



Template Tome

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requires the mutants & mastermind's Hero's Handbook by Green Ronin Publishing for use.





Templates and YOU

The greatest strength of any point-buy system—infinite flexibility—can also be a curse to game masters pressed for time or players spoiled for choice. Creating a character from scratch takes time and preparation, and sometimes games come together without warning, or the narrative takes an unexpected twist, leaving the game master in desperate need of flying gorillas, space guards, or fire-breathing dinosaurs.

The *Template Tome* takes some the stress and number-crunching out of game preparation—especially minions and background characters—allowing the game master to focus on plot twists and drama. Simply apply any of the pre-built templates from these pages to a pre-existing statblock for a minion or villain to create entirely new challenges for your players to face. Applying the robotic template to a hawk provides a defense drone. Applying the sneaky template to a reporter offers a ready-to-run spy. Adding the gigantic and fire-breathing templates to a dinosaur creates a city-crushing kaiju ready to tear a swath of destruction through your own major metropolitan area.

Templates also offer players a quick pick-up option for character creation. Selecting a pre-made statblock and applying a few templates to bring it up to the campaign's power level provides an instant hero or villain. The champion template (page 4) in particular helps bring a simple concept up to appropriate power level quickly and easily.

Power Level adjustments

Increases to power level are rough estimates, given the template's listed statistics. Applied to an existing stat block, the increase may be more or less than the given value. Applying a ranged combat-focused template like gun-toting to a close combat statblock like an animal may cause little or no actual change in power level. Other templates, such as psionic, may apply ranks of non-combat powers beyond the listed power level increase. In these cases, it is assumed the base creature would not have any ranks in the listed power, and the ranks would not exceed the creature's newly-redefined power level. Game masters should always review modified stat blocks to ensure the challenge they present is appropriate.

If an opponent falls short of the Power Level you need, either add additional ranks of modifiers (such as Enhanced Defenses, or the Close Combat, Defensive Roll, and Ranged Combat advantage) or ranks of the effect power (usually Damage or Affliction, or increasing a character's Strength), or else add additional minions to increase the encounter's challenge.

Stacking Templates

Stacking multiple templates can create more varied encounters and create customized creatures. Combining fire-breathing and ghostly may yield a plasma alien or living laser beam, while adding pseudonatural and amphibious creates an ever-shifting spawn of the deep. However, different templates increase a

creature's power level by improving different aspects, and may not overlap perfectly. The fire-breathing and ghostly templates, mentioned above, seem to yield a combined +6 power level adjustment, but none of the powers from the ghostly template stack with the improvements from fire-breathing, and the total change applied to a creature remains +4.

Templates

The following templates offer a variety of powers.

amphibious

Whether a bizarre mutant, aquatic alien, or survivor of a sunken civilization, amphibious creatures thrive with equal ease above and below the waves. The rigors of undersea survival create a stronger, hardier frame capable of surviving incredible pressures and low temperatures. Naturally, they move with a fluid grace in the water, and their senses have developed to peer through inky darkness and even locate objects by sound.

Amphibious creatures make excellent threats in areas where most heroes already suffer a disadvantage. While their enhanced strength and senses make them more dangerous than a typical example of their kind on the surface, underwater their speed and familiarity with the environment means amphibious creatures truly shine. Encounters with such creatures ideally take place on riversides, docks, aboard ships, or in underwater ruins.

amphibious

PL +1

Abilities (8 pp)

STR +2, STA +2

Skills (2 pp)

Athletics +8

Advantages (1 pp)

Favored Environment (underwater)

Effects (10 pp)

Aquatic Biology Immunity 3 (Drowning, Cold, Pressure), Swimming 3 – 6 pp

Echolocation Super Senses 4 (Accurate Hearing, Low-Light Vision, Ultra-Hearing) – 4 pp

Cost: 21PP

Variations

Avatar of the Deep (33 pp) Elemental creatures or bizarre mutants may be able to manifest all manner of powers belonging to ocean life, changing their basic physiology at will. This supernatural or genetic imprint grants Variable 2 (Animal Traits; Limited: aquatic animals only).

Fish Heads (23 pp) Some amphibious beings comprehend the bizarre language of the sea, communicating with aquatic life through psychic impulse or magical link. At its most basic level, this provides Comprehension 2 (Speak To and Understand Animals; Limited: aquatic animals only). More powerful versions may control aquatic creatures outright, represented by various Environment effects (for stirring up distracting schools of fish) or Summon effects (for calling on aquatic minions).

Template	Page	PL Adjustment	PP Cost
Amphibious	3	+1	21 pp
Avatar of the Deep			23 pp
Fish Head			23 pp
Champion		+2	22 pp
Big Gun			22+ pp
Pinnacle			32 pp
Cosmic		+2	47 pp
Vacuum Dweller			37 pp
Star Titan			61 pp
Fire-Breathing		+4	20 pp
Fire Dweller			30 pp
Flamelord			23 pp
Fluidic		+2	20 pp
Gaseous			23 pp
Rubbery			21 pp
Ghostly		+2	38 pp
Specter			42 pp
Strange Visitor			38 pp
Gigantic		+3	24 pp
Grasping			27 pp
Legendary			38 pp
Gun-Toting		+3	16 pp
Black Hat			36 pp
Spacefarer			16 pp
Hyper		+2	36 pp
Rider			25 pp
Temporal			54 pp
Micro		+0	20 pp
Compacting			19 pp
Shrink Ray*			—
Pseudonatural		+3	31 pp
Old Servitor			34 pp
Evolutionary			36 pp
Psionic		+2	25 pp
Hypnotist			25 pp
Telekinetic			24 pp
Radioactive		+3	31 pp
Atomic Monster			31 pp
Ticking Time Bomb			32 pp
Raging		+2	13 pp
Frantic			24 pp
Meditative			25 pp
Robotic		+1	32 pp*
Android			36 pp*
Cyborg			21 pp
Sneaky		+2	27 pp
Shadow-Blooded			39 pp
Undercover			27 pp
Unyielding		+3	35 pp
Graced			26 pp
Respawning			32 pp
Winged		+1	16 pp
Sky Rider			15 pp
Springer			16 pp

Champion

Some creatures exhibit a natural superiority over their kin. The champion represents an exemplar of its kind: stronger, faster, better. They may be the alphas of their community, be it a pack or a gang, or they may hail from a more hostile territory where all inhabitants must evolve or perish.

The champion template enhances a being's capabilities across the board, generally increasing all non-power rolls and effects by +2, excepting Intelligence, Awareness, or Presence-based skills.

Champion

PL +2

Abilities (16 pp)

STR +2, AGI +2, DEX +2, FGT +2

Defenses (6 pp)

Fortitude +2, Toughness +2, Will +2

Cost 22 pp

Variations

Big Gun (22+ pp) A champion possesses super powers and effects that dwarf those possessed by similar creatures. In addition to the usual benefits of the template, a Big Gun increases the rank of its primary offensive power by +2. This increases the cost of the template by (per rank effect cost) x 2.

Pinnacle (32 pp) More than just a champion, Pinnacles are simply better. Their minds as well as their bodies stand out, creating ideal leaders or providing terrifyingly human intellect to otherwise nonsentient creatures. Pinnacles gain a +2 to their INT, AWE, and PRE, and lose the +2 bonus to Will.

Cosmic

From the black void between worlds, cosmic beings thrive without air, water, or any of the other comforts terrestrial life demands. Whether empowered by plot-convenient energy, solar radiation, or internal furnaces fueled by asteroids and space dust, cosmic beings drift between the stars like mundane animals migrate for the seasons. Existence in a vacuum necessitates durability and the ability to survive years or even centuries between meals. The vast distances require more acute senses, and most space-dwelling creatures possess amazing sensitivity to electromagnetic fields or similar energies. Natural or preternatural abilities propel them at breakneck speeds within a planet's gravity, and allow them to bridge vast distances faster than light in the freedom of space.

Cosmic creatures hail from the vacuum of space rather than a planet. While no more dangerous than mundane examples of their kind, their durability and movement powers change the battlefield on a moment's notice. Unprepared heroes could easily find themselves in orbit or stranded on an alien world.

Cosmic

PL +2

Abilities (8 pp)

STA +4

Advantages (2 pp)

Favored Environment (zero gravity), Great Endurance

Effects (34 pp)

Vacuum Biology Immunity 10 (life support), Impervious Toughness 4, Senses 7 (extended vision 2, extended 2 accurate detect electromagnetic fields) – 21 pp

Propulsion Flight 6 (AP: Movement 2 [space travel 2]), – 13 pp

Cost 44 pp

Variations

Vacuum Dwellers (37 pp) Some variations on cosmic beings don't venture far and wide through galaxies, instead dwelling within a single system, evolving in an asteroid belt, planetary ring, or debris field. They lack any ability to travel faster than light, or even fly within a planet's crushing gravity. Vacuum Dwellers lose the Movement Power, and their Flight power gains Limited (not within a planet's atmosphere).

Star Titan (61 pp) Without the imposition of gravity, Star Titans grow to immense sizes. This massive form allows them to store more energy and raw materials for the long, cold isolation of space travel, but makes them slower and clumsier than their sleek, earthly analogues. Star Titans gain 8 ranks of Permanent, Innate Growth, gaining +8 STR, +8 STA, +1 Speed, +4 Intimidate, and suffering -8 Stealth, -4 Dodge, and -4 Parry, increasing their effective PL by an additional +2.

Fire-Breathing

The fire that burns deep within some beings is more than just metaphorical. Fire-breathing creatures spit gouts of deadly flame through some accident of evolution or magical nature. Their burning metabolism also provides impressive speed and grace, making them considerably harder to hit.

"Fire-breathing" implies fire damage, but can easily be adapted to any other ranged attacks by changing the power descriptor. This template can just as easily create an opponent who spews acid, generates intense cold, or fires lasers from its eyes. Alternatively, a fire-breathing creature may possess a more traditional fantasy "breath weapon," losing the ranged modifier on their Damage, but gaining Area (cone) or Area (line).

Fire-Breathing

PL +4

Abilities (4 pp)

AGI +2

Defenses (4 pp)

Dodge +4

Skills (2 pp)

Ranged Combat (fire breath) 4

Advantages (2 pp)

Defensive Roll 2

Effects (8 pp)

Fire Breathing Ranged Damage 4 – 8 pp

Cost 20 pp

Variations

Fire Dweller (30 pp) A fire dweller may be an elemental being or a creature evolved to survive extraordinary temperatures, with the ability to spit fire merely being a side effect of their adaptation. Fire dwellers gain Immunity 10 (Fire Effects).

Hadean Wolves

Fire-Breathing Wolves

Shaped eons ago from the brimstone of the lower planes, Hadean wolves exist to torment the souls of sinners... or anything else unfortunate enough to encounter them. They chase in great packs through the forests and crags of the underworld, hunting the dead and guarding the borders of the afterlife against meddling outsiders. The infernal beasts feed on agony and despair, belching forth goutts of fire to inflict pain rather than kill.

Being animals, Hadean wolves don't plot or betray, despite their apparent sadism. They make popular servants for mystics strong enough to tame them, and all manner of demons and messengers for death. The beasts smell the sin in all creatures, and don't discriminate between the living and dead when set loose upon the mortal world.

Notes In addition to the fire-breathing template, Hadean wolves possess one additional rank of the ranged damage power and the Ranged Combat skill, as well as one fewer rank in Dodge to bring their offensive abilities in-line with their ranged defenses and keep their ranged and melee defenses roughly comparable.

Flamelord (23 pp) Rather than just projecting fire, the flamelord controls it. They gain Perception Damage 2, Perception Nullify 4 (Fire Effects), and Ranged Cumulative Affliction 4 (Smoke; Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) as alternate effects of their fire breathing.

Fluidic

Fluidic beings form their bodies from liquid-like substances—water, nanites, sand, or sentient algae. Independent of a solid form, they withstand incredible amounts of damage and move with unearthly grace. Few attacks cause lasting harm and few barriers bar their passage. Offensively, fluidic beings can force their bodies into opponents' airways, strangling them from within.

The core aspect of a fluidic creature is a physical resilience and the ability to fit almost anywhere. Fluidic enemies easily shrug off attacks from opponents who rely on strength, but are almost as vulnerable to energy attacks as their unaugmented counterparts. They make frustrating opponents for some heroes and pushovers to others. Outside of combat, such flexible creatures make extraordinary spies and thieves.

Fluidic

PL +2

Abilities (4 pp)

AGI +2

Effects (16 pp)

Liquid Form Elongation 1, Insubstantial 1, Impervious Protection 2 (Limited: physical damage) – 8 pp

Smothering Grasp Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) – 8 pp

COST: 20 PP

Hadean Wolf

PL 5

Abilities

Strength 2, Stamina 2, Agility 4, Dexterity 0

Fighting 3, Intellect -4, Awareness 2, Presence -2

Advantages

Defensive Roll 3, Improved Trip

Skills

Perception 4 (+6), Ranged Combat: Fire Breath 5 (+5), Stealth 4 (+8)

Powers

Fire Breathing: Damage 5 (DC 20; Increased Range: ranged)

Wolf: Senses 3 (Acute Smell, Low-light Vision, Tracking [Smell])

Offense

Initiative +4

Fire Breathing +5

Ranged, Damage 5

Bite +3

Close, Damage 2

Defense

Dodge 5, Parry 4, Fortitude 4, Toughness 5/2*, Will 2

Power Points: Abilities 14 + Powers 13 + Advantages 4 + Skills 7 (13 ranks) + Defenses 4 = 42



Variations

Gaseous (23 pp) Even more frustratingly evasive than fluidic creatures, gaseous beings are composed of loose particles, energetic gases, or ghostly ectoplasm. Near invulnerable and as elusive as the wind, they make exceptional spies at the expense of ever being able to interact with the physical world. Gaseous creatures upgrade their Insubstantial to rank 2, but drop their two ranks of Impervious Protection.

Rubbery (21 pp) Rather than liquid, the Rubbery creature is a super-flexible solid. Rubbery creatures function almost identically to fluidic creatures, but strangle opponents rather than drown them. A Rubbery creature gains the Grab-Based flaw on their Smothering Grasp attack, but improves their Elongation to rank 2 and gains Movement 2 (Safe Fall, Swinging).

ghostly

These beings of undead or extradimensional energy defy science and exist without a corporeal body. Unaffected by physical laws, they pass through matter and stride through the air unfettered by gravity, but their unnatural presence disrupts sensitive systems such as electronics or living cells.

Ghostly creatures, whether supernatural in origin or not, require heroes to think outside the box, call on extra effort, or make special preparations. Game masters need to decide ahead of time what types of attacks still affect a ghostly creature, depending on its nature. Undead spirits may be vulnerable to silver or oak weapons, while technology that phases a creature out of our dimension may be sensitive to electrical damage.

ghostly

PL +2

Skills (2 pp)

Stealth +4

Advantages (1 pp)

Hide in Plain Sight

Effects (35 pp)

Disruptive Touch Close Nullify 4 (Affects Corporeal, Broad [technological effects]) – 8pp

AE: Weaken Stamina 4 (Affects Corporeal) – 1pp

Incorporeal Flight 1, Insubstantial 4, Movement 2 (Trackless, Water Walking) – 26pp

COST 38 PP

Variations

Specter (42 pp) Some malevolent spirits return to the world far more disturbing than they left, shaking human resolve with their mere presence. Specters gain four ranks of the Intimidate skill as well as the Daze (intimidate) and Startle advantages. Most gain a strong Complication tied to their death.

Strange Visitor (38 pp) Though most alien beings inhabit bodies as solid as any human, some long ago evolved beyond the need for physical forms, becoming beings of pure energy. Strange visitors lose the bonus Stealth ranks and Hide in Plain Sight advantages, but gain the power **Telekinesis** (Perception Move Object 1). Most Strange Visitors possess additional

powers, such as natural space travel, telepathy, or more powerful telekinesis. In classic Silver Age tradition, some even control reality itself, using ranks of Environment and Transform.

gigantic

Gigantic creatures tower over their mundane counterparts, bringing incredible strength and durability to bear against opponents. Gigantic opponents may be oversized, primitive or “dire” counterparts of mundane animals, hideous mutants spawned by radiation, or steroid-addled henchmen.

Gigantic creatures make for terrifying physical encounters, blotting out the sun and towering over opponents. They are most effective in large but enclosed areas, where their size doesn’t pen them in, but opponents can’t easily slip beyond their reach. For an interesting twist, miniaturized heroes may face mundane animals with this template applied, rather than adjusting player character statistics on the fly.

gigantic

PL +3

Abilities (4 pp)

STR +4*, STA +4*, FGT +2

Defenses (7 pp)

Dodge +3/+1*, Fortitude +4*, Parry +3/+1*, Toughness +1/+5*

Skills (0 pp)

Intimidate +2*, Stealth –4*

Effects (13 pp)

Massive Size Permanent Growth 4 (Innate, Permanent), Impervious Toughness 4 – 13pp

COST 24 PP

*Includes bonuses from Growth

Variations

Grasping (27 pp) Giant squid and beefed up henchmen both make the most of their size by bodily seizing and controlling their opponents. Grasping creatures are not only massive, but skilled grapplers able to crush the life from victims. They gain the Fast Grab, Improved Grab, and Improved Hold advantages, making terrors to any heroes who rely on speed over power.

Legendary (38 pp) More than mere titans, legendary creatures are immortal paragons, cropping up in mythology and urban legends again and again. They are faster, stronger, and more imposing than their mundane counterparts, and inexplicably survive for centuries with few confirmed sightings. Legendary creatures gain +2 PRE, +8 Stealth, the Hide in Plain Sight advantage, Immunity 3 (aging, disease, starvation and thirst), and Immortality 1.

gun-toting

Firearms: The great equalizer. Their appearance changed warfare as humanity knew it, and an assault rifle transforms an ordinary goon into a minor superhuman. Gun-toting opponents are the ultimate gun-slinging engines of destruction: fast, precise, and armed to the teeth.

The gun-toting template provides a variety of quick enemies for iron age campaigns, where “gun” is often its own category

Donna Morto

Specter Crime Lord

Arabella “Mama” Motta never saw the bullet that ended her life, but knew she died for the sin of birthing her seven sons—collectively the Motta crime family—and raising them as the monsters that ruled the city’s underworld throughout the 1920s and 1930s. She did see the bullet that brought her back, as it pierced the heart of her last living grandchild. Though a horrible human being, Arabella was a deeply family-minded woman, and the gruesome destruction of her bloodline returned the deceased crime lord as a mother’s fury made manifest. Every shred of Arabella’s being now aches for vengeance, driving her to kill the seven and seven men who brought her legacy to an end.

Though fully aware she was returned to the realm of the living to avenge her family’s death, Arabella’s own will has proven powerful enough to override her undead instincts. Rather than mete out unwavering justice from beyond the grave, the specter has retaken the reigns of the devastated Motta family as the untouchable Donna Morto—Lady Death. Still, the call of Morto’s divine purpose tears at her mind, and with each hit she organizes against her organization’s former enemies, her grip on the world of the living weakens just a little more.

Notes In addition to the abilities provided by her specter template, Donna Morto possesses two unique powers: **Undead** (STA -5, Immunity 30 (Fortitude effects), Protection 6) and the **Sinner’s Edge**, a preternatural revolver that allows Morto to slay the living, which the old woman claims to have stolen from the Devil himself on her way back to the land of the living.

Offense

Initiative +1

Sinner’s Edge +4

Disruptive Touch +4

Unarmed +2

Ranged, Damage 4

Close, Weaken 4 or Nullify 4

Close, Damage 0

Defense

Dodge 4, Parry 4, Fortitude Immune, Toughness 6, Will 6

Power Points: Abilities 14 + Powers 79 + Advantages 10 + Skills 21 (42 ranks) + Defenses 11 = 135



Donna Morto

PL 6

Abilities

Strength 0, **Stamina** -, **Agility** 1, **Dexterity** 0,
Fighting 2, **Intellect** 3, **Awareness** 2, **Presence** 4

Advantages

Benefit 5: Millionaire, Status: Crime Lord), Connected, Daze (Intimidation), Hide in Plain Sight, Startle, Well-informed

Skills

Close Combat: Disruptive Touch 2 (+4), Expertise: Criminal 8 (+11), Expertise: Current Events 2 (+5), Expertise: Streetwise 6 (+9), Intimidation 10 (+14), Perception 2 (+4), Persuasion 4 (+8), Ranged Combat: Pistols 4 (+4), Stealth 4 (+5)

Powers

Disruptive Touch: Close Nullify 4 (Affects Corporeal, Broad [technological effects]), **AE: Weaken Stamina** 4 (Affects Corporeal)

Incorporeal: Flight 1 (4 mph), Insubstantial 4 (Incorporeal), Movement 2 (Trackless/Water Walking)

The Sinner’s Edge: Ranged Damage 4 (Affects Corporeal; Easily Removable)

Undead: Immunity 30 (Fortitude Effects); Protection 6

NO, Take the Big One

Gun-toting is a special class of template, as it relies on pre-existing equipment statistics for offensive punch, rather than enhancing a creature's natural abilities. The listed power level adjustments may not hold true, especially for stat blocks that already include firearms. Gamemasters should quickly review the offensive numbers of a gun-toting foe to ensure they'll provide the necessary challenge for heroes. Opponents falling short of the offensive power level limits should be given more ranks of Close Combat (firearms) or be assigned more powerful weapons.

of super power. Such enemies do well in situations where they can maintain a distance between themselves and heroes, such as open streets with plenty of cover, high-speed chases, or spacious bank lobbies. To lighten the mood of the template, it game masters may substitute "stun" weapons. These abilities may even be applied to mundane animals, creating pistol-packing monkeys or "sharks with friggin' laser beams." If using multiple Gun-Toting enemies, their assault rifle's multiattack can provide excellent defensive cover for one another.

gun-toting

PL +3

Abilities (6 pp)

AGI +2, AWE +1

Skills (2 pp)

Expertise (firearms) 3, Ranged Combat (firearms) 1

Advantages (8 pp)

Equipment 6, Improved Aim, Improved Initiative

Equipment

Assault Rifle (ranged multiattack damage 5), Light Pistol with Laser Sight (accurate ranged damage 3), Bulletproof Vest (protection 4), 4 additional points of equipment

Cost 16 pp

Variations

Black Hat (36 pp) Relying as much as their cold stare as their trusty sidearms, black hats epitomize the tough-as-nails gunslinger. They reduce their Equipment rank to 1, losing all but their teflon vest. In exchange, they gain the power **Twin Revolvers** (ranged multiattack damage 5; split; easily removable), PRE +3, Intimidate +4, and the Daze (intimidate) and Startle advantages.

Spacfarer (16 pp) Whether alien visitors, science fiction soldiers, or faceless stormtroopers from a galaxy far, far away, the spacfarer relies on equipment—albeit more advanced—just as much as the standard gun-toting opponent. Spacfarers are identical to gun-toting opponents save that their equipment is a blaster pistol (ranged damage 5), a commlink, a rocket pack (flight 2), and a space suit (impervious protection 4, immunity 10 [life support]). Spacfaring opponents usually share access to a spaceship, time machine, or elaborate headquarters. Alien spacfarers may have additional powers (or templates) related to their extraterrestrial biology.

HYPER

Faster than a speeding bullet and capable of leaping low buildings, hyper opponents are blessed with extraordinary speed and reflexes. Hyper creatures may be addicted to super-science drugs, have their reflexes tweaked by cybernetic implants, or be stuck in a temporal shift, moving and aging rapidly. They not only move at high speeds, but also react to danger faster and recover from injuries in minutes. Their entire biology runs at a breakneck pace, making for creatures that live fast, but often burn out just as quickly.

Hyper opponents make for frustrating targets. Their extraordinary speed not only makes them difficult to hit, but quick to recover when the heroes do land a punch. While such fast-moving opponents make for a solid fight, they are also a good excuse to move a villainous encounter beyond trading punches: hyper thugs or even tweaked-out zoo animals might drag heroes into high-speed chases, or force them to predict and intercept their fast-moving opponents.

HYPER

PL +2

Abilities (6 pp)

AGI +3

Defenses (3 pp)

Parry +3

Advantages (7 pp)

Agile Feint, Close Attack 2, Defensive Attack, Defensive Roll, Improved Initiative 2

Effects (20 pp)

Accelerated Metabolism Regeneration 5 – 5pp

High-Velocity Punch Strength-Based Damage 2 – 2pp

Super-Speed Quickness 5, Speed 7 (AE: Leaping 7) – 13pp

Cost 36 pp

Variations

Rider (25 pp) For some speed freaks, their thrill comes from a machine rather than their own physical abilities. While they lack powers, they become almost superhuman behind the wheel. Riders drop all their Effects and ranks of Close Attack and Defensive Roll, but gain DEX +2, Vehicles +8, and the Equipment 3 and Favored Environment (while driving) advantage. They gear up with a hold-out pistol (ranged damage 2) and leather armor (protection 1), as well as a vehicle: Most drive a motorcycle, but riders may instead pilot supped-up hotrods (use stats for the police cruiser), speedboats, various air vehicles or even space fighters, adjusting their Equipment ranks and PL accordingly.

Temporal (54 pp) More than just fast, temporal creatures are masters of time itself and slip between ticks of the second hand. From their perspective, time simply stands still when they desire, leaving the temporal creature free to act in a world frozen in a moment. They lose their Agile Feint and Defensive Attack advantages as well as their ranks in Regeneration, but increase their Quickness rank to 10 and gain Concealment 10 (all normal senses), linked to Super Speed.

The Overbear

Legendary Hyper Bear

The most embarrassing international incident Soviet superscience could produce, the creature dubbed The Overbear by American media was created wholly by accident. Three decades ago, a persistent Siberian brown bear dug its way into a 60's-era research facility, accidentally bathing itself in rare particles once intended to hurtle cosmonauts through time as well as space. Already unusually clever and driven, the resulting mutant moved at inhuman speeds and regenerated from devastating wounds in mere moments. The Overbear threatened cities across the USSR in the 1980's before Soviet superheroes captured and cryogenically preserved it for future study.

Russia lost track of the Overbear when the iron curtain fell, and the storage facility housing the mutant was eventually discovered by communist extremists, who unleashed the confused super-beast—now some 20-feet tall—on American soil. In the ensuing years, the creature has been recaptured and re-released, de-powered and re-powered, and even killed on multiple occasions, only to surface again at the heel of some mad scientist, Soviet-era threat, or temporal anomaly. It seems no solution or prison can ever truly halt the ursine usurper.

Notes: The Overbear has three additional ranks of the Defensive Roll Advantage to bring its defensive power up to par with its offensive abilities, and an additional rank of Intellect. Its leaping alternate power has been replaced with three ranks of teleport—the Overbear lacks any true grace, but can slip to bonds of space and time when frustrated or hungry.

Immunity 3 (Aging, Disease, Starvation & Thirst)

Super-Speed: Quickness 5, Speed 7 (250 MPH), AE: Teleport 3 (250 feet)

Offense

Initiative +12

High-Velocity Blow +7

Unarmed +7

Close, Damage 14

Close, Damage 12

Defense

Dodge 5, Parry 8, Fortitude 10, Toughness 14/10*, Will 3

*without Defensive Roll

Power Points: Abilities 22 + Powers 51 + Advantages 11 + Skills 8 (16 ranks) + Defenses 16 = 108



Overbear

PL 11

Abilities

Strength 12, **Stamina** 8, **Agility** 4, **Dexterity** 0

Fighting 5, **Intellect** -3, **Awareness** 1, **Presence** 0

Advantages

Agile Feint, Close Attack 2, Defensive Attack, Defensive Roll 4, Hide in Plain Sight, Improved Initiative 2

Skills

Athletics 4 (+16), Perception 4 (+5), Stealth 8 (+4)

Powers

Accelerated Metabolism: Regeneration 5 (Every 2 rounds)

High-Velocity Blow: Strength-based Damage 2

Massive Bear: Growth 8 (Innate; Permanent), Protection 2, Senses 2 (Acute Smell, Low-Light Vision), Impervious Toughness 4

Neigh Unstoppable: Immortality 1 (Return after 2 weeks),

Uncontrollable Shapeshift

Pseudonatural creatures have no direct control over their shapeshifting powers. As a result, the exact allocation of their 15 power points changes every scene, or every round in combat. They may shift forms at dramatic moments, or players may spend a hero point to force their uncontrollable power to shift their form unexpectedly.

Roll a d20, or select the most appropriate result from the table below:

D20	Powers
1-2	Grotesque Arms (STR +6, Parry +3)
3-4	Writhing Tentacles (STR +2, Close Combat +2, Enhanced Advantage [Fast Grab, Improved Grab], Extra Limbs 2)
5-6	A Thousand Eyes (Burst Area Affliction 3 [fear; impaired, stunned, paralyzed; resisted by Will], Dodge +3, Senses [radius vision, darkvision, vision counters illusion])
7-8	Dripping Mucus [reaction Damage 3], Toughness +3)
9-10	Squamous (Burst Area Affliction 3 [nausea; hindered, stunned, incapacitated; resisted by Fortitude], Insubstantial 1, Toughness +3)
11-12	Cyclopean Body (STR+1, Toughness +3, Regeneration 10)
13-14	Gaping Maw (Bite Attack [Close Damage 6, penetrating 3], Enhanced Advantage [Fast Grab], Dodge +3, Parry +3)
15-16	Insatiable Hunger (Bite Attack [Close, Accurate Damage 4], Dodge +3, Parry +3, Speed 3 [AE: Leaping 3])
17-18	Oily Wings (Claw Attack [Close Damage 3], Sense [darkvision, vision counters all concealment and illusions], Winged Flight 3)
19-20	Twisted Organs (Healing 6 [limit: self only], Acid Spray [Ranged Damage 4, Accurate])

Micro

Bigger isn't always better, and micro-sized creatures make terrible things of their small stature. Their diminutive size not only makes them harder to see or hit, but allows a lot more of them to enter an otherwise tight battlefield. Micro creatures may be unusual, 'dwarf' versions of animals, genetically engineered "pocket" versions of vicious monsters, or feral children running wild on a deserted isle or post-apocalyptic wasteland.

Thanks to their heightened defenses and attack bonus, micro opponents are hard to hit but suffer from glass jaws. They work most effectively in large numbers, swarming opponents and using team attacks to supplement their reduced strength. Tight confines grant them the most obvious advantage, and game masters wishing to simulate this might also give micro creatures the Favored Environment advantage in tight confines, such as caves, ventilation ducts, or thick undergrowth.

Micro

PL +0

Abilities (0 pp)

STR -2*, STA -1, AWE +1

Defenses (0 pp)

Dodge +4*, Parry +4*

Skills (0 pp)

Intimidate -4*, Stealth +8*

Advantages (3 pp)

Close Attack 2, Teamwork

Effects (17 pp)

Miniaturized Shrinking 8 (Permanent, Innate) - 17pp

Spritely Leaping 1, Reduced Toughness -3, Speed +2 - 0 pp

Cost 20 PP

*Includes bonuses from Shrinking

Variations

Compacting (19 pp) Rather than a smaller version, the compacting creature warps between standard and miniature sizes. They lose the Permanent and Innate modifiers on their Shrinking power.

He's Got a Shrink Ray! The shrink ray is a classic staple of the Silver Age, when the laws of physics were hand-waived more freely than the modern age. An opponent armed with a shrink ray does not apply this template to themselves, but rather possesses an Affliction-based device or power. Though earlier conditions vary, the third degree of failure inflicts transformation, applying the Micro template to the victim, rather than the villain.

Pseudonatural

Warped by forces humanity was never meant to know, pseudonatural creatures constantly bend and twist in form. Descended from strange gods, warped by magic, or hailing from some ever-shifting outer dimension, they are chaos made manifest. They change forms constantly and uncontrollably.

Pseudonatural creatures are unpredictable foes that throw caution and planning out the window. Opponents find them difficult to prepare for, and they themselves find preparation useless when their own abilities shift without warning. Gamemasters wishing to add an element of mindbending, Lovecraftian horror to pseudonatural creature may also want to apply ranks of Burst Area, Sense-Dependant, Permanent Weaken Awareness, forcing would-be heroes to risk their sanity in confrontations with these obscene horrors.

Pseudonatural

PL +3

Abilities (6 pp)

STA +3

Advantages (2 pp)

Diehard, Fearless

Effects (23 pp)

Alien Anatomy Immunity 2 (Critical Hits) - 2 pp

Unstable Variable 3 (Shapeshift, Free Action, Limited [only one part of the body at a time], Uncontrolled) - 21 pp

Cost 31 PP

Brother Creep

Pseudonatural Cult Master

The sole survivor of an arcane ritual gone horribly awry, Quentin Slate experienced transcendent beauty when his body fused with unknowable energies into a writhing, fleshy mass. But a meddling arcane hero interrupted his cult's humble communion with their outer god, leaving him permanently bound to forces from beyond. With his masters and brothers dead or imprisoned, Quentin took to the hills with whatever paraphernalia he could carry, eventually mastering dark magic for himself. Time has continued to ravage his mind and body, leading Quentin to believe that he has begun the process of ascendance, to become a dark god himself who will bring the world into an age of loving submission... or merciful death.

Now leader of his own doomsday cult, Brother Creep—a pseudonym he selected in light of his hideous and ever-shifting form—and his followers seek to call down the dark master again to wipe the world clean and finish their leader's ascension to the ranks of unknowable horror. He conducts transubstantiation-style rituals to share his profane flesh among cult acolytes, temporarily "blessing" them with the same Pseudonatural template.

Notes Brother Creep possesses two additional ranks in the Deception, Expertise (cult lore), and Persuasion skills, as well as the Inspire and Leadership advantages to reflect his superhuman cult of personality.

Brother Creep - PL 6

Abilities

Strength 2, Stamina 5, Agility 1, Dexterity 1

Fighting 1, Intellect 2, Awareness 0, Presence 2

Advantages

Connected, Diehard, Equipment 2, Fearless, Inspire, Leadership, Quick Draw, Ritualist

Skills

Close Combat: Mutated Limbs 3 (+4), Deception 8 (+10), Expertise: cult lore 10 (+12), Insight 6 (+6), Persuasion 8 (+10), Ranged Combat: Guns 3 (+4)

Powers

Alien Anatomy: Immunity 2 (Critical Hits)

Unstable: Variable 3 (Free Action; Limited [only one part of the body at a time], Uncontrolled)

Equipment

Knife, Light Pistol

Offense

Initiative +1

Knife, +1

Light Pistol +4

Mutated Limb +4

Unarmed +1

Close, Damage 3, 19–20

Ranged, Damage 3

Close, Variable

Close, Damage 2

Defense

Dodge 6, Parry 6, Fortitude 7, Toughness 5, Will 4

Power Points: Abilities 28 + Powers 23 + Advantages 9 + Skills 19 (38 ranks) + Defenses 16 = 95



Variations

Old Servitor (34 pp) Old servitors bend their knee to creatures far more ancient than humans and their petty gods, worshipping (and sometimes descended from) unknowable horrors from beyond time and space. Though chaotic in form and thought, they work towards a very steady goal: The destruction of humanity and freedom for their long-imprisoned masters.

Old servitors have control over their shapeshifting, and use it to sew chaos in and out of combat, losing the and Uncontrolled flaw of their Unstable power.

Evolutionary (36 pp) A far cry from eldritch horrors, evolutionaries are cruel science and savage survival-of-the-fittest run amok. Their bodies—whether by gene splicing, exposure to strange chemicals, or natural quirk—twist and evolve in response to the world, trying to transform them into the ultimate survivor. An evolutionary loses the Fearless advantage, and their Unstable power loses its Limited flaw and gains the Reaction extra—they shapeshift in response to any failed save against a Damage or Affliction effect, or instinctually to response to dangerous conditions.

Psionic

The mysterious powers of the mind, once tapped, make any opponent the equal of their brutish counterparts. Psionic creatures unleash their inner eye to tear thoughts from the mind, read an opponent's intentions in combat, or wrack the nervous system with undiluted pain. Such creatures may be agents of an alien race, highly-evolved humans, or monsters specifically evolved to hunt psychic prey.

Beyond their powers, psionic opponents fall short of the offensive power level limits. Concerned game masters may wish to augment martial psychics, such as monks from a lost valley or psychic alien invaders, with additional ranks in Close Combat or Ranged Combat, as well as equipment to increase their standard damage. Because of the flexibility of psychic abilities, this template is suitable for creating low-level magic users as well. Simply change descriptor to "magic" to introduce creatures wielding arcane power.

Psionic

PL +2

Abilities (4 pp)

AWE +2

Skills (4 pp)

Expertise (psychic lore) +4, Insight +4

Effects (17 pp)

Telepathy Mind Reading 4 – 8 pp

AE: Mental Blast Perception Damage 2 [Alt Save: Will] – 1 pp

Physic Senses Senses 2 (Psychic Awareness, Radius) – 2 pp

Precognitive Combat Enhanced Defense 4 (Dodge 2, Parry 2), Enhanced Advantage 2 (Defensive Roll 2) – 6 pp

COST 25 PP

Variations

Hypnotist (25 pp) For some, mental control comes not from supernatural ability, but skill and training. While the Hypnotist lacks true psychic potential, they've mastered human psychology well enough to predict and even manipulate the behavior of others. Most dress their skills up with new-age philosophy, crystals, or showmanship, but the potential comes from their years of mastery rather than any inhuman gifts. Replace the Telepathy power with **Mesmirism** (Enhanced Advantages 3 [Daze, Fascinate, Taunt], Enhanced Skill 12 [Deception 6, Persuasion 6]).

Telekinetic (24 pp) Subtle mental powers may work for some, but other psychics unleash powerful, physical force from their minds. Telekinetics replace their Telepathy power with **Telekinesis** (Perception Move Object 2 [damaging])

Radioactive

Roaring atomic energies empower the radioactive creature, making them literally too hot to handle. Even casual contact with their irradiated flesh causes severe burns, and the intense power surrounding them dispels incoming energy and melts bullets, offering a measure of protection. Radioactive creatures dwell among bombed ruins, irradiated alien planets, and other sites of atomic horror.

Radioactive creature feature best in an environment that shows off the casual damage they inflict: melting city streets, igniting a forest as they pass, or boiling lakes as they stride through. By changing the power's descriptor, a radioactive creature instead becomes an electrical or flaming creature, or a mutant covered in spikes or deadly toxins.

Radioactive

PL +3

Defenses (6 pp)

Dodge +2, Fortitude +4

Effects (25 pp)

Energy Field Sustained Impervious Protection 4 – 8pp

Irradiated Anatomy Immunity 5 (radiation effects) – 5pp

Radioactive Touch Reaction Damage 3 – 12pp

COST 31 PP

Variations

Atomic Monster (31pp) At its most extreme, radioactive creatures leak a constant stream of deadly energy, harming friend and foe alike. These atomic monsters replace their Radioactive Touch with **Radioactive Aura** (Burst Area Permanent Damage 3).

Ticking Time Bomb (32 pp) Some radioactive creatures can focus the massive energies contained in their bodies, releasing it in a massive blast at the expense of losing their radioactive aura for several moments. The ticking time bomb gains **Radioactive Flash** (Burst Area Penetrating Damage 3) as an alternate effect of its radioactive touch.

Raging

Whether hopped up on steroids, exposed to body-enhancing radiation, or inheritors of furious spirits, the raging creature calls on brute force to topple foes. Their fury enhances their body to the limit and beyond, but clouds their reason and judgment. Though appearing normal at first glance, in their altered state they possess inhuman strength and resilience, immunity to pain, and a mind so lost to rage that outside forces cannot touch it. At their worst, such enraged opponents are little more than rabid animals or uncontrollable forces of nature.

Raging opponents make for brutal melee combat. Suddenly applying the raging template transforms an ordinary encounter with thugs or common bystanders into an unexpected and vicious low-level superhuman fight. Because they lack any movement

powers, raging opponents work best in confined spaces or as a surprise, allowing them to engage even flying opponents before they react. To improve their mobility, gamemasters may want to also apply ranks of Speed or Leaping.

Paging

PL +2

Effects (13 pp)

Inner Fury Enhanced Strength 4, Enhanced Stamina 4, Enhanced Intellect -4, Enhanced Awareness -4, Immunity 5 (pain effects) – 5 pp

Shattered Mind Enhanced Defense (Will) 8, Linked to Inner Fury – 8 pp

Cost 13 pp

Variations

Frantic (24 pp) Adrenaline affects everyone differently. Frantic opponents react with heightened speed rather than brute strength. Consumed with bouncing, energetic madness, they make swift and unsettling targets, tearing apart anyone and anything with their bare hands. Frantic creatures replace their ranks of Enhanced Strength and Stamina with 4 ranks each of Enhanced Agility, Dexterity, and Fighting. They also gain Speed 2 (AE: Leaping 2) as part of their Inner Fury power.

Meditative (25 pp) Through focus, meditation, and internal alchemy, some individuals push their bodies to unnatural extremes without losing their minds in the process. Meditatives do not suffer penalties to Intellect and Awareness when activating their Inner Fury. They replace the Shattered Mind power with **Intense Focus** (sustained enhanced Will 4).

Robotic

Enterprising mad scientists and inventors can surround themselves with mechanical versions of soldiers, assistants, or animals, while alien invaders may rely on autonomous robots to guard facilities or lead their invasion forces. Without biological systems, robotic creatures are resilient, sleepless, and immune to mortal frailties. Most also stand out as obvious fakes, lack any compassion, and cannot push themselves under duress as living beings can.

Though called “Robotic,” this template serves equally well for magically-constructed golems, plague-animated zombies, or any other non-living creature. Robotic opponents are a staple of comic books, but add a new dimension of challenge in hostile environments such as gas-filled chambers or the vacuum of space. Many robots feature a variety of additional powers, from advanced sensors (with appropriate Senses powers) to integrated blasters (Ranged Damage).

Robotic

PL +1

Abilities (Opp)

STR +2, STA —*, PRE -2

Effects (32pp)

Armor Plating Protection 2 – 2pp

Mechanical Immunity 30 (Fortitude Effects) – 30pp

Cost 32 pp*

*Robotic creatures lose their Stamina ability, reducing the cost of the template appropriately

Variations

Android (36*pp) Built to infiltrate human society or replace specific individuals, androids resemble their living counterparts. They serve as clever and subtle technological duplicates, rather than obviously mechanical fakes. The greatest among them strive to understand humanity, or may be unaware of their artificial nature. An android does not suffer from the Presence penalty of the Robotic template. Like the Robotic template, the Android template’s power point cost is reduced by any points gained from their lost Stamina.

Cyborg (21pp) Rather than fully mechanical, a cyborg is flesh integrated with technology. The result shares a robot’s resilience, but retains the essential humanity machines lack. Cyborgs possess Immunity 15 (Fortitude Effects, limited to half effect) and retain their original Stamina and Presence scores.

Sneaky

The most decisive battles are won before an opponent even knows they’ve been engaged. Whether fantasy-style rogues, hordes of ninjas, or shadow-blending demons, sneaky opponents harass and harry rather than openly attack, stalking like carrion birds and waiting for the perfect opportunity to leap upon their prey. Sneaky creatures live in and among darkness, becoming nearly invisible when cloaked in shadows, and striking unsuspecting enemies with devastating precision.

Sneaky opponents never engage in the open, instead prowling at the fringe of perception, watching and waiting for the perfect moment to strike before fading back into the shadows. They lure heroes into traps, dangerous circumstances, or the hands of other villains, or else spy for evasive masters and only engage long enough to escape once their cover is blown. Most augment their skills with special attack techniques

Sneaky

PL +2

Abilities (8 pp)

AGI +2, DEX +2

Skills (7 pp)

Acrobatics +4, Perception +4, Stealth +6

Advantages (3 pp)

Favored Environment (darkness), Hide in Plain Sight, Uncanny Dodge

Effects (8 pp)

Shadow Master Concealment 4 (all visual senses, partial), Enhanced Trait (Parry) 2 (only in shadows) – 5 pp

Sneak Attack Damage 2 (Extra: enhances any close damage effect requiring an attack roll; Limited: only when undetected or concealed), Enhanced Advantage (Close Combat 2; Linked to Damage; Limited: only when undetected or concealed) – 3 pp

Cost 27 pp

Variations

Shadow-Blooded (39 pp) While sneaky creatures blend in with the darkness, shadow-blooded opponents become one with the darkness, transforming into ethereal forms so long as they

remain concealed. Such creatures almost invariably possess complications related to bright lights, such as blindness or phobias, even burning under the daytime sun. Shadow-blooded creatures add the power **Body of Shadows** (Insubstantial 3 [Limited: Only in darkness]).

Undercover (27pp) Undercover creatures don't slither about in the shadows as if they were ashamed to be seen. They hide in the open, posing as friends, companions, allies, or rivals. Like Sneaky creatures, they wait for the ideal moment to strike, but Undercover creatures often work to engineer compromising situations for their enemies, waiting for fate to provide. Undercover opponents lose their bonus ranks in Acrobatics, Favored Environment (shadows) advantage, and Shadow Master power, but gain **Master of Disguise** (Deception +4, Morph 2 [human disguises, standard action]).

Unyielding

Some things simply refuse to die. Unyielding creatures are empowered by some endless font of energy—necrotic power, nuclear fusion, or unbound hate—and stride forward to complete their goals in the face of overwhelming damage. Their wounds seal and limbs regenerate, and even death is not guaranteed to end their approach. Unyielding opponents remove one penalty to their Toughness checks every other round, and if slain will rise again in one hour. Gamemasters should select a condition or damage type that can permanently slay an unyielding creature.

Unyielding opponents work best in waves or large numbers, acting as threats heroes can slow, but never completely stop without some plot device or outside assistance. The Unyielding template compliments especially powerful or menacing villains, letting lone villains weather attacks from four or five opponents at a time.

Unyielding

PL +3

Abilities (10 pp)

STR +2, STA +3

Advantages (3 pp)

Close Combat 2, Diehard

Effects (22 pp)

Relentless Protection 2, Enhanced Trait (Dodge) 1, Enhanced Trait (Fortitude) 1, Enhanced Trait (Parry) 1, Enhanced Trait (Will) 2 – 7 pp

Deathless Immortality [Limited: select one condition] 10, Regeneration 5 – 15 pp

COST 35 PP

Variations

Graced (26 pp) Some opponents aren't superhumanly tough or resilient, so much as frustratingly lucky. Fate itself twists to protect a graced being from harm, but eventually that luck can run out. Replace the Relentless and Deathless powers with **Guardian Angel** (Luck Control 1 [force opponent to reroll], Enhanced Advantage 9 [Luck 5, Ultimate Dodge, Ultimate Fortitude, Ultimate Toughness, Ultimate Will], Sustained Protection 3).

Respawning (32 pp) Not all relentless opponents are so difficult to stop. Instead, the respawning opponent's threat comes because they refuse to stay down. They may be haunted immortals, mutants possessed of uncommon healing, or video game sprites intruding on reality, but no matter the damage incurred they spring back to life moments later. Respawning opponents exchange their Relentless and Deathless powers for **Respawn** (Immortal 19 [Limited: specific condition]), immediately bringing them back to life at the beginning of every combat round.

Winged

Wars are won and lost by air superiority. Winged creatures take to the skies like birds of prey, striking ground-bound opponents swiftly and without mercy, before using their superior mobility to counterattacks. They may be the sky-born descendants of angels or devils, beings genetically-engineered to fly, or strange evolutionary offshoots.

Winged creatures dominate the skies, but their special abilities afford them almost no benefit within the enclosed spaces of hideouts, space stations, and many other typical villainous lairs. They work best as couriers, foot soldiers, or sentries, and roost in places with easy access to the skies. Despite template's name, winged creatures don't necessarily feature wings; the core aspect of the template is flight, regardless of the source. "Winged" opponents could just as easily be raiders on flying platforms or hovering defense droids by changing the flight effect's limitation.

Winged

PL +1

Abilities (4pp)

AGI +2

Skills (2pp)

Acrobatics +4

Advantages (4pp)

Close Combat 2, Favored Environment (airborn), Move-By Action

Effects (6pp)

Wings Flight 6 (Wings) – 6pp

COST 16PP

Variations

Sky Rider (14pp) Flying isn't a gift reserved for those with wings. With a little technology, anyone can surf the skies. Sky riders soar atop sophisticated gliders or tricked-out sky-cycles, and rely on ranged attacks rather than melee. Drop the Wings flaw from the Flight power, but apply Platform and Removable. They exchange ranks in the Close Combat advantage for Ranged Combat, and most have ranks in the equipment advantage to purchase PL-appropriate ranged weapons.

Springer (16pp) While flight is a staple of superheroes, martial artists and powerhouses rely on inhuman leaps to engage enemies and cover vast distances. Replace the Favored Environment advantage with Agile Feint, and replace the existing powers with **Phenomenal Leaper** (Leaping 4, Movement 1 [safe fall]).

The Seven Points Angels

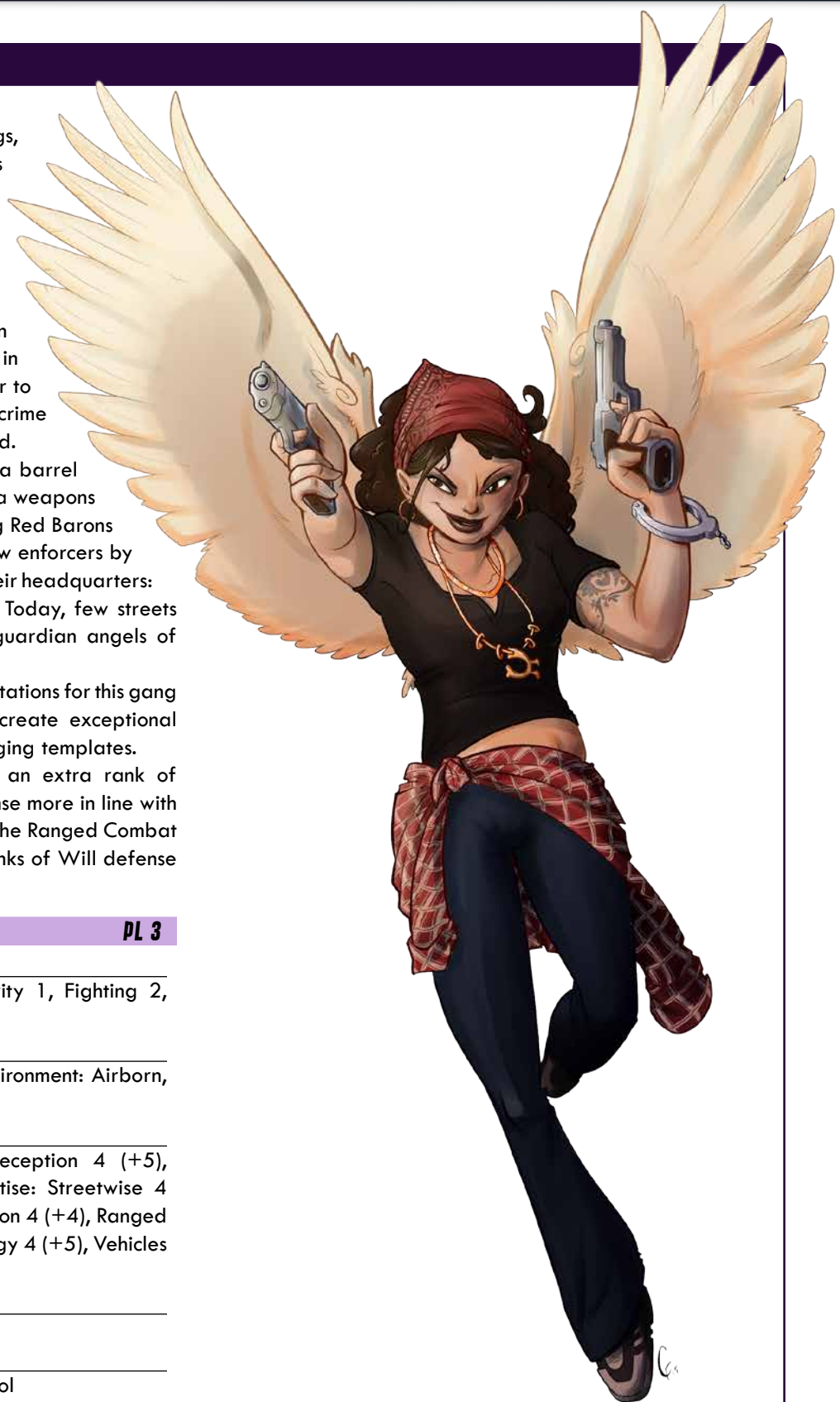
Winged Gang Leader

One of the more bizarre street gangs, the Seven Points Angels formed decades ago to protect their neighborhood—the eponymous Seven Points, a district even police refuse to enter—from organized crime and drug pushers. To fund their operation, they eventually turned to theft and charging hefty “sin taxes” on anyone looking to run illegal operations in their territory. The Angels assume it’s safer to regulate and profit off the omnipresent crime than to let criminal activities run unchecked.

Two years ago, the Angels discovered a barrel of experimental gene-splicing catalyst in a weapons shipment they seized from the neighboring Red Barons syndicate. Since then, they’ve inducted new enforcers by splicing them with the doves that roost in their headquarters: the abandoned cathedral of Saint Gall. Today, few streets gangs dare challenge the gun-running guardian angels of the slums

Game masters can create leadership mutations for this gang by adding the Champion template, or create exceptional mutations with the Hyper, Psionic, and Raging templates.

Notes The 7th Street Angels possess an extra rank of Fighting ability to bring their melee defense more in line with their power level, as well as two ranks of the Ranged Combat skill. They also have an additional two ranks of Will defense to represent their stubbornness and faith.



7th Street Angels

PL 3

Abilities

Strength 1, Stamina 0, Agility 4, Dexterity 1, Fighting 2, Intellect 1, Awareness 0, Presence 1

Advantages

Close Attack 2, Equipment 2, Favored Environment: Airborn, Move-by Action

Skills

Acrobatics 4 (+8), Athletics 4 (+5), Deception 4 (+5), Expertise: Current Events 2 (+3), Expertise: Streetwise 4 (+5), Expertise: Theology 4 (+5), Perception 4 (+4), Ranged Combat 2 (+3), Stealth 6 (+10), Technology 4 (+5), Vehicles 4 (+5)

Powers

Wings: Flight 6 (120 MPH; Wings)

Equipment

Cell Phone, Knife, Leather Armor, Light Pistol

Offense

Initiative +4

Knife, +4 Close, Damage 2
 Light Pistol +3 Ranged, Damage 3
 Unarmed, +4 Close, Damage 1

Defense

Dodge 5, Parry 4, Fortitude 2, Toughness 1, Will 2

Power Points: Abilities 20 + Powers 6 + Advantages 6 + Skills 21 (42 ranks) + Defenses 7 = 60



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