



INCLUDES 10 NEW ARCHETYPES!

# MUTANTS & MASTERMINDS

## ARCHETYPE ARCHIVE 1

ONLY  
IN PDF!



LIKE YOU,  
ONLY BETTER."



# ARCHETYPE ARCHIVE 1

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# INTRODUCTION

This *Mutants & Masterminds* supplement offers ten new archetypes for different sorts of characters that might interest players and Gamemasters alike. They also offer a look at how you can create these characters in *M&M* for players and Gamemasters interested in customizing or rebuilding the archetypes.

These 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.

## Archetype Listing

The following archetypes make their appearance in this supplement:

**Android** — a machine in human guise that combines the best qualities of both.

**Bulk** — the unstoppable force and the immovable object combined into one.

**Fortunate Hero** — the personification of being both lucky and good.

**Illusionist** — using the powers of magic to beguile.

**Mystic Warrior** — a fierce combatant that draws power from a magical weapon.

**Psychic** — there are no secrets from this powerful mind.

**Star Child** — a waif able to command the powers of the universe.

**Super Soldier** — the end result of the best training and equipment the government can supply.

**Weather Controller** — able to call upon the forces of nature in all their fury.

**Wealthy Thrillseeker** — in it just for the kicks.



# PREVIEW POWER

The Fortunate Hero archetype in this supplement uses the Probability Control power, a power that will be appearing in the upcoming *Mastermind's Manual*. The power's description has been included in this supplement for your convenience.

## PROBABILITY CONTROL

**Effect:** Alteration

**Action:** Free

**Range:** Personal

**Duration:** Instant

**Cost:** 4 points per rank

You have some control over the otherwise random whims of chance. Each round you can make your Probability Control rank the minimum result of any one die roll you make. If the die comes up with a lower result, use your power rank instead. So if you have Probability Control 12 you can choose a die roll and be ensured a minimum result of 12 on the die, treating any roll of less than a 12 as a 12. A 20 on the die roll acquired through Probability Control is not considered a "natural 20."

At rank 1 Probability Control only ensures that a natural 1 on an attack roll is not an automatic miss, if the total attack roll would still hit the target's Defense. Higher ranks increasingly ensure reliably good outcomes (or at least a degree of immunity to poor ones) while the highest ranks ensure the character can regularly accomplish amazing things. Probability Control's maximum rank is the campaign's power level or 20 (whichever is less).

At the Gamemaster's discretion, you can split your Probability Control among multiple die rolls in the same round, having a lesser effect. So, for example, you could split Probability Control 12 into two minimum die rolls of 6, or any other combination adding up to 12. In this case, the GM may wish to allow Probability Control ranks greater than 20, but with no more than 20 ranks assigned to any particular die roll in a round.

## Extras

- **Fortune (+1):** You can grant the benefits of your Probability Control to someone else by touch.
- **Jinx (+1):** You can affect someone else with bad luck by touch (requiring a successful melee attack roll for an unwilling subject). The target gets a Will saving throw to avoid the effect. If it fails, on one of the subject's die rolls for the next round (chosen by you), a roll equal to or less than your Probability Control rank is treated as a 1.
- **Range (+1):** You can use Fortune and/or Jinx at normal range as a +1 extra. For a +2 extra, you can use either at perception range. You must have the Fortune or Jinx extra(s) to benefit from this extra.

## Flaws

- **Limited (–1):** You can only use the Fortune or Jinx ability of Probability Control; the power doesn't benefit you. You must have the appropriate extra (Fortune or Jinx) to take this flaw.

STR	DEX	CON	INT	WIS	CHA
+7	+5	–	+4	+2	+0
24	20	–	18	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	–	+5	+5

The Android is an automaton that combines the best of human and machine features. Of course, while the Android's exterior is human, it is nothing more than a flesh-and-blood façade to hide the machine inside.

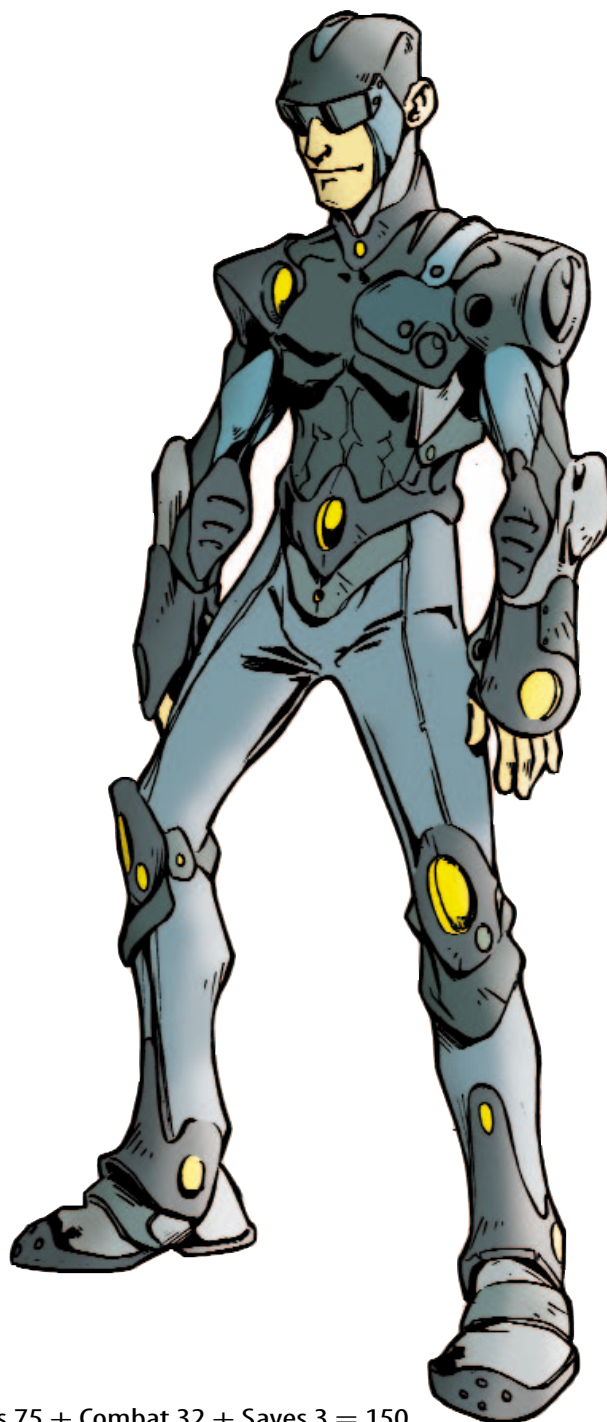
**Skills:** Computers 8 (+12), Knowledge (technology) 4 (+10), Notice 8 (+10), Sense Motive 8 (+10)

**Feats:** Assessment, Eidetic Memory, Fearless, Improvised Tools, Improved Initiative, Jack-of-All-Trades

**Powers:** Datalink 2 (100 feet), Immunity 30 (Fortitude saves), Protection 12 (*Extras:* Impervious), Quickness 2 (x5), Strike 5 (*Power Feats:* Mighty), Super-Senses 7 (direction sense, distance sense, infravision, radio, time sense, tracking, ultra-hearing), Super Strength 2 (*Heavy Load:* 2.8 tons)

**Combat:** Attack +8, Grapple +17, Damage +12 (unarmed), Defense +8, Knockback –12, Initiative +8

"I'M LIKE YOU,  
ONLY BETTER."



**Totals:** Abilities 26 + Skills 8 + Feats 6 + Powers 75 + Combat 32 + Saves 3 = 150

STR	DEX	CON	INT	WIS	CHA
+12	+0	+14	+0	+0	+0
34/20	10	38/20	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+14	+3	+5

The Bulk is the unstoppable force and the immovable object all in one. Able to absorb and dish out massive amounts of punishment, the Bulk is an impregnable wall on defense and an unstoppable juggernaut on offense.

**Skills:** Intimidate 6 (+6), Notice 6 (+6), Profession (choose one) 4 (+4), Search 4 (+4)

**Feats:** Fast Overrun, Improved Overrun

**Powers:** Enhanced Constitution 18, Enhanced Strength 14, Immovable 12 (*Extras:* Unstoppable), Immunity 5 (critical hits, cold, heat, pressure), Impervious Toughness 14, Super Strength 5 (*Heavy Load:* 100 tons; *Power Feats:* Shockwave, Thunderclap)

**Combat:** Attack +8, Grapple +25, Damage +12 (unarmed), Defense +6, Knockback -26, Initiative +0



"COMIN'  
THROUGH!"

**Totals:** Abilities 20 + Skills 5 + Feats 2 + Powers 87 + Combat 28 + Saves 8 = 150

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+1	+1	+1
13	13	13	13	13	13

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9/+6*	+7	+7	+7

\* without undercover vest

Things just always seem to go the Fortunate Hero's way. The assassin's bullet whizzes harmlessly by, the ambush is detected just in time, the information needed is found; there is just no situation where the Fortunate Hero does not seem to come out on top. Of course, the wise Fortunate Hero realizes that luck eventually runs out and prepares accordingly.

Players that wish to have the Fortunate Hero affect the luck of others may wish to exchange some of the Fortunate Hero's traits for Probability Control Extras such as Fortune or Jinx and to increase the range of either of these Extras.

**Skills:** Bluff 4 (+5), Diplomacy 4 (+5), Disable Device 4 (+5), Escape Artist 4 (+5), Notice 4 (+5), Search 4 (+5), Sense Motive 4 (+5), Stealth 4 (+5)

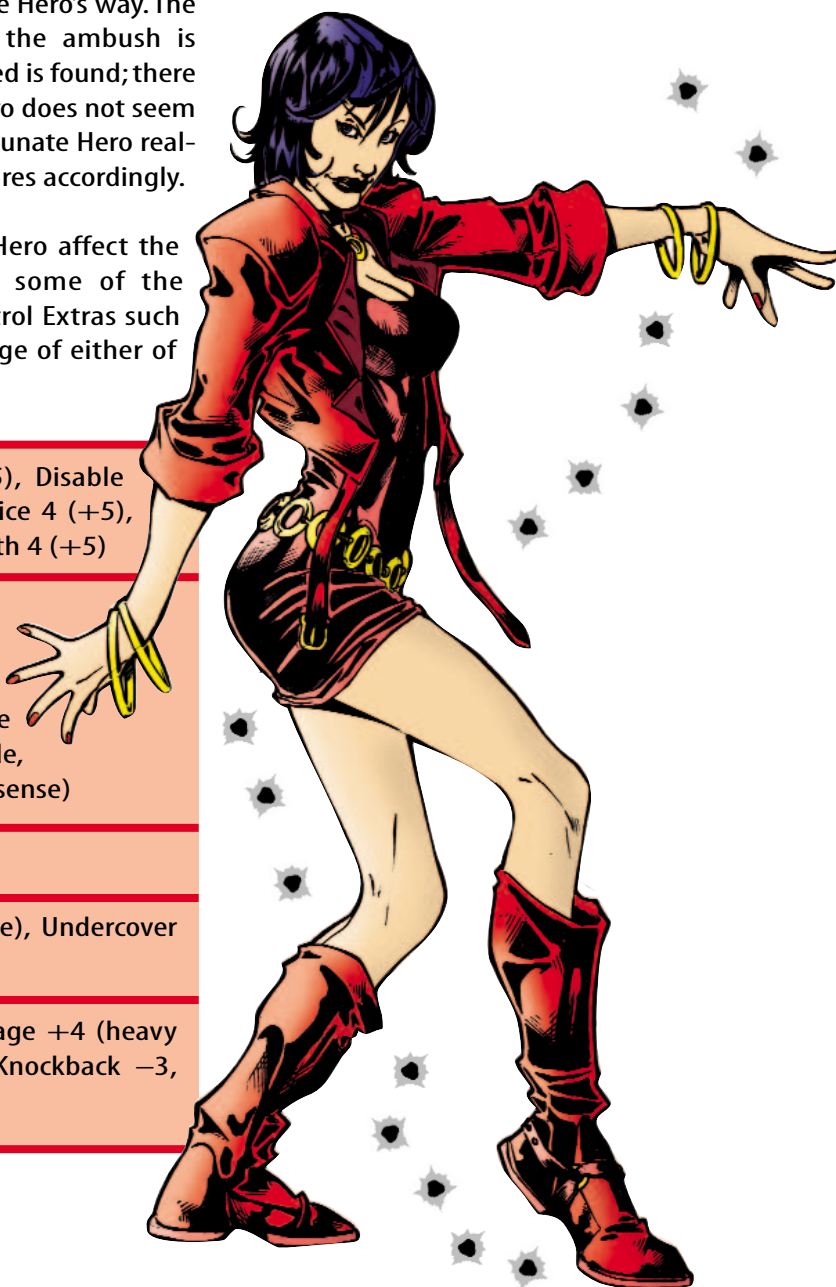
**Feats:** Beginner's Luck, Defensive Roll 5, Diehard, Elusive Target, Equipment 2, Evasion 2, Jack-of-All-Trades, Luck 5, Power Attack, Seize Initiative, Ultimate Aim, Ultimate Save 4 (Toughness, Fortitude, Reflex, Will), Uncanny Dodge (probability sense)

**Powers:** Probability Control 10

**Equipment:** Holdout Pistol (+2 damage), Undercover Vest (**Protection 3**; *Power Feats: Subtle*)

**Combat:** Attack +10, Grapple +9, Damage +4 (heavy pistol), +1 (unarmed), Defense +10, Knockback -3, Initiative +1

"I GUESS I'M JUST LUCKY THAT WAY."



**Totals:** Abilities 18 + Skills 8 + Feats 26 + Powers 40 + Combat 40 + Saves 18 = 150

# ILLUSIONIST

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+3	+6	+5
10	12	12	16	22	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+1	+6	+6	+12

The Illusionist is a specialized practitioner of the mystic arts who delights in confounding her opponents and amazing her friends with incredibly “real” figments.

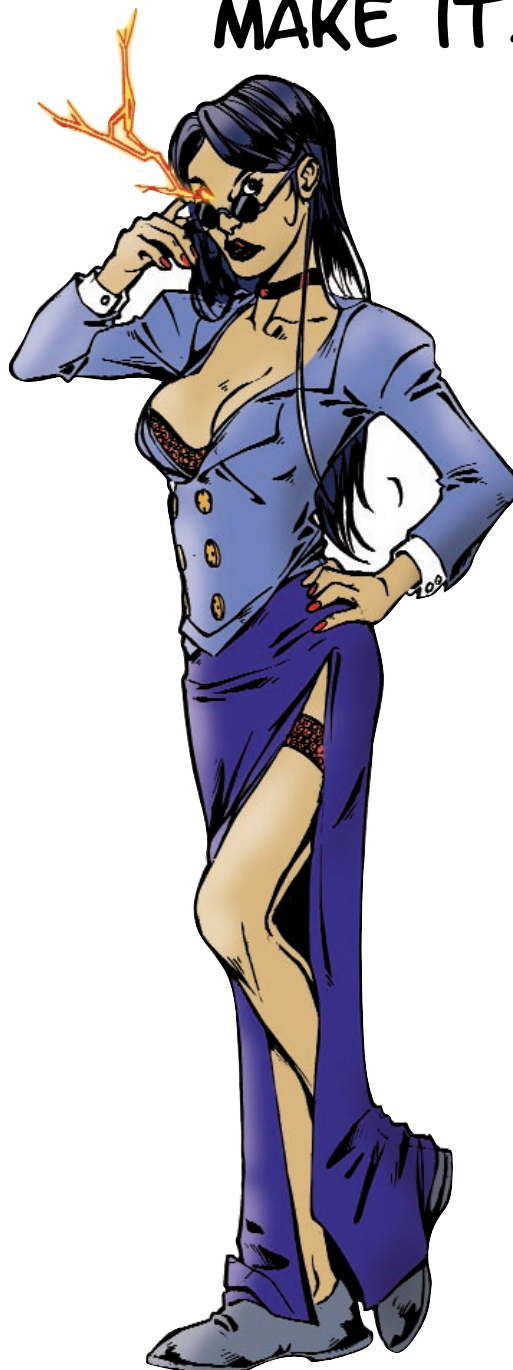
**Skills:** Bluff 12 (+17), Concentration 12 (+18), Notice 8 (+14), Knowledge (behavioral sciences) 8 (+11), Profession (choose one) 4 (+11), Sense Motive 8 (+14)

**Feats:** Fascinate (Bluff), Taunt, Trance, Ultimate Save (Will)

**Powers:** **Concealment 4** (all visual senses), **Illusion 10** (all senses; *Power Feats:* Progression 3 [50 feet radius], Selective, *Alternate Powers* — **Dazzle 10** [all senses], **Obscure 10** [all senses], **Mental Blast 10**), **Super Senses 4** (Magical Awareness, Acute, Extended, Radius)

**Combat:** Attack +6, Grapple +6, Damage +10 (mental blast), +0 (unarmed), Defense +8, Knockback -0, Initiative +1

"REALITY  
IS WHAT I  
MAKE IT!"



**Totals:** Abilities 32 + Skills 13 + Feats 4 + Powers 58 + Combat 28 + Saves 15 = 150



STR	DEX	CON	INT	WIS	CHA
+3	+4	+4	+1	+3	+3
16	18	18	12	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*	+10	+10	+10

\* flat-footed

Most of the Mystic Warrior's powers derive from the possession of a magic weapon of some kind. This could be a holy blade passed down through generations of warriors, a sorcerous staff discovered in some long-lost ruins, or even a gift from the gods. Mystic Warriors usually come from two backgrounds: those that were trained since birth for their role and those that were suddenly "chosen".

**Skills:** Acrobatics 10 (+14), Climb 4 (+7), Diplomacy 6 (+9), Intimidate 10 (+13), Knowledge (arcane lore or theology and philosophy) 4 (+5), Notice 10 (+13), Sense Motive 8 (+11)

**Feats:** Accurate Attack, Acrobatic Bluff, All-out Attack, Attack Specialization 2 (mystic weapon), Defensive Roll 2, Elusive Target, Evasion 2, Improved Initiative 2, Improved Trip, Move-by Action, Power Attack

**Powers:** **Device 15** (mystic weapon, easy to lose; *Power Feats:* Restricted 2 [mystic warrior only]),

*Mystic Weapon:* **Blast 12** (mystic fire; *Power Feats:* Critical Strike, Fearless, Fearsome Presence, Quick Change, Uncanny Dodge [magical], *Alternate Powers* – **Dazzle 12** [visual senses], **Stun 12**, **Deflect 12** [ranged attacks; *Extras:* Action], **Super Senses 5** (blindsight [magical sense], magical awareness)

**Combat:** Attack +8 (mystic weapon), +4 (unarmed), Grapple +8, Damage + 12 (mystic weapon), + 4 (unarmed), Defense +7, Knockback -3, Initiative +12

"BY THE  
POWER OF THE  
KESHUS, YOU  
WILL BE  
AVENGED!"



**Totals:** Abilities 36 + Skills 13 + Feats 15 + Powers 45 + Combat 22 + Saves 19 = 150



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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+1*	+6	+6	+15

\* without force field

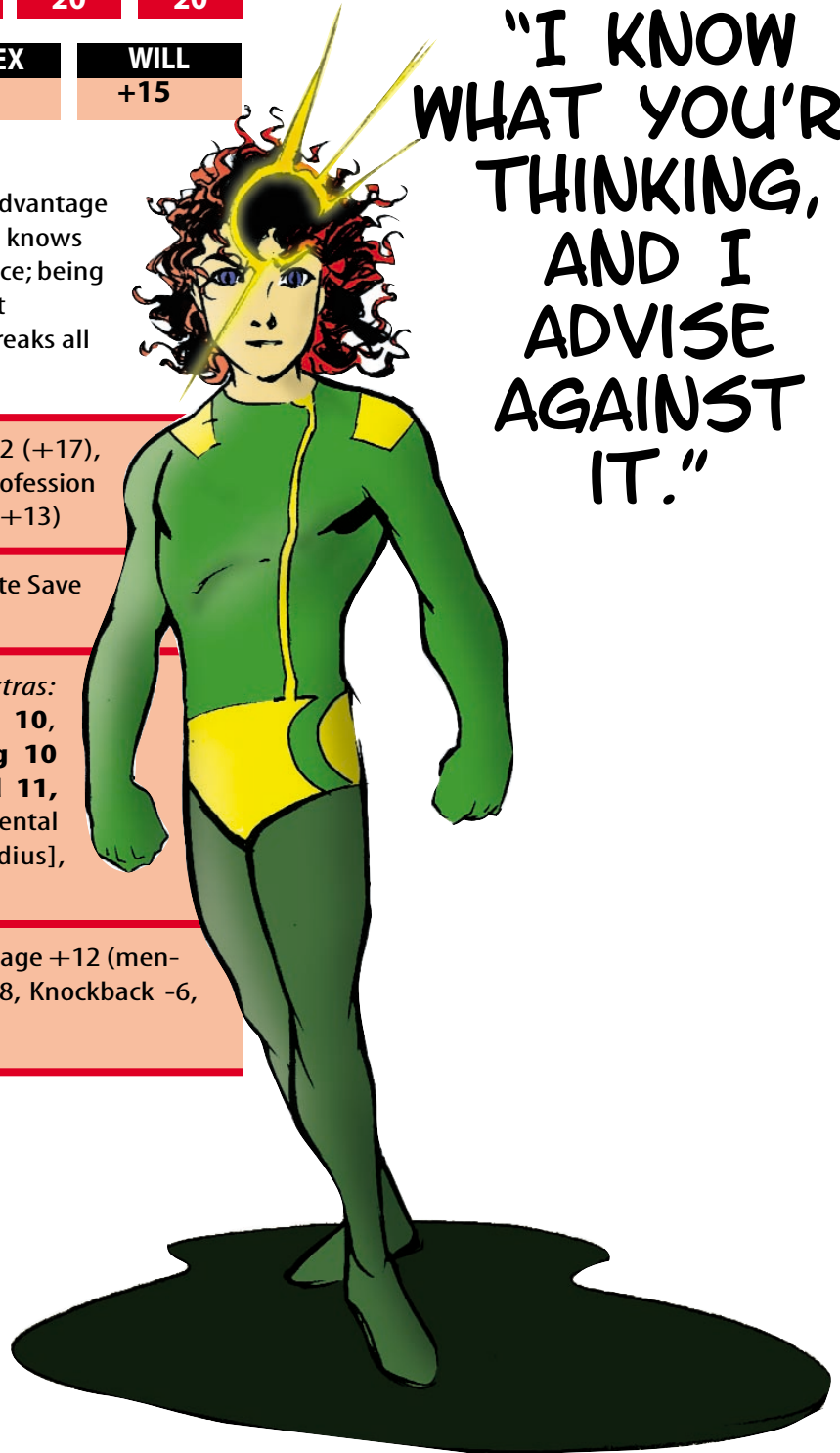
While many would consider it a great advantage to read the minds of others, the Psychic knows that such powers come with a steep price; being privy to the deepest secrets and darkest thoughts of everyone else eventually breaks all but the strongest.

**Skills:** Bluff 8 (+13), Concentration 12 (+17), Diplomacy 8 (+13), Notice 8 (+13), Profession (choose one) 4 (+9), Sense Motive 8 (+13)

**Feats:** Eidetic Memory, Trance, Ultimate Save (Will)

**Powers:** ESP 10 (all senses; *Extras:* Alternate Powers - **Mental Blast 10**, **Telepathy 10** and **Mind Reading 10** [*Extras:* Sensory Link]), **Force Field 11**, **Mind Shield 10**, **Super Senses 8** (mental awareness, [acute, extended, radius], postcognition)

**Combat:** Attack +5, Grapple +6, Damage +12 (mental blast), +1 (unarmed), Defense +8, Knockback -6, Initiative +1



**Totals:** Abilities 28 + Skills 12 + Feats 3 + Powers 71 + Combat 26 + Saves 10 = 150

STR	DEX	CON	INT	WIS	CHA
-2	+0	+0	+7	+0	+7
6	11	10	25	10	25

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+0*	+6	+6	+7

\* without force field

An unusual combination of child-like innocence and god-like powers, the Star Child has traveled far to see what life is like on this planet. While the Star Child may not be used to the ways of the world, the Star Child's powers are usually enough to deal with any problems that arise.

**Skills:** Concentration 12 (+12), Notice 4 (+4)

**Feats:** Eidetic Memory, Environmental Adaptation (zero gravity)

**Powers:** **Comprehend 4** (speak, read, understand all languages and be understood by anyone), **Cosmic Energy Control 12** (cosmic energy blast; *Alternate Powers:* **Boost 12** [any ability score one at a time], **Flight 11** [25,000 MPH; *Alternate Powers* — **Space Travel 10**], **Gravity Control 12**, **Healing 12**), **Force Field 12** (*Extras:* Impervious), **Immunity 10** (aging, life support), **Shrinking 4** (*Power Feats:* Innate; *Flaws:* Permanent)

**Combat:** Attack +8 (size included), Grapple -6 (size included), Damage +12 (cosmic energy blast), -2 (unarmed), Defense +8, Knockback -5, Initiative +0

"I HAVE MUCH TO LEARN ABOUT YOUR PLANET."



**Totals:** Abilities 31 + Skills 7 + Feats 2 + Powers 68 + Combat 30 + Saves 12 = 150

STR	DEX	CON	INT	WIS	CHA
+6	+6	+6	+3	+3	+3
22	22	22	16	16	16

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

\* without combat suit

As the product of genetic selection and superior training, the Super Soldier is far more than a simple grunt. Whether working for the government or as a rogue mercenary, the Super Soldier has access to the latest in military technology and is ready for any battlefield.

**Skills:** Acrobatics 4 (+10), Climb 4 (+10), Disable Device 8 (+11), Intimidate 8 (+11), Knowledge (tactics) 8 (+11), Knowledge (technology) 4 (+7), Notice 8 (+11), Profession (soldier) 4 (+7), Search 8 (+11), Sense Motive 8 (+11), Stealth 4 (+10), Survival 8 (+11), Swim 4 (+10)

**Feats:** All-Out Attack, Assessment, Defensive Attack, Die Hard, Elusive Target, Endurance, Equipment 10, Evasion 2, Uncanny Dodge (auditory)

**Equipment:** Wrist Blasters (**Blast 8** [electricity]), Combat Suit (**Protection 4**; *Power Feats:* Subtle), Helmet (**Communication 6** [radio, 20 miles; *Power Feats:* Subtle], **Sensory Shield 5** [all senses], **Super-Senses 4** [direction sense, distance sense, infravision, low-light vision]), Jet Pack (**Flight 4** [100 MPH])

**Combat:** Attack +12, Grapple +18, Damage +8 (wrist blasters), +6 (unarmed), Defense +10, Knockback -5, Initiative +7

"FAILURE IS NOT AN OPTION!"



**Totals:** Abilities 54 + Skills 18 + Feats 19 + Combat 44 + Saves 15 = 150



# WEATHER CONTROLLER

POWER LEVEL 10

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

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

\* without force field

The Weather Controller is able to call upon a wide array of weather-related effects, from covering the battlefield with a heat wave or a blizzard to raining thunder and lightning down on individual opponents.

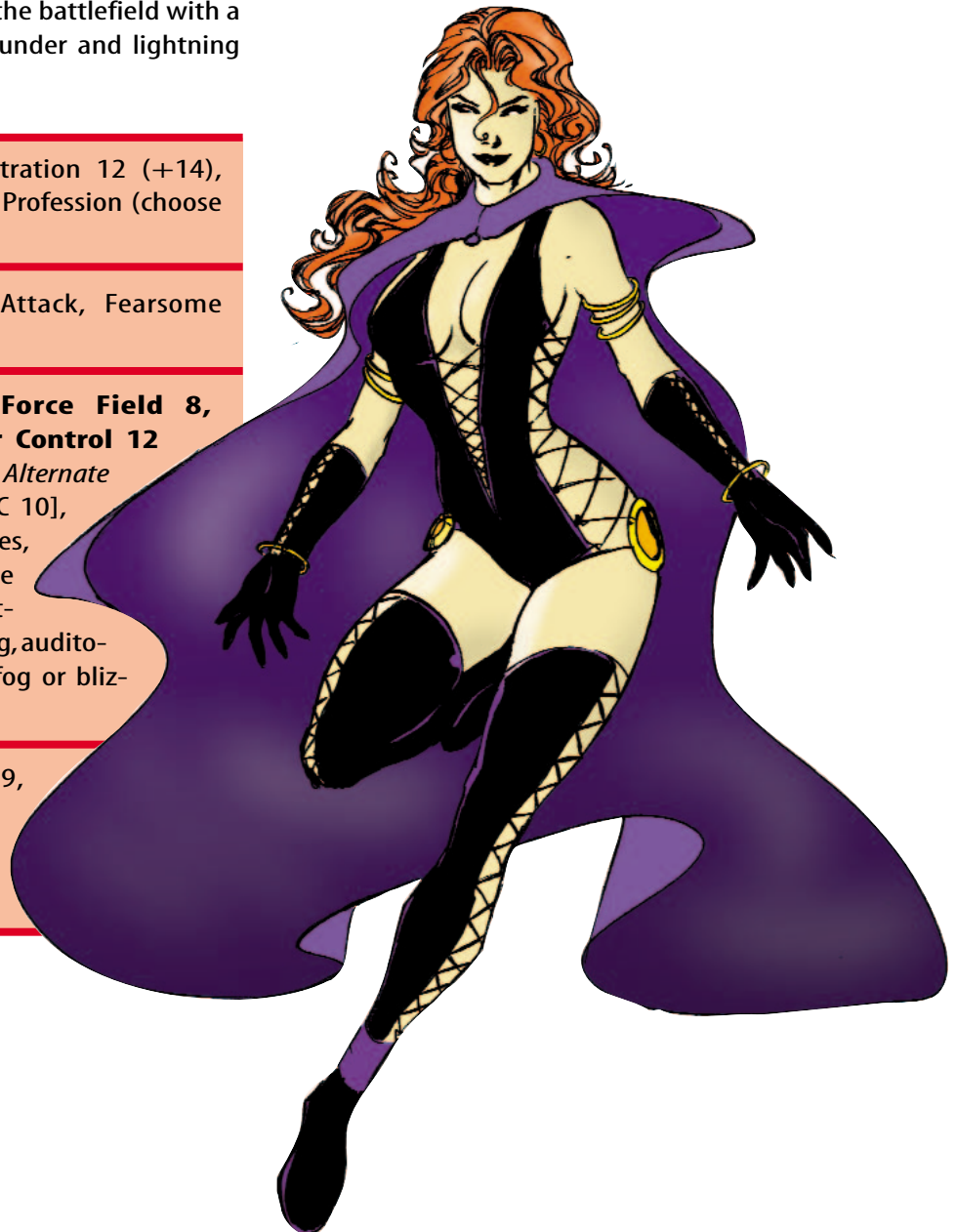
**Skills:** Acrobatics 8 (+12), Concentration 12 (+14), Intimidate 12 (+15), Notice 8 (+12), Profession (choose one) 4 (+6)

**Feats:** Accurate Attack, All-Out Attack, Fearsome Presence 6

**Powers:** **Flight 5** (250 MPH), **Force Field 8**, **Immunity 2** (cold, heat), **Weather Control 12** (Cold [extreme cold]; *Power Feats: Alternate Powers* – Distraction [rain or hail, DC 10], Hamper Movement [wet or icy, surfaces, one-quarter speed], Heat [extreme heat], **Air Control 12**, **Blast 12** [lightning], **Dazzle 8** [thunder and lightning, auditory and visual senses], **Obscure 12** [fog or blizzard, visual senses])

**Combat:** Attack +8, Grapple +9, Damage +12 (lightning), +1 (unarmed), Defense +8, Knockback -6, Initiative +4

"THE FORECAST LOOKS BAD FOR YOU!"



**Totals:** Abilities 30 + Skills 11 + Feats 8 + Powers 59 + Combat 32 + Saves 10 = 150

# WEALTHY THRILLSEEKER

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+4*/+3**	+8	+10	+6

\* flat-footed \*\* without costume

For the Wealthy Thrillseeker, money really can buy everything, including the chance to live the ultimate adventure: being a superhero. With access to vast funds the Wealthy Thrillseeker is able to obtain the best training and "toys" money can buy, a fact that is often a cause for resentment among other heroes. Many Wealthy Thrillseekers also don't do themselves any favors in their fellow heroes' eyes with their often-flippant attitudes.

If the optional Wealth rules from p. 132 are used the Wealthy Thrillseeker has the Benefit (wealthy) 8 feat. Players should decide from which of the Wealthy Thrillseeker's traits the eight power points assigned to that feat are taken.

**Skills:** Acrobatics 8 (+12), Bluff 8 (+11), Climb 8 (+12), Drive 8 (+12), Intimidate 8 (+11), Notice 8 (+8), Pilot 12 (+16), Ride 4 (+8), Stealth 8 (+12), Swim 4 (+8)

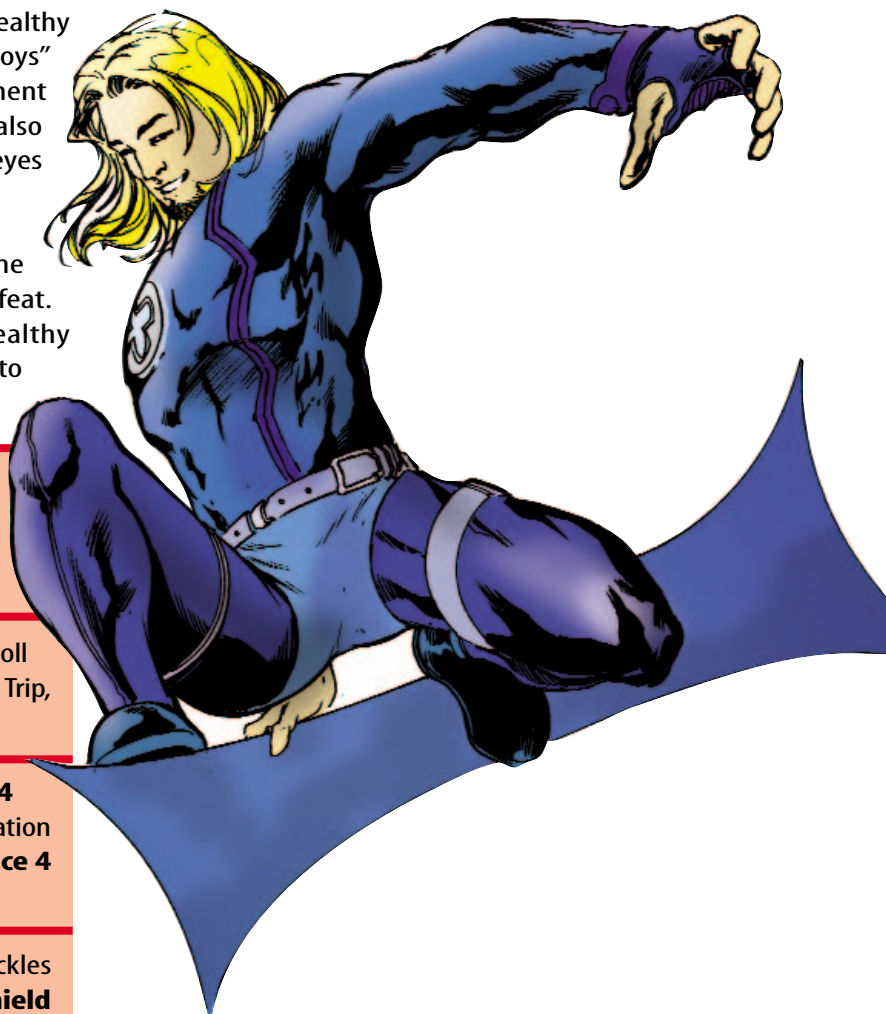
**Feats:** All-Out Attack, Attractive, Connected, Defensive Roll 3, Equipment 3, Evasion 2, Improved Block, Improved Trip, Instant Up, Improved Initiative 2, Power Attack, Taunt

**Powers:** **Device 1** (hoverboard; easy to lose): **Flight 4** (100 MPH; *Power Feats:* Restricted [personal voice activation only]; *Flaws:* Limited [hovers 1 foot off a surface]), **Device 4** (stun bolas; easy to lose): linked **Snare 5**, linked **Stun 5**

**Equipment:** Costume (**Protection 1**), Power Knuckles (**Strike 4**; *Power Feats:* Mighty), Sunglasses (**Sensory Shield 6** [visual senses], **Super-Senses 3** [direction sense, distance sense, low-light vision])

**Combat:** Attack +12, Grapple +16, Damage +8 (power knuckles), +4 (unarmed), Defense +12, Knockback -4, Initiative +12

"THERE'S NOTHING TO THIS HERO STUFF!"



**Totals:** Abilities 34 + Skills 19 + Feats 18 + Powers 15 + Combat 48 + Saves 16 = 150

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