

ROGUES GALLERY: DOCTOR TECTONIC



**MUTANTS &
MASTERMINDS**
THIRD EDITION

DOCTOR TECTONIC

REAL NAME: Dr. Montgomery Horowitz

OCCUPATION: Full-time supervillain, formerly seismologist

BASE: A secret laboratory in the Atlas Mountains

Doctor Montgomery Horowitz was once a respected seismologist, concerned with predicting and defending against tectonic disasters. He designed a suit of armor to act as a personal deep-burrowing device. The armor was designed to protect him from extreme heat, pressure, and anything else the lower crust could throw at him. He also equipped it with swarms of nanobots that can control massive amounts

of earth and stone, eliminating the need for assistants (or additional suits of the expensive armor) in the field.

Dr. Horowitz tested his invention by burrowing deep into the San Andreas Fault to conduct tests. Catastrophe struck as a strange radiation interfered with his nanobots and caused them to malfunction. The swarm of tiny machines returned to Dr. Horowitz's suit and burrowed into him, fusing with his body and brain. The nanobots twisted his mind and he began to believe organic life was a plague upon the Earth. His damaged mind

"told" him that organic life, especially human life, was a defect in the natural order of things, and that he needed to do something about it.

Dr. Horowitz abandoned his seismologist position and fled north to the Atlas Mountains. Using the nanobots he cleared out an underground laboratory and modified his suit for destructive purposes. He has since taken the name Doctor Tectonic and vowed to correct the "mistake" that is organic life. He knows someday he will achieve his goal of turning Earth into a perfect, quiet hunk of rock drifting in space.

PERSONALITY

Doctor Tectonic is an unstable individual with a damaged brain full of malfunctioning robots. He continuously mutters to himself, holding conversations with the other voices in his head. He does not enjoy the company of other organic creatures and tends to keep to himself, when he's not trying to destroy life on Earth.

POWERS & ABILITIES

Doctor Tectonic is a force of nature on the battlefield, combining geokinetic and technology into an unstoppable force. He can manipulate the earth beneath his enemies to create autonomous golems, trigger massive earthquakes, and shield himself from harm. He wields a modified excavation energy lance



DOCTOR TECTONIC

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	6	1	2	4	7	2	0

POWERS

Deep-Earth Exploration Pod: Device (133 points), Removable (-33 points)

Create Stone Golems: Summon 6 (90-point minions), Active, Controlled, Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice, Quirk: Requires rock or stone • 67 points

Deep-Earth Protective Systems: Immunity 10 (Life Support) • 10 points

Geo-Nanobots: Dynamic Array (42 points)

- **Earth Manipulation:** Ranged Movable Create 12, Innate, Subtle 1, Dynamic, Quirk: Requires Rock or Ground, Permanent • 42 points
- **Earthquake:** Ranged Burst Area 2 (60 feet) Damage 10, Dynamic, Limited: Targets Must Be on the Ground • 2 points
- **Rock Toss:** Ranged Multiattack Damage 10, Accurate 2, Dynamic, Quirk: Requires Rock or Ground • 2 points
- **Stone Prison:** Ranged Cumulative Affliction 14, (Resisted by Dodge, Overcome by Damage; Hindered, Immobile, Paralyzed), Dynamic, Limited: Requires Rock or Ground • 2 points

Large Mech Suit: Growth 4, Innate, Permanent • 9 points

Reinforced Armored Plating: Impervious Protection 10 • 20 points

Servo Motors: Enhanced Strength 4 • 8 points

Stone Dais: Flight 4 (30 MPH), Platform • 4 points

Excavator: Device (25 points), Easily Removable (-18 points)

Energy Lance: Strength-based Damage 3 • 3 points

Tunneling: Ranged Burrowing 7 (8 MPH), Penetrating, Affects Others, Dynamic • 28 points

Disrupted Terrain: Continuous Environment 6 (900 ft. radius; Impede Movement (2 ranks)), Limited: Only Affects Those on the Ground • 12 points

Nanobot-Infused Mind: Enhanced Trait 30 (Dodge 9, Parry 6, Perception 3 (+6), Close Attack 2, Eidetic Memory, Fearless, Precise Attack (All), Ranged Attack 4) • 30 points

SKILLS

Close Combat: Excavator 6 (+10), Expertise: Seismology 12 (+19), Insight 2 (+4), Intimidation 8 (+10*), Perception 0 (+8*), Ranged Combat: Geo-Nanobots 4 (+6), Stealth 0 (-3*), Technology 8 (+15)

ADVANTAGES

Close Attack 2, Eidetic Memory, Fearless, Inventor, Precise Attack (All), Ranged Attack 4, Skill Mastery: Technology, Speed of Thought

OFFENSE

INITIATIVE +7

Earthquake — Ranged, Burst Area 2 (60 feet) Damage 10

Energy Lance +12 Close, Damage 12

Stone Prison +10 Ranged, Cumulative Affliction 14, Dodge DC 24

Rock Toss +14 Ranged, Multiattack Damage 10

Throw +6 Ranged, Damage 9

Unarmed +6 Close, Damage 9

DEFENSE

DODGE 8 **FORTITUDE** 10

PARRY 8 **TOUGHNESS** 16

WILL 12

POWER POINTS

ABILITIES 38 **SKILLS** 20

POWERS 188 **DEFENSES** 14

ADVANTAGES 3 **TOTAL** 263

COMPLICATIONS

Competing Voices: Doctor Tectonic isn't alone in his suit. The nanites he uses for his geokinesis have been corrupted and fused with his mind, so the good doctor sometimes suffers from massive migraines and auditory hallucinations.

Motivation—Misguided: The nanites have twisted and confused Doctor Tectonic so he thinks life is a cosmic mistake and he needs to rid the Earth of its organic parasites.

There is something perfect in the silence of stone. Stone only speaks when it acts, grinding against itself to create a more perfect shape. Organic life is so noisy. They run around, laugh, and cry simply for the sake of making noise. That is what infuriates me most about these imperfect life-forms. They don't realize that they are merely arrogant carbon, screaming out into a universe whose only answer is silence. Through their extinction, I will bring peace ... and quiet to this world.

—MONTGOMERY HOROWITZ

POTENTIAL NEMESSES

Doctor Tectonic functions as an excellent villain for heroes that consider themselves to be nature's protectors. He is a walking cautionary tale for what happens when eco-friendly philosophies are taken to the extreme. He could also make a good recurring villain for construct/robotic heroes, especially if they're made of stone. Perhaps the good doctor believes the hero could be converted to his side with the proper persuasion ... or tampering.

in melee combat to devastating effect and relies on his advanced battlesuit to augment his strength and defenses. Note that while Doctor Tectonic hates organic life, he's still a normal human, so he requires sustenance, which forces him out of his armor regularly to maintain his health.

ALLIES

Doctor Tectonic usually works alone, relying on his golems for assistance. He refuses to work with organic super criminals on principle, but he isn't opposed to the idea of working alongside a like-minded mechanical comrade.

ENEMIES

Doctor Tectonic targets urban centers in geologically unstable areas hoping to cause as much damage as possible. This has made him very unpopular with super heroes and super villains alike, and he has no shortage of enemies to choose from.

HOOKS

Underworld: The heroes receive a message from the Seismological Society of America. The scientists there have been picking up some weird signals on their equipment and believe Doctor Tectonic is making a move for the San Andreas Fault. The good doctor is trying to return to the fault line and trigger an earthquake that could wipe out the West Coast. The SSA volunteers their newest Deep Earth Pod prototype to assist the heroes, but it hasn't been field tested yet. The heroes have to brave the intense heat and pressure in the experimental pod while battling Doctor Tectonic and his army of Stone Golems.

Stone City: A large earthquake rumbles through Emerald City. Buildings crumble and streets buckle as the ground

shakes. Citizens, left without power and shelter, descend into chaos. First responders are stretched thin and hope seems lost. Whole city blocks have fallen into subterranean caverns, or have been severely damaged. It falls to the heroes to aid in the rescue efforts while investigating the cause of the calamity. They find a clue at the epicenter that leads them to Doctor Tectonic's lair in the Atlas Mountains. The only issue is Doctor Tectonic claims he wasn't responsible and that another super villain set him up.

STONE GOLEMS

This stat block represents a typical golem created by Doctor Tectonic to assist him in combat. They're carved into a roughly human shape, but their stone bodies are large and heavy. In combat they rely on their strength and mass to overwhelm and separate the heroes from Doctor Tectonic.

STONE GOLEM

PL6 MINIONS

STR 8 STA 6 AGL 0 DEX 0 FGT 0 INT 0 AWE 0 PRE 0

Powers: **Inhuman Physiology** (Immunity 40, Life Support, Will Effects); **Large** (Growth 4, Density Growth 2, Innate, Permanent); **Made of Stone** (Protection 6)

Advantages: Close Attack 4, Improved Hold, Ranged Attack 4

Skills: Athletics 4 (+12)

Offense: Initiative +0, Throw +4 (Ranged Damage 8), Unarmed +4 (Close Damage 8)

Defense: Dodge 0, Parry 0, Fortitude 6, Toughness 12, Will Immune

Complications: **Powered by Nanobots:** The stone golems require direction from Doctor Tectonic to function, despite his belief that the golems are sentient. **Weakness:** The golems take one extra degree of damage from sonic attacks when they fail a Toughness save against them.

Totals: Abilities 4 + Powers 59 + Advantages 9 + Skills 2 + Defenses 0 = 74

MUTANTS & MASTERMINDS

CREDITS & LICENSE

MUTANTS & MASTERMINDS ROGUES GALLERY #7: DOCTOR TECTONIC

Design and Writing: Alexander Thomas

Editing and Development: Jon Leitheusser

Art Direction and Graphic Design: Hal Mangold

Interior Art: Sean Izaakse

Publisher: Chris Pramas

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

Mutants & Masterminds Rogues Gallery #7: Doctor Tectonic 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 Slavicsek, 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 #7: Doctor Tectonic, Copyright 2015, Green Ronin Publishing, LLC; Author Alexander Thomas.