

TEMPLATE: AVATAR OF VENGEANCE

In comics, a popular archetype is an Avatar of Vengeance. They are a dark subspecies of characters touched by divine forces. Avatars are not friendly, noble gods of thunder or angels of mercy. Avatars of Vengeance mete out Old Testament-style punishment, even if they're not explicitly connected to Judeo-Christian figures.

POWER OPTIONS

Avatars of Vengeance get their power from some sort of divine or mystical source. Perhaps a character signed a bad deal with the devil for power they craved. Perhaps a holy power needs a vessel to contain its divine wrath. Either way, these Avatars tend towards having certain powers.

SPECIAL EFFECTS

Avatars don't just shoot blasts of energy at their foes. They use Hellfire or send swarms of locusts at their enemies. They give villains boils or, depending on how dark your campaign intends to go, turn them into cheese and let rats eat them. Afflictions, Damage (Ranged or Close) and other attack powers should be some "real Old Testament, Wraith of God stuff." This is largely cosmetic. However, powers may have Limitations on them that apply "only against Sinners" or "only against the Guilty."

Additionally, defensive and travel powers should have equally spooky themes. Protection could be defined as an aura of Hellfire. Flight could be given by angelic or demonic wings.

THEY HAD IT COMING

Avatars are also pretty particular about who is deserving of their Wrath. Here are some powers that Avatars can use (and, depending on their Complications, must be used) to determine if they're allowed by the metaphysical laws that drive their character to unleash Vengeance.

Detect Sin (Senses - Detect: Sins, Sense, Analytical, Extended): 4 points, + 1 per



extra rank of Extended

Mind Reading (Mind Reader - Limited: Only to Find Proof of Sin) 1 Point/Level

EZEKIEL 25:17

Certain Complications come with the Avatar of Vengeance package. Players looking to make Avatars should consider how much pull the spirit has over them. Old Testament punishment does not mix well with the standard super-heroic mindset. Super-heroes, generally speaking, avoid that sort of judge and executioner (skipping the jury all together) morality. Avatars may find themselves in the role of the hero who has to be reined in by the rest of the team, and while the characters may fight, the players should be on board with having that character vs character friction baked into the character. With all that taken into consideration.

Avatars should nicely into Iron Age campaigns where codes against killing are more the exception than the rule.

SIGNED IN BLOOD

Here are three options for playing an Avatar of Vengeance, the Re-Skin, the Power-Up, and the Origin Story.

RE-SKIN

To Re-Skin a character (and in the case of Avatars of Vengeance, actually skinning may occur), the player and Game Master work together to re-build the character, using the same base number of points, but spending them differently. In this example, Jane is playing Betty Blake aka Hypersonic, a speedster. Jane has the urge to play something different, and has been working with Stephen, the GM, so that she's playing an effectively new character, but one that still knows everything her old character knows and doesn't have to go through the awkward "why should we let you join our super-hero team, even though we've just met" phase of having a new player character join a team because, well, Jane is



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sitting at the table with everyone else and they want to fast forward past the vetting process. So she and Stephen work out some story beats. Stephen runs a story where the team saves an imprisoned avenging angel from a dark cult. While they were able to stop the ritual, the angel needs to bond with a human host while it recovers. Enter Hypersonic, who becomes "Hypervigilant."

Jane starts off deciding what skills and abilities are innate to Betty (Betty is a lawyer in her secret identity, so it makes sense for things like Persuasion and Expertise: Law to carry over) and which are based on her super-speed. Jane trades in her Super-Speed array for fast flight, and pulls some points out of that to use to buy an Angelic Sense. Her vibrational aura (a Sustained Protection) becomes a Holy Aura (same thing, different F/X). She trades her Super-Sonic Punch (Strength Based Damage, Multiattack) for a Holy Sword (Strength Based Damage, Affects Insubstantial, Limited: Only Against Evil Things). The Sword isn't a device, as it's created out of Divine Power, but Jane may want to give it a Quirk that it can be Disarmed, even though she can just re-form the sword on her next action. She also looks at her Complications. Her Secret Identity remains intact. She replaces her High Metabolism Complication with a Motivation: Divine Justice Complication, as the avenging angel whispers in the back of her head about her holy mission. She gets rid of her Rogues Gallery. Stephen decides they're still out there and may be a problem for the player characters, but she's now got the remnants of the cult who want to finish the job they started.

POWER UP

M&M is designed so that players are balanced with one another. All of the characters are limited to the same PL cap. However, a GM and player may want to work out a temporary PL boost for the duration of an adventure or two. Additionally, over time the GM may determine that enough time has passed in a campaign that the whole team are now a higher PL. Some players may use that opportunity to simply make their Strength and Toughness higher as their Powerhouse or Paragon gets even more powerful. But it's also an opportunity for a template. This time, the player doesn't want to completely re-tool their character, but just wants a flavorful boost. These packages are intended for a character who's already got a magical theme, and just wants to add being an Avatar of Vengeance to their existing powers. Both packages are 15 points worth of powers and would increase the PL of the character by +1.

FIST OF THE MIDNIGHT DRAGON

This group of powers is for a martial artist type. It can either add a supernatural layer to a completely mundane character or boost the abilities of a martial artist who already has a supernatural edge.

- **Chi Sense:** Senses 7 (Detect: Chi Disruptions, Extended x10, Penetrates Concealment, Radius)
- **Dragon's Strike:** Strength-based Damage 2 (DC 17; Affects Insubstantial: half ranks, Alternate Resistance: Will; Inaccurate: -2)
- **Dragon Heart:** Enhanced Trait 2 (Traits: Fighting +1 (+1))

- **Dragon Scales:** Protection 1 (+1 Toughness; Impervious)

SPELLS OF THREEFOLD VENGEANCE

The Spells of Threefold Vengeance stack onto a mystical superhero who already has a magical ranged damage attack. The magical attack lets them strike back against a foe using their own attacks against them.

- **Advantages: Favored Foe:** Those Who Strike First, Improved Critical 3 (Threefold Mystic Blast, Uncanny Dodge)
- **Threefold Mystic Blast:** Damage 3 (DC 18; Homing 2: 2 extra attempts, Increased Range: ranged, Secondary Effect, Stacks with: Character's Existing Magic Blast; Inaccurate: -2, Quirk: Can Only Be Used Against People Who Have Already Attacked The Spellcaster, Variable Special Effects: Whatever the Attacker used to attack the caster)

ORIGIN STORY

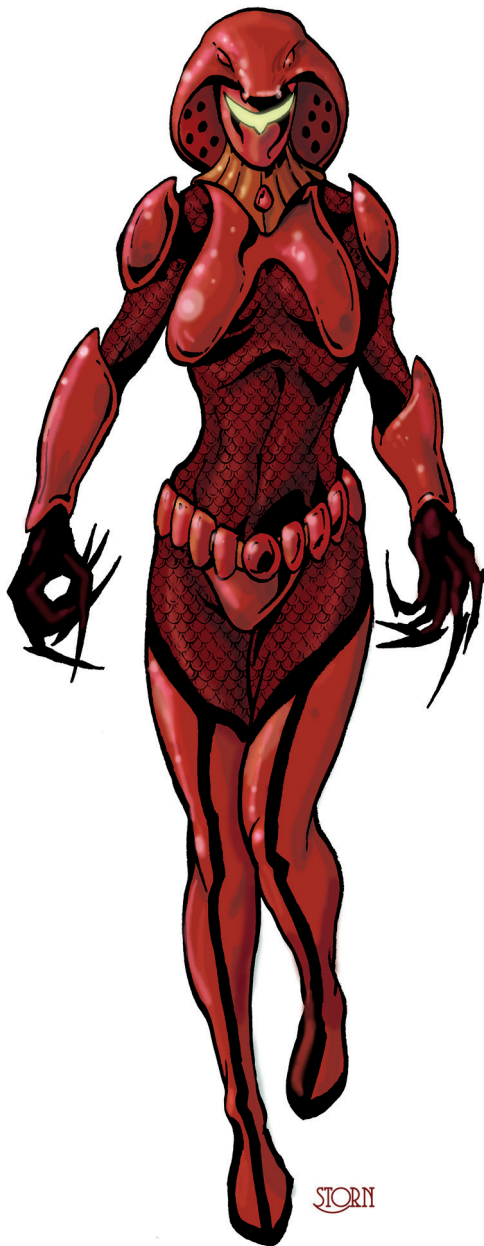
Lastly, a player may want to start off as an Avatar of Vengeance rather than adding it to an existing PC. Here's a character who started out based on the Soldier Supporting Character.

History: Major Austin Kellogg was a decorated war-hero. He served in the Army's Special Forces, fighting America's enemies. He'd been injured before, earning two Purple Hearts. Unfortunately, all of his luck and skill could not save him from the IED that severed his right arm. Even after months of rehab and a cutting edge prosthetic, Austin found himself unable to do the only job he'd ever wanted. His PTSD and depression joined forces and he found whatever solace he could in alcohol.

At one of too many funerals, he wandered Arlington National Cemetery in a drunken haze, angry at everything: the terrorists that had made the bomb, the government that did not support their wounded warriors, and the people who had no idea what their soldiers had sacrificed for them to be free. He wandered through the cemetery, eventually coming to the Tomb of the Unknown Soldier. He stood there for what felt like hours, considering his sacrifices and wondering what he had left to live for. He saluted and turned to leave when he heard a voice, graveled by age but undefeated, say "you have everything to live for, soldier, and this country's not through with you yet."

Austin turned and saw, outlined in a brilliant light spilling from the crack in the Tomb, the silhouette of a man wearing a soldier's uniform - not the crisp dress uniform but the battered fatigues of a combat veteran. The old soldier said that not all of the threats to America carry guns or use bombs. Threats to America come from all directions, from foreign powers that seek to harm its citizens to those dark hearts that would poison the American Dream from the inside. The old soldier charged Austin to fight for justice and to defend this great nation from all enemies. Austin turned around and saw the thousands of headstones glow with the same ethereal light. The light flowed into Austin, filling him supernatural power.

Since then, Austin can transform into a ghostly soldier and



used that power to protect veterans and avenge the fallen. The newspapers have dubbed him "The Casualty" because he looks like a ghost. The new purpose has helped Austin get his life back together. He works a series of low-paying jobs and serves as a mentor to fellow soldiers who are attempting to reintegrate with civilian life.

POWERS AND ABILITIES:

Casualty can generate an ectoplasmic shell around him that gives him superhuman strength and durability. In addition to creating a phantom limb to replace his missing arm, he can create ectoplasmic weapons. Theoretically, he could create any weapon he wanted, but he tends towards the weapons he was most familiar with as a soldier. He can also create ectoplasmic vehicles. While they appear as ghostly jeeps, motorcycles or even tanks, they do not provide additional protection. He can take a passenger with him, but they are not protected by the ectoplasmic shell, though it's an ability he wants to master. He also has the ability to sense

injustice and when he is needed. The energy inside him also made it so no poison, especially alcohol, can affect him.

PERSONALITY:

Austin has regained his soldier's composure and temperament. He is vigilant and does what he can to protect the innocent. He laughs rarely but when he does, it's full force. As Casualty, he plays up the ghostly aspect of his abilities, doing his best to terrify foes into submission before he is forced to use his powers. He does not like killing, but does not shy away from it either. With all his new power, he does not want to "punch down", and unleash the full force of his supernatural abilities on mundane enemies. Most importantly, his supernatural senses give him the ability to tell who America's real foes are. Harmless immigrants who have come to this land, yearning to be free, do not trigger his senses. People who do not see the truth that all men are created equal, may well incur his wrath.

CASUALTY - PL 10

Strength 8/2, Stamina 10/1, Agility 2, Dexterity 2, Fighting 7/4, Intellect 0, Awareness 1, Presence 3

ADVANTAGES

Fearless, Ranged Attack 2, Startle

SKILLS

Athletics 1 (+9), Close Combat: Unarmed 3 (+10), Expertise: Soldier 7 (+7), Intimidation 2 (+13/+5), Perception 3 (+4), Ranged Combat: Guns 6 (+8)

POWERS

Fueled by Vengeance: Immunity 1 (Poison)

PHANTOM FORM (ACTIVATION: MOVE ACTION)

Ecto-Vehicles: Speed 6 (Speed: 120 miles/hour, 1800 feet/round; Affects Others; Noticeable: Big Ectoplasmic Vehicle)

Ectoplasmic Rifle: Damage 10 (DC 25; Affects Insubstantial: half ranks, Increased Range: ranged)

Ecto Grenade: Burst Area Damage 6 (Alternate; DC 21; Affects Insubstantial: half ranks, Burst Area: 30 feet radius sphere, DC 16, Increased Range: ranged)

Ecto Sniper Rifle: Damage 10 (Alternate; DC 25; Affects Insubstantial: half ranks, Increased Range 2: perception; Distracting)

Phantom Body: Enhanced Trait 44 (Traits: Stamina +9 (+10), Strength +6 (+8), Toughness +3 (+13), Fighting +3 (+7), Intimidation +8 (+13), Advantages: Startle)

Phantom Immunity: Immunity 10 (Damage Effect: Bullets, Environmental Conditions (All); Noticeable: Ecto-Hazmat Gear)

Sense of Vengeance: Senses 6 (Detect: Injustice 2: ranged, Extended: Detect 3: x1k, Radius: Detect)

OFFENSE

Initiative +2

Ecto Grenade: Burst Area Damage 6 (DC 21)

Ecto Sniper Rifle: Damage 10 (DC 25)

Ectoplasmic Rifle: Damage 10, +10 (DC 25)

Grab, +7 (DC Spec 18)

Throw, +4 (DC 23)

Unarmed, +10 (DC 23)

COMPLICATIONS

Disability: In his mortal form, Casualty is missing his right arm. He has a prosthetic and is working to retrain himself to be left-handed, but he's still limited in what he can do.

Monstrous: When transformed into Casualty, Austin Kellogg is a frightening, ghostly vision.

Motivation: Justice – Casualty is driven to protect America from all enemies. If something triggers his supernatural senses, he becomes overcome with a need to act.

PTSD: While the supernatural forces that empower Casualty provide insights that help him come to terms with the trauma he suffered, he still struggles to adapt to civilian life.

LANGUAGES

English

DEFENSE

Dodge 7, Parry 7, Fortitude 11, Toughness 13/10, Will 8

COST

Abilities 30 + Powers 93 + Advantages 3 + Skills 11 (22 ranks) + Defenses 13 = 150

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