



13 ARCHETYPES READY FOR ACTION!

MUTANT MINDS & MASTERMINDS

ARCHETYPE ARCHIVE 0



SUIT				
DEX	CON	INT	WIS	CHA
+1	+1	+5	+2	+0
12	12	20	14	10
FORTITUDE	REFLEX	WILL		
+4	+6	+7		

POWER LEVEL 10

"I'VE MADE
SOME UPGRADES.
I CAN HANDLE IT."



**M&M
SUPERLINK**

INT	WIS	CHA
+1	+1	+2
12	12	14
REFLEX	WILL	
+7	+7	

traits of others. With a
... virtually anyone,
... feats, and pow-
... rank. See the
... power in
... Second

Knowledge (current events) 4
Profession (choose one) 4 (+5).

Beginner's Luck, Improved Grapple,
Dark, teamwork

all traits at once, plus choose one of the
Continuous, Extra Subject, Ranged, or
... power description in Chapter 5 of
... mation.)

... +8, Grapple +9, Damage +1
... +8, Knockback -0, Initiative +5

"OUR POWER IS
POWER. LET'S
WHO USES IT
BETTER."



COSTUMED ADVENTURER

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+3	+4	+4
16	18	16	16	18	18
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8/+5*	+6	+10	+10		

* Flat-footed

* Flat-footed

The costumed adventurer relies on a combination of super-
human training and an array of devices to fight crime and
injustice. Although lacking some of the more spectacular
powers of other heroes, the adventurer can handle a wide
range of challenges.

Skills: Acrobatics 8 (+12), Bluff 8 (+12), Climb 7 (+10),
Computers 5 (+8), Disable Device 8 (+11), Drive 6 (+10),
Escape Artist 6 (+10), Gather Information 6 (+10),
Intimidate 8 (+12), Investigate 8 (+11), Knowledge
(streetwise) 7 (+10), Notice 8 (+12), Search 9 (+12),
Sense Motive 8 (+12), Sleight of Hand 8 (+12), Stealth 10
(+14)

Feats: Defensive Roll 3, Equipment 4, Evasion 2, Jack-of-
All-Trades, Power Attack, Skill Mastery (Acrobatics, Disable
Device, Escape Artist, Stealth), Startle, Sneak Attack,
Uncanny Dodge

Equipment: CommLink, Costume (Protection 2),
Grapple Gun (Super-Movement 1 [Swinging]), Utility
Belt (array: Boomerangs, Flash-bangs [Dazzle 3, visu-
al and auditory, 15-ft. Burst], Smoke Bombs [Obscure
4, visual, 20-ft. Burst], Stun Grenades [Stun 3, Ranged, 15-
ft. Burst])

Combat: Attack +12, Grapple +15, Damage +3
(unarmed), +5 (boomerang), Defense +12, Knockback -4,
Initiative +4

ARCHETYPE ARCHIVE 0

A GREEN RONIN PRODUCTION ASSEMBLED BY RONIN ARTS

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INTRODUCTION

This supplement offers the thirteen archetypes from **Mutants & Masterminds** in the same format as that used for the archetypes found in the **Archetype Archive** series.

Archetypes are also useful to Gamemasters looking for some quick villains or NPC heroes; take a few archetypes, give them catchy names and descriptions, and you're ready to go!

Skills are listed with the number of ranks after the skill name and the total skill bonus listed in parenthesis. For example: Bluff 5 (+8), means the character has 5 ranks of Bluff and a total bonus of +8 when making Bluff checks.

All of the archetypes are for a power level 10 game, the default starting power level. Several of the archetypes use the Attack/Defense trade-off rule to adjust their maximum attack, defense, damage, and Toughness save bonuses, as determined by their power level.

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STR	DEX	CON	INT	WIS	CHA
+12/+0	+1	+1	+5	+2	+0
34/10*	12	12	20	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+1*	+4	+6	+7

*Without armor

The Battlesuit relies on a Device, namely a suit of powered armor, to provide powers including Protection, Super-Strength, and Flight. This version of the Battlesuit is likely either the inventor of the armor, or at least someone technically capable enough to maintain and repair it, and perhaps even improve upon it (as the player spends earned power points). The Normal Identity Drawback represents the time it takes to get in or out of the armor.

"I'VE MADE
SOME UPGRADES.
I CAN HANDLE IT."

Skills: Computers 7 (+12), Craft (electronic) 7 (+12), Craft (mechanical) 7 (+12), Disable Device 7 (+12), Knowledge (technology) 7 (+12), Notice 5 (+7)

Feats: Accurate Attack, Improvised Tools, Inventor, Power Attack, Second Chance (Disable Device checks)

Powers: Device 19 (battlesuit)

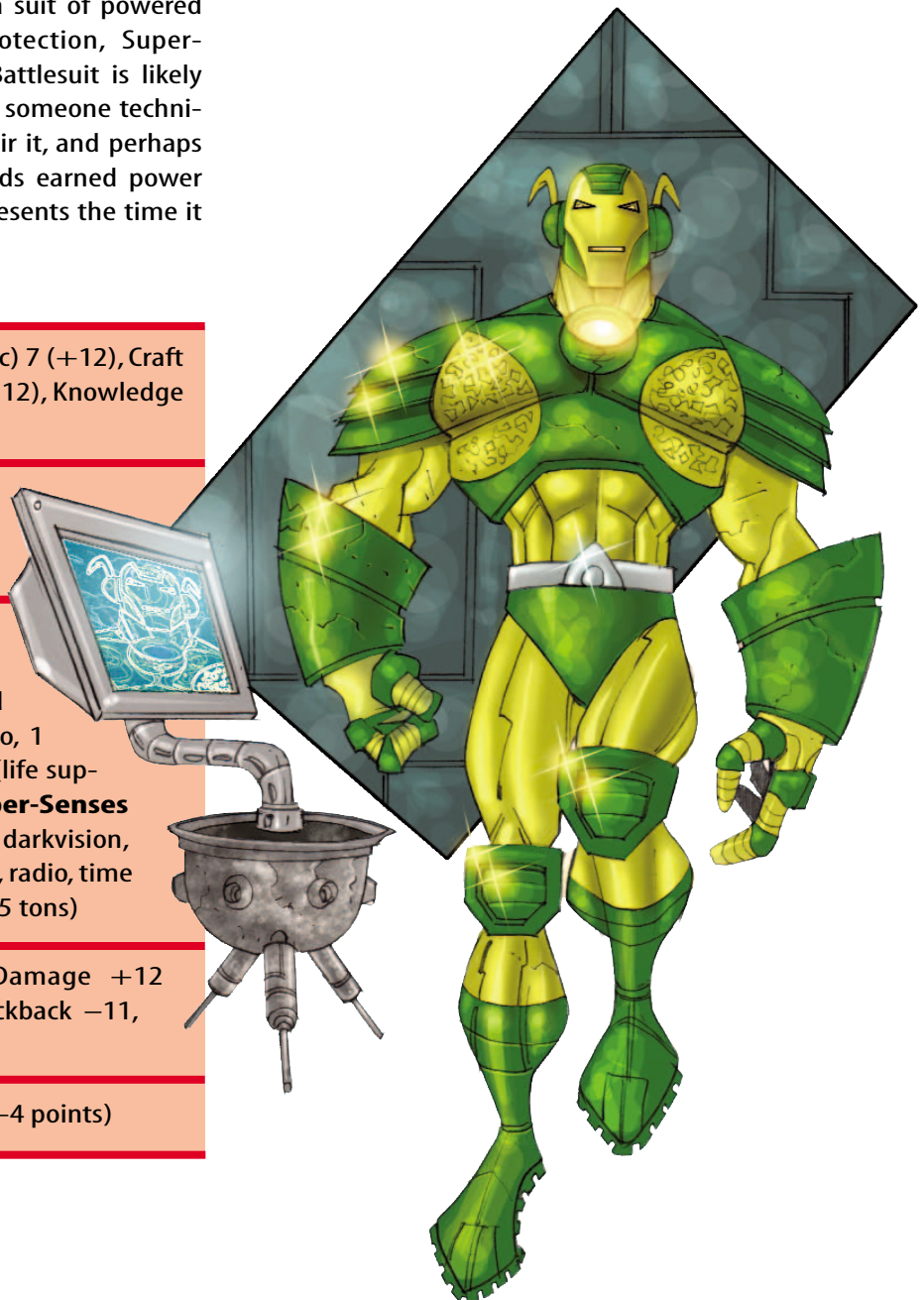
Battlesuit: **Blast 12** (force beams; *Power*

Feats: Alternate Powers - **Enhanced**

Strength 24, **Communication 4** (radio, 1 mile), **Flight 6** (500 MPH), **Immunity 9** (life support), **Protection 11** (Impervious), **Super-Senses 13** (blindsight [radar, extended, radius], darkvision, direction sense, distance sense, infravision, radio, time sense), **Super-Strength 5** (*Heavy Load: 45 tons*)

Combat: Attack +8, Grapple +25, Damage +12 (unarmed or blasters), Defense +8, Knockback -11, Initiative +1

Drawbacks: Normal Identity (full round, -4 points)



Totals: Abilities 18 + Skills 10 + Feats 5 + Powers 76 + Combat 32 + Saves 13 - Drawbacks 4 = 150

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+3	+4	+4
16	18	16	16	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+5*	+6	+10	+10

* Flat-footed

The costumed adventurer relies on a combination of super-human training and an array of devices to fight crime and injustice. Although lacking some of the more spectacular powers of other heroes, the adventurer can handle a wide range of challenges.

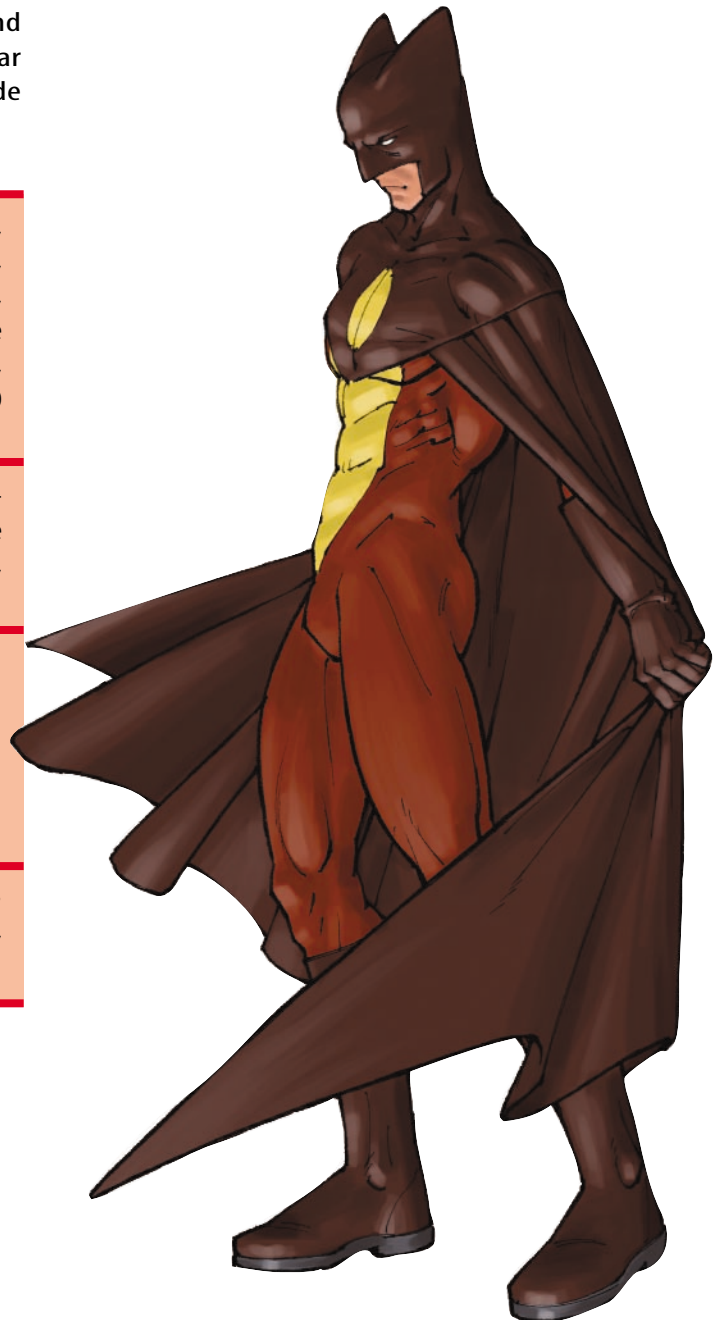
Skills: Acrobatics 8 (+12), Bluff 8 (+12), Climb 7 (+10), Computers 5 (+8), Disable Device 8 (+11), Drive 6 (+10), Escape Artist 6 (+10), Gather Information 6 (+10), Intimidate 8 (+12), Investigate 8 (+11), Knowledge (streetwise) 7 (+10), Notice 8 (+12), Search 9 (+12), Sense Motive 8 (+12), Sleight of Hand 8 (+12), Stealth 10 (+14)

Feats: Defensive Roll 3, Equipment 4, Evasion 2, Jack-of-All-Trades, Power Attack, Skill Mastery (Acrobatics, Disable Device, Escape Artist, Stealth), Startle, Sneak Attack, Uncanny Dodge

Equipment: Commlink, Costume (**Protection 2**), Grapple Gun (**Super-Movement 1** [swinging]), Utility Belt (array): Boomerangs, Flash-bangs (**Dazzle 3**, visual and auditory, 15-ft. Burst), Smoke Bombs (**Obscure 4**, visual, 20-ft. Burst), Stun Grenades (**Stun 3**, Ranged, 15-ft. Burst)

Combat: Attack +12, Grapple +15, Damage +3 (unarmed), +5 (boomerang), Defense +12, Knockback -4, Initiative +4

"THE MASK MAKES YOU A LEGEND. WHAT'S INSIDE MAKES YOU A HERO."



Totals: Abilities 42 + Skills 30 + Feats 15 + Combat 48 + Saves 15 = 150

ENERGY CONTROLLER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+1	+4	+2	+0	+1	+3
12	18	14	10	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+2*	+7	+8	+8

* Without Force Field

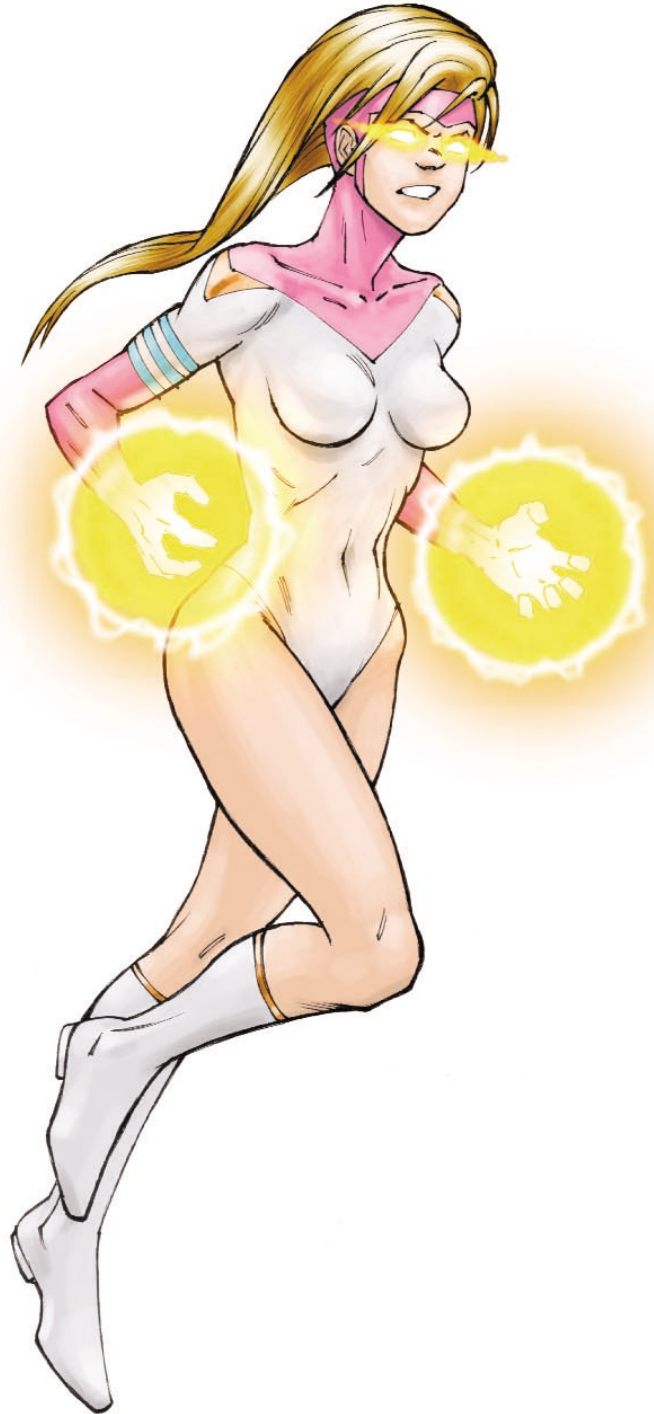
The Energy Controller wields the power of a particular form of energy (such as cold, light, or electricity) or a particular element (air, earth, fire, or water). See the various energy control powers in **Mutants & Masterminds**, Chapter 5, for details.

Skills: Acrobatics 8 (+12), Bluff 10 (+13), Concentration 11 (+12), Notice 7 (+8), Profession (choose one) 4 (+5)

Feats: Accurate Attack, All-Out Attack, Power Attack, Precise Shot, Quick Change, Taunt

Powers: **Energy Control 12** (choose one of the following powers in **Mutants & Masterminds**, Chapter 5: Cold Control, Cosmic Energy Control, Darkness Control, Electrical Control, Element Control, Gravity Control, Hellfire Control, Kinetic Control, Light Control, Magnetic Control, Plasma Control, Radiation Control, Sonic Control, Vibration Control, plus three power feats), **Flight 6** (500 MPH, alternately choose **Burrowing 12** or **Swimming 12**), **Force Field 10** (Impervious), **Immunity 5** (chosen energy type)

Combat: Attack +8, Grapple +9, Damage +12 (energy blast), Defense +8, Knockback -11, Initiative +4



"NOT BAD, BUT LET'S SEE HOW YOU STAND UP TO THIS!"

Totals: Abilities 22 + Skills 10 + Feats 6 + Powers 64 + Combat 32 + Saves 16 = 150

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+10	+5	+0
10	13	10	20	20	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+0*	+4	+6	+8

* Without Force Field

The gadgeteer specializes in creating and using technological devices. In addition to the Gadgeteer's various standard devices, see the inventing rules in **Mutants & Masterminds**, Chapter 7, and the rules for extra effort and hero points in Chapter 6 for ideas of what a gadgeteer can accomplish with a little time and effort.

Skills: Computers 8 (+18), Craft (chemical) 8 (+18), Craft (electronics) 8 (+18), Craft (mechanical) 8 (+18), Disable Device 8 (+18), Investigate 4 (+14), Knowledge (earth sciences) 5 (+15), Knowledge (life sciences) 6 (+16), Knowledge (physical sciences) 6 (+16), Knowledge (technology) 10 (+20), Notice 5 (+10), Sense Motive 8 (+13)

Feats: Beginner's Luck, Eidetic Memory, Improvised Tools, Inventor, Luck, Master Plan, Skill Mastery (Computers, Craft (electronic), Craft (mechanical), Disable Device)

Powers: **Device 5** (blaster, easy to lose), **Device 7** (force-shield belt and jet pack, hard to lose), **Quickness 4** (x25; *Flaws:* Limited to mental tasks)

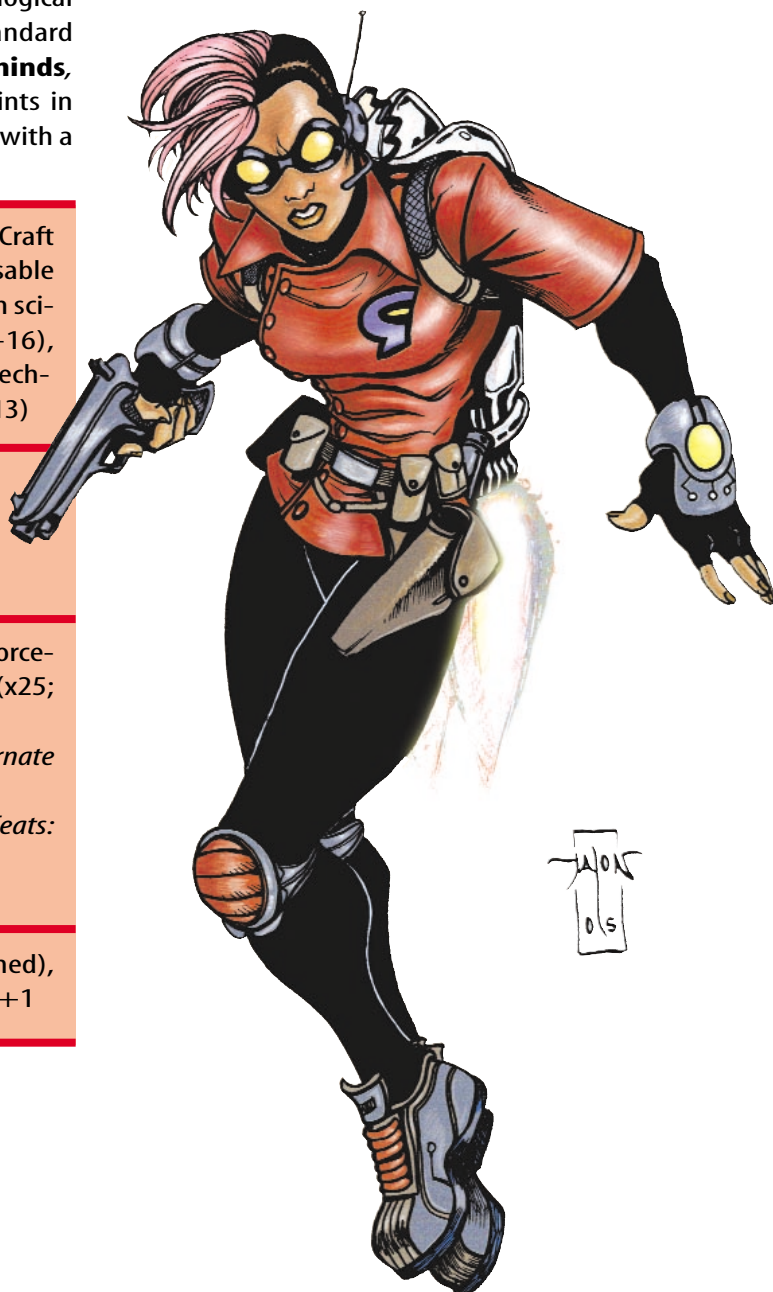
Blaster: **Blast 12** (easy to lose; *Power Feats:* Alternate Powers - **Dazzle 12** [visual])

Force-Shield Belt: **Force Field 12** (Impervious; *Power Feats:* Selective)

Jet Pack: **Flight 5** (100 MPH)

Combat: Attack +8, Grapple +8, Damage +0 (unarmed), +12 (blaster), Defense +8, Knockback -12, Initiative +1

"YEAH, I CAN FIX IT, NO PROBLEM, JUST GIVE ME A SECOND."



Totals: Abilities 33 + Skills 21 + Feats 7 + Powers 45 + Combat 32 + Saves 12 = 150

MARTIAL ARTIST

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+4	+5	+3	+0	+2	+0
18	20	16	10	15	11

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+3*	+8	+13	+6

* Flat-footed

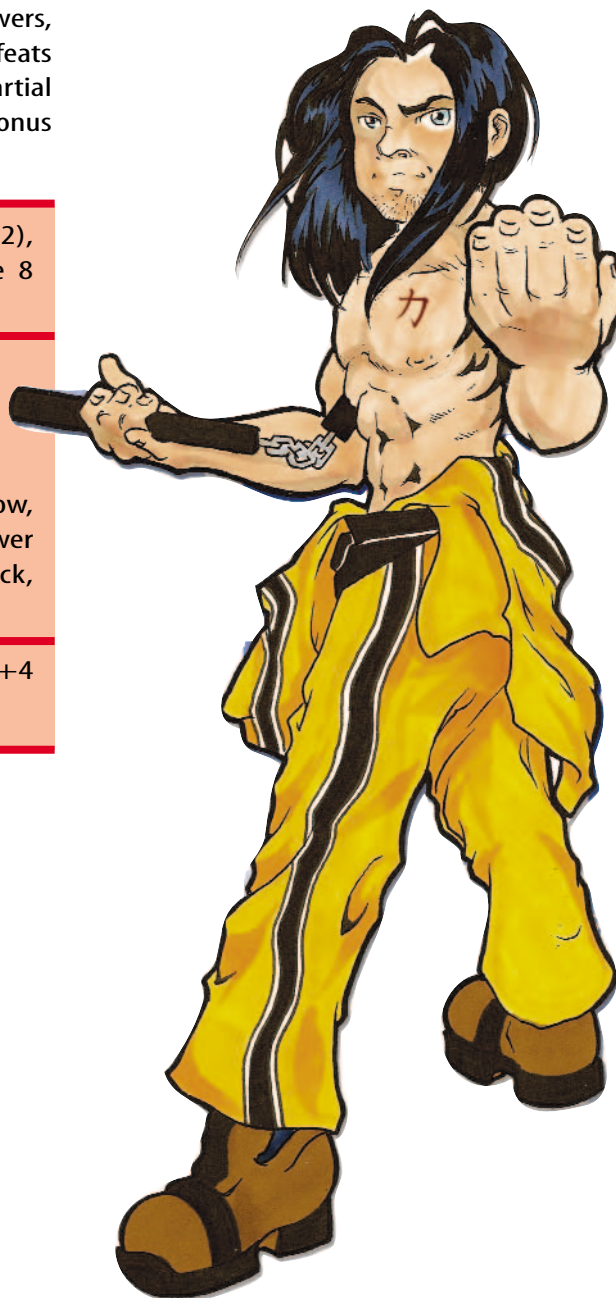
The Martial Artist is a master of unarmed combat (as opposed to the Weapon-Master archetype). Although lacking powers, the Martial Artist makes up for it with a wide range of feats and peerless combat abilities. Against lesser foes, the Martial Artist often uses the Power Attack feat, lowering attack bonus to +12 and boosting unarmed damage up to +8!

Skills: Acrobatics 11 (+16), Concentration 10 (+12), Escape Artist 10 (+15), Intimidate 10 (+10), Notice 8 (+10), Sense Motive 8 (+10), Stealth 11 (+16)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Blind-Fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Grappling Finesse, Improved Defense, Improved Disarm, Improved Grapple, Improved Initiative, Improved Throw, Improved Trip, Instant Up, Luck 2, Move-by Action, Power Attack, Redirect, Stunning Attack, Takedown Attack, Uncanny Dodge

Combat: Attack +16, Grapple +20, Damage +4 (unarmed), Defense +13, Knockback 3, Initiative +9

"NICE MOVE, BUT YOU'VE LEFT YOURSELF WIDE OPEN."



Totals: Abilities 30 + Skills 17 + Feats 28 + Combat 58 + Saves 17 = 150

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+1	+1	+2
12	12	12	12	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+1	+7	+7	+7

The Mimic duplicates the traits of others. With a touch, the Mimic can become virtually anyone, and gain their abilities, skills, feats, and powers, limited only by power rank. See the description of the Mimic power in **Mutants & Masterminds** (p. 92) for details.

Skills: Bluff 8 (+10), Knowledge (current events) 4 (+5), Notice 8 (+9), Profession (choose one) 4 (+5), Sense Motive 8 (+9)

Feats: Assessment, Beginner's Luck, Improved Grapple, Improved Initiative, Luck, Teamwork

Powers: Mimic 12 (all traits at once, plus chose one of the following extras: Continuous, Extra Subject, Ranged, or Stacking. See the Mimic power description in **Mutants & Masterminds**, *Chapter 5*, for more information.)

Combat: Attack +8, Grapple +9, Damage +1 (unarmed), Defense +8, Knockback -0, Initiative +5



"YOUR POWER IS MY POWER. LET'S SEE WHO USES IT BETTER."

Totals: Abilities 14 + Skills 8 + Feats 6 + Powers 72 + Combat 32 + Saves 18 = 150

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+3	+5	+4
10	12	10	16	20	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+0*	+5	+6	+12

* Without Force Field

The Mystic is a wielder of the magical arts: a magician, sorcerer, or witch. Mystics tend to be mysterious and often speak in cryptic riddles and rhyming spells. A Mystic is capable of both advanced magical rituals and spur-of-the-moment spells. See the magical ritual rules in **Mutants & Masterminds** (p. 131) and the rules for extra effort and hero points in *Chapter 6*.

Skills: Concentration 10 (+15), Knowledge (arcane lore) 8 (+11), Notice 5 (+10), Search 5 (+8), Sleight of Hand 8 (+9)

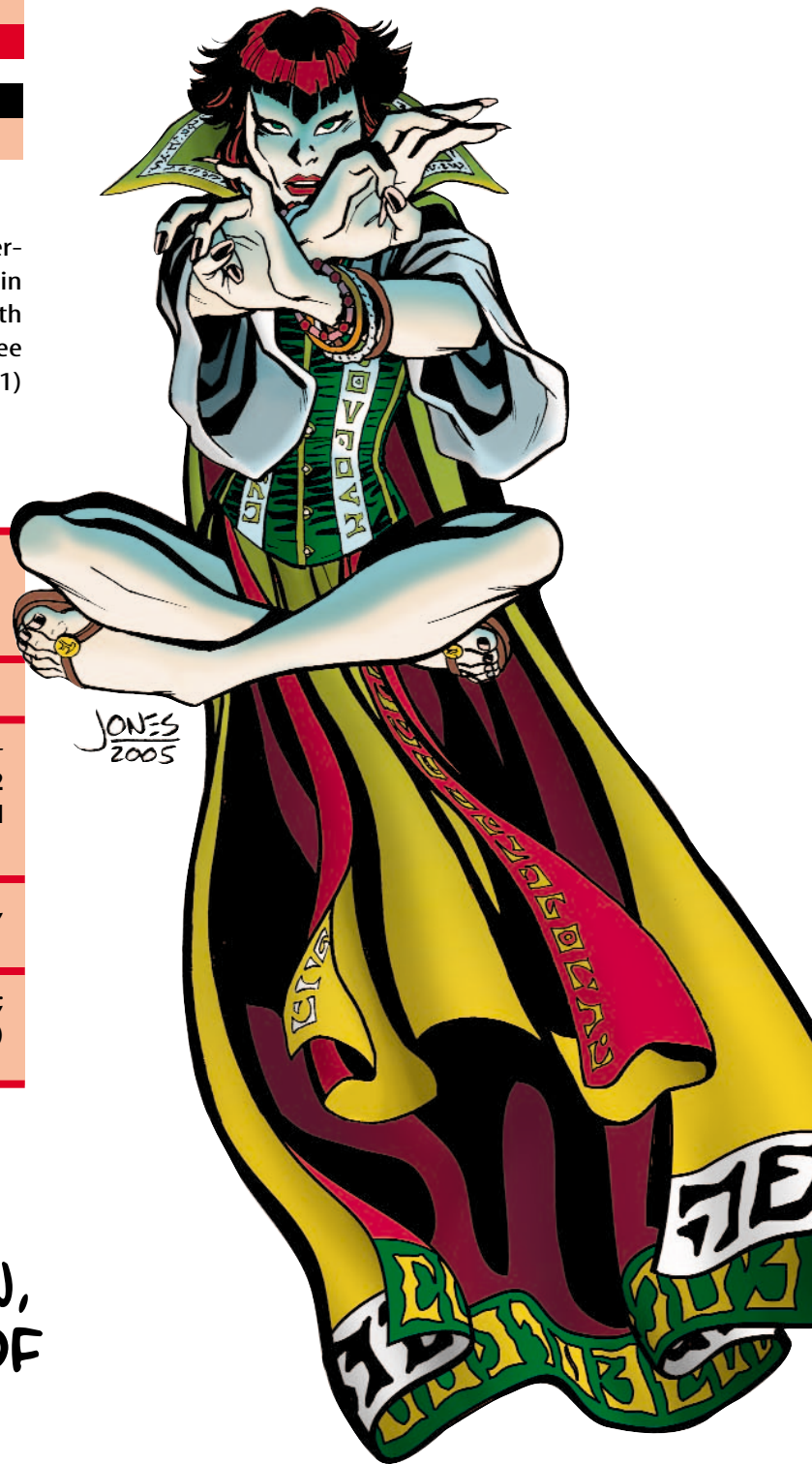
Feats: Fearless, Ritualist, Quick Change, Trance

Powers: **Astral Form 6** (Power Feats: Alternate Powers - **Flight 3** and **Force Field 12** [Impervious]), **Magic 12** (choose six power feats), **Super-Senses 4** (magical awareness, acute, extended, radius)

Combat: Attack +8, Grapple +8, Damage +0 (unarmed), +12 (magic), Defense +8, Knockback -6, Initiative +1

Drawbacks: Power Loss (Flight, Force Field, and Magic; when unable to speak and gesture to cast spells, -3 points)

"BY THE SCARLET
SHADES OF SIRRIION,
BEGONE, DENIZEN OF
DARKNESS!"



Totals: Abilities 26 + Skills 9 + Feats 4 + Powers 65 + Combat 32 + Saves 17 - Drawbacks 3 = 150

STR	DEX	CON	INT	WIS	CHA
+12/+2	+1	+12/+2	+0	+1	+1
34/14	12	34/14	10	12	13

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+12	+6	+8

Stronger, faster, tougher, the Paragon is all these things and more. The Paragon is what many people think of when they think "super-hero": super-strong, nigh invulnerable, immune to mundane concerns, and able to fly through the air at great speed.

Skills: Notice 8 (+9), Profession (choose one) 4 (+5), Search 8 (+8)

Feats: None

Powers: Enhanced Constitution 20, Enhanced Strength 20, Flight 5 (250 MPH), Immunity 9 (life support), Impervious Toughness 12, Quickness 3, Super-Strength 6 (Heavy Load: 90 tons)

Combat: Attack +8, Grapple +26, Damage +12 (unarmed), Defense +8, Knockback -12, Initiative +1



"AS LONG AS YOU NEED ME, I'LL BE THERE."

Totals: Abilities 15 + Skills 5 + Feats 0 + Powers 86 + Combat 32 + Saves 12 = 150

STR	DEX	CON	INT	WIS	CHA
+12/+4	+0	+14/+4	+0	+1	+1
34/18	10	38/18	10	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+14	+4	+6

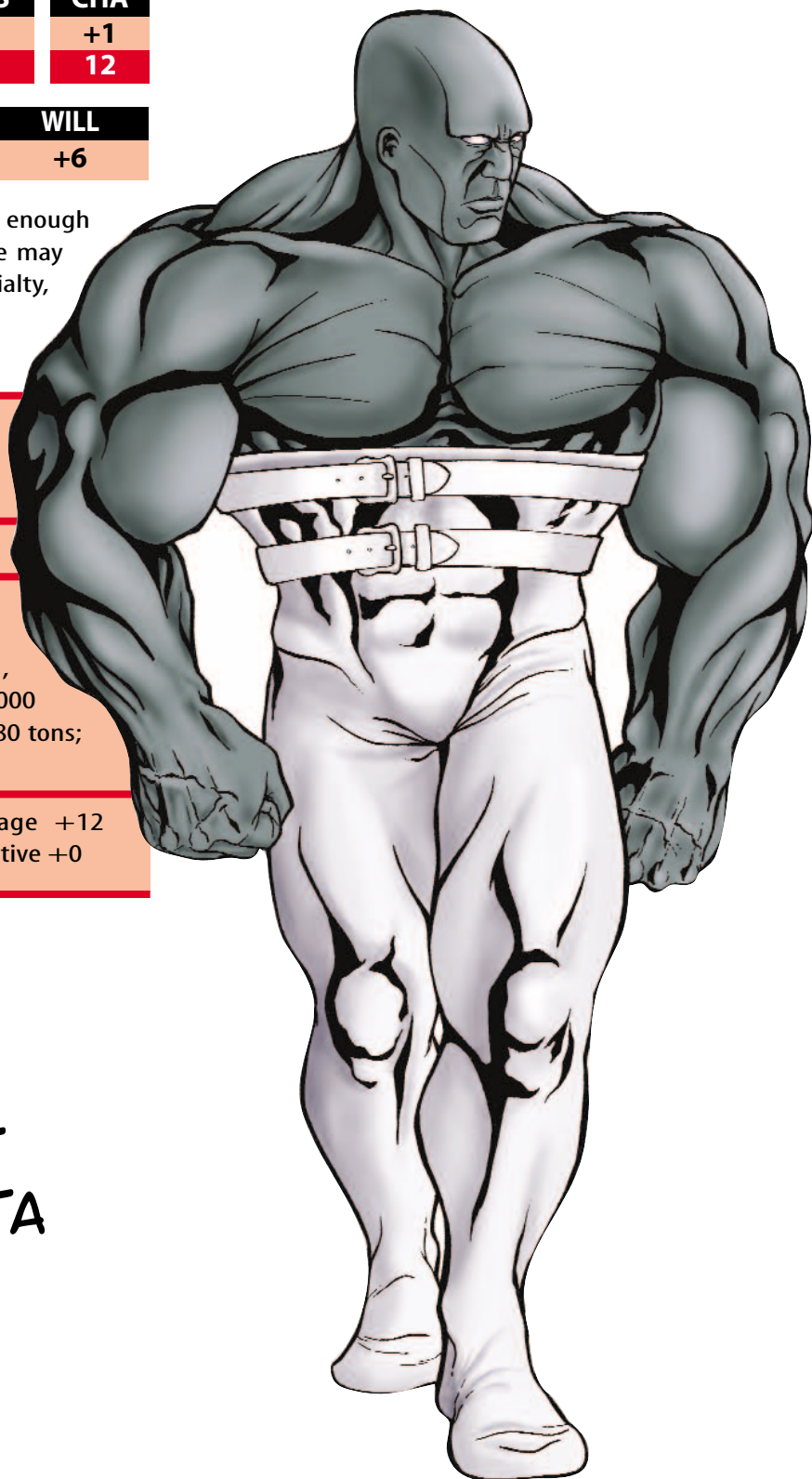
Strength is the Powerhouse's specialty, strength enough to lift train cars and take tank fire. While some may underestimate a Powerhouse based on this specialty, they usually end up regretting it.

Skills: Intimidate 7 (+8), Notice 7 (+8), Profession (choose one) 6 (+7), Search 6 (+6), Sense Motive 6 (+7)

Feats: Improved Pin, Power Attack

Powers: **Enhanced Constitution 20**, **Enhanced Strength 16**, **Immunity 12** (cold and heat damage, fatigue, pressure), **Impervious Toughness 10**, **Leaping 9** (x1,000 distance), **Super-Strength 7** (*Heavy Load*: 180 tons; *Power Feats*: Groundstrike, Thunderclap)

Combat: Attack +8, Grapple +27, Damage +12 (unarmed), Defense +6, Knockback -12, Initiative +0



"WAS THAT
SUPPOSED TA
HURT?"

Totals: Abilities 20 + Skills 8 + Feats 2 + Powers 83 + Combat 28 + Saves 9 = 150

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+2	+6	+3
10	12	12	15	22	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+1*	+5	+6	+14

*Without Force Field

A Psionic wields mental powers of telepathy and telekinesis, providing both strength in combat and a measure of stealth and surveillance.

Skills: Concentration 8 (+14), Diplomacy 8 (+11), Notice 4 (+10), Profession (choose one) 4 (+10), Sense Motive 8 (+14)

Feats: Ultimate Save (Will), Uncanny Dodge

Powers: **Flight 6** (500 MPH), **Force Field 11**, **Super-Senses 2** (danger sense, mental awareness), **Telekinesis 11**, **Telepathy 10** (*Power Feats: Alternate Powers - Illusion 6* [all senses; *Power Feats: Selective*; *Flaws: Phantasms*], **Mental Blast 5**, **Mind Control 10**)

Combat: Attack +5, Grapple +5, Damage +0 (unarmed), +5 (mental blast), Defense +8, Knockback -6, Initiative +1



"IT'S ALL MIND OVER MATTER."

Totals: Abilities 27 + Skills 8 + Feats 2 + Powers 70 + Combat 26 + Saves 17 = 150

STR	DEX	CON	INT	WIS	CHA
+1	+2	+2	+1	+0	+3
12	14	14	12	10	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+2	+5	+8	+5

The shapeshifter can assume various animal forms, gaining all of the animal's physical traits, none of which can be greater than the character's Shapeshift power rank. See the animal archetypes in **Mutants & Masterminds**, Chapter 11, for information on the traits of different animals.

Skills: Bluff 5 (+8), Knowledge (life sciences) 4 (+5), Notice 10 (+10), Search 7 (+8), Sleight of Hand 4 (+6), Stealth 6 (+8), Survival 8 (+8)

Feats: Elusive Target, Move-by Action, Taunt

Powers: **Shapeshift 8** (*Extras:* Free Action; *Flaws:* Limited to animal forms)

Combat: Attack +10, Grapple +11, Damage +1 (unarmed), Defense +10, Knockback -1, Initiative +2

"THE POWERS OF
THE WILD ARE
WITHIN ME."



Totals: Abilities 18 + Skills 11 + Feats 3 + Powers 64 + Combat 40 + Saves 14 = 150

SPEEDSTER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+0	+1	+1
14	18	14	10	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+2	+5	+14	+5

The Speedster is *fast!* Speedsters specialize in the Super-Speed power, moving in the blink of an eye, able to accomplish many tasks in the same amount of time. Players should read the description of the Super-Speed power in **Mutants & Masterminds** (p. 104) for details.

"FAST? I'LL
SHOW YOU
FAST!"

Skills: Acrobatics 4 (+8), Bluff 8 (+9), Disable Device 10 (+10), Notice 7 (+8), Profession 4 (+5), Search 7 (+7)

Feats: Evasion, Fast Overrun, Instant Up, Move-by Action

Powers: Super-Speed 10 (choose four power feats)

Combat: Attack +8, Grapple +10, Damage +2 (unarmed), Defense +15, Knockback -1, Initiative +44



Totals: Abilities 20 + Skills 10 + Feats 4 + Powers 53 + Combat 46 + Saves 17 = 150

STR	DEX	CON	INT	WIS	CHA
+3	+5	+2	+0	+1	+2
16	20	14	10	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+8	+10	+8

* Flat-footed

The Weapon-Master is devoted to expertise in a particular type of weapon. It can be an archaic weapon like a sword or bow, modern firearms, or even futuristic energy weapons. Even archaic weapons are often enhanced with modern technology or magic, giving them special capabilities.

"ANYTHING IS A WEAPON IN THE RIGHT HANDS."

Skills: Acrobatics 8 (+13), Bluff 8 (+10), Climb 8 (+11), Concentration 4 (+5), Intimidate 8 (+10), Knowledge (streetwise) 8 (+8), Notice 8 (+9), Profession 4 (+5), Sense Motive 8 (+9), Sleight of Hand 4 (+9), Stealth 8 (+13)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (melee or ranged) 4, Blind-Fight, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Evasion 2, Improved Critical (weapon), Improved Defense, Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Luck, Power Attack, Ranged Pin, Takedown Attack, Taunt, Uncanny Dodge

Powers: Device 4 (weapon, easy to lose), Super-Movement 1 (Swinging)

Weapon: (Choose ranged or melee)

• *Ranged:* **Blast 8** (choose four power feats)

• *Melee:* **Strike 5** (*Extras:* Penetrating on Strike and Strength; *Power Feats:* Mighty, Thrown; choose five more power feats)

Combat: Attack +8 (+12 melee or ranged), Grapple +11 (+15 with Attack Focus [melee]), Damage +3 (unarmed), +8 (weapon), Defense +14, Knockback -3, Initiative +9



Totals: Abilities 26 + Skills 19 + Feats 29 + Powers 14 + Combat 44 + Saves 18 = 150

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