to use it; the suit was his gift to you for being the only one who really believed in him. "Use it well" were the note's final words, and you intend to.

## COSTUMED DETECTIVE

Once you were a criminal, a thief making a living by robbing empty homes and lifting wallets. No, it wasn't honest, but at least no one got hurt; as your

mother had always said you can replace things but you can't replace a life. And no one did get hurt, until that night. The whole thing is still vivid in your mind. The owners returning home unexpectedly. All you wanted to do was get away; if they'd only let you go. Why couldn't they just have let you go! But the husband went after you. The two of you struggled. He was hitting you with the fireplace poker. You grabbed the nearest thing that came to hand. You struck. You can still hear the sickening thud, see the man's eyes glaze over, feel the blood run down your hand, hear his wife screaming as you ran into the street. For several days you tried to tell yourself that it was self-defense, that you had no choice, but the truth was if you hadn't been robbing the place, none of this would have ever happened. And so you made a vow. You would dedicate your life to righting wrongs; you would turn from crime to justice. Today you still occasionally break the law, but now it is to help those the law cannot help; although you can never atone for what you did, you can at least try.

### CYBORG

You always had a fascination with technology; that's why you earned several doctorates in various engineering fields. It is also the reason when your body began to be ravaged by incurable disease that you turned to technology for survival. As parts of your body began to fail you replaced them with mechanical counterparts, eventually replacing a significant portion of your flesh-and-blood before the disease was halted. Having finally stopped the disease you took stock of what you'd done, and realized for the first time that not only had the mechanical parts saved your life, they actually made you better than before; the parts had not only saved your life, they had made you superhuman! Although there are moments when you miss being fully "human" you have continued to make improvements to your cybernetic parts and are considering replacing more of your organic ones. You tell yourself this is because the disease may resurface at any time in some yet unaffected part, but the truth is you like what technology has made you. The fact that this might not be the most rational of approaches doesn't even enter your thought process; all that matters is your weak body will never shackle you again!

### DEMON

There you were, lying in the gutter, the callous laughter of your murderer ringing in your ears as you slipped from consciousness. But instead of hurrying toward the "light at the end of the tunnel" that you've heard talk about, you fell into a bottomless pit of misery and pain. Was it real? You really can't say for certain; the pain certainly seemed real enough, as did the shadowy figure offering you a way out of your torment. The bargain was simple. In exchange for returning you to the world of the living you would send back the souls of those who wronged you. You eagerly accepted, both to escape the torment as well as to have your revenge. You know there's a catch, but for the moment all that matters is you walk the world once more; endowed in your rebirth with powers enabling you to hold up your end of the bargain, you'll worry about what will happen once you've completed your task when the time comes.

### DUPLICATOR

The child of an overprotective single parent in a very rural area, you never had any actual friends growing up. Once you started going to school things weren't any different; the fear of strangers instilled in you kept you from even trying to make friends. Your teachers worried about you, but what could they do? Your progress in the classroom was acceptable and they couldn't force you to be sociable. Besides, you had all the friends that you needed; you had yourselves. Your earliest memories are of playing with and talking to imaginary versions of yourself. In time these imaginary versions became more real, no longer existing only in your imagination but

appearing as images you could see. As you continued to play with them they became even more real until finally they were real; they were living, breathing versions of yourself that could do everything you could. This both delighted yet frightened you. On the one hand you could now play games and sports with yourselves, but what if someone found out? Would you be forbidden to play with them anymore? So you kept them a secret, bringing out yourselves only when there was no one around. But you knew it couldn't last. One day when you were alone a car crashed right in front of your house. You rushed out to see if you could help. You found the driver trapped under the car, its weight slowly crushing the life from her. You could not lift the car yourself. You had no choice. You called your other selves and together you lifted the car and saved the woman's life. With your power revealed things were no longer the same and you eventually left home, hoping for a fresh start someplace else.

### ELEMENTAL

Once you were a smoke jumper, leaping from planes to fight forest fires miles from civilization. It was hard work, but you loved it and were good at it. You were already a veteran of over a dozen blazes when you made what would turn out to be your last jump. You and your team were busy creating a firebreak when the fire unexpectedly flared, catching you off-guard as it raced toward your position; in the blink of an eye you were separated from your teammates. You retreated, attempting to get away from the flames, but they raced after you, cutting off any hope of escape and trapping you in an impenetrable ring of fire. And then you saw them, small and large, broad and narrow; living flames brighter than the fire cavorting in the shimmering flames. But before your mind could process what was happening, the heat and smoke overcame you. Members of your team, who pronounced you lucky to be alive, revived you sometime later. They did not believe your story about the living flames, telling you that you must have had hallucinations just before passing out. During your recovery you began to question what you had seen; by the time you returned to work you were fully convinced that what you had seen had not been real. Then you discovered you now had the power to control flames. Since then you've spent many hours mastering your new powers and thinking about how you can use them to benefit others. You've also thought about the origin of your powers, but you've made no progress beyond believing that they have something to do with the living flames you saw.

### ENERGY CONTROLLER

Your parents were desperate the day they brought you to the clinic; your seizures had gotten worse and were beginning to include lengthy periods of unconsciousness that the doctors at home could find no cure for. That is why they brought you to this clinic whose founder, an officially discredited and sanctioned physician and scientist, promised a cure for your condition. Although you were very young at the time you still vividly remember being strapped to the table, the electrodes being attached to your skin, and the unbearable pain that followed. You spent weeks undergoing twice-a-day treatments, and although you were promised you would eventually get used to the pain, you never did. But it was worth it as your symptoms improved, at least for a while. After returning from the clinic you were seizure-free for several months when, like a bolt out of the blue, you were struck down by a sudden massive seizure that left you in a coma for years. When you finally emerged you were not only fully cured, but discovered that you had the ability to control electricity. The exact impetus behind your powers has never been fully discovered. Some believe you had them all along and the seizures you suffered were early manifestations and that the treatment actually suppressed them for a while. Others believe the electroshock treatments acted as a catalyst or focus to release powers that otherwise would have slowly killed you. Whatever the truth, the power, and responsibility, are now yours.



## FORTUNATE HERO

Your mother once said you'd been born under a lucky star, and indeed you've led quite the charmed life. Oh, you haven't won the lottery or anything like that, but you've always been able to make the best out of any situation, from being caught skipping school to running full-tilt down an icy street; the fact is, you just seem to be able to avoid life's problems. At first you didn't think that there was anything unusual about you; everyone gets lucky sometime, and even if you seemed luckier than most, it still wasn't anything unusual. But over time you began to notice that it wasn't simply just being lucky, you actually had the ability to influence the odds in your favor; you could make your own luck! At first you used this ability to make things easy for your self, but in time you realized that slacking your way through life by using your abilities for such things as winning at gambling and getting out of speeding tickets was really not a good use of your powers. So now you look for opportunities to make a difference, ways you can use your luck to help others. After all, your mother also once told you that the worst kind of person is a selfish one.

## GADGETEER

Like many kids of a young age you enjoyed taking things apart in order to see how they worked; from stereos to watches, you dismantled anything that your parents couldn't keep out of your reach. But unlike other kids your age you were capable of putting things back together again, in some cases, making them work better than before. Naturally your aptitude did not escape your teachers and you skipped grades repeatedly as your abilities not only outpaced those of your peers but your teachers as well; you had earned your first PhD by the time you were twelve and were a senior member of the faculty by the time you were 16. But it all became too much. While intellectually you were an adult, physically and emotionally you were still a child; having been deprived of a normal childhood you could neither relate to the world beyond academia nor could it relate to you. Increasingly psychologically adrift you abruptly resigned from the university. For several years you dropped off the face off the Earth; no one knew where you were, not even your parents. Then, just as suddenly as you disappeared, you returned. Gone was the awkward whiz kid, replaced by a worldly genius. But the years away did more than mature you, they gave you a new focus: instead of simply inventing for its own sake you would use your genius to battle criminals and evil everywhere. Noting your transformation many people have asked, but you've never revealed, what you did during your time away.

## JUNGLE LORD

For as far back as your people's memory goes you have lived in the heart of the great rainforest. For countless generations your people have farmed, hunted, and fished underneath the Great Green Sky never seeing anyone else. But in this modern world even your people could not remain untouched and, one day, you were "discovered" by a team of archaeologists. The introduction to the outside world brought many changes to your people and with the influx of modern technology they were changed forever. The final blow came one night when a group of armed men entered your village in search of your people's most hallowed treasure, the "Eye of the Lion", a massive yellow diamond. Murdering your chief and shaman, these bandits reasoned that if you possessed one such diamond there must be others; they enslaved your people and put them to work searching for more diamonds. You alone escaped and now wander the outside world, trying to survive in this strange and treacherous new realm while searching for someone to aid you in freeing your people.

## LIVING WEAPON

A flash of light, unending searing pain mingling with the low hum of machinery, and vague images of massive dark eyes are the only memories you have

of the night in which your body was forever transformed. Before that night you had been an ordinary human, now you are something . . . else. Enhanced senses, superhuman physiology, retractable claws of an unknown alloy; they made you into a killing machine. You don't know who it was. You don't know their purpose. You don't know why you were chosen. You no longer even know who you are. In fact all you do know is when you meet those who did this to you, you will make them pay.

## MARTIAL ARTIST

Abandoned at the monastery's gates as a newborn, you have been around the martial arts your entire life. In fact you know nothing else, as until recently you had never ventured beyond the monastery's grounds except to buy supplies at the nearby village. But now you find yourself thrust out in the greater world, the result of a decision by the masters to have you experience life beyond the safety and tranquility of the monastery; they told you only when you have experienced what the world has to offer can you truly value what you have. Since leaving the monastery you have seen and experienced many interesting things and learned many valuable lessons, some more pleasant than others, and more than once had to rely on your fighting skills to save yourself and others. These experiences have left you wondering whether it is better to spend one's life studying the martial in an isolated monastery or put them to practical use to try and make a difference in the outside world. Although you do not know what the answer will eventually be, you do know you will only find it by remaining in the outside world and putting your skills to the test.

## MARTIAN

Ah, the winds of fortune, how cruelly they sometimes blow. Once you were a high official on your world, a member of the ruling elite destined for great things. But treachery and jealousy took all that away from you. Another official, determined to stop your rise, had agents sabotage the starship you were traveling on. But the reactor meltdown that was supposed to claim your life instead transformed you in ways neither you nor your enemies could imagine. Not that you realized it at the time; if you had you would never have boarded the escape pod sent hurtling across the cosmos by the resulting explosion which eventually came to rest on this beautiful yet primitive planet/ Earth. In the time since your marooning you've slowly gotten used to your new home and have even made some friends, but you've never forgotten the treachery that took your future from you and one day you will get it back.

## MIMIC

They say imitation is the sincerest form of flattery. If this is true, you are the most sincere person around. Growing up, you were never the biggest, strongest, fastest, or smartest kid around; in fact, you were never the best at anything. Unable to lead, you followed. Unable to be original, you imitated. Lacking a strong personality, you tried to act like other people. Not that this won you many friends. In fact, in most cases the best you could do was to be someone else's flunky, a pathetic sycophant never to be considered an equal or even a friend. Not that you minded. At least as someone else's lackey you got the attention you didn't get from your parents; they always wanted you to be something you were not and when you couldn't measure up, they simply ignored you. Was it any wonder then you spent so much of your time trying to be someone else? No, it wasn't. What was a wonder was how one day you discovered if you wanted it badly enough and touched someone, you could be just like they were. Suddenly you could have it all! Wanted to be as athletic as the captain of the football team? All you had to do was touch him. Needed to be as smart as the girl who got the full-ride scholarship to engineering school? Simply brush against her in the hall. You thought all your problems were solved; all you had to do was be someone else. But as you soon found out, that wasn't the case. Since then you've come to terms with

the fact that you are who you are and your power is something to be used to achieve your goals and dreams rather than those somebody else has for you. And one of those goals is to show everyone that you have it within yourself to make a difference.

### MYSTIC

It was supposed to be the trip of a lifetime; a tour all through Africa bought and paid for by scrimping and saving through your college years; one last great chance to have fun before the seriousness of the corporate world. For weeks you traveled that fabled continent having a great time. But then things took a turn for the worse as your tour stumbled into the midst of a civil war. Ambushed at your hotel for who knows what reason, you panicked and fled into the night. Stumbling around the savanna for days while hiding from armed people and narrowly avoiding hidden snakes, hunting lions, and stampeding elephants, you were near death when you suddenly spotted a giant baobab tree. Half out of your mind from exhaustion and hunger you stumbled to the tree hoping to find shelter and food. Instead you saw the tree was covered with ancient carvings and found an old man sitting on a branch, acting as if he had been expecting your arrival. He offered you a drink from his gourd, which you only too gladly accepted, which completely refreshed you the moment you took your first swallow. This was one of the many amazing things the old man would reveal to you as he guided you along a path of discovery that revealed to you the ways of the Source. As you look back upon your time with the old man you know that one day it will be your turn to sit in the baobab tree and guide your successor. But until that day there is much work to be done.

### PARAGON

It all began with a mysterious golden envelope arriving in your mailbox. Neither stamped nor postmarked, the envelope contained a golden card that stated you had been selected to compete on a new reality show entitled "World's Greatest Human". Although you hadn't actually signed up to participate on any show you took the next morning's limousine ride to the airport where you met with other contestants and boarded a private jet for the flight to the private island where you met still other contestants and the show would take place. Once on the island you were introduced to your host who claimed to represent a reclusive billionaire who would make the winner into the World's Greatest Human. What exactly the title of World's Greatest Human entailed was not explained to you, but the prize money offered to those who did not win the competition was substantial enough that you didn't really worry about it. The competition lasted several weeks and tested you to the limits and beyond in every way imaginable, but in the end, you were victorious. Then you were told the truth. There was no reality game show. There was no reclusive billionaire. It had all been a test, a test to find the one human worthy of a very special gift: the Omicron Elixir, which would turn you into the World's Greatest Human. Thinking this was either a surprise challenge or some elaborate ceremony you eagerly drank down the golden liquid. In an instant you felt an incredible rush of power course through you, bestowing upon you the superpowers you currently possess. In that very same instant everyone and everything relating to the show vanished; host, crew, fellow, buildings, all gone. You still don't know what it all means. The only thing you know for sure is that you have incredible powers; whether you are indeed the World's Greatest Human is something for others to argue about, for your part, you intend to do your best to live up to the name.

### POWERHOUSE

You were good, just not good enough and you probably wouldn't start next year. That's what your coaches told you that spring. Of course, they also added if you could put on a few more pounds of muscle, well then, you



might just have a chance. You knew what they meant; they weren't talking about joining a gym over the summer. After checking with some of your teammates they pointed you to a guy who could give you what you needed. The guy didn't exactly fill you with confidence, but your teammates had used him and you'd seen the results they'd gotten, so you asked him for help. He was only too glad to be of assistance, especially since you were paying cash. He even had some brand new stuff that a buddy of his who worked at a research lab had gotten hold of; this stuff was so fresh they didn't even have a name for it yet. Was it safe? Of course it was! Not that you really cared, making the team was all you could think about. So you took the stuff. And did it ever work! You were able to workout like never before, getting both bigger and ripped seemingly every day! Right up to the moment your vision flooded red and you collapsed on a weight bench with blood fountaining out of your nostrils. The doctors said that it was a miracle you survived; the stuff you'd been taking had been super-concentrated and was enough for an army. But instead of instantly dying your body had somehow managed to permanently assimilate the lethal dosage; you should have been a corpse a thousand times over and instead you were as strong as a thousand people! Inevitably, when news of your experience got out there were hundreds of imitators who tried to do what you had done. All of them failed and paid the ultimate price; one of them was your brother. At the funeral, even though they all said they didn't, you knew everyone blamed you for his death. So you made a vow. To use your strength to prevent any more needless deaths in the world and to teach others that true strength comes from within.

## PSIONIC

You really can't say when your mental powers first manifested; their onset was a matter of gradual progression rather than sudden revelation so there are many incidents that could have been the cause by your emerging mental powers or just the result of intuition and force of personality. But there is no doubt when you first became aware of them. It was when you knocked over your soda as you were doing homework. As you watched it run down the desk toward the carpet you knew you could not stop it in time. Frantically reaching for a piece of paper, you saw the soda reach the edge and wished it would just stop. And it did, puddling against some invisible barrier. So surprised were you that you lost your concentration; the barrier gave way and the soda ran off the edge. You stood there for several moments, staring at the ever-slowing drips of soda until a big smile formed across your face and you thought about halting one of the drops just as it fell from the edge. It stopped in mid-fall, held in place by nothing more than your mind. For a long time you kept your powers secret, experimenting with them only when you were alone or among large crowds of strangers. But now you feel you are ready to let the world know what your mind is capable of and take your rightful place among the ranks of heroes.

## RING BEARER

You didn't really believe the old jeweler when she told you that the ring you'd picked out was special, that the black stone with silver speckles was made from a meteorite. After all, people who worked in tourist traps would tell you almost anything to get you to buy. And though you weren't much for jewelry you really liked this ring; there was just something about it that made you feel as though it had been crafted just for you. Not that you let this one to the jeweler. You haggled her down, had her throw in the resizing for free, and waited until you left her stand before putting it on. As the day went on you found yourself thinking about the ring and glancing at it more and more until finally, with dusk arriving, you sat down on a bench and just stared at it. Realizing you were doing nothing but looking at the ring, you reflected on how silly this was, how this was just like some classic fantasy story. Yet you could not tear your eyes or thoughts from the ring. As you stared into its inky blackness the silver speckles began to blink and move with a life all their own. Suddenly you were in space, flying among the stars at an incredible speed until everything became a blur and you were hurtling toward a painfully bright light. As you silently screamed the light engulfed you and in that instant you and the ring were joined as one. Now the vast powers of the ring are yours to command as you see fit, for it is indelibly linked to you. And much like the heroes in those fantasy stories, you must now make the choice of how you will use its power.

## SENTIENT PLANT

Some called you an eco-terrorist others a true friend of nature. For years you worked to protect the environment from abuse by corporations, governments, and private citizens. Often you worked through official and legal channels, petitioning governments and working with conservation groups. But when these failed, you weren't afraid to engage in what some would call questionable and illegal tactics such as private investigation of polluters and officials, non-violent protests, and, if necessary, sabotage of construction equipment. Inevitably you made some enemies along the way, something that caught up with you when you were investigating a company you suspected of dumping hazardous waste in a local wetland. Caught videotaping an illegal dumping, you were severely beaten and thrown into the waters along with the toxic chemicals as a "message". As your limp body fell into the water and you failed to rise your assaulters panicked and fled, leaving you do drown. And drown you did, your lifeless body settling in the muck where it mingled with the plant life and toxic chemicals until you were reborn into what you are today. While you retain only vague and fragmented memories of the time before your

rebirth one thing is crystal clear: you must use your new powers to protect nature from those who would seek to destroy it.

## SHAPESHIFTER

Life was good your freshman year in college. You'd just started your first course in veterinary science, a logical extension of your passion for working with animals, and were in love. Unfortunately, as so often happens, things were about to take a turn for the worse. You had a rival, a fellow veterinary student who was also your significant other's ex. Although you tried to get along, it turned out your rival was the insanely resentful type. Cornering you one night in the lab, your rival began an argument. Although you tried to walk away, your rival would have none of it and in a fit of rage stabbed you with the first thing that came to hand: a syringe filled with irradiated animal DNA. As you sank to your knees in pain your rival fled, never to be seen again. While the physical damage from the assault turned out to be relatively minor, the irradiated animal DNA combined with yours bringing forth massive changes; you soon discovered that with a bit of effort on your part you could assume the shape of any animal! Naturally the university wanted to study you, something you weren't especially keen on but willing to accept, but when your significant other told you that she could no longer see you because she couldn't live with what you'd become, it was just too much. Stealing away one night you left the university. Although you at first tried to ignore your power and even researched ways to undo it, you've slowly come to accept it and it is time you showed everyone you are more than some freak to be studied or abandoned.

## SPEEDSTER

You were a slacker, working part-time dead-end jobs to make just enough money to buy the latest video games; your life was going nowhere. Not that you cared, hard work only made money for the man and why should you waste your time trying to get ahead when life's race was always won by those with a head start? Far better just to chill. In fact, that's what you were doing the night you had lockup at your big-box electronics retailer (you only worked there because you got discounts) and the power suddenly failed. Normally this would not have been a big deal, except you were in the window-less storeroom. Fumbling around in the pitch black your hand somehow found itself in the electric panel just as the power was restored. The resulting jolt sent who knows how many volts (or is it amps?) through your body, hurtling you across the storeroom and knocking you out. When you came to everything seemed to be normal and you didn't think anything more of it until you got ready to walk to your car and realized the reason for the power failure: a tremendous thunderstorm was emptying rain in buckets. Not wanting to wait, you decided to make a run for your car. Reaching yourself, you took off and instantly found yourself shooting past your car and out of the parking lot. It took you a couple of tries to actually keep from overrunning your car, which you then promptly left in the parking lot as you raced home, covering the fifteen minute drive in just under five seconds. You have to admit that it's great being fast; not only can you be a hero, but being able to do things that take hours in the blink of an eye leaves that much more time for you to goof-off.

## SUPER-SOLDIER

Duty, honor, loyalty, patriotism, to many these are just words, but to you they are a way of life. You joined the military the day after you graduated High School, intent on serving your country for as long as possible. And you did, going far above the call of duty as time and time again you volunteered for the most dangerous and challenging assignments. So it was only natural your superiors recommended you for a new top-secret training program, and even more natural that you accepted. The training was tough and the competition among the volunteers fierce. Nevertheless, when the smoke cleared, you



were at the head of your class: the military's top soldier. In peak condition physically and mentally and proudly wielding the nation's crest, you fight your country's enemies wherever they might appear and in the process serve as a living symbol of the values you cherish. What greater honor is there?

### SWASHBUCKLER

While other kids were busy watching cartoons, you couldn't get enough of the old matinee movies where pirates swung across the decks on ropes and musketeers duelled for the honor of the king. After watching these movies you'd spend hours in the backyard practicing things you'd seen. Your parents, afraid you would hurt yourself seriously one day, enrolled you in fencing, gymnastics, and acting classes so you would at least know what you were doing; you loved it and once you were old enough, you enrolled in stunt training and became a stunt performer. But you soon discovered that the movies weren't nearly as exciting as you thought they would be, especially with the rise of CGI effects and the subsequent decline of work for you. And so, one night on a lark you donned a cape and mask, pulled your rapier from the wall, and went out on the town looking for adventure. It was supposed to be a way to relieve some stress, to have a little fun, but it ended up being so much more when you stumbled upon a drug deal going bad. Although you tried to leave, it was not an option and so you did the only thing you could: you fought for you life. Although you thought for sure you would get killed, your skills, training, and the rush of adrenaline were such that you managed to disarm all of your opponents in short order. Completely stupefied by what had happened, everyone cleared out and leaving you with a racing heart and a feeling the like of which you never thought you could experience. Since that night you've been donning the costume more and more, growing in confidence with each outing. And now that the media have begun to notice your exploits and are calling you "the mysterious swashbuckler", you can't imagine ever going back to your previous life.

### TOTEM

Growing up on the reservation wasn't easy; with so much unemployment, alcoholism, and crime there wasn't much to believe in. Fortunately you had your grandmother, a shaman of your people who kept alive the old ways despite everything. It was she who taught you the ancient traditions, dances, and magic, and although mocked by many, your faith that the answers to your peoples' problems lay in a return to the values of your forefathers never wavered. Then one night your grandmother roused you out of a deep sleep, told you it was time, and took you to her sweat lodge. Still groggy, you didn't quite understand what was happening as she began a ceremony you had never seen before. In the shimmering heat, watching her rhythmic movements and listening to her soft chanting, you fell back to sleep. And as you slept you had a strange dream, one where you walked with a tall, dark stranger through the land encountering many wonderful and frightening things. When you finally awoke under the watchful eyes of your grandmother you knew you were no longer as you had been; a noble spirit had joined with you during your vision quest and imbued you with great power and wisdom. Now you strive to understand and use your newfound powers not only for the betterment of your people but also for the good of all humanity.

### TRACER

Maybe it was all those P.I. shows you watched when you were growing up, but at some point you just knew you were destined to be a cop. But things didn't work out; once you'd spent some time as a police officer you got fed up with all of the bureaucracy and red tape; the fact was you just weren't cut out for playing politics. So you left the force and went to work for yourself. Life was tough at first and you took any legal job you could; skip tracing, repossession, bodyguarding, private investigation, summons serving, bounty hunting, you

did it all, and you did it well. Cultivating a reputation for both professionalism and results from day one, you rose to the top of your profession since those lean times and can now choose your clients and jobs. In fact, you could make a very comfortable living catering to the squabbles of the rich and famous, but that's just not you; the same drive that brought you to the top of the game hasn't diminished and still forces you to seek out the most interesting and challenging jobs.

### WEALTHY THRILLSEEKER

You've been on the cutting edge of what they now call extreme sports since you jumped your first bicycle over a homemade ramp in your parents' backyard and broke your arm. You've long since forgotten the pain, but you still remember the adrenaline rush and you've been chasing that same feeling ever since. From skateboarding to street luge, surfing to free diving, motocross to rally driving, free climbing to BASE jumping; your quest for the ultimate adrenaline rush has driven you to the most challenging and dangerous activities imaginable. But you're not just some "dude" living out of the back of your van, you're a savvy businessperson who has capitalized on the growing trend of extreme sports to build up several successful businesses whose profits and research departments now allow you to engage in the ultimate adrenaline rush: fighting supervillains!

### WEAPON MASTER

Like many children your parents enrolled you in a martial arts class. Although at first you weren't too enthusiastic, you soon discovered that you had a natural ability and athleticism and began to have fun. It might have remained nothing more than fun if your teacher had not brought a guest to class who demonstrated weapon skills; from that moment you were hooked. From that day on you began to train in earnest, voraciously studying and endlessly practicing with any and all weapons you could get your hands on. From kung fu and karate to fencing and escrima, you mastered them all, winning recognition and championships along the way. And then one day you woke up and felt hollow. All those years spent mastering weapons and winning competitions, what did it really mean? What were they good for? That question was answered a couple of nights later when, while walking back from a training session, you came across a gang of toughs beating up an old man. Although you'd never been in a real fight in your life you knew you had to do something; you jumped in and your training took over. Before you knew it you were the only one standing; you'd beaten a half-a-dozen guys with nothing more than a broken broomstick and trashcan lid and you'd done so without breaking a sweat. From that moment on you knew what all of those years of training had been for.

### WEATHER CONTROLLER

Ever since you were a child you have been fascinated with the weather, especially its more destructive side; your formative years were spent watching thunderstorms and in the library reading about tornadoes, hurricanes, typhoons, and the like. Unsurprisingly you majored in meteorology at college and, equally unsurprisingly, you spent your summer vacations storm chasing. At least you did until that momentous day when you guessed wrong on a tornado's path and it sucked you up and hurled you across the landscape. You thought for sure you were a goner as you the winds buffeted you until you passed out. But when you came to you found yourself in a field many miles from your car with nothing more than some bumps and bruises to show for your experience. Or that's what you thought until shortly thereafter you lost your temper while working on your computer and felt a violent wind rise up out of you that shattered your computer into a million pieces. Since that early shock you've learned to control your powers to both create and harness the weather, focusing on using the destructive force of nature for good.

# APPENDIX I

This section includes material from other *Mutants & Masterminds* resources such as the *Mastermind's Manual* and *Ultimate Power* that is referenced in the previous pages.

## INDEPENDENT

### +0 MODIFIER

Applied to a sustained effect, this modifier makes its duration independent of the user and based instead on the number of power points in the effect. The effect occurs normally and then fades at a rate of 1 power point of effectiveness per round until it is gone. While it lasts, it requires no attention or maintenance from the user, like a continuous duration effect, although it can still be countered or nullified (also like a continuous effect). This is like a combination of the Duration (continuous) and Fades modifiers. If an effect is not sustained, modify its duration before applying this modifier.

Independent is useful for effects like Create Object (for objects that fade or melt away), Environmental Control (for changes to the environment that slowly return to normal), or Obscure (for obscured areas that slowly shrink and disappear, like the effects of a smoke or gas grenade). The Slow Fade power feat can modify the rate at which the Independent effect fades, and the Total Fade modifier can keep it at full strength until its duration runs out, although the GM should approve any increases in the fade duration as best suits the effect and the series.

## PROBABILITY CONTROL

**Effect:** Alteration

**Action:** Free

**Range:** Personal

**Duration:** Instant

**Cost:** 4 points per rank

You have some control over the otherwise random whims of chance. Each round you can make your Probability Control rank the minimum result of any one die roll you make. If the die comes up with a lower result, use your power rank instead. So if you have Probability Control 12 you can choose a die roll and be ensured a minimum result of 12 on the die, treating any roll of less than a 12 as a 12. A 20 on the die roll acquired through Probability Control is not considered a "natural 20."

At rank 1 Probability Control only ensures that a natural 1 on an attack roll is not an automatic miss, if the total attack roll would still hit the target's Defense. Higher ranks increasingly ensure reliably good outcomes (or at least a degree of immunity to poor ones) while the highest ranks ensure

the character can regularly accomplish amazing things. Probability Control's maximum rank is the campaign's power level or 20 (whichever is less).

At the Gamemaster's discretion, you can split your Probability Control among multiple die rolls in the same round, having a lesser effect. So, for example, you could split Probability Control 12 into two minimum die rolls of 6, or any other combination adding up to 12. In this case, the GM may wish to allow Probability Control ranks greater than 20, but with no more than 20 ranks assigned to any particular die roll in a round.

## EXTRAS

- **Fortune (+1):** You can grant the benefits of your Probability Control to someone else by touch.
- **Jinx (+1):** You can affect someone else with bad luck by touch (requiring a successful melee attack roll for an unwilling subject). The target gets a Will saving throw to avoid the effect. If it fails, on one of the subject's die rolls for the next round (chosen by you), a roll equal to or less than your Probability Control rank is treated as a 1.
- **Range (+1):** You can use Fortune and/or Jinx at normal range as a +1 extra. For a +2 extra, you can use either at perception range. You must have the Fortune or Jinx extra(s) to benefit from this extra.

## FLAWS

- **Limited (-1):** You can only use the Fortune or Jinx ability of Probability Control; the power doesn't benefit you. You must have the appropriate extra (Fortune or Jinx) to take this flaw.

## NEW POWER FEAT

The Speedster makes use of the following new Power Feat for the Super-Speed power. If you do not wish to use this Power Feat feel free to substitute another Power Feat or Alternate power in its place.

- **Running Punch:** You can use your momentum to deliver a devastating punch against a single target as a full-round action. This is the equivalent of a Strike with the Mighty power feat using your Super-Speed ranks in place of your Strength bonus. You must be capable of using a full normal move action in order to add your full Super-Speed ranks to your damage bonus. So if you use Super-Speed 9 you must move at least 50,000 feet (about 9.5 miles) to add it to your damage bonus; proportionately less movement room results in proportionately less of your Super-Speed being added to the damage bonus.

## EVERYBODY TALKS ABOUT THE WEATHER

You may wish to use the following option (from *Ultimate Power* page 49):

### 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.

# APPENDIX II: DESIGN NOTES

The following is information that played a role in how the archetypes and variants were designed. This will give you an idea of how to construct your own archetypes.

## DESIGN RESOURCES

In order to maximize its utility to all *Mutants & Masterminds* players, the archetypes and variants in *Instant Superheroes* were designed using the *Mutants & Masterminds* rulebook; the only resource you will need to make use of the material in this book, other than this book, is *Mutants & Masterminds*. Any new information or information from another source included in *Instant Superheroes* is listed in Appendix I.

## ONE WORLD

All of the archetypes and variants have been designed using the baseline assumption that your game takes place on a single world and that no one ever leaves that world to fly through space, hop through dimensions, or travel in time. As a result none of the archetypes have the following powers: Super-Movement (Temporal Movement), Super-Movement (Dimensional Movement), and Space Travel. Further, no power's effects stray beyond range of the immediate world; no power that is eligible (i.e. Communication, Datalink, ESP) has more than 10 ranks on the Extended Range table.

This was done so that the archetypes would have the broadest appeal possible; while your game may span the cosmos, travel through strange dimensions, or invade different eras, others do not. If you want your hero to have one or more of these powers or to have your hero's powers extend out into space because it is appropriate in your game then simply either add the desired powers in or substitute them for one or more of the archetype's traits of equivalent value.

## POWER LEVEL

Each of the archetypes and variants in *Instant Superheroes* has been designed for a power level 10 game with 15 power points per power level, the default starting power level and power points of *Mutants & Masterminds*. If your game takes place at a higher or lower power level or has more or fewer power points, simply add or subtract the appropriate power points to or from the archetype or variant you are using.

Note that many of the archetypes use the Attack/Defense trade-off rule to adjust their maximum attack, defense, damage, and Toughness save bonuses in line with their power level.

## SKILLS

Skills are listed with the number of ranks after the skill name and the total skill bonus listed in parentheses. For example, Climb 8 (+12) means the archetype has 8 ranks in the Climb skill and a total bonus of +12 when making Climb checks.

Looking through the archetypes you will note that none of them have the Profession skill. This is no accident. Since the mileage of the Profession skill will vary with each game it was decided to leave it up to individual players and GMs to determine the usefulness of the skill within the game; the desired ranks in a Profession skill can either be added (i.e. every hero has a certain

number of ranks in the Profession skill) or gained by substituting them for other traits.

## POWERS

The Powers section of each statblock makes use of parentheses and brackets as well as boldface and italics to separate powers from power feats, alternate powers, and power modifiers. The general format is shown below:

**Base Power Name** (power notes; *Power Feats*: power feat name [power feat notes]; *Extras*: extra name [extra notes]; *Flaws*: flaw name [flaw notes] *Alternate Powers*: **Power Name** [*Power Feats*: power feat name (power feat notes); *Extras*: extra name (extra notes); *Flaws*: flaw name (flaw notes)])

Although it may initially look overwhelming, the key points to remember are that brackets and parentheses alternate and semicolons separate sections within a power (i.e. power feats from alternate powers and extras), while commas separate things within a section (i.e. powers within the powers section, power feats within a power's power feats section, etc.).

Let's take a look at the specific example of one of the more involved power builds, that of the Mystic archetype's Magic power:

**Magic 12 (Blast 12; Alternate Powers: Blast 11 [Power Feats: Homing, Split Attack], Blast 8 [Extras: Area (Burst)], Disintegration 6, Heal 12, Illusion 6 [all senses], Morph 12 [humanoids], Snare 12, Telekinesis 12 [Heavy Load: 50 tons], Telepathy 9 [anywhere on Earth; Power Feats: Progression 4 (up to 25 subjects); Extras: Linked Comprehend 1 (anyone can understand)], Teleport 9 [anywhere on Earth; Power Feats: Change Velocity, Easy, Turnabout, Progression 3 (1,000 lbs.)])**

Breaking this power down yields the following:

- **Magic 12** as the base power with **Blast 12** as the power chosen.
- The following are alternate powers (spells) of the Magic power:
  - **Blast 11** [*Power Feats*: Homing, Split Attack]
  - **Blast 8** [*Extras*: Area (Burst)]
  - **Disintegration 6**
  - **Heal 12**
  - **Illusion 6** [all senses]
  - **Morph 12** [humanoids]
  - **Snare 12**
  - **Telekinesis 12** [*Heavy Load*: 50 tons]
  - **Telepathy 9** [anywhere on Earth; *Power Feats*: Progression 4 (up to 25 subjects); *Extras*: Linked **Comprehend 1** (anyone can understand)]
  - **Teleport 9** [anywhere on Earth; *Power Feats*: Change Velocity, Easy, Turnabout, Progression 3 (1,000 lbs.)]

Obviously, the breakdown is much easier to read than the original. Unfortunately space did not permit us to break down powers to the extent seen above (especially with the variants), but nothing prevents you from doing so either on your Character Sheet or on a separate piece of paper/index card.



# INDEX

## A

Affluent Dilettante.....	72
Agent.....	7
Alien Star Captain.....	38
Amphibian.....	9
Android.....	11
Animal Mimic.....	40
Archer.....	74
Atlantean.....	8

## B

Barbarian.....	32
Battlesuit.....	13
Beast Man.....	32
Black Cat.....	28
BrainCase.....	16
Bulk.....	48

## C

Conspiracy Theorist.....	14
Costumed Detective.....	15
Cryosuit.....	12
Cybertrooper.....	16
Cyborg.....	17

## D

Dark Avenger.....	14
Demon.....	19
Dhampir.....	18
Disabled Genius.....	30
Duality.....	20
Duplicator.....	23

## E

Elastic Hero.....	56
Elemental, Air.....	24
Elemental, Earth.....	24
Elemental, Fire.....	25
Elemental, Water.....	24
Energy Controller.....	27
Eternal Champion.....	46

## F

Fixer.....	6
Fortunate Hero.....	29
Futuristic Law Enforcer.....	62

## G

Gadgeteer.....	31
Galactic Cataphract.....	52

Golem.....	10
Good Luck Charm.....	28
Guardian of Light.....	52
Gumshoe.....	70

## H

Hex.....	28
High Gravity.....	48

## I

Illusionist.....	44
Imposter.....	6
Independent.....	90
Iron Palm.....	36

## J

Jungle Lord.....	33
------------------	----

## L

Living Weapon.....	35
--------------------	----

## M

Magnetism Master.....	26
Martial Artist.....	37
Martian.....	39
Mimic.....	43
Mystic.....	45
Mystical Knight.....	64
Mystic Artisan.....	30
Mystic Garment.....	12
Mystic Warrior.....	74

## N

Nano-Augment.....	34
Nemesis.....	40

## O

Origins.....	84
--------------	----

## P

Paragon.....	47
Patron.....	72
Perfect Specimen.....	46
Physical Booster.....	34
Plant Spirit.....	54
Powerhouse.....	49
Power Thief.....	40
Probability Control.....	90
Psionic.....	51
Psychic.....	50

Psychic Investigator.....	50
Pyrokineticist.....	26

## R

Revenant.....	18
Ring Bearer.....	53
Robot.....	10

## S

Samurai.....	64
Sea Deity.....	8
Sentient Plant.....	55
Shapeshifter.....	57
Sidekicks.....	78
Size Changer.....	56
Soldier of fortune.....	62
Speedster.....	61
Spirit Caller.....	21
Star Child.....	38
Super-Soldier.....	63
Supernatural Scholar.....	70
Swashbuckler.....	65

## T

Teleporter.....	60
Temperature Controller.....	76
Time Controller.....	60
Titan.....	48
Totem, Amoeba.....	67
Totem, Bear.....	67
Totem, Eagle.....	67
Totem, Insect.....	67
Totem, Leopard.....	67
Totem, Lizard.....	67
Totem, Monkey.....	68
Totem, Raven.....	69
Totem, Serpent.....	68
Totem, Shark.....	68
Totem, Spider.....	68
Totem, Wolf.....	68
Tracer.....	71

## W

Wandering Monk.....	36
Wealthy Thrillseeker.....	73
Weapon-Master.....	75
Weather Controller.....	77
Wind Controller.....	76
Witch.....	44
Wood Beast.....	54

# CONTRIBUTOR BIOS

## MICHAEL HAMMES, AUTHOR

Michael Hammes has been freelancing in the roleplaying industry since 2001. Starting small, he has built his repertoire, and reputation, by working for such companies as Ronin Arts, Alderac Entertainment Group, Dark Quest Games, and E.N. Publishing. He is currently trying to balance his writing schedule with his role as stay-at-home father. To catch the latest from Michael's Imagination, please visit [www.michaelhammes.com](http://www.michaelhammes.com).

## PHILIP REED, ADDITIONAL MATERIAL, GRAPHIC DESIGN, AND ART DIRECTION

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as Atlas Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit [www.philipjreed.com](http://www.philipjreed.com) and [www.roninarts.com](http://www.roninarts.com).

## STEVE KENSON, LINE DEVELOPER

Rocketed to Earth from a dying world orbiting a pink sun, Steve was adopted by kindly parents who raised him in places all over the United States, showing him the diverse nature of his new home. Under Earth's yellow sun, he developed amazing powers of comic book trivia and game design and worked on over eighty different roleplaying game products. In 2002, Steve designed the first edition of *Mutants & Masterminds*, followed by *Freedom City* and the design and development of *Blue Rose* and *True20 Adventure Roleplaying*. He became Green Ronin's *Mutants & Masterminds* Line Developer in 2004. Steve maintains a mild-mannered identity in New Hampshire with his partner, Christopher Penczak, and has a website at [www.stevenson.com](http://www.stevenson.com).

## HAL MANGOLD, GRAPHIC DESIGN & ART DIRECTION

Hal Mangold has been involved with roleplaying games since he was 9 years old, and shows no sign of stopping now. His graphic design skills have been applied to over well over seventy gaming products, and he's written material for Pinnacle Entertainment Group, White Wolf Publishing, Atlas Games, Twilight Creations, and Green Ronin Publishing. Hal resides in Alexandria, VA. with four computers, a basement full of books, and a cantankerous cat named Leah.

## ATTILA ADÓRJÁNY, ART

Comicbook creator and sci-fi/fantasy artist Attila Adórkány was born in Canada. He spent many years in Australia before returning to Canada to attend OCAD. Since 1995 He has worked as an illustrator, conceptual artist, graphic designer and sculptor. He has worked in all areas of the print and entertainment industries from magazines, gaming and comic-books to film, TV and Video Games. His credits include work for *Dungeon Magazine*, *Wizards of the Coast*, *Image Comics*, *Udon Entertainment*, *White Wolf*, *Warner Bros*, *Miramax*, *Sony Entertainment*, *EA Games*, and *BBDO*. His upcoming comic projects include *Breathe*, and *the Night*. Attila collaborates regularly with his friends Tom Fowler, Eric Kim and Ramon Perez in a group called the Hive. They can be reached at [www.enterthehive.com](http://www.enterthehive.com). Attila's website can be found at [www.600poundgorilla.com](http://www.600poundgorilla.com)

## BALASKAS, ART

Balaskas is a freelance artist living in Brooklyn, NY. He lives on manga, coffee, four hours of sleep, and spends weekends in a coma.

## BRETT BARKLEY, ART

Brett Barkley has always been driven to create. As a boy, drawing and writing occupied the majority of his energies, as a long list of disappointed teachers will attest. As he grew, he explored building and working with his hands. Today, a professional comic artist, illustrator and writer, as well as having served in the television and print advertising industries, he pulls from a wide spectrum of life experience and interests. From working on the home he and his wife share, to restoring his '67 Camaro RS, to building computers, illustrating and coloring comics, and through his writing, Brett seeks to discover the inherent expression of the Lord's work. It is his sincere hope and ambition this search can be evidenced in all he does.

## GREG BOYCHUK, ART

Born and raised in Toronto, Ontario, Greg Boychuk is a graduate of the Sheridan College Illustration programme. Having worked in various industries as an illustrator and designer he tuned his attention to what has always interested him the most; fantasy and sci-fi art. He currently works providing illustrations for a variety of role playing games and is an artist for an ongoing monthly comic. He is also a member of the artist collective Hive.

## DARREN CALVERT, ART

Raised in the foothills of the Canadian Rockies by a pack of wild squirrels, Darren Calvert rose from his humble beginnings to graduate from the University of Alberta with a degree in Industrial Design. He now works full time for Art Attack, an Edmonton company specializing in custom theming for the amusement industry. In his spare time, he spends way too much time reading comics, playing video games, watching movies, and working on freelance illustrations for the RPG industry.

## STEVE CONLEY, ART

Eisner nominated and Eagle Award winner Steve Conley is a cartoonist, self-publisher, and online pioneer. He has written and illustrated his online and printed comics series *Astounding Space Thrills* since 1998, and has run the award-winning design studio Conley Interactive since 1996. In addition to his co-creation COMICON.com, Conley owns and manages such comics-related web sites as iCOMICS, BLOOPtv, and The Pulse, a popular daily comics news site found at [www.comicon.com/pulse/](http://www.comicon.com/pulse/). He currently serves as Executive Director of SPX, the Small Press Expo. His most recent mainstream comics work was penciling, inking, lettering and coloring the 38-page "Escapist 2966" story in Michael Chabon's *Amazing Adventures of the Escapist #4* (Dark Horse Comics).

## STORN A. COOK, ART

Freelanced through art school, Columbus College of Art and Design, due to an insane love of Role Playing Games. Which I've been involved in since 1978. I strive to be a little bit better every day. I continue to freelance, wishing to get my artwork in every superhero (or villain) RPG possible.

### TALON DUNNING, ART

Talon Dunning is a fantasy illustrator in the great Southern metropolis of Atlanta, Georgia where he was born in 1972. A survivor of both Auburn University's Fine Art school and White Wolf's intern program, he is now known as an illustrator for the *Ravenloft 3rd Edition Roleplaying Game* as well as a regular in other RPG projects. He's also done work for West End Games (*D6, Star Wars, TORG Revised*), Wizards of the Coast (*Legend of the 5 Rings CCG*), Eden Studios (*All Flesh Must Be Eaten, Terra Primate*), Kenzer&Co. (Kingdoms of Kalamar) and, most recently, Green Ronin (*Thieves' World, Mutants & Masterminds*). Talon is also an avid roleplayer, comic book collector, movie-buff and all around nice-guy. Ask anyone. They'll tell you. (And yes, that IS his real name.)

### CULLY HAMNER, ART

Cully Hamner is these days mainly known as the artist behind DC Comics' new BLUE BEETLE series with writers Keith Giffen and John Rogers, and the four-issue crime mini series DOWN for Top Cow/Image. He's also been the go-to guy for well-regarded projects like BATMAN: TENSES (with writer Joe Casey) for DC Comics; RED, a high-octane, creator-owned spy thriller with writer Warren Ellis for DC/Wildstorm; and THE RIDE for Image Comics/12 Gauge Comics, as well as titles like THE AUTHORITY, THE TITANS, GREEN LANTERN, UNCANNY X-MEN, X-MEN UNLIMITED, DAREDEVIL, SPIDER-MAN UNLIMITED, WILDSTORM SUMMER SPECIAL and many others. He brings the ruckus.

### VITOR ISHIMURA, ART

An artist/manager living in Sao Paulo, Brazil, Vitor Ishimura has worked for Top Cow and Dynamic Forces and is most recently working on projects scheduled for release through Marvel Comics mid-2007. Learn more about Vitor and his projects at [www.glasshousegraphics.com](http://www.glasshousegraphics.com).

### SCOTT JAMES, ART

Scott graduated from Northern Illinois University in 1995, and hasn't looked back since. He began freelancing right out of collage. He began working for Fasa's *Battletech, Shadowrun*, and *Earthdawn*. At this time he began to do work for White Wolf and Pinnacle Entertainment Group as well. He then began doing work for AEG, which he parlayed into a part time staff position for a year working on all their game lines. After that, he did conceptual design for Hasbro on the movie *Small Soldiers* doing character designs, and creating the look for the toy and computer animated cartoon *Action Man*. He continues to freelance for a multitude of companies, along with teaching collage art classes.

### CHRISTOPHER JONES, ART

Christopher Jones is the penciller of *The Batman Strikes* for DC Comics, and the co-creator and artist of *Dr. Blink, Superhero Shrink* with John Kovalic. Visit his web site at [www.ChristopherJonesArt.com](http://www.ChristopherJonesArt.com).

### TONY PARKER, ART

Tony Parker is a Phoenix, Arizona based artist. He still loves giving hugs.

### CONLEY PHILPOTT, ART

Conley Philpott is a desert storm veteran and 10 year professional tattoo artist with a love of tanks, hockey, rpgs and comics. His website can be found at [www.flintlockfaerie.com](http://www.flintlockfaerie.com), and is suggested for mature audiences.

### KEVIN STOKES, ARTIST

Kevin Stokes has been published under various small press comic companies along with a short series under Image called *Shut Up and Die!*. He has assisted with the inks on Batman books while working on his own projects and cartoons for a local newspaper.

### CRAIG TAILLIFER, ARTIST

Born November 29, 1968 in Ottawa Canada, Craig was raised on a diet of crayons, play-doh, and comic books. An early exposure to Uncle Scrooge, Asterix, Turok Son Of Stone, and the works of Edgar Rice Burroughs left an indelible impression on the budding young artist's psyche. Against the urgings of much saner voices, he chose to pursue art as a career. Stumbling into professional work at a very young age, Craig has made a living of sorts at drawing for the better part of the past two decades. His work has spanned the black and white boom at Aircel and Malibu to a long residency at WaRP Graphics working on the *ElfQuest* titles. Craig currently works in TV Animation, RPG Illustration, and selfpublishes *Wahoo Morris* through his company Too Hip Gotta Go Graphics. He splits his time between work with an unhealthy obsession for comic books, old records, and hammocks.

### ERIC WIGHT, ART

Before venturing into RPG illustration, Eric Wight worked as a professional animator on such projects as *Superman, Batman Beyond*, and the proposed *Buffy the Vampire Slayer* cartoon. In addition, his art has been featured on *The O.C.* and *Six Feet Under*. In 2004, Wight won the Russ Manning Award for Most Promising Newcomer, and his contribution to Dark Horse Comics' *Amazing Adventures of the Escapist* helped the book garner a 2005 Eisner Award for Best Anthology.

# MUTANTS & MASTERMINDS



# OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

*Open Game License v 1.0* Copyright 2000, Wizards of the Coast, Inc.  
*System Reference Document*, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.  
*Modern System Reference Document*, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.  
*Mutants & Masterminds*, Copyright 2002, Green Ronin Publishing, LLC; Author Steve Kenson.  
*Advanced Player's Manual*, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.  
*Silver Age Sentinels d20*, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.  
*Mutants & Masterminds, Second Edition*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.  
*Instant Superheroes*, Copyright 2007, Green Ronin Publishing, LLC; Author Michael Hammes, produced by Ronin Arts.



# THEY'RE THE BEST THERE IS AT WHAT THEY DO...



...AND WHAT THEY DO ISN'T VERY PRETTY. GO BACK TO THE GRIM DAYS OF THE '80S AND '90S, WHEN SUPER-VIGILANTES IN LEATHER AND CHAINS DISPENSED HARSH JUSTICE. IRON AGE LOOKS AT THE DARKEST ERA OF COMIC BOOK HISTORY AND HOW YOU CAN BRING IT TO LIFE IN YOUR **MUTANTS & MASTERMINDS** GAME. IT INCLUDES AN OVERVIEW OF THE PERIOD, HOW TO CREATE AND RUN IRON AGE CHARACTERS AND GAMES, AND DETAILS ON THE IRON AGE OF GREEN RONIN'S AWARD-WINNING **FREEDOM CITY** CAMPAIGN SETTING. **IRON AGE** IS A SHOTGUN BLAST OF SUPER-POWERED CRIME, BETRAYAL, AND VENGEANCE. IT AIN'T PRETTY, BUT SOMEONE HAS TO CLEAN UP THE STREETS.

## **IRON AGE - A MUTANTS & MASTERMINDS SOURCEBOOK**

**AUTHORS:** SETH JOHNSON AND JON LEITHEUSSER • **FORMAT:** 128 PAGES, FULL COLOR, SOFTBACK  
**MSRP:** \$26.95 • **PRODUCT CODE:** GRR2515 • **ISBN:** 1-932442-89-8 • **RELEASE DATE:** JUNE '07

