

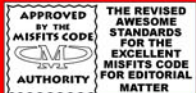


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STEVEN TRUSTRUM

METAHUMAN MYSTICS & SUPERNATURAL SUPERS

3



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METAHUMAN MYSTICS & SUPERNATURAL SUPERS

3

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INTRODUCTION

This work introduces a number of new character archetypes for use in the second edition of **M&M**. Each shares the common thread of having a mystical or supernatural nature.

NEW CHARACTER OPTIONS

This section includes new traits. Some are already employed by the included archetypes while others are here because they will likely be useful to such characters.

POWERS

IMMORTALITY

Effect: Immunity, Regeneration

Action: None (passive)

Range: Personal

Duration: Permanent

Saving Throw: None

Cost: 5 points

You are immune to aging, disease, and poisons. If your condition becomes dead, you can make a recovery check (DC 10) in a week's time, success means your condition becomes unconscious and disabled, from which you recover normally. Failure means you remain dead for another week. Then you get another recovery check, and so forth until you succeed on a check. This is Regeneration 1 effect assigned to Resurrection with the True Resurrection extra. To recover from death and injury faster, apply more ranks of Regeneration (see the Regeneration effect description in *M&M: UP* for details.)

SUPER-SENSES—PSYCHOMETRY (4 RANKS)

You can sense and read the psychic "fingerprints" left on objects by the emotions of those who owned, held or were around them. The stronger the emotions of the person or events and the greater the time spent in the object's presence, the easier it is to read what has been imprinted. The time since the event occurred will also be a factor, being easier the more recent the occurrence.

To understand what the imprint is telling you, make an Investigate or Wisdom check (whichever you prefer or, if the Gamemaster restricts you to one or the other, depending on the circumstances.) The base DC for this check is 15, as modified by the following conditions. (The DC cannot be reduced below 5.)

PSYCHOMETRY DC MODIFIERS

CONDITIONS	DC MODIFIER
Time since event being read	Special *
Emotional strength of event ...	
... insignificant (typical, everyday happenstance)	+10
... noteworthy (someone devoted emotional energy, but not much—perhaps only peripherally or as an afterthought)	+5
... minor (emotional release, but nothing out of the ordinary)	+0
... moderate (definite emotional investment, such as a symbol of true love)	-5
... major (something of great emotional significance, such as a vengeful murder)	-10
... extreme (something incredibly emotionally turbulence, such as genocide)	-15

* There is no time modifier if the event being read occurred within a time value one the Time and Value Progression Table equal to or less than your Wisdom bonus, with a minimum value of 1 (1 action.) For each step down on the Time and Progression Table beyond your Wisdom bonus since the event occurred the DC is increased by a +1 modifier. For example, if your Wisdom is 18 you have a +4 bonus. This means you suffer no DC modifier for reading events that occurred within 5 minutes. If the event you're trying to read happened a year ago, that would be 8 steps down the table, increasing the DC by +8.

Game Masters are encouraged to add their own modifiers if they feel the circumstances warrant it.

WHAT IS LEARNED?

How much is learned and about what is determined on the following random table (hey, reading emotions isn't exactly a science, no matter how powerful one's will to do so is!) Roll twice, once to indicate the subject of what has been read and again to indicate the degree of information. Two columns are presented for the subject: one is used if purposely seeking specific information (e.g., "who killed the woman who owned this comb?") and another for blindly probing the object in the search for any information at all without specifics in mind (e.g., "who has owned this comb I just found on the ground?")

Add to both rolls as a modifier the amount the Investigate or Wisdom check to use this power defeated the DC by. So, if the Investigate check to use Psychometry was against a DC of 20 and a 23 is rolled, a +3 bonus on these two rolls is gained.

PSYCHOMETRY OUTCOME TABLE.

<i>ROLL</i>	<i>SUBJECT (PURPOSEFUL)</i>	<i>SUBJECT (RANDOM)</i>	<i>INFORMATION LEARNED</i>
01-05	Learn of something entirely unrelated to desired subject	Learn about event in most distant past	Brief, unclear flash of insight (i.e., it's barely helpful and very cryptic)
06-10	As 01-05	As 01-05	A single, brief moment caught in time (i.e., minor clue)
11-14	Learn of something peripherally related to desired subject	Learn about event in recent past	A small clip or scene of an "emotional movie" (i.e., helpful clue)
15-18	As 11-14	Learn about event in immediate past	Entire scene plays out in jumpy, choppy flashes that may leave out important details (i.e., incredibly helpful clue)
19+	Learn of intended subject	Learn of most recent, most powerful possible subject	Entire scene plays out clearly, emotions and all (i.e., as good as being there)

You may continue attempting to learn new information from the same object so long as you continue using this power on it.

EXTRAS

CONCUSSIVE (+1 MODIFIER/STEP)

The attack causes greater than usual knockback by applying a +2 modifier per step when determining knockback.

IMPERVIOUS (ADDENDUM)

This extra may be applied to the same appropriate power more than once. Each step beyond the first will counteract an additional step of an attack's Penetrating ability. There is no further affect beyond this counteraction—in other words, applying Impervious steps to the defense more times than the attack has applied steps of Penetrating does not further reduce the amount of operational Impervious Toughness lost to the Penetrating effect.

PENETRATING (ADDENDUM)

This extra may be applied to the same power more than once. Each step beyond the first will counteract an additional step of Impervious applied to the targeted defense. There is no further affect beyond this counteraction—in other words, applying more steps of Penetrating to the attack than the defense power has applied steps of Impervious does not further reduce the Impervious Toughness by any degree.

NEW COMPLICATIONS

ANTI-SOCIAL

The character possesses some form of anti- or counter-social behavior or attitude, such as feeling alienated from people who would otherwise be their peers or by being an active participant in a counter-culture movement.

NEW DRAWBACKS

LOSE CONTROL

A specific situation, substance, or the like causes the character to lose control of his actions and bring about some effect. This effect can be a type of behavior (e.g., entering a blind rage, as per the Rage feat, whenever around blood), activating a specific power (e.g., igniting an explosion centered on the character when wounded), or even the activation of another drawback (e.g., causing a Separate Personality to assume control if taunted, teased, or the like.)

The drawback's intensity determines the saving throw (usually Will) required to resist the effect's onset. Increasing the drawback's value by another 1 PP means another save versus the same DC is required to exit/turn off (or whatever) the drawback's resulting effect if it is of a sort that has a duration, or otherwise needs some sort of decision or action to recover from, either prematurely or ultimately. On the other hand, the drawback's value is reduced by 1 to 3 PP if the effect isn't all that debilitating or troublesome.

Powers with this drawback cannot also have the Uncontrolled Flaw.

REDUCED RANGE

This drawback reduces the number of range increments of a ranged effect, which normally has a maximum range of ten increments. For -1 point, it reduces the effect to half that, or five increments (the same as throwing range). For -2 points, it reduces the effect to two increments. A greater reduction should be handled by making the effect touch range, possibly with some measure of the Extended Reach feat, if necessary.

DIVINE REALMS

A Divine Realm is a dimension inhabited (and often created) by the gods. In many ways, Divine Realms are little different from other alternate dimensions of existence except their nature is rooted in mythology and divinity, and therefore will exist under different restrictions and/or remarkable aspects than dimensions that remain mortal in nature. Many mythologies center around more than one Divine Realm, assigning each some position of significance within the overall logic of the mythology's structure. For example, Norse mythology holds there are nine worlds, each connected by the World Tree, Yggdrasil, while in Greek mythology there is the mortal world, Olympus, Tartarus, the Underworld, and more.

Unlike most other dimensions, travel to Divine Realms is often restricted by the control their owners can usually exert over them, not to mention the very godly nature of their existence. Not only is access and egress from Divine Realms an extraordinary matter for foreign mortals, but these dimensions are also often barred against disparate divine beings who do not possess the required permission, although methods of travel can be found if the Gamemaster wants to create inter-pantheon relationships, be they ones of romance, friendship, treaty, or war. In their games, Gamemasters may likewise wish to rule that powers such as Dimensional Movement cannot gain access under normal conditions. For instance, mortals wishing to enter the Greek Underworld would have to find a way to first convince Charon to carry their living forms and souls across a river meant to be passed only by the dead (and sometimes gods) before finding a way around Cerberus. These alternate means of dimensional travel to these realms can be a simple matter of fiat or, if the Gamemaster wishes to turn such attempts into a contest between the character's power and the Divine Realm's restrictions, can represent the latter's resistance to dimensional travel with a Nullify (dimensional travel) power build.

Although most Divine Realms bear some resemblance to elements of the mortal world, many exist in states of extremes that set them apart from the latter. These extremes are usually states of exceptional environmental conditions and hazards reflecting the realm's role in its mythology's cosmology. Similarly, a Divine Realm's natives are going to reflect the dimension's nature, if not because they were created or evolved to serve that realm and its purpose, then because it is necessary for them to merely survive living there. Such denizens need not be mythology-specific creatures, such as the Jotun (Nordic giants), but can also be variations of mortal creatures that have been altered to suit the Divine Realm where they reside.

Aside from their often-different environment, some Divine Realms also twist or outright ignore the physical laws of the mortal world. Gravity may be lesser or greater, one plus one may not equal two, and unimagined colors may be found, among other things. This may also mean

EXAMPLE DIVINE REALM PROPERTIES

VALHALLA'S HEROIC REWARD

Great warriors (living or dead) who find themselves in Valhalla will have their strength enhanced.

Boost Strength 10 (*Power Feats*: Progression 10 [burst]; *Extras*: Burst; *Flaws*: Others Only, Must have both Attack and Defense +10 or Higher)

HADES' DREAD

Hades' realm is filled with a sense of dread and despair that constantly threatens to overwhelm the living and dead alike. Only gods are immune to its affects.

Emotion Control 10 (*Despair*; *Power Feats*: Progression 10 [burst]; *Extras*: Burst; *Flaws*: Gods are Immune)

that special abilities, such as magic, psionics and super powers, may function differently (or not at all), as may advanced technology. Furthermore, Divine Realms may take on properties that are entirely alien to the mortal world, as befitting the former's preternatural nature, requiring the Gamemaster represent these properties with fully constructed power builds without much concern for the PP cost (it is a world of gods, after all.) Gamemasters should consider and outline such effects before introducing the players' characters to the Divine Realm in order to maintain consistency.

Another issue that may have to be dealt with is one that that must be resolved at large in any game where multiple pantheons coexist: that of deciding how Divine Realms of different pantheons but similar purpose coexist. For example, both the Greek and Egyptian pantheons have Divine Realms where the dead reside, not only underscoring concerns at their being more than one god of the dead but also creating a conflict regarding the final destination of the souls of the deceased. An easy answer is that souls go to realms related to their own belief system, but this conjures a new problem. After all, is a god of the dead nothing more than a caretaker for the souls of existing residents of his realm if his faith hasn't been followed for thousands of years, and thus no new souls come to face his judgment, or is there another answer to be had? If the Gamemaster doesn't like such a resolution, some other answer must be designed that allows such conflicting Divine Realms to not only coexist but also continue to serve their functions.

Gamemaster's shouldn't make a divine character pay for their Divine Realm unless there are usual circumstances, although paying for a headquarters within a godly dimension should be handled normally.

* One point of maximum Defense has been traded for a one point increase to the character's maximum Toughness

THE CREATED

Although there are many reasons for the created's existence, checking out the freak maker archetype (pg 20) is highly suggested.

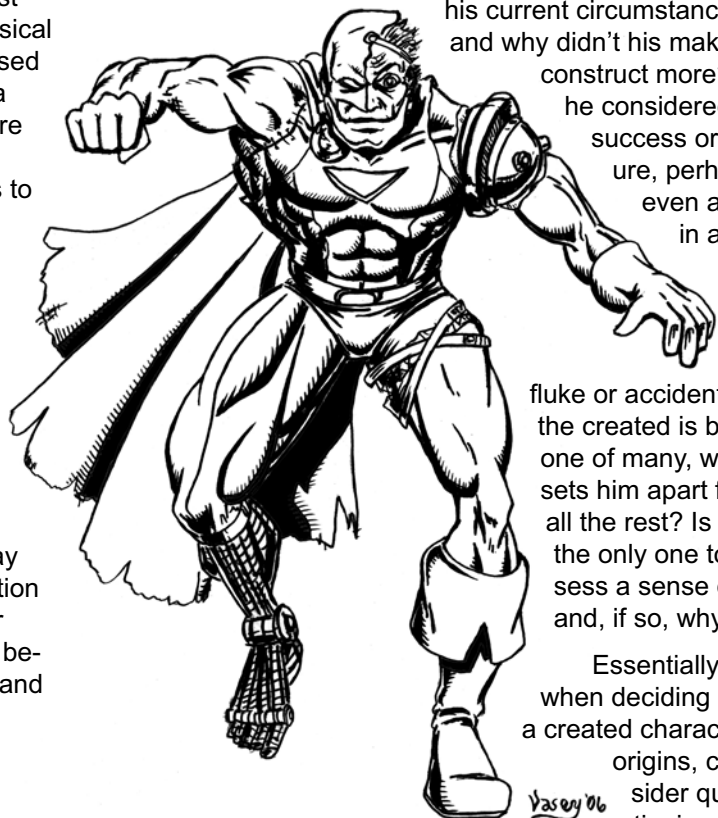
Created				PL 10	
STR	DEX	CON	INT	WIS	CHA
+10	+2	+11	+0	-1	-1
30	14	32	10	8	8
TOUGH	Skills: Acrobatics 4 (+6), Climb 4 (+14), Notice 4 (+3), Search 4 (+4), Survival 4 (+3), Swim 4 (+14)				
+11*					
FORT	Feats: Diehard, Endurance 2, Fearsome Presence, Improved Initiative				
+11	Powers: 50 PP in Freak Features, Super-Strength 2				
REF	Combat: Attack +10, Damage +10 (unarmed), Defense +8 *, Initiative +6				
+5	Complications: Anti-Social				
WILL	Abilities 42 + Skills 6 (24 ranks) + Feats 5 + Powers 54 + Combat 36 + Saves 7 = 150				
+3					

the character was not born in the traditional sense—it was designed and then built. Typically, they are artificially aged or otherwise constructed to be 'born' into maturity rather than advancing through a normal lifecycle, and thus will be sorely lacking in acquired knowledge (including skills) and proper socialization, a factor that must be considered when devising how the created reached the point in life where the player takes control and the actual story begins (assuming the story doesn't begin with the character's birth, that is.)

A very important aspect of most created's origin story is their relationship with their maker. Some created will be hunted refugees from government experiments, possessing no love or bestowed identity beyond a batch number. Others may be looked upon as an adopted child, giving the character someone to look after and care for, but also to be placed at risk under certain circumstances, while still others may have been mistreated or forced to commit crimes by their makers before leaving. Whatever this relationship may be, the player will have to explain why the character is able to act independently and isn't still under someone else's controlling influence.

Similarly, deciding if the character is unique or just one of many is necessary to the created's origins. If unique,

what brought the character to his current circumstances and why didn't his maker construct more? Is he considered a success or a failure, perhaps even a once in a lifetime



fluke or accident? If the created is but one of many, what sets him apart from all the rest? Is he the only one to possess a sense of self and, if so, why?

Essentially, when deciding upon a created character's origins, consider questioning much of what we

CONCEPT

Born of weird science, dark magic, or some similar method, the created (sometimes also known as a "freak") is an artificial being whose very existence contradicts the laws of nature (and, quite possibly, man's morality.) Most will be socially inept, having been born directly into physical adulthood rather than a baby, meaning they'll have missed their formative years and other experiences that allow a naturally born person to mentally and emotionally mature properly. Unfortunately, this also means many created may suffer from emotional and/or ethical failings thanks to a similar lack of proper development. Not only can this lead to awkward moments in relationships with other characters, but likely leaves the created open to hazardous misunderstandings with the law, government, fellow heroes, and the like. A lack of proper upbringing can also make a created fairly naïve and gullible, making many easy to manipulate.

Although many a mad scientist or freak maker will create a wide range of low-powered minions to serve them as soldiers and the like, the created archetype definitely does not fit the bill. Although the character may have originally been designed and 'born' with this intention in mind, he has definitely grown beyond such a meager fate. The created is very much an individual of note—a being with a destiny all his own, regardless of his origins, and thus is no plain non-player character servant.

ORIGINS

At the heart of a created's origin, regardless of the actual method used to make the character, is one fact:

take for granted as being part of the unavoidable process of growing up to maturity. Ask these questions in terms of the character's life and answer them from the perspective of someone without the benefit of formative years or, likely, a guiding influence except raw, mature and brutal experience squeezed into a much briefer timeframe.

POWERS

Whether made from a DNA cocktail, ingredients mixed within an arcane stewing pot, or stolen cadaver parts, the created is a physically impressive being. Much of this grandeur can be represented with high abilities and the like, while others will require the employment of "freak features."

FREAK FEATURES

Because the created are rarely built identical to another of their kind, the archetype has some built-in leeway for customization in the form of 'freak features.' Freak features are pre-packaged powers suitable to the created archetype that may be purchased as desired using the PP that's been set aside for just that purpose. In many cases, freak features are more than just power packages—their nature helps define the character's appearance and nature, making some freak features unsuitable for some character origins (within framework of the freak feature's currently presented description and name, anyway.)

The following freak features are merely examples. This list is not intended to be exhaustive and Gamemasters and players are encouraged to design their own, as suits their character's design and origins.

Adrenal Pump (10 PP): Adrenaline and other chemicals can be released into the created's system upon command, allowing for brief increases in strength. **Boost Strength 10** (*Extras:* Linked to Boost Super-Strength; *Flaws:* Personal), **Boost Super-Strength 10** (*Extras:* Linked to Boost Super-Strength; *Flaws:* Personal)

Boosted Leap (4 PP): Devices such as hydraulic or pneumatic pumps or rocket jets placed in the legs allow the created to jump great distances. **Leaping 3**, *Acrobatics 4 ranks.*

Claws, Destroyer (28 PP): One of the created's hands has been replaced by an oversized claw that is good for little more than combat and crushing. **Strike 10** (*Power Feats:* Mighty; *Extras:* Penetrating 2), *Disability -3* (Cannot use for fine manipulation) drawback.

Claws, Normal (6 PP): Natural or mechanical claws spring forth from the created's hands or his finger nails are honed to deadly sharpness. **Strike 5** (*Power Feats:* Accurate)

Crusher Jaw (15 PP): The created's jaw is fitted with powerful hydraulics or the like, not only allowing it to open far wider than normal, but to also close with devastating, crushing force. **Strike 10** (Bite), *Improved Critical 4* (bite), *Ultimate Effort* (Grapple with bite)

Energy Sinks (21 PP): Various points of attraction have been built into the created's flesh to drain away energy and redirect it into a storage battery before it can cause the character harm. **Absorption 5** (Energy; *Power Feats:* Power Conversion; *Extras:* Energy Storage; *Flaws:* One Energy Type [choose] Only)

Gills (1 PP): The created has been fitted with biological or mechanical gills to allow it to breath underwater. **Immunity 1** (Suffocation underwater)

Gyroscopic Balance (9 PP): Internal gyroscopes are used to enhance the created's agility and sense of balance. *Dexterity +4*, *Acrobatics 4 ranks*, *Reflex Saving Throw +4*.

Leathery Hide (11 PP): Impervious Toughness 11

Machine Mind (8 PP): Computer circuitry has been inlaid with the created's brain functions or the brain has been designed and grown to more closely replicate a computer's functions. **Comprehend 1** (Machines), *Eidetic Memory*, *Intelligence +2*, *Will Saving Throw +3*.

Oversized (13 PP): The created has been grown to be larger than a typical human. **Growth 4** (*Power Feats:* Innate; *Flaws:* Permanent)

Tesla Zap (28 PP): A tesla coil fitted around or within the arm allows the created to point and shoot a deadly electrical arc from the appendage. **Blast 10** (Electricity; *Extras:* Contagious), *Reduced Range -2* power drawback.

Tinfoil Skull (10 PP): Whether to keep out the psychics, aliens, or mind control signals beamed down from government satellites, the created's skull has been made of or lined with a material that makes the brain within resistant to mental manipulation. **Mind Shield 10**.

Wings (6 PP): Either grown or grafted following genetic alteration to increase their size, the wings allow the created to fly. **Flight 3**

IMPROVEMENT

Like any living creature, the created can improve his skills, feats, and some powers through nothing more than life experience. The improper socialization the created is afflicted with leaves more room for this, story-wise, than most other character types because they have so much farther to go in this regard. Their artificial nature also leaves wide explanations for improving powers or developing entirely new ones. Was the character grown in a vat? Well, it looks like the DNA may not have been entirely stable because here comes a new power! Is the created made from various existing mechanical and biological components? That makes it pretty simple to tinker with those components or switch them out entirely for something newer and better.

VARIATIONS

The following are possible variations of the created archetype.

ALIEN PROBE

This archetype variation was created by alien beings with the intention of traveling to other worlds, such as Earth. Whether designed to explore the universe, gather information, act as a living time capsule, conquer, or otherwise act on the aliens' behalf, the character finds itself on Earth and must now interact with its inhabitants. The character's true nature need not be common knowledge (indeed, it may even be a mystery to the character himself!), however, especially if the alien probe is designed to blend in with the locals.

If the character is going to act contrary to its initial purpose—an alien probe intended to conquer the world won't make for a very heroic character, after all—there must be a reason for abandoning its mission, such as damage upon impact or someone finding it and reprogramming it before it becomes active. In such cases, what would happen if the alien probe's creators came looking for the created?

BRUTE

Although the brute retains its individuality and is not tied to its maker, as would be a minion or sidekick, it was either intended to be a living weapon (or the like) or something went wrong during the creation process. Either way, the brute has far more muscle than brains, a problem that, when coupled with the created's innate lack of proper socialization, can lead to some rather disastrous misunderstandings.

Despite good intentions, the brute may sometimes be mistaken for a villain because of the collateral damage that can result from his well-intended efforts to help out. As such, many brutes aligned with hero groups will quickly bond to another character they see as "full o' brains 'n smarts," someone they will look to for guidance and to provide the common sense they [the brute] lack.

Reduce the character's Intelligence (and, likely, Wisdom as well) while increasing his Strength and Constitution, possibly adding more levels of Super-Strength. Other powers that reflect raw power are suitable for this character.

DIVINE CREATION

The divinely created is a living creature that has been directly formed and given life by one or more gods. If one cares to think about it, according to most mythologies the entire human race is descended from such divinely created beings, which opens up all manner of possibilities for the character. Is the created meant to be a challenge to what the gods' previous creations have become? Perhaps even a replacement? Or is the character the first of an experiment in the next step in the gods' plans for life on the mortal realm? It could also be as simple as the gods intending the created to act as their champion, companion, or the like.

Whatever the character's origins, one should explain

why he was given his powers and abilities. Also, are there any more of him (or will there be in the future?) And then there's the fact that the will and ways of the gods are not for mortals to know, so it's entirely possible the character will never learn who created him or why, or maybe acquiring this knowledge will be a quest the created needs to undertake to prove himself worthy.

GOLDEN BOY

The golden boy (or girl) was created to be the epitome of human perfection. Perhaps the created was made as a scientific exercise or to spite God with the designer's pride, or maybe the body was intended to house the creator's mind but it was unintentionally given life and an identity of its own before that could happen.

Most of the golden boy's abilities will be within human limits, although a few may push past them because the created was designed to exemplify human potential rather than outright surpass it. Rather than superpowers, the golden boy will have abilities any human could potentially acquire, except he'll have more of them and they'll be of greater quality.

Of the variations of the created archetype, the golden boy will most easily fit into society because humanity has a knack of forgiving one's foibles so long as the person is attractive.

MOREAU

Not all created are made from human gene stock, even when the end result somewhat resembles a man. In the case of a moreau, animal DNA has been altered and/or fused with human DNA resulting in an upright walking man-beast. Although a moreau will resemble a lycanthrope, the created does not have a human form and is stuck in a body that is a cross between man and animal, nor does he suffer from a lycanthrope's weaknesses and vulnerabilities.

As one would expect, most of a moreau's powers will relate back to its animal traits, and much the same can be said of his behavior, as his human instincts battle with those of the beast for dominance. Good role-playing and the Anti-Social complication can represent this inner struggle, or it can manifest to a much greater degree in the form of drawbacks and/or powers that only work when the moreau's beast-self is in charge.

SUPER FREAK

When one thinks of a created it is to be expected that one would conjure the Frankenstein monster to mind, cobbled together from bits and pieces of corpses. Now think of the possibilities in a world where people possessing superpowers live and die. Unless there is some policy to somehow destroy metahuman corpses or otherwise protect them against body snatching, it is to be expected that their mortal remains will be ripe for the picking. The same can be

said of the alien and human-like races (Atlanteans, gods, etc.) that tend to populate the genre's settings.

A super freak is a created variation that has been assembled from just such superpowered body pieces, a process that provides reasons as to how the character can acquire powers more typical of the genre than just freak features. Grafting (see *M&M: UP*) is a fantastic alternative for this character, allowing him to continue to mix and match superpowered body parts even after his 'birth.'

I had no parents to love me and teach me right from wrong, so I may be forgiven some of my shortcomings. Your evil, on the other hand, is without excuse, and so you must pay.

Patchwork				PL 13	
STR	DEX	CON	INT	WIS	CHA
+13	+2	+11	+0	-1	-1
36	14	32	10	8	8
TOUGH	Skills: Acrobatics 4 (+6), Climb 4 (+17), Notice 4 (+3), Search 4 (+4), Survival 4 (+3), Swim 4 (+17)				
+11	Feats: Critical Strike, Diehard, Endurance 2, Fearsome Presence, Improved Initiative, Power Attack, Redirect				
FORT	Powers: Blast 10 (Electricity; <i>Extras:</i> Contagious), Impervious Toughness 11, Immunity 1 (need for sleep), Leaping 5, Mind Shield 10, Super-Strength 4				
+11	Combat: Attack +12, Damage +13 (unarmed; blast +10), Defense +10, Initiative +6				
REF	Complications: Anti-Social				
+7	Drawbacks: <i>Reduced Range</i> -2 (Blast)				
WILL	Abilities 54 + Skills 6 (24 ranks) + Feats 8 + Powers 65 + Combat 44 + Saves 11 - Drawbacks 2 = 184				
+5					

Little is known of the aptly named Patchwork, a created who (literally) bust onto the crimefighting scene a few months earlier. Although he claims to not remember anything of his past, including who made him and where he was prior to breaking through a bank's outer wall to surprise a trio of criminals robbing the place, several slips of the tongue have since made other heroes that have worked with him believe Patchwork isn't telling everything he knows.

A local hero claims to have recognized at least one of the body parts incorporated into the created's cadaverous body, but Patchwork refuted the assertion (which makes one wonder how Patchwork would know one way or the other, considering his supposed memory loss.)

Earthbound Deity



Earthbound Deity				PL 10	
STR	DEX	CON	INT	WIS	CHA
†	†	†	†	†	†
†	†	†	†	†	†
TOUGH	Skills: Bluff 4, Intimidate 4, Language (choose one), Notice 3, 8 ranks of Domain skills				
Con bonus	Feats: Fascinate or Fearsome Presence, Luck, appropriately choose two more				
FORT	Powers: Core Power (20 PP), Deific Domain Abilities (30 PP total), Immortality, Impervious Protection 4, Secondary Power (10 PP)				
+4 + Con bonus	Combat: Attack +4, Damage +0 (unarmed; + possible Str bonus), Defense +4, Initiative +0 (+ possible Dex bonus)				
REF	Abilities 40 + Skills 5 (20 ranks) + Feats 4 + Powers 73 + Combat 16 + Saves 12 = 150				
+4 + Dex bonus					
WILL					
+4 + Wis bonus					

† The archetype distributes the following abilities as is seen best suited to the character's portfolio and role: 20 (+5), 20 (+5), 16 (+3), 16 (+3), 16 (+3), 12 (+1)

CONCEPT

Most people posse (at least) a passing familiarity with the various deities humanity has worshipped through the span of its relatively brief history on this world. In a setting of super-beings, however, such divine beings can easily be presented as real (and often are) rather than the conjuring of a society's collective imagination and spiritual desires. Not all gods are created equal, however.

Almost all gods rule over a particular aspect of the cosmos, be it a tangible element of reality, notion or ideal, event, portion of time, and/or just about anything else one can imagine. This is known as the deity's **profile**, and it is around the nature of the profile that the god's powers should be built—a god's divine domains (see pg 13) are a large part of the character being designed to properly represent its profile. Aside from setting the tone for the character's abilities, a profile also indicates the sort of worshipper most likely to offer up faith to the god. For example, a god of agriculture, healing and the sun would likely attract farmers and medicine men, whereas a god whose profile includes death and war would draw soldiers and warriors.

This archetype's particular take on these gods is different from the omnipotent beings we likely think of, because the character has to be constructed using the same amount of PP as any other character of the same PL. As such, this archetype is built around a plot device intended to explain why the god is so limited, presenting the archetype as that of a god somehow trapped in the mortal world and cut off from the full extent of his divine powers. Merely being bound to the mortal world is not enough to round out the earthbound deity, though—the character must have something to occupy his immortal time, and this means goals, quests, and the like.

Within the god's profile and relationship to other gods and to mortal alike may be found reasons for the character's actions on Earth, whatever they may be. For instance, death gods will almost certainly look to spread mayhem and initiate a few wars, whereas a deity whose province is knowledge may wish to explore man's sciences with his own hands or seek out students to preach his divine understanding to. On the other hand, the reason for the god being bound to the mortal world will also present the character with objectives. Gods that sought to overthrow the head of their pantheon will likely look to rule mankind, while champions of honor and righteousness will almost certainly seek

to protect humanity (although they still may look down upon the frail creatures.) You get the idea. With this information in hand, the character should be set to find his place within the realm of humanity.

ORIGINS

No matter the region and regardless of the epoch, humanity's need to attribute aspects of the world around him to some manner of preternatural force—beginning with the forces of nature and later with supernatural gods—has always been near the forefront of mankind's emotional, mental, and cultural development. In a world where people can possess the power to lift buildings, shoot energy from their eyes, and fly in space in nothing more than their birthday suit, the existence of such entities is a common superhero setting element. So, the questions of such beings' nature and origins must be answered so that we may fully understand how such beings fit within the game.

Perhaps the most likely answers in a game where the deities are meant to be exactly what they claim to be—entities of cosmic significance who look to mortal worship for power or to slake their immortal egos—are either that the gods existed before man and later drew their attention and faith, or they are the direct manifestation of human faith. In the former instance, the gods are likely born of the same stuff from which the universe was made, with each entity representing a particular aspect of the cosmos. When man began to develop mental capacities beyond that of base animal instinct, these gods took notice (or maybe they fostered such development) and helped shape humanity until such time as the mortals were capable of offering up worship. The second approach considers the gods to be raw cosmic energy shaped into their current form by means of the communal psychic and/or spiritual projections of humanity's belief. In other words, because enough people believed in the gods, their collective will called out to the universe and brought the gods into being. Such gods will struggle to increase their following amongst mortals, along with any other goals they may pursue, in order to increase their power and foothold in man's collective psyche. This would certainly explain why the gods would seek mortal worshippers, especially if the setting decrees that a god without anyone to believe in him disappears back into nothingness.

A similar approach is the concept of the “gods” being entities of incredible power but totally lacking true and original identities of their own. These beings are blank slates of cosmic existence, awaiting someone else to fill their template with information and give them form. In this particular instance, the nature of these all-powerful creatures has heard the call of mortal superstitions and latched on to them for a sense of identity, making the creatures believe themselves to be the gods the mortals have created until such time as humanity's beliefs change and force the entities to regress to their template state.

Still, the least complicated, most common method for using earthbound deities in one's game is to make them exactly what they claim to be: gods, plain and simple. The character is a being of divine power and fate, come to earth for whatever reason. He or she has lived through the events of mythology and watched mankind mature. This does, however, lead to the issue of deciding just how many of the stories comprising the various mythologies really happened and how many have been twisted by mortal meddling or were outright made up by humanity to flesh out and pad the legends.

Accepting gods to be real in one's game forces one to consider how multiple pantheons can exist under the assumption of similar but different key aspects of their mythology. For instance, the Norse and Greek stories regarding the world's birth may share some similarities, but there are enough radically divergent points of importance to bring up the question of which origin myth is actually true. After all, if the game holds that the Titans do indeed exist, how then can Ymir and Auðumbla also exist? All are key components in separate origin stories, and if one exists does that not make that story true, thus canceling out the possibility of any other origins story being true (and thus negating the existence of gods related to such myths)?

This also leads to the question of how multiple pantheons, each sprung from a different mythology, can hold sway over the same profile and/or divine domains. How can Ra (Egyptian) and Apollo (Greek) both be sun gods, for example? Which of the two is truly responsible for the sun rising in the morning and passing through sky and into the evening? It's doubtful the two gods arm wrestle every morning for the right to carry the sun through the heavens, so the Gamemaster must provide an answer suitable to the setting.

Trying to figure out how to reconcile all the contrary myths without negating entire pantheons can be incredibly frustrating and result in an even more confusing solution unless an answer is found that addresses all possibilities. A simple solution is to rule there is actually only one pantheon operating in the game, but that each god within the varied divine organization wields many personas and faces, each to appease a different belief system. This can prove to be very interesting, but can also be seen as taking the easy way out, not to mention place limits on the game because the setting suddenly finds the amount of gods available as characters drastically reduced.

Beyond determining the reality of the gods, there remains the individual deities' origins and behavior to consider. What role does the deity character play in the world—or in his pantheon—if any? How did he come to be? To what extent does he care for and interact with his worshippers and the world at large? How close to the mark are the myths and legends surrounding the god and how do they shape his current goals? Questions such as this will help define how the character will be played, especially with regards to interacting with other player characters.

This leads us to the question of why the god is “earthbound” to begin with. The default for this archetype is that the deity is traveling man’s world as a matter of choice, perhaps as a way to acquaint himself with mortals that have long since stopped worshipping his kind, or maybe because he is tired of sitting the sidelines and wants to actively help humanity. Of course, he could also simply be bored and looking for some action. Whatever the reason, the god is able to return to his divine home at will, but while walking the mortal world his abilities are dramatically weakened to match those of comparable characters.

POWERS

Earthbound deities will likely all possess incredible powers befitting their godhood. The character’s impressive ability scores (which can be further improved to suit the god’s concept and/or domain) represent just some of this deific potency, but it also manifests as divine artifacts, impressive powers, and even companions. Also, some pantheons may share common or similar traits throughout part or all of its membership, in which case the Gamemaster may want to first develop a ‘racial package’ that outlines what these base abilities may be.

CORE POWER EXAMPLES (20 PP)

Most core powers will either be a powerful ability central to the god’s concept and profile, a supernatural companion (often a beast), or a similarly related artifact of renown. If desired, the core power may be exchanged for two secondary powers or the PP may be spent on domain-related powers.

Divine Artifact (Greater): This is a strong and noteworthy item of power belonging to a specific god and is built as a 20 PP Device. Most divine artifacts should be worth far more PP, and so some of the following are considered weakened to match the state of their earthbound owner. As the game progresses and the deity regains more of his true power, however, so too may the artifact regain what it has lost.

Divine Beast Companion: Many deities have beast companions that aid them as scouts, warriors, advisors, and friends. Such creatures possess abilities and intellect beyond that of their earthly counterparts. Each is purchased as a Sidekick.

Weapon of Power: This is a powerful weapon belonging to a specific god and is built as a Device costing 20 PP. Most divine weapons should be worth far more PP, and so some of the following are considered weakened to match the state of their earthbound owner. As the game progresses and the deity regains more of his true power, however, so too may the weapon regain what it has lost.

GREATER DIVINE ARTIFACT EXAMPLES

APOLLO’S CHARIOT OF THE SUN (20/25 PP)

A fiery, golden chariot covered in a bounty of sun motif and pulled by four flaming, flying steeds.

Large Vehicle: Strength 15; Speed 10, 5 (flight); Toughness 7; Defense 9

Powers: Flight 5 (*Power Feats:* Alternate Power—Speed; *Flaws:* Requires fiery steeds to pull), **Immunity 5** (Heat/Fire), **Strike 5** (Fiery aura; *Extras:* Aura)

At full strength, the Chariot of the Sun is a 64/80 PP vehicular device and has the following statistics.

Large Vehicle: Strength 40; Speed 30, 15 (flight); Toughness 12; Defense 9

Powers: Flight 15 (*Power Feats:* Alternate Power—Speed; *Flaws:* Requires fiery steeds to pull), **Immunity 7** (Suffocation, Heat/Fire), **Light Control 8** (*Power Feats:* Alternate Power—Blast, Dazzle, Healing), **Strike 10** (Fiery aura; *Extras:* Aura), **Super-Movement 4** (Dimensional Movement; +1,000 lbs.)

BABR-E BAYAN (20/25 PP)

Rostam’s tiger-skin coat.

Powers: Protection 5 (*Extras:* Impervious 2), **Immunity 10** (Heat, Water)

At full strength, Babr-e Bayan is a 44/55 PP device and has the following statistics.

Powers: Protection 15 (*Extras:* Impervious 2), **Immunity 10** (Heat, Water)

MEGINGJORD, THOR’S BELT OF STRENGTH (20/25 PP)

Powers: Enhanced Strength 25

LESSER DIVINE ARTIFACT EXAMPLES

HERMES’ SANDALS (8/10 PP)

Powers: Flight 4 (*Power Feats:* Precise, Alternate Power—Speed)

At full strength, Hermes’ sandals are 20/25 PP devices that have the following statistics.

Powers: Flight 10 (*Power Feats:* Precise, Alternate Power—Speed)

SCARAB OF RA (9/12 PP)

Powers: Communications 20 (Mental; *Power Feats:* Dimensional, Subtle; *Flaws:* Only With Scarab Users)

DIVINE BEAST COMPANION EXAMPLES

DIVINE RAVEN

Str 6, Dex 20, Con 14, Int 12, Wis 16, Cha 13

Skills: Bluff 6 (+7), Diplomacy 6 (+7), Gather Information 8 (+9), Notice 6 (+9), Stealth 6 (+11)

Feats: Blind-Fight, Dodge Focus 3, Eidetic Memory, Fascinate (Bluff, Diplomacy) 2, Hide In Plain Sight, Well-Informed

Powers: Comprehend 3 (Animals, Languages, Plants), Flight 4, Immortality, Impervious Toughness 2, Impervious Protection 2, Shrinking 8 (*Power Feats:* Innate; *Flaws:* Permanent), Super-Senses 2 (extended vision, low-light vision)

Combat: Attack +8 (includes +2 due to size), Damage +3 (talons), Defense +8 (includes +2 due to size; +10 dodge), Initiative +3

Saving Throws: Toughness +2, Fortitude +6, Reflex +8, Will +5

Abilities 21 + Skills 8 (32 ranks) + Feats 9 + Powers 34 + Combat 24 + Saves 9 – Drawbacks 8 = 97

DIVINE LION

Str 22, Dex 19, Con 20, Int 10, Wis 14, Cha 10

Skills: Notice 8 (+10), Stealth 12 (+14), Survival 8 (+10)

Feats: Track

Powers: Comprehend 1 (Languages), Growth 4

(*Power Feats:* Innate; *Flaws:* Permanent), Immortality, Impervious Protection 4, Super-Senses 2 (low-light vision, scent)

Combat: Attack +6 (includes –1 due to size), Damage +6 (claws), Defense +5 (includes –1 due to size), Initiative +4

Saving Throws: Toughness +5, Fortitude +9, Reflex +10, Will +3

Abilities 35 + Skills 7 (28 ranks) + Feats 1 + Powers 28 + Combat 26 + Saves 11 – Drawbacks 8 = 100

DIVINE STEED

Str 18, Dex 15, Con 17, Int 12, Wis 12, Cha 12

Skills: Bluff 4 (+5), Notice 4 (+5), Swim 4 (+8)

Feats: Dodge Focus 2, Evasion, Fast Overrun, Improved Overrun, Move-By Action

Powers: Animal Control 4 (*Extras:* Sensory Link; *Flaws:* Horses only), Comprehend 1 (Languages), Growth 4 (*Power Feats:* Innate; *Flaws:* Permanent), Immortality, Leaping 2, Protection 3, Speed 4, Super-Senses 2 (extended vision, low-light vision)

Combat: Attack +4 (includes –1 due to size), Damage +2 (unarmed), Defense +5 (includes –1 due to size), Initiative +1

Saving Throws: Toughness +3, Fortitude +8, Reflex +7, Will +5

Abilities 26 + Skills 3 (12 ranks) + Feats 6 + Powers 35 + Combat 22 + Saves 14 – Drawbacks 8 = 100

SECONDARY POWER EXAMPLES (10 PP)

Believers: Whether to design faithful followers or zealous cultists, the character has 10 PP to spend on building minions.

Divine Artifact (Lesser): This item is a weaker version of the greater artifact, and may represent a less-potent relic possessed by a specific god or a type of artifact that is bestowed on more than one deity. Many lesser divine artifacts should be worth far more PP, and so some of the following are considered weakened to match the state of their earthbound owner. As the game progresses and the deity regains more of his true power, however, so too may the artifact regain what it has lost.

Because a lesser divine artifact only costs 8 PP, choosing one as a secondary power grants the character 2 PP to spend as desired.

Divine Travel: Dimensional Travel 2 (Realms of the Pantheon, 5 tons)

Enhanced Ability 10 (Select one or more ability that most

suits the deity's profile and divide this power amongst them)

Improved Immortality: Immunity 5 (Choose one environmental condition, starvation and thirst, need for sleep, critical hits), **Regeneration effect 5** (increase the power's Regeneration effect by 5 ranks, distributed as desired)

Protected: Divide 10 PP as desired amongst the character's defensive abilities.

Warrior Ability: Divide a total +5 bonus as desired amongst the characters attack and defense modifiers.

Worship Infusion: Boost (choose trait) 8 (*Power Feats:* Slow Fade 8; *Flaws:* Personal, Requires [1000 x rank's value on the Time and Progression table] Worshippers per Operable Rank, Uncontrolled)

FRAGARACH (20/25 PP)

The sword, 'the Answerer,' belonged to Manannan mac Lir but was later passed on to several other heroes.

Powers: Strike 8 (*Power Feats: Mighty; Extras: Penetrating 2*)

At full strength, Fragarach is a 48/60 PP device and has the following statistics.

Powers: Strike 12 (*Power Feats: Mighty; Extras: Penetrating 2*), **Air Control 10** (*Power Feats: Alternate Powers—Blast, Obscure, Stun*)

MJOLNIR (20/25 PP)

This enchanted, golden hammer has a very short handle relative to the head's size and weight. The following is the hammer in its weakened, earthbound state.

Powers: Strike 12 (*Power Feats: Accurate, Mighty, Thrown; Extras: Concussive*)

Drawbacks: Power Loss (If user has less than 50 Str) (-2)

At full strength, Mjolnir is a 56/66 PP device and has the following statistics.

Powers: Strike 15 (*Power Feats: Accurate 4, Mighty, Thrown 2, Alternate Power—Flight; Extras: Concussive*), **Telekinesis 10** (*Extras: Free Action; Flaws: Only for returning hammer to hand when thrown*)

Drawbacks: Power Loss (If user has less than 50 Str) (-2)

NARAYANASTRA (20/25 PP)

Powers: Blast 6 (*Power Feats: Accurate, Affects Insubstantial, Indirect; Extras: Alternate Save [Will], Area*)

Drawbacks: Power Loss (Will not affect someone who submits to the user) (-2)

At full strength, Narayanastra is a 64/80 PP device and has the following statistics.

Powers: Blast 15 (*Power Feats: Accurate 5, Affects Insubstantial, Indirect; Extras: Alternate Save [Will], Area, Autofire*)

Drawbacks: Power Loss (Will not affect someone who submits to the user) (-2)

ZEUS' THUNDERBOLTS (20/25 PP)

Forged by the Cyclops, an eagle returns those that are thrown but occasionally they make their way into the hands of others.

Powers: Blast 4 (*Power Feats: Improved Range, Ricochet; Extras: Concussive, Linked to Dazzle*), **Dazzle 5** (*Hearing; Power Feats: Improved Range; Extras: Area, Linked to Blast*)

At full strength, Zeus' thunderbolts are 64/80 PP devices that have the following statistics.

Powers: Blast 15 (*Power Feats: Affects Insubstantial, Improved Range, Ricochet; Extras: Concussive, Contagious, Linked to Dazzle*), **Dazzle 8** (*Hearing; Power Feats: Improved Range; Extras: Area, Linked to Blast*)

DIVINE DOMAINS

A deity will typically lord over several divine domains, perhaps even sharing them to a lesser or greater degree with another god or goddess of the same pantheon, but it is just as common for such beings to be primarily associated with a single domain. It is this primary domain the god's abilities are most likely associated with and improved upon (and should thus have the most PP invested in), with their abilities taking on aspects of secondary and tertiary domains to a reduced degree.

Each of the following example domains provides sample powers for deities that hold province over such cosmic elements. Neither the list of domains nor their associated powers are exhaustive and, as such, should be supplemented as the player and Gamemaster desire. Skills common to gods of the domain are also listed, allowing 8 ranks to be distributed amongst them by the archetypical character.

The earthbound deity archetype chooses 30 PP worth of powers from his appropriate domain(s.)

AGRICULTURE/HUSBANDRY

Domain Skills: Handle Animal, Knowledge (earth sciences), Profession (farmer, rancher, etc.)

Bless Crops (12 PP): Growth 2 (*Extras: Affects Others Only, Burst, Continuous, Ranged; Flaws: Permanent, Plants Only*)

Command Beasts (4 PP): Animal Control 2

Repel Animal Blight (6 PP): Mind Control 6 (*Extras: Burst; Flaws: Rats Only, One Command [run away]*)

Wither (10 PP): Blast 5 (*Extras: Burst; Flaws: Plants Only*)

AIR

Wind, flight, the sky, etc. are associated with deities of the air domain.

Domain Skills: Acrobatics, Knowledge (physical sciences)

Air Lord (10 PP): Air Control 5

Flight, Fast (20 PP): Flight 10

Flight, Slow (10 PP): Flight 5

Gliding (5 PP): Flight 5 (*Flaws*: Gliding)

Repel Earth Creature (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Earth-Oriented Creatures Only, One Command [run away])

Wind Screen (9 PP): Deflect 3 (Slow Projectiles; *Extras*: Action, Automatic)

ANIMAL

Some deities may be restricted to one type of animal, in which case all domain powers will carry *Flaws* that appropriately restrict related domain powers to operating on such beasts.

Domain Skills: Bluff, Handle Animal, Intimidate

Beast Companion (20 PP): As the divine beast companion (pg 11.)

Command Beasts (10 PP): Animal Control 3 (*Power Feats*: Mental Link; *Extras*: Sensory Link)

Repel Animals (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Animals Only, One Command [run away])

Speak With Animals (10 PP): Comprehend 1 (Animals), **Communications 6** (Mental; *Power Feats*: Selective, Subtle; *Extras*: Area; *Flaws*: Animals Only)

CHAOS

Domain Skills: Disable Device, Disguise, Perform

Befuddle (10 PP): Confuse 10

Disassemble (5 PP): Corrosion 10 (*Flaws*: Breaks Into Base Components Rather Than Actual Damage, Only Affects Nonliving Objects)

Luck of the Draw (20 PP): Probability Control 5 (*Extras*: Jinx; *Flaws*: Limited to Jinx.) See *M&M: UP* for details on this power effect.

Mislead (10 PP): Morph 5 (Any of same mass; *Flaws*: Uncontrolled)

CRAFTING/INVENTION

Domain Skills: Craft, Concentration, Knowledge (physical sciences or technology), Profession (craft-related), trade 4 skill ranks for the Inventor feat

Construct Companion (10 PP): Sidekick 10. This companion can be built as a construct or as an intelligent, sentient artificial creature, whose role it is to act as a assistant/helper, friend, bodyguard, or mate.

Devices (3-30 PP): Gods of crafting tend to surround themselves with extraordinary artifacts and devices

Maker (Greater) (30 PP): Gadgets 5. See *M&M: UP* for details on this power.

Maker (Lesser) (18 PP): Gadgets 3. See *M&M: UP* for details on this power.

Repair (10 PP): Healing 5 (*Extras*: Affects Objects)

DEATH

Domain Skills: Concentration, Diplomacy, Intimidate, Stealth

Death Touch (20 PP): Strike 10 (Death Force; *Extras*: Alternate Save [Fortitude], Poison; *Flaws*: Only versus organics)

Decaying Touch (10 PP): Corrosion 10 (*Flaws*: Only Affects Living Objects)

Raise Dead (20 PP): Summon Zombie 1 (*Power Feats*: Extended Reach [60 feet], Progression [250 zombies]; *Extras*: Line, Horde; *Flaws*: Only to raise existing corpses with most of their flesh remaining, Tiring); "summons" zombies from corpses, limiting the maximum to 250 or however many bodies are available, whichever is lower.

Rigor Mortis Touch (10 PP): Paralyze 3 (Death Force; *Power Feats*: Innate; *Extras*: Alternate Save [Fortitude])

Turn Undead (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Undead Only, One Command [run away])

DESTRUCTION

Domain Skills: Craft (chemical), Notice, Search
Disintegrating Touch (20 PP): Corrosion 10

Smite (Specific) (10 PP): Strike 10 (*Power Feats*: Mighty; *Extras*: Concussive 2; *Flaws*: Full Action, Only Versus [choose target type])

EARTH

Domain Skills: Craft (structural), Knowledge (earth sciences)

Earth Lord (10 PP): Earth Control 5

Earth Passage (20 PP): Burrowing 10 (*Extras*: Free Action)

Ground Senses (8 PP): Super-Senses 8 (Tremorsense;

SAMPLE CONSTRUCT COMPANION

Str 15, Dex 12, Con –, Int 12, Wis 16, Cha 0

Skills: Craft (electrical) 4 (+5), Craft (mechanical) 8 (+9), Knowledge (physical sciences) 6 (+7), Knowledge (technology) 6 (+7)

Feats: Eidetic Memory, Fearless

Powers: Immunity 30 (Effects requiring Fortitude saves)

Combat: Attack +3, Damage +2 (unarmed), Defense +3, Initiative +1

Saving Throws: Toughness +4, Fortitude +0, Reflex +3, Will +3

Abilities –5 + Skills 6 (24 ranks) + Feats 2 + Powers 30 + Combat 12 + Saves 5 = 50

Acute [touch], Extended 3)

Quake (10 PP): Trip 10 (*Extras*: Burst, Knockback; *Flaws*: Touch, Target Must Upon Same Surface)

Repel Air Creature (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Air-Oriented Creatures Only, One Command [run away])

Tunneling (10 PP): Burrowing 10

EVIL

Domain Skills: Concentration, Intimidate

Evil's Vengeance (15 PP): Innocence Burn 5. See *Metahuman Mystics & Supernatural Supers 2* for details on Confession/Innocence Burn.

Fear Wave (20 PP): Emotion Control 10 (*Fear*; *Extras*: Burst; *Flaws*: Touch)

Repel Good (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Good-Oriented Creatures Only, One Command [run away])

Smite Good (10 PP): Strike 10 (*Power Feats*: Mighty; *Extras*: Concussive 2; *Flaws*: Full Action, Only Versus Good-Oriented Targets)

FIRE

Domain Skills: Concentration, Intimidate, Search

Fire Lord (10 PP): Fire Control 5

Fire Stream (10 PP): Blast 10 (*Extras*: Line; *Flaws*: Touch)

Flame Blast (20 PP): Blast 10 (*Extras*: Contagious)

Repel Water Creatures (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Water-Oriented Creatures Only, One Command [run away])

GOOD

Domain Skills: Diplomacy, Sense Motive

Right's Might (15 PP): Confession Burn 5. See *Metahuman Mystics & Supernatural Supers 2* for details on Confession Burn.

Repel Evil (10 PP): Mind Control 10 (*Extras*: Burst; *Flaws*: Evil-Oriented Creatures Only, One Command [run away])

Smite Evil (10 PP): Strike 10 (*Power Feats*: Mighty; *Extras*: Concussive 2; *Flaws*: Full Action, Only Versus Evil-Oriented Targets)

HEALING

Domain Skills: Knowledge (life sciences), Medicine

Healing Touch (20 PP): Healing 9 (*Power Feats*: Affects Insubstantial, Persistent; *Extras*: Action [standard action]; *Flaws*: Does not work on self)

Joy of Life (10 PP): Mental Blast* 2 (*Life Force*; *Power Feats*: Alternate Power—Dazzle* [visual], Drain [Wisdom];

Extras: Burst [10 ft.]; *Flaws*: Nonlethal Only, Affects Sentient Creatures Only) * Dynamic

KNOWLEDGE

Domain Skills: Gather Information, Knowledge, Language, Sense Motive

Greater Knowledge (15 PP): Enhanced (Skill) 5 (*Extras*: Critical Skill 2.) See *Metahuman Mystics & Supernatural Supers* for details on Enhanced (Skill.)

Know Truth (5 PP): Mind Reading 10 (*Flaws*: Only To Read Truth)

Read Object (4 PP): Super-Senses 4 (Psychometry)

Universal Translator (10 PP): Comprehend 5 (Language, animals, plants, machines, objects)

LAW

Domain Skills: Investigate, Knowledge (civics), Sense Motive

Justice's Strength (5 PP): Boost Strength 10 (*Flaws*: Only When Upholding Law)

Law's Touch (15 PP): Confession Burn 5 (*Flaws*: Affects Law Breakers Only [+0].) See *Metahuman Mystics & Supernatural Supers 2* for details on Confession Burn.

Long Arm of the Law (5 PP): Elongation 10 (*Flaws*: Arms Only)

MAGIC

Domain Skills: Diplomacy, Knowledge (theology and philosophy), Sleight of Hand, trade 4 skill ranks for the Ritualist feat

Dispel Magic (10 PP): Nullify 10 (All magical powers at once; *Flaws*: Touch)

Spellcraft (20 PP): Magic 8 (Choose five power feats)

MOON/NIGHT

Domain Skills: Notice, Search, Stealth

Grace of the Moon (5 PP): Enhanced Dexterity 10 (*Flaws*: Only in Moonlight)

Moonbeam (10 PP): Blast 7 (*Power Feats*: Accurate 2, Precise; *Flaws*: Only at Night)

Night's Veil (10 PP): Darkness Control 5

PLANT

Domain Skills: Knowledge (earth sciences), Profession (gardener, etc.)

Speak to the Green (6 PP): Communication 4 (Mental), **Comprehend 1** (Plants)

Sprout (12 PP): Growth 2 (*Extras*: Affects Others Only, Burst, Continuous, Ranged; *Flaws*: Permanent, Plants Only)

Control the Green (10 PP): Plant Control 5

PROTECTION

Domain Skills: Craft (mechanical), Survival

Aura of Protection (10 PP): Force Field 9 (*Power Feats:* Selective)

Bestow Protection (10 PP): Force Field 5 (*Extras:* Affects Others Only)

Defense Package (20 PP): Defense +2, Fortitude save +2, Reflex save +2, Will save +2, Impervious Protection 5

Repel Missiles (10 PP): Deflect 5 (All ranged)

SPACE/DIMENSIONS

Domain Skills: Knowledge (physical sciences), Sleight of Hand

Fold Space (20 PP): Spatial Control 9 (*Power Feats:* Alternate Powers—Elongation, Speed)

Tesseract Walk (4 PP): Super-Movement 2 (Wall-Crawling)

STRENGTH

Domain Skills: Acrobatics, Climb, Swim

Godly Strength (20 PP): Enhanced Strength 10, Super-Strength 5

Muscle Boost (10 PP): Boost Strength 10

SUN

Domain Skills: Concentration, Notice, Perform

Ray of Light (10 PP): Blast 5 (*Extras:* Line)

Sun Lord (15 PP): Light Control 5 (*Power Feats:* Alternate Powers—Blast, Create Object, Dazzle, Illusion, Obscure)

Turn Undead (10 PP): Mind Control 10 (*Extras:* Burst; *Flaws:* Undead Only, One Command [run away])

TIME

Domain Skills: Concentration, Gather Information

Fast Forward (15 PP): Super-Speed 3

Safe Drop (4 PP): Super-Movement 2 (Slow Fall, Wall-Crawling)

Slow Time Bubble (10 PP): Paralyze 10 (*Extras:* Burst; *Flaws:* Slow)

Time Step (10 PP): Super-Movement 3 (Temporal Movement; any time, *Power Feats:* Progression 4—2.5 tons)

TRAVEL

Domain Skills: Climb, Drive, Ride, Swim

Pop-n'-Go (10 PP): Teleport 3 (*Power Feats:* Easy, Progression 2 [cargo], Turnabout)

Travel Mastery (10 PP): Super-Movement 5 (Air Walking, Swinging, Trackless, Wall-Crawling 2)

TRICKERY

Domain Skills: Bluff, Disguise, Sense Motive, Stealth

Enfeeble Mind (10 PP): Drain Intelligence 5 (*Extras:* Linked to Drain Will [+0]), **Drain Will Save 5** (*Extras:* Linked to Drain Int [+0])

False Face (10 PP): Morph 5 (Humanoids)

Hide (9 PP): Concealment 4 (All visual; *Power Feats:* Close Range)

WAR

Domain Skills: Acrobatics, Intimidate, Survival

Combat Mastery (20 PP): Attack +5, choose 10 combat feats.

Enrage (5 PP): Emotion Control 5 (*Extras:* Burst; *Flaws:* Hate Only)

Warrior Horde (15 PP): Spend 15 PP on numerous minion warriors.

WATER

Domain Skills: Concentration, Perform, Swim

Dehydrate (10 PP): Corrosion 5 (*Extras:* Ranged; *Flaws:* Living Objects Only)

Repel Fire Creatures (10 PP): Mind Control 10 (*Extras:* Burst; *Flaws:* Fire-Oriented Creatures Only, One Command [run away])

Water Lord (10 PP): Water Control 5

WEATHER

Domain Skills: Concentration, Knowledge (earth sciences)

Lightning Strike (20 PP): Blast 10 (*Extras:* Line, Contagious; *Flaws:* Not against grounded or non-conductive, Only works outside)

Storm Lord (20 PP): Weather Control 8 (*Power Feats:* Alternate Powers—Air Control, Dazzle, Fatigue, Obscure)

Thunder Punch (10 PP): Dazzle 10 (Auditory; *Extras:* Explosion; *Flaws:* Only On Successful Punch)

VULNERABILITIES AND WEAKNESSES

It is not uncommon for a deity to possess a notable weakness or vulnerability that is often used against them by their foes. The following offer a few of the more common and colorful examples of such deific shortcomings.

Achilles' Heel (PP Loss Varies): Many gods possess a Weakness or Vulnerable drawback that allows even mortals to bypass their otherwise formidable defenses

Mortal Form (-4 PP): As part of the earthbound's conditions of wandering the world of man, he must assume a mortal identity, as per the Normal Identity drawback.

Truly Mortal (-5 PP): Remove the Immortality power, returning 5 PP to the character.

Ungodly Ability (PP Loss Varies): The earthbound deity possesses an ability (Strength, Intelligence, etc.) that would be considered unexceptional (or worse) for mortals, let alone divine beings. Remove or greatly reduce one of the character's abilities so that it has a value of 10 or less.

DIVINE REALMS

When deciding why the character is earthbound, an important and unavoidable question to answer is what the deity's current status means with regards to his relationship to the Divine Realm(s) of his myths. If the character possessed a role of great importance in their home realm, will someone else be appointed to take their place (if such an usurpation wasn't the reason for the character coming to Earth to begin with) or will the position remain vacant for a while? Will the character be able to return to his realm (or any other Divine Realm, for that matter) or is he totally locked out, no matter what that may entail? Establishing this relationship will not only clarify much surrounding the character's coming to Earth, but will also open up many future plots for the game.

For instance, if the player is taking on the role of an earthbound Hel, what happens to the Nordic dead while the realm's mistress is trapped on Earth? Will the dead still be admitted, only without direction and organization, or will they be shut out to wait at the gates, or possibly even forced to wander the world as the undead?

IMPROVEMENT

When improving an earthbound deity, one should consider what the character's goals are and what actions he's taken to realize them. For instance, it is easier to justify the deity growing in power if he's been searching for a way to regain his true godhood because his increasing potency can be explained as the result of each step taken towards that end. This increase in power is perhaps best illustrated in ability scores more in line with what one would expect of a god of the character's domains, not to mention an improvement (or new acquisition) of power associated with said domains.

Taking on the powers of new domains is another possibility, although they should only be taken from domains attributed to the god in mythology, even if such powers were not possessed early in the game. Like most of the earthbound deity's improvements, new domain powers—be they from a previously tapped domain or one that is newly approached for abilities—are best explained as the character unlocking divine potency that had been denied him

by his earthbound circumstances. Choosing abilities not associated with the god in any way won't be justified within the mythology he relates to and will only detract from the story built up around the character.

Devices of divine origin will also likely need improvement as the PP allotted them to begin with is unlikely to be sufficient to properly build what one would expect based on the myths surrounding such items (see the description of items, such as Mjolnir, to see how such items can be improved.) New items may also be acquired, especially if the character was earlier unable to purchase all those associated with the god in mythology, explaining their presence by presenting them through the course of the game, especially as part of quests the character undertakes to regain what he has lost.

VARIATIONS

The following are possible variations of the earthbound deity archetype.

DEMIGOD

For one reason or another, the character is only partially a god. The most common source of demigods is a union between a deity (typically a male) and a mortal (typically a woman), although other divine creatures that are not themselves gods can mate with mortals and create offspring that may be considered demigods (although perhaps not in the strictest terms.)

Demigods are amongst the easiest of the earthbound deity variations to introduce to a game because their ties to the mortal world are obvious. Indeed, it's possible the demigod is entirely unaware of his divine nature and has only recently come into his abilities or erroneously believes his powers are born of something else entirely, such as mutation. Such a new and unknown demigod is a simple and relatively painless way to introduce divine characters without resorting to existing mythology because the demigod can be a new and unknown (mythologically speaking) cross-breed rather than one well-known to legend, such as would be the case with playing Hercules as a character.

EXILE

An exiled deity has been cast out of his divine realm for some reason. Typically, this is because the god has somehow betrayed his pantheon or angered another, more powerful god(s) with the authority to banish the character. It is also possible the god's entire divine realm (belonging to the exile alone or all those associated with the exile's pantheon) has somehow been cut off or destroyed, stranding the character in the mortal realm. Joining the ranks of the exiled gods is rarely a matter of preference or choice. Either way, the character's exiled status goes far by way of explaining why an ancient god is as 'weak' as any other starting character.

Exiled gods are amongst those most likely to have their immortality removed as part of their banishment. This means becoming accustomed to no longer healing at a god's rate, aging, and often learning to suffer the requirements of breathing, food, and sleep. Sometimes the transition into mortal form is only partial, merging the divine being with a mortal shell, be it a false identity created solely to house the exile or a human host that has the duty thrust upon him (most likely unawares or against his will.)

Regardless of why the character was exiled or his status as an immortal, regaining his full divine abilities is likely to be one of his primary goals. Almost certainly the god will also seek to carry on the charges of his divine duties prior to his fall, but getting back what has been lost to him will drive him, possibly beyond reason and at great risk.

FORGOTTEN DEITY

Such characters have been forgotten by mortal man, possibly because the cultures that worshipped them have been entirely lost to history or because modern man's understanding of their remaining relics and historical portents have been wholly misinterpreted. Either way, man no longer has any recollection of or belief in the god and history has no tales to share.

Forgotten deities are another easy way to introduce an earthbound deity to the game because the player need not undertake any research regarding the surrounding myths, history, etc. Instead, the player and Gamemaster can develop their own mythology and explain why mankind does not remember the god (and his pantheon, if applicable, if indeed any others remain.) This allows for a character that can be built without the limitations that shape an earthbound character based in actual mythology, also opening plot opportunities that wouldn't necessarily otherwise exist.

Gamemasters should note that forgotten deities also make great villains. Imagine one of these gods come back from obscurity, looking to recover its full power and reawaken its religion. By force, if necessary.

STAR GOD

What is a god but an extremely powerful being with incredible abilities and immortality relative to the capabilities and lifespan of the worshipper? Well then, what if the "gods" weren't divine at all, but rather creatures from another world where the standard life form was dramatically different? What if evolution in an alien ecosystem brought about abilities that seemed preternatural within our own and encouraged a lifespan that seemed eternal compared to mankind's brief time upon the mortal coil? In other words, what if the gods were really beings from another planet or dimension?

Such a character (and his compatriots, if of a pantheon) comes from an alien civilization or other dimension where his natural or artificial abilities made him seem a god to Earth's primitive cultures, and so the humans worshipped

him. Perhaps the humans decided on their own the being was a god or maybe this was a belief the alien seeded and fostered, but whatever the belief's source it birthed a mythology that survives to this day.

It is possible the "god" has since attempted to correct man's beliefs, which is what ended the religion, or maybe he has even bought into his own propaganda and believes in his own divinity. In either case, walking amongst the mortals may be his attempt to strengthen the relevant position in humanity's eyes. Either way, one has to consider the viewpoint of the other "gods" in the character's pantheon (if any)—if the character is trying to dissemble his divinity, will the other aliens-who-would-be-gods agree or try to stop him (perhaps making him a fugitive), or is it that the pantheon is looking to step out from behind their divinity and the character is the one willing to fight tooth and nail to retain his mythic status? Either way, things will shake up a great deal if other members of the supposed-deity's race show up without bothering to put on a pretense of mythic origins.

STAR GOD, TAKE TWO

Like the first star god variation, this type of character is also an alien except his divinity is the real thing (or as real as gods are considered in the game.) Like humanity, the other races seeded throughout the universe have their gods and this character just so happens to be one of them.

Bound to the mortal realm for any number of reasons (such as those given for other archetype variations), the alien god has found its way to Earth. Perhaps mankind's home is the star god's point of exile or even its prison, or maybe he is just wandering the universe to fill the time and find amusement. The alien deity may even be a harbinger of an alien invasion on a divine scale never before seen. Another option is the god has been trapped on Earth for quite sometime, possibly in stasis, and is somehow awakened and must find his place in the world (perhaps along with some of his people, if they were held alongside their gods.)

Whatever his reason for coming to humanity's home, an alien deity will face a number of unique questions. Will Earth's gods take issue with the alien's presence and, if so, what will the result be? Will the newly-come god seek to root its faith in humanity or will it lead a crusade against the heretics? The possibilities are great, as are the things that can be done with such a character considering it isn't bound by any existing, real world mythology.

UNCLAIMED

An unclaimed god is a divine being that, for one reason or another, has never sought and/or found worship amongst humans, does not belong to an established pantheon, or otherwise managed to wholly escape the notice of man's history and mythology. Such deities, although possessing the abilities of their divine kind, are entirely unheard of and so may have a difficult time fitting into games

where deities can only exist in relation to their worshippers.

How the unclaimed has gone unnoticed is the most important question surrounding the character's origins. Is the god recently born or has he been slumbering since the dawn of time and is only now newly awakened? Has he always been here, existing alongside mankind or flitting through the shadows of both mortal and divine realms, unseen? Once that's been established, the next question in need of an answer is simple: what does the character do and want now that he's revealed himself to the world?

Your fragile kind once gave sacrifice to honor my might. Do you truly believe you are up to the task of standing against my wrath?

Montu				PL 14	
STR	DEX	CON	INT	WIS	CHA
+7	+4	+9	+1	+3	+3
25	18	29	12	16	16
TOUGH	Skills: Acrobatics 8 (+12), Bluff 4 (+7), Climb 8 (+15), Concentration 4 (+7), Intimidate 4 (+7), Language (English), Notice 7 (+10), Survival 8 (+11), Swim 4 (+11)				
+9	Feats: All-Out Attack, Attack Specialization (khopesh), Blind-Fight, Critical Strike, Fascinate (intimidate), Fearless, Improved Block, Improved Initiative, Improved Sunder, Instant Up, Luck, Power Attack, Quick Draw, Weapon Break				
FORT	Powers: Blast 10 (Sun ray; <i>Extras:</i> Line), Immortality, Immunity 5 (Starvation and thirst), Impervious Protection 4, Leaping 3, Regeneration 5 (Recovery bonus 1, recovery rate 4), Strike 10 (Divine khopesh; <i>Power Feats:</i> Mighty; <i>Extras:</i> Concussive), Super-Strength 2				
+13	REF				
+8	WILL				
+8	Combat: Attack +9 (+11 khopesh), Damage +7 (unarmed; +17 divine khopesh; +10 sun ray), Defense +6, Initiative +8				
+8	Abilities 56 + Skills 12 (48 ranks) + Feats 14 + Powers 81 + Combat 30 + Saves 13 = 206				

A minor warrior deity of the sun from the ancient Egyptian pantheon, Montu, Lord of Thebes, was generally content to serve Ra's causes, but he [Montu] also saw to his own agendas. Foremost of Montu's projects was overseeing his secret cult, a group of select warriors dedicated to defending their god's temples and the homes of his worshippers. This latter aspect was later altered and expanded to become a secret society intended to defend the sanctity and safety of the home in general. In short, Montu's worshippers became a force of shadow police bent on keeping people's homes safe against danger.

In one shape or form the cult survived through the ages, acting as a secret society of crime-fighting vigilantes, finally dying out in the past decade following a disaster that killed the cult's last five remaining members. When his ancient cult did not revive of its own accord, as it had in the past through the dead members' remaining family members, Montu was forced to get personally involved.

Since first appearing in the mortal realm several years ago, this darkly serious and unrelenting deity has worked alongside some of the world's more famous heroes but continues to focus most of his attention on protecting the 'little guy.' He stalks the city's streets, leaping from rooftop to rooftop in search of crime. He is also keeping his eye open for a champion to pick up his cause and reawaken his cult of vigilantes so that he may eventually return to his home realm.

FREAK MAKER

Freak Maker					PL 10	
STR	DEX	CON	INT	WIS	CHA	
+0	+2	+1	+8	+3	+0	
11	14	12	26	16	11	
TOUGH	Skills: Computers 8 (+16), Concentration 4 (+7), Craft (chemistry) 12 (+20), Craft (electronic) 8 (+16), Craft (mechanical) 8 (+16), Diplomacy 8 (+8), Knowledge (behavioral sciences) 12 (+20), Knowledge (life sciences) 12 (+20), Knowledge (physical sciences) 12 (+20), Knowledge (technology) 8 (+16), Medicine 12 (+15), Profession (scientist) 8 (+11)					
+1						
FORT						
+4	Feats: Eidetic Memory, Equipment 10, Improvised Tools, Inventor, Minions 30, Second Chance (chemical Craft checks, Medicine checks, life sciences and technology Knowledge checks), Sidekick (freak assistant) 10, Skill Mastery (Craft [chemical], Medicine, Knowledge [life sciences], Profession [scientist])					
REF						
+6						
WILL	Combat: Attack +4, Damage +0 (unarmed), Defense +6, Initiative +2					
+10	Abilities 30 + Skills 28 (112 ranks) + Feats 58 + Combat 20 + Saves 14 = 150					



CONCEPT

Aptly named, a freak maker is a scientist who combines insatiable curiosity with advanced knowledge. An unhealthy dose of an egotistically high sense of moral and intellectual superiority is also common—scientific curiosity or a need to push the boundaries of the universe’s accepted laws of science is a typical driving force behind such characters. In most freak makers this sense of superiority falls well short of a god complex, but not for all, leading to the sort of obvious problems one might expect from a mortal who can create life.

A freak maker is not usually himself a creature of power beyond the miracles (or horrors, depending upon one’s perspective) he can enact. Rather, the freak maker’s mark on the world, for good or ill, is made by proxy through his creations. Freak makers often inspire or enforce utter loyalty in their creations so the latter may act as an extension of their maker’s will, otherwise the character would be of little use as a frontline participant in most player character groups.

ORIGINS

There is always something that drives the freak maker to test nature’s boundaries and tread upon God’s province.

Perhaps the character does so out of an egotistical need to prove his genius, or maybe there is a specific purpose that drives him to seek out such forbidden knowledge and taboo science, such as seeking a way to bring back a deceased loved one or maybe a need to construct a new body for someone (possibly himself) before their natural body fails. Pure and simple greed is also a possible reason. Whatever its source, there must be a logical and moral disconnect that allows the freak maker to believe that it is within his capacity (and right) to create life, allowing him to pursue that end regardless of any and all costs and consequences.

Once the reason for the character being a freak maker has been determined, one must devise the means. Although making “freaks” is rather simple in terms of game mechanics—the Sidekick and/or Minion feats in sufficient ranks is all that’s required—the character’s background and the story’s plot must support such capabilities. Let’s face it: making life in a lab or garage takes a vast amount of resources, be it money and/or something far more exotic. These means must persist from out of the character’s origins and into the present if the character is able to replace lost creations or add new ones as experience allows him to spend PP.

With the means figured out, the player next needs to answer why and how his freak making has been turned into a crime-fighting career. Furthermore, how does the character get directly involved in such heroic pursuits? It's all well and good to say the character's sense of justice compels him to create his freaks and send them forth to protect the innocent, but hanging around in the background while his creations do all the hard work will quickly grow boring for the player, especially as the other players' characters continue to benefit more from their hands-on gameplay. This makes it within the character's best interests to also devise some means (most likely equipment) that will allow him to step out onto the frontlines and aid his creations and other allies in pursuit of his driving goals and ideals.

Freak Assistant			PL 4 / Minion Rank 2		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)
SAVES	TOUGH +2	FORT +6	REF +6	WILL +2	
Skills: Acrobatics 2 (+4), Computers 2 (+2), Craft (chemistry) 2 (+2), Craft (electronic) 2 (+2), Craft (mechanical) 4 (+2), Knowledge (physical sciences) 2 (+2), Knowledge (technology) 2 (+2), Medicine 4 (+4)					
Feats: Dodge Focus, Elusive Target, Evasion, Improvised Tools, Jack-of-all-Trades					
Powers: Super-Strength 2					
Combat: Attack +3, Damage +2 (unarmed), Defense +3, Initiative +2					
Abilities 14 + Skills 5 (20 ranks) + Feats 5 + Powers 4 + Combat 12 + Saves 10 = 50					

POWERS

A freak maker has no powers beyond his advanced knowledge and insatiable curiosity. Instead, the freak maker creates minions to serve his needs, with the more important of his created creatures being built as sidekicks or, in the rarest instances, as entirely independent characters (see the *created* archetype, pg 5.) The latter is more of a story point than anything else, with the character being built normally with its own PP, using the freak maker as nothing more than an aspect of the created's origins. Whether the created remains loyal to his maker is entirely up in the air and dependent upon the situation and story, but they are independent entities so far as the game mechanics are concerned and are not built using any of the freak maker's PP.

One of the freak maker's more notable "powers" is his assistant, which is built as a sidekick. Typically, this assistant is one of the character's earliest attempts at making a freak, and thus suffers from the sort of flaws one would expect from such neophyte experiments. Rather than being a freak, the assistant can be a naturally born person who

owes the freak maker some sort of debt that can best be repaid through servitude.

Other key minions and assistants of lesser importance can also be built as sidekicks, being either created freaks or people who have otherwise come to serve the freak maker. Such characters are more commonly associated with freak makers who utilize only a limited number of servants, minions, and/or freaks because they are too expensive to be widely used by character variations such as the horde master (see *Variations*, to follow.) Still, some additional sidekicks to act as bodyguards or to offer the aid of a few extra hands in the lab are certainly not uncommon.

THE FREAK IS IN THE DETAILS

To maintain this archetype's flavor and context, Gamemasters may place skill and feat requirements upon certain elements that are to manifest within their creations. For example, if a created experiment is to have an electro-gun fused to a limb, the Gamemaster may rule that the freak maker must possess 8 ranks of Medicine and 12 ranks of Knowledge (technology.) Alternatively, the Gamemaster can set DCs for the various elements to be included in the freak maker's creations and require he build them using the same process as is used for inventions (although still paying the required PP), thus making the whole process more involved than merely spending the PP towards the desired end.

IMPROVEMENT

The most obvious way a freak maker can improve is to acquire new minions and sidekicks. Increasing the ranks of existing skills or purchasing new skills and feats is another common, popular way of improving this archetype. Temporary, experimental modifications to one's creations may also be purchased in the form of powers that only affect others and can only be used by one creature (or a limited amount) at a time and/or for limited durations.

VARIATIONS

The following are possible variations of the freak maker archetype.

HORDE MASTER

Such characters don't spend a lot of time refining their freak making process so they'll have a few superior freaks at hand. Rather, they hope to make up for a lack of care and quality through sheer quantity. In terms of game play, the horde master will acquire as many freak minions as is practically possible without the latter becoming wholly useless. To keep the PP cost of creating such a horde practical while permitting them to remain functional, most of the freaks will necessarily be heavily flawed and/or weak

but specialized enough to perform specific tasks and even become dangerous or similarly effective en masse.

One may wonder why a horde master would bother creating so many creatures if their freaks are going to be so comparatively weak, with two answers being the most likely. First, the high number of freaks can be a simple result of circumstances: the horde master could be sloppy and/or impatient, leading to a lot of unexceptional freaks, or perhaps the nature of their maker's plans plainly put more value on numerical superiority versus quality, such as when many minions are needed for an army or to man a large headquarters. The second of the most likely possibilities is the horde master considers numbers to be more important because a greater population of freaks feeds his need for power and desire to control others more so than does commanding fewer, more impressive freaks. Either way, the horde master isn't happy unless he's surrounded by as many of his creations as is practically possible.

MACHINE MAKER

This variation of the freak maker archetype can stand on its own or be used in combination with any of the other variations, the major difference being this character's creations are constructs rather than biological freaks. The character can retain the freak maker's god complex and similar personality traits if he is looking to create a race of living machines, or he can do away with them altogether if the character's mechanical creations are seen as nothing more than advanced machines.

MORTAL WHO WOULD BE GOD

Although the way freak makers meddle with life itself leads many to possess the inklings of a god complex, this particular variation takes this personality trait to its full and extreme extent. If the delusional character doesn't outright consider himself to be a god he will instead believe himself to be a god's equal. This is no mere sense of superiority—the freak maker truly believes himself to be a part of or equal to the universe's divine powers by merit of his accomplishments and genius.

Such delusions will drive the freak maker on to bolder and brasher actions, possibly including a desire to prove his divinity to the world. Such a desire is especially common amongst villains. Typically, the character will attempt imposing his will upon his creations in such a manner as to make them worship him (and then, almost certainly, using them to make humanity to do likewise, by example of by force.) Another way this variation of freak maker may attempt to assert his divinity is to use his freaks as prototypes while working towards the goal of manufacturing the perfect, immortal body he can then transfer his mind into so that he may truly become a living god.

MYSTIC MAKER

Instead of using science to animate his creations, this freak maker variation uses magic to do so. Because the nature of magic is to resist or even counter the natural order of the universe, a mystic maker is less likely to view creating life by arcane means as something outside the domain of the other magics he can work, and thus he is less susceptible to the god complex that is common amongst most other sorts of freak maker.

One of the most noticeable issues with playing a mystic maker is the inclusion of other arcane powers. If the character only employs magics that take the place of a science-based freak maker's ability to create life, why hasn't he developed less powerful magical abilities, such as teleportation, flight, or fireball tossing? This leads to one of two possibilities: either there actually is something that prevents the character from learning other forms of magic, in which case the magic behind freak creation is nothing more than a special effect that has little actual relevancy on game play, or the character also purchases some additional magic powers.

In the latter case, focus is somewhat taken from the PP spent on skills, feats, minions and/or sidekicks used to represent the freak maker's knowledge and creations and is shifted to purchase other magical abilities. If too much PP is taken away from those character aspects that earn the freak maker its apt title, the mystic maker will no longer suit the archetype and will come to represent something else entirely.

PUPPET MASTER

Either unable or unwilling to create life that can think for itself, this variation of freak maker manufactures creatures intended to be used as extensions of his will. This is most likely done by a device that allows the freak maker access to the Mind Switch power, be that device mechanical or mystical in nature, as befits the character, or by some sort of mind control that only works on the freaks and leaves them utterly useless when not under their master's control.

A freak created for this purpose will have Intelligence, Wisdom and Charisma scores of 0, as befitting a body without a mind of its own, rendering the creature unable to act independently. When the puppet master switches his mind with that of his freak, the former's own body is occupied with the freak's empty mind. This leaves the freak maker's natural body extremely vulnerable to attack.

Unlike the mortal who would be god freak maker variation who may seek to create the perfect god-like body to occupy, the puppet master has reasons for retaining his own body. As such, the puppet master's creations are used more like vehicles and will only become a permanent habitation if the freak maker's natural body is destroyed or removed beyond the character's range to switch minds back.

**"It's alive! ALIVE!
Bwahahahahahahaha!"**

Dr. Freak				PL 14	
STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+11	+5	+2
11	14	12	32	20	14
TOUGH	Skills: Computers 10 (+21), Concentration 6 (+11), Craft (chemistry) 16 (+27), Craft (electronic) 12 (+23), Craft (mechanical) 12 (+23), Diplomacy 10 (+12), Knowledge (behavioral sciences) 14 (+25), Knowledge (life sciences) 16 (+27), Knowledge (physical sciences) 16 (+27), Knowledge (technology) 12 (+23), Medicine 16 (+21), Profession (scientist) 12 (+17)				
+1					
FORT	Feats: Eidetic Memory, Equipment 20, Improvised Tools, Inventor, Minions (Gremlins) 11, Minions (others) 29, Second Chance (chemical Craft checks, Medicine checks, life sciences and technology Knowledge checks), Sidekick (Little Gary) 12, Sidekick (Big Gary) 12, Skill Mastery (Craft [chemical], Medicine, Knowledge [life sciences], Profession [scientist])				
+4					
REF					
+6	Equipment: Body armor and a variety of weapons and sensory gear are common for field work.				
WILL	Laboratory HQ (11 EP): Toughness: 10, Size: Medium (warehouse); Communications, Computer, Fire Prevention System, Garage, Holding Cells, Laboratory, Living Space, Power, Workshop,				
+12	Combat: Attack +4, Damage +0 (unarmed), Defense +6, Initiative +2				
	Abilities 43 + Skills 38 (152 ranks) + Feats 92 + Combat 20 + Saves 14 = 207				

A research scientist working for one of the country's largest and most renowned pharmaceutical and genetics companies, Dr. Marius Ogden was a German expatriate and single father striving to provide the best life for his daughter he could. When Dr. Ogden's genetics research caught the eye of a super-criminal mastermind, his daughter was kidnapped for the purpose of forcing him to create powerful monsters for the kidnapper.

Instead of monsters, Dr. Ogden designed and grew Little and Big Gary (two variations of the same DNA) from gene vats, along with an army of diminutive, goblin-like creatures he calls gremlins, to help him rescue his child. Following their rapid incubation, Ogden's loyal creations

began designing and creating an arsenal of weapons and vehicles which they then used to assault the kidnappers and take back his daughter. Unfortunately, Ogden's ex-wife used the kidnapping and the "abominations and freaks" Dr. Ogden used to rescue their daughter as a reason to return to family court where she convinced a judge her ex-husband's job and "desire to play God" made him an unsuitable father.

Now restricted to only being able to see his beloved daughter during supervised monthly visits, a part of Dr. Ogden has snapped and become disconnected from reality. Just as his creations and a crime caused him to lose his daughter, Ogden now sees crime and his "freaks" as the way to get her back. Assuming the name Dr. Freak to spite his ex-wife, Ogden has quit his job and gone underground so that he can send forth the Garies and his gremlins, along with whatever they cobble together in his run-down warehouse lab/headquarters, to fight crime. After doing enough good and righting enough wrongs, Dr. Freak believes going public will gain him the acclaim and positive image he'll need to convince a judge he is indeed a worthy and capable father.

Little Gary			PL 2 / Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
10 (+1)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	12 (+1)
SAVES	TOUGH +2	FORT +5	REF +6	WILL +3	
Skills: Acrobatics 2 (+4), Computers 2 (+3), Craft (chemistry) 4 (+5), Craft (electronic) 2 (+3), Craft (mechanical) 4 (+3), Disable Device 4 (+5), Knowledge (arts) 2 (+3), Knowledge (current events) 2 (+3), Knowledge (physical sciences) 4 (+5), Knowledge (tactics) 8 (+9), Knowledge (technology) 2 (+3), Medicine 4 (+5)					
Feats: Dodge Focus, Evasion, Improved Initiative, Improvised Tools, Jack-of-all-Trades, Second Chance (electronic and mechanical Craft checks)					
Powers: Leaping 2, Quickness 2, Super-Strength 1					
Combat: Attack +3, Damage +0 (unarmed), Defense +4, Initiative +6					
Abilities 14 + Skills 10 (40 ranks) + Feats 7 + Powers 6 + Combat 14 + Saves 9 = 60					

Little Gary is the brains of the two Garies, often helping Dr. Freak with his most important experiments and scientific endeavors. He also supervises the gremlins in the workshop, ensuring their curiosity and poor risk assessment ability doesn't put them (or the entire neighborhood) in undue danger.

He is a sympathetic and kind-hearted soul with a head for numbers and problem solving that continues to improve as he ages. Little Gary also possesses an insatiable

love for Victorian literature (and trashy romance novels, although he will vehemently deny it if discovered reading such "garbage.")

Big Gary			PL 4 / Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
26 [+9]	12 [+1]	22 [+6]	8 [-1]	8 [-1]	12 [+1]
SAVES	TOUGH +4	FORT +8	REF +5	WILL +2	
Skills: Acrobatics 4 (+5), Climb 6 (+11), Survival 4 (+3), Swim 2 (+7)					
Feats: Power Attack					
Powers: Growth 4 (<i>Power Feats:</i> Innate; <i>Flaws:</i> Permanent), Super-Strength 4					
Combat: Attack +3 (includes -1 due to size), Damage +8 (unarmed), Defense +3 (includes -1 due to size), Initiative +1					
Abilities 16 + Skills 4 (16 ranks) + Feats 1 + Powers 13 + Combat 16 + Saves 10 = 60					

Definitely the brawn of the Garies, Big Gary does all the heavy lifting and menial labor around the shop, often acting as a living hydraulic press. Also, when brute strength is required to fulfill Dr. Freak's crime-fighting goals, Big Gary is the one who steps up and takes on the job.

Although slow-witted, Big Gary has a heart as big as his biceps and loves children, often causing him to sneak out to protect young kids (probably as a result of Dr. Freak's original programming to save his daughter), especially those exiled to live on the streets. Many of the homeless children within a dozen or so blocks of Dr. Freak's warehouse tell stories of the "guardian angel" that swoops down from the rooftops to rescue them from anyone who would prey on street kids.



Gremlins			PL 4 / Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
8 [-1]	15 [+2]	12 [+1]	14 [+2]	12 [+1]	15 [+2]
SAVES	TOUGH +1 (+2)	FORT +4	REF +6	WILL +3	
Skills: Acrobatics 5 (+7), Climb 8 (+7), Craft (electronic) 4 (+6), Craft (mechanical) 6 (+8), Disable Device 4 (+6), Drive 4 (+6), Knowledge (technology) 6 (+8), Pilot 4 (+6)					
Feats: Equipment 15, Evasion 2, Improved Initiative, Improvised Tools, Inventor, Jack-of-all-Trades					
Powers: Leaping 1, Shrinking 4 (<i>Power Feats:</i> Innate; <i>Flaws:</i> Permanent)					
Equipment: PDA, Multi-Tool, Knife, Shotgun or Submachine-gun, Leather Armor or Jacket, plus more.					
Combat: Attack +3 (includes +1 due to size), Damage -1 (unarmed; +0 knife; +4 submachine-gun or +5 shotgun), Defense +5 (includes +1 due to size), Initiative +1					
Abilities 20 + Skills 5 (20 ranks) + Feats 21 + Powers 4 + Combat 12 + Saves 10 = 72					

LYCANTHROPE

Possessing too much curiosity and not enough sense of self-preservation, these diminutive creatures simply love tinkering and designing new gadgets, especially weapons and vehicles. There are typically a hundred or so puttering around Dr. Freak's warehouse at any given time, although some may be out on periodic missions. To Dr. Freak's continuing dismay, there is a high death rate amongst the gremlins because they have a habit of cheerfully crushing, slicing, dicing, and exploding themselves and each other in their pursuit of the next bigger and badder gadget. This means the gene vats within which the gremlins are created and incubated are almost always working to birth replacements.

Despite their capacity for self-destruction, the gremlins are not malicious or even innately violent. These creatures merely love things that make big noises and lots of smoke, regardless of what happens to themselves and each other in the process. This also makes them dangerous to the public if left unchecked, though, often requiring Dr. Freak have Little Gary accompany and command them whenever they are sent forth of on a crime-fighting assignment.

Human Identity				PL 10	
STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+1	+0	+1
10	10	10	12	10	12
TOUGH	Skills: Select 2 of the following at 4 ranks each (Bluff, Computers, Craft, Diplomacy, Investigate, Knowledge, Medicine, Notice, Perform, Search), Drive 4 (+4), Knowledge (select one) 4 (+5), Profession (select one) 8 (+8), Swim 4 (+4)				
+0					
FORT	Feats: Beginner's Luck, Luck 2, Seize Initiative				
+3					
REF	Combat: Attack +1, Damage +0 (unarmed), Defense +1, Initiative +0				
+3					
WILL	Drawbacks: Normal Identity (-4 PP), Involuntary Transformation (Full moon, automatic; -5 PP)				
+2	Abilities 4 + Skills 7 (28 ranks) + Feats 4 + Combat 4 + Saves 8 - Drawbacks 9 = 18				

Hybrid Identity				PL 10	
STR	DEX	CON	INT	WIS	CHA
+6	+4	+6	-2	+4	+1
22	19	22	7	18	13
TOUGH	Skills: Acrobatics 10 (+14), Climb 8 (+14), Intimidate 12 (+13), Notice 10 (+14), Search 12 (+10), Sense Motive 8 (+12), Stealth 12 (+16), Survival 8 (+12)				
+6*					
FORT	Feats: Acrobatic Bluff, All-out Attack, Animal Empathy, Defensive Roll 2, Endurance, Evasion, Fearless, Improved Initiative, Improved Trip, Rage, Sneak Attack, Startle, Uncanny Dodge				
+10	Powers: Leaping 2, Strike 2 (<i>Power Feats:</i> Mighty), Super-Senses 5 (Danger sense, dark-vision, scent, ultra-hearing)				
REF	Combat: Attack +10, Damage +8 (strike), Defense +11 *, Initiative +7				
+10	Drawbacks: Involuntary Transformation (Drawn, automatic; -4 PP), Lose Control (Rage at the smell of blood or when injured, DC10, save to recover; -4 PP), Vulnerable (Silver; uncommon, major; -3 PP)				
WILL					
+8	Abilities 41 + Skills 20 (80 ranks) + Feats 14 + Powers 10 + Combat 44 + Saves 14 - Drawbacks 11 = 132				

* One point of maximum Toughness has been traded for a one point increase to the character's maximum Defense

For the sake of simplicity and ease of reference, both identities have been written up separately.

CONCEPT

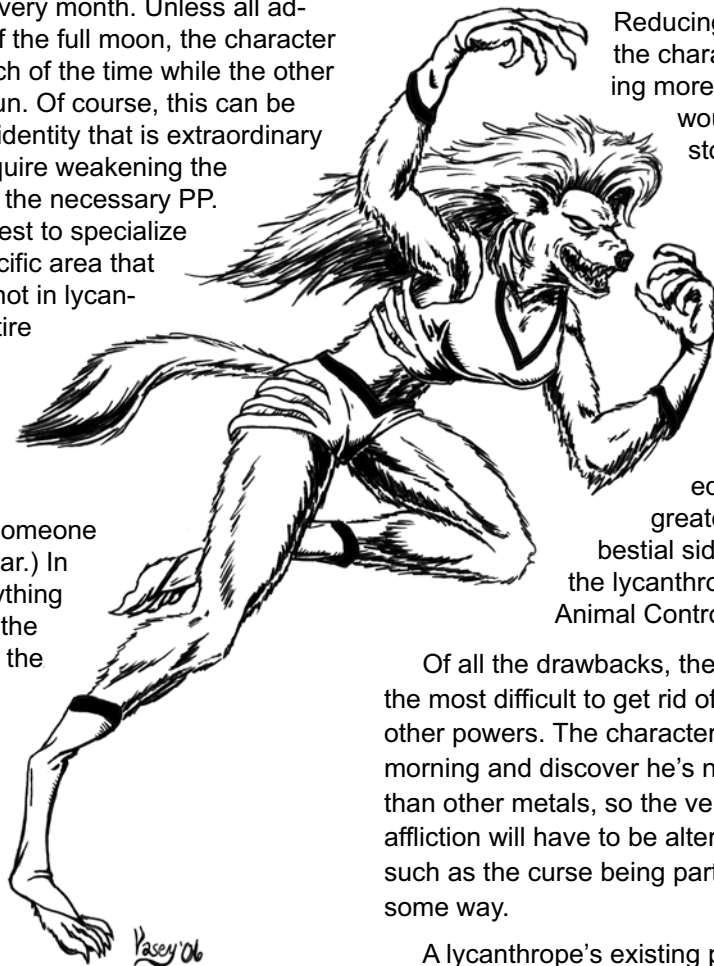
The lycanthrope is a mortal cursed to transform into a cross between man and beast whenever the moon is full. While transformed, the character loses a great deal of his humanity, including the ability to reason properly and fully follow logic, while succumbing to bestial instincts long forgotten or imposed by the curse.

This character is not entirely reliable while in this form because, in many ways, he is not in control of himself. Not only can he not control when his powers are activated, but his loss of intellect and ability to restrain his bestial reaction to blood or pain makes him unreliable in many situations, especially those that require heroic and reasonable reactions and behavior. Because of this, many of the character's personal plots will likely involve finding ways to master his bestial aspect and reconcile his curse with his normal life.

A lycanthrope can initially be difficult to play within a superhero genre game, not only because of the aforementioned difficulties associated with the character's lack of self-control, but also because his powers are severely restricted to a small window every month. Unless all adventures occur during times of the full moon, the character will find himself side-lined much of the time while the other characters have most of the fun. Of course, this can be balanced by having a normal identity that is extraordinary in and of itself, but this will require weakening the lycanthrope identity to free up the necessary PP. In such cases, it is probably best to specialize the normal identity in one specific area that can help out the group when not in lycanthrope form, otherwise the entire character will suffer.

ORIGINS

The most common way to contract the curse of lycanthropy is through a bite from someone already so afflicted (see sidebar.) In such instances, just about anything else the player devises about the character is possible because the character's status as a supernatural being is easily established as an external event that could have happened to just about anyone. There need not be any explanation beyond the character being in the wrong place at the wrong time. It doesn't get much simpler than that.



POWERS

Most of a lycanthrope's powers will be derived from any abilities possessed by the animal he takes after. In the case of the default werewolf, this means enhanced senses and physical characteristics, and claws. If the game does not want lycanthropy as rooted in mythology as presented, removing the vulnerability to silver may be prudent unless another reason for it (or a replacement) is devised.

As presented, the archetype downplays the myth about werewolves being invulnerable to all attacks except silver, only retaining their vulnerability to the metal. If the character wishes to retain some measure of the mythological sturdiness, adding some ranks of Impervious Toughness while possibly also increasing the Toughness save via more levels of Constitution or some Protection would be ideal, although adding the Limited (not versus silver) flaw would be appropriate.

IMPROVEMENT

The most likely and desirable way to improve the character is to spend PP buying off the character's Involuntary Transformation drawback, but this should only be allowed once many trials have been undertaken to shake off or learn to control that aspect of the curse.

Reducing such an important event in the character's development to nothing more than a simple PP expenditure would be a great disservice to the story and the specific character.

Greater control over his bestial instincts is also desirable, possibly buying off the Lose Control drawback. This taming of the beast may come from asserting one's human intellect more or by embracing the character's animal nature, thus creating equilibrium of sorts. Either way, greater control of the character's bestial side may open the door to allow the lycanthrope to take powers such as Animal Control.

Of all the drawbacks, the vulnerability to silver should be the most difficult to get rid of while retaining the character's other powers. The character won't simply wake up one morning and discover he's no longer harmed by silver more than other metals, so the very nature of the lycanthropy affliction will have to be altered in some way to explain it, such as the curse being partially repealed or changed in some way.

A lycanthrope's existing powers can also be improved—his claws become more deadly, his senses sharper, and so

on. It's even possible to add new powers without straying too far from the character's original concept by adding abilities that may be linked to the animal type by superstition, myths, and the like. For example, the wolf is often associated with the moon so, if the developing story allows for it, moon-related powers may be acquired. Another example would be the ability to fully shapeshift into the appropriate animal type.

LYCANTHROPY, THE CURSED DISEASE

The cursed disease of lycanthropy passed through the bite of an afflicted lycanthrope demands the victim make a DC (10 + 1/2 lycanthrope's PL) Fortitude saving throw. Failure means the victim has contracted the supernatural disease, requiring the Gamemaster devise an alternate identity for the character for when he transforms.

Typically, the curse transforms the victim on nights of the full moon, once the moon is visible in the sky, with the transformation reversing at dawn. This is not the only way the curse can operate, however. The curse can be brought on under other circumstances, such as the presence of a particular substance, type of people, etc. This means any victim of this version of the curse will also be affected by the change under these same circumstances rather than when the moon is full.

Lycanthropy is not represented by the Cursed drawback because the former is being framed clearly in game mechanics rather than the purposely obscure catch-all of the latter.

VARIATIONS

The following are possible variations of the lycanthrope archetype.

ALTERNATE BEAST

A lycanthrope's powers will depend upon the beast they are able to transform into, the default being a wolf. The archetype can easily be adjusted to suit other animals by moving around ability scores, changing skills and feats, and altering powers. A good basis for resolving such issues is to look at the normal animal's game statistics, using them as a basis from which to design a character that is half man and half of that animal type.

Some examples of alternate animal types and suggested abilities, skills, feats, and powers are:

Bat: Str 10, Dex 19, Con 17, Int 7, Wis 20, Cha 11; Notice, Stealth; Flight 2, Senses 4 (Auditory blindsight)

Bear: Str 36, Dex 17, Con 26, Int 7, Wis 18, Cha 13; Climb; Protection 2, Strike 2 (*Power Feats:* Mighty), Super-Senses 2 (Low-light vision, scent)

Hawk: Str 15, Dex 21, Con 17, Int 7, Wis 18, Cha 13; Notice; Flight 3, Strike 3, Super-Senses 2 (Extended vision, low-light vision)

Lion: Str 30, Dex 21, Con 22, Int 7, Wis 16, Cha 13; Notice, Stealth, Survival; Protection 4, Strike 3 (*Power Feats:* Mighty), Super-Senses 2 (Low-light vision, scent)

Shark: Str 22, Dex 19, Con 20, Int 6, Wis 16, Cha 9; Notice, Swim; Environmental Adaptation (Underwater), Favored Environment (Underwater); Immunity (Drowning); Protection 3, Strike 3 (*Power Feats:* Mighty), Super-Senses 2 (Low-light vision, scent), Swimming 2

Snake (constrictor): Str 26, Dex 21, Con 20, Int 6, Wis 16, Cha 9; Climb, Notice, Stealth, Swim; Improved Grab, Improved Pin; Protection 2, Super-Movement 2 (Slithering), Super-Senses 2 (Infravision, scent)

Snake (viper): Str 15, Dex 21, Con 18, Int 6, Wis 16, Cha 9; Climb, Notice, Stealth, Swim; Drain Constitution 4 (DC 14 Fortitude save; *Extras:* Poison), Super-Movement 2 (Slithering), Super-Senses 2 (Infravision, scent)

CURSE OF A DIFFERENT FLAVOR

Although most people will be familiar with the were curse manifesting as a disease transferred via a bite from someone already so afflicted, it is possible to devise a curse of a different sort that is transmitted in an unexpected fashion (if at all.)

Common alternatives are a curse laid directly and intentionally upon the character for some wrong, be it actual or perceived. Such an approach would likely mean the curse is not transferable because it is so specifically targeted to begin with and is meant to serve a very singular purpose (vengeance or punishment, typically) rather than being the result of circumstance. A gypsy curse is a common example, possibly laid upon the character for dishonest dealings with the supernaturally disposed nomads.

Finding a cursed object is yet another common alternative that doesn't transfer the curse onto someone else unless the object changes ownership. Obviously rendering the cursed object onto someone else should be no simple deed—it's not much of a curse if you can just hand it off to a stranger or mail it as a Christmas gift. Getting rid of the curse by meeting its terms (if any) or by passing it off to someone else should come at a cost, be that price one of great personal loss (e.g., the cursed object can only be passed on at death or be given to someone who is loved unconditionally and with all the current owner's heart), or upon the completion of a great quest or similarly difficult series of trials or conditions.

A fun way to complicate a curse is to make it hereditary. There are many further variations of this curse, such as it being passed on to every member of the family at a given age, only the first born son (or daughter, or child regardless of gender), or only members who refuse to follow a certain role in life are afflicted. Regardless of how the curse is passed on through the bloodline, conditions for getting rid of the curse (in its entirety or just for the individual) are

open to interesting new opportunities for game plots, such as a need to fulfill an obligation that was failed by generations past and resulted in the curse, or otherwise redeeming the family in some way.

NATURAL LYCANTHROPE

This variation's lycanthropy is a matter of birth rather than a curse. The character's shapeshifting ability can be the result of natural mutation or perhaps he is but one of an entire race of shapeshifters. Just how such natural lycanthropes fit into the game's overall setting is up to the Gamemaster—are they well known or a secret? Have they been accepted by society or are they forced to live in hiding? And whatever is decided, the character must then outline how he reconciles his heroic identity with that of his kind.

Removing the curse's ramifications can be nothing more than a plot point, or doing so may (and probably should) remove those aspects associated with the cursed disease of lycanthropy. This means the Involuntary Transformation drawback is removed, allowing the character to change forms at will, and the vulnerability to silver should also be dropped unless another reason for its presence can be found that suits this variant's origins. Lose Control should only be similarly dropped if there is no loss of balance between reason and instinct while in the character's bestial form, otherwise the drawback remains appropriate.

TOTEM

Rather than suffering from a curse, the character has been gifted with supernatural powers by some manner of preternatural being. The latter is necessarily related to animals in some way (specifically, the animal the lycanthrope shares characteristics with) and has chosen the character to represent him as a totem for some reason, most likely to be a champion of sorts.

In such cases, more allowances may be made for powers that stray from the stereotypical lycanthrope, explaining them as gifts from this patron god, spirit, or whatever. Similarly, the lycanthropy will not be passed on to others, nor will the Involuntary Change or Vulnerability (silver) drawbacks likely seem relevant anymore, although they can with some creative thinking (or some changes to something else in the case of the vulnerability.)

The big points of concern for the totem lycanthrope, beyond how the archetype's powers change, are why the character was chosen to take on the role of a totem. Is there some ancestral link to the power, or does the character illustrate a personality and/or morality that fits the totem's ideals? Whatever the totem's origins, the introduction of an external force opens far more possibilities for character improvement because the character won't be tied down by as many of the lycanthrope's usual stereotypes.

Arwood! Let me help you scratch that itchy trigger finger of yours.

Rita Sanchez was just another paramedic in the violent, murder-ridden city of Ciudad Juarez, Mexico, trying to put herself through medical school, when something would happen that would change her life forever. In a city known for a string of violent murders against women spanning more than a decade, calls of domestic violence were not uncommon but Rita knew enough to be on her guard and to call the policia to square things away before going in, but on the night that set her new fate in motion, she and her partner had the misfortune of arriving before the cops.

Upon entering the tenement the call had come from, even the veteran paramedics had to choke down their lunch upon seeing all the blood strewn about the small, dilapidated apartment. The torn bodies of three small children were strewn around the living room, their blood draining into the ancient, plush carpeting. Worst of all was the ... thing! ... in the kitchen, its furry maw dripping the life of the male corpse whose torn out throat was still clutched in its oversized, clawed hand. Her partner tried to block pursuit while urging Rita to escape, but was quickly slain and Rita overtaken. She was mauled and bitten several times but the policia arrived and scared the creature off before it had the chance to finish her.

Rita soon learned there was a greater legacy from the attack than just the mental trauma and physical scars that had forced her to take a hiatus from work. When the full moon next rose, Rita awoke the following day to find herself awash in blood and totally absent of any memory of the previous evening. It took little time to realize what had happened, and that put Rita on a quest to learn how to conquer her curse that would last half a decade.

As time went by, Rita gained enough control over her animal aspect to keep much of her mind in power during times of the full moon, although her intellect and reason were both greatly reduced. After finally tracking down and killing the monster that had infected her, Rita gained the ability to control the change and was no longer slaved to the moon's course. Realizing a normal life would likely still never be hers to claim, Rita took on the superhero guise of Moonclaw soon after and has devoted herself to fighting Ciudad Juarez's prolific crime while still working to master her instincts and powers.

Rita Sanchez				PL 12	
STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+2	+1	+1
10	10	10	14	12	12
TOUGH	Skills: Drive 4 (+4), Knowledge (life sciences) 4 (+6), Medicine 4 (+5), Notice 4 (+5), Profession (paramedic) 8 (+9), Swim 4 (+4)				
+0					
FORT	Feats: Beginner's Luck, Luck 2, Seize Initiative				
+3	Combat: Attack +1, Damage +0 (unarmed), Defense +1, Initiative +0				
REF					
+3	Drawbacks: Normal Identity (-4 PP)				
WILL	Abilities 8 + Skills 7 (28 ranks) + Feats 4 + Combat 4 + Saves 8 - Drawbacks 4 = 27				
+3					

Moonclaw				PL 12	
STR	DEX	CON	INT	WIS	CHA
+6	+5	+8	+2	+4	+1
22	20	26	14	18	13
TOUGH	Skills: Acrobatics 10 (+14), Climb 8 (+14), Intimidate 12 (+13), Notice 10 (+14), Search 12 (+10), Sense Motive 8 (+12), Stealth 12 (+16), Survival 8 (+12)				
+8	Feats: Acrobatic Bluff, All-out Attack, Animal Empathy, Defensive Roll 2, Endurance, Evasion, Fearless, Improved Initiative, Improved Trip, Rage, Sneak Attack, Startle, Uncanny Dodge				
FORT					
+12	Powers: Animal Control 4 (<i>Flaws:</i> Canines only), Leaping 3, Strike 4 (<i>Power Feats:</i> Mighty), Super-Senses 5 (Danger sense, dark-vision, scent, ultra-hearing)				
REF	Combat: Attack +9, Damage +10 (strike), Defense +11, Initiative +8				
+11	Drawbacks: Lose Control (Rage at the smell of blood or when injured, DC10, save to recover; -4 PP), Vulnerable (Silver; uncommon, moderate; -2 PP)				
WILL	Abilities 53 + Skills 20 (80 ranks) + Feats 14 + Powers 17 + Combat 40 + Saves 14 - Drawbacks 6 = 152				
+8					

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