

ROGUES GALLERY: MEGALODON



**MUTANTS &
MASTERMINDS**
THIRD EDITION

MEGALODON THE MAN-SHARK

Real Name: Dr. Connor Kirkstrom

Occupation: Marine biologist

Base: Freedom City

Dr. Connor Kirkstrom was a brilliant biologist specializing in marine life as well as a passionate diver and oceanic explorer. Some thought Kirkstrom a bit reckless, but others admired his adventuring spirit, less common in later generations of scientists.

This reckless spirit of adventure changed Dr. Kirkstrom's life forever. While studying great white sharks in the Pacific, Dr. Kirkstrom overlooked certain safety measures. When a shark cage proved faulty, Kirkstrom came face to face with a powerful great white and barely escaped with his life. One leg was severed, bitten off just below the knee, while his other was so badly mangled that doctors were forced to amputate it. Kirkstrom would never dive again. He underwent physical therapy and rehabilitation with the assistance of his fiancée, Susan Mishner.

Relegated to laboratory research, teaching, and writing, Dr. Kirkstrom became obsessed with the cause of his injuries. He became a renowned authority on sharks: their biology, behavior, and habits, and he became a kind of admirer of nature's cruel and elegant design in creating the world's perfect predator, unchanged by millions of years of evolution.

Among their other properties, Dr. Kirkstrom studied the biological structure and recuperative abilities of sharks. He believed he had found a means for using infusions of shark cartilage and DNA to promote regeneration of damaged tissue. If successful, his experiment could be a tremendous boon to medicine. However, he had difficulty in obtaining funding, given his somewhat reckless past, and the lack of solid experimental data. He was encouraged to continue his research, but slowly, and to try again when he had more proof of his theories.

Kirkstrom was unwilling to wait. He knew his theories were correct, so he pursued research on his own. When funding dried up, and he was left with no experimental

subjects for his new treatment, he tried it on himself, with startling results. The missing parts of Dr. Kirkstrom's legs spontaneously regenerated! More than that, he began taking on some other properties of sharks, including the ability to breathe underwater and tremendously enhanced strength and reflexes.

Then Kirkstrom noticed the side effects: the cravings for raw meat, the paranoia and bloodlust, the outbursts of rage. Worse yet, he noticed his skin becoming rough and gray, his teeth pointed. He tried stealing what he needed to formulate an antidote, to reverse the effects, but it was too late. A confrontation with the heroine Siren triggered a berserk rage in Dr. Kirkstrom and completed his trans-



MEGALODON

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	8	4	4	0	-1	2	0

POWERS

Aquatic: Enhanced Advantage (Favored Environment: Aquatic), Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Aquatic), Swimming 6 (30 MPH) • 6 points

Claws & Teeth: Strength-based Damage 2, Improved Critical 2 • 4 points

Power Lifting: +2 Strength, Limited to Lifting • 2 points

Regeneration: Regeneration 3 • 3 points

Sharkskin: Protection 4 • 4 points

Shark Senses: Senses 4 (Acute Olfactory, Darkvision, Direction Sense) • 4 points

Shark Control: Summon Sharks 4 (Active, Horde, Mental Link, Multiple Minions 2 (four sharks)) • 33 points

SKILLS

Athletics 8 (+18), Close Combat: Unarmed 11 (+11), Expertise: Survival 13 (+12), Insight 4 (+6), Intimidation 12 (+12), Perception 12 (+14), Stealth 4 (+8)

ADVANTAGES

All-out Attack, *Favored Environment: Aquatic*, Fearless, Improved Critical 2 (*Claws & Teeth*), Improved Hold, Improved Initiative, Power Attack, Startle, Takedown, Tracking

OFFENSE

INITIATIVE +8

Claws & Teeth +11 Close, Damage 12 (crit. 18–20)

Unarmed +11 Close, Damage 10

DEFENSE

DODGE 10 FORTITUDE 14

PARRY 10 TOUGHNESS 12

WILL 10

POWER POINTS

ABILITIES 54 SKILLS 32

POWERS 56 DEFENSES 30

ADVANTAGES 9 TOTAL 181

COMPLICATIONS

Motivation—Survival: Megalodon looks to ensure his own survival and place at the apex of the food chain.

Identity: Dr. Kirkstrom, marine biologist, who works against Megalodon's own goals.

Temper: Megalodon can go into a frenzy in combat, especially when his attacks draw blood.

formation. No longer was he a crippled scientist; he was Megalodon, the Man-Shark!

Dr. Kirkstrom's fiancée was able to use his research notes to help restore Megalodon to human form. However, Dr. Kirkstrom has become Megalodon on several other occasions since, and it remains to be seen if any cure is truly permanent. Most recently, Dr. Ashley Ellis of the Providence Asylum put forth the theory that at least part of Dr. Kirkstrom's condition is psychological, and the Man-Shark is a manifestation of his buried trauma and the "shadow side" of his personality. Declared unfit for trial on the basis of temporary insanity while in his Megalodon form, Dr. Kirkstrom is currently on parole and under Dr. Ellis' care. Both have high hopes continued treatment will cure Kirkstrom and banish Megalodon for good, although that remains to be seen.

PERSONALITY

Connor Kirkstrom is a brilliant man tormented by the monster inside of him and the things it made him do. His former love of life has diminished to the point where he has considered suicide to destroy Megalodon once and for all. Only the support of caring people like Dr. Ellis and the steadfast love of his wife Susan have kept Dr. Kirkstrom sane as he hopes and prays for deliverance from the specter of the Man-Shark. He has become meek and quiet, fearful that his anger is the key to Megalodon's freedom.

Megalodon is a savage and remorseless killer, a predator par excellence. He's perversely proud of his place at the top of the world's food chain, considering all other creatures beneath him. Only other sharks are potential peers, and even they must bow to his superior will. Megalodon is quite cunning and more intelligent than many give him credit. Most of the Man-Shark's short term plans involve survival and finding a means of ensuring he is never again forced to revert to the soft and helpless form of Connor Kirkstrom. Long term, the malevolent Man-Shark wants to rule the oceans, followed by different ways of flooding the world, possibly along with transforming humanity into his shark-men subjects or herds of aquatic prey (or both, depending on whether or not they side with Megalodon as the future of evolution) or "evolving" ordinary sharks into humanoid subjects with abilities similar to his own.

POWERS & ABILITIES

Megalodon combines the most powerful traits of human and shark, able to breathe in both water and air, with arms and legs to move on land, but also capable of swimming at considerable speed in the water. His hide and muscle tissue are dense armor, while his hands and feet are tipped with claws and his wide mouth is filled with razor-edged teeth.

Megalodon is superhumanly strong, able to toss small boats and police cars with ease, or tear apart even a concrete pier. He has shark-like senses, including the ability to



navigate in deep waters with no light and to detect scents like blood in the water.

Megalodon can exert mental control over other sharks, summoning them and ordering them to do his bidding, and typically has several swimming nearby when he appears.

HOOKS

Month of the Man-Shark: In recent weeks, shark attacks along the coast have increased dramatically. Megalodon the Man-Shark is responsible. He's been calling sharks to the region and commanding them to attack beachgoers, but not just to cause terror ... he senses the presence of Dakuwanga's (see *Threat Report*) strange, alien mind somewhere off the coast and hopes to bring him closer using the scent of blood in the water. Will Megalodon be able to control Dakuwanga or will the beast go on a rampage? It doesn't really matter to Megalodon, who will enjoy the chaos either way!

Megalodon Triumphant: The criminal trio known as the Trident (see *Threat Report*) has conspired to use Megalodon as a distraction. They hired a school of cyber-sharks from the Ghostworks, then tricked Dr. Kirkstrom into assuming the form of Megalodon near the sharks. With Megalodon in control of the cyber-sharks, he's able to take them onto land and cause the distraction the Trident needs while they uncover some Atlantean ruins close to

CYBER-SHARK

PL5 MINION

STR 4 STA 3 AGL 2 DEX 1 FGT 4 INT -2 AWE 1 PRE -3

Powers: **Aquatic** (Immunity 3 (Cold, Pressure, Suffocation (Water))); **Cyber-enhanced Mobility** (Swimming 6 (32 MPH), Speed 2 (8 MPH)); **Cyber-weapons** (Bite or Claws; Strength-based Damage 1); **Laser Beam Emitter** (Ranged Damage 6); **Sub-dermal Armor** (Protection 3); **Tracking Sensors** (Senses 4 (Acute Scent, Low-light Vision, Tracking Scent 2))

Advantages: All-out Attack, Fast Grab, Improved Hold, Power Attack

Skills: Athletics 4 (+8), Close Combat: Cyber-weapons 1 (+5), Perception 4 (+5), Ranged Combat: Laser Beam Emitter 3 (+4)

Offense: Initiative +2, Bite +5 (Close, Damage 5), Laser Beam Emitter +4 (Ranged, Damage 6)

Defense: Dodge 4, Parry 4, Fortitude 6, Toughness 6, Will 4

Complications: **Amphibious Cyber-shark:** Cyber-sharks look like normal sharks equipped with cybernetic arms, legs, and build in armor and weaponry. They are very scary. Motivation—Apex Predator: Cyber-sharks are still sharks, they are motivated to feed. Electrical Vulnerability: Resistance checks made against electrical attacks treat their effect as 2 ranks higher than listed.

Totals: Abilities 20 + Powers 31 + Advantages 4 + Skills 6 + Defenses 8 = Total 69

the city. Without Megalodon running roughshod all over the city, they'd be spotted immediately, but with his unknowing help, they might have a chance to get away with the artifact Coral Snake is hoping to find!

CREDITS & LICENSE

MUTANTS & MASTERMINDS ROGUES GALLERY #5: MEGALODON

Design and Writing: Steve Kenson

Editing and Development: Jon Leitheusser

Art Direction and Graphic Design: Hal Mangold

Interior Art: Ramon Perez, Rogier van de Beek

Publisher: Chris Pramas

Green Ronin Staff: Joe Carriker, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz, and Barry Wilson

Mutants & Masterminds Rogues Gallery #5: Megalodon is ©2015 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-powered by

M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

Green Ronin Publishing

3815 S. Othello St., Suite 100 #304
Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: www.greenronin.com
www.mutantsandmasterminds.com



OPEN GAME LICENSE Version 1.0a

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 Slavicek, Jeff Grubb, Rich Red-man, Charles Ryan, Eric Cagle, David Noonan, Stanl, 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; 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.

Freedom City, Copyright 2003, Green Ronin Publishing; Author: Steve Kenson

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

Freedom City, Second Edition, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.

Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.

Mutants & Masterminds Rogues Gallery #5: Megalodon, Copyright 2015, Green Ronin Publishing, LLC; Author Steve Kenson.