



INCLUDES 10 NEW ARCHETYPES!

MUTANT MINDS

ARCHETYPE ARCHIVE 3

ONLY
IN PDF!

POWER LEVEL 10

WIS	CHA
+1	+2
DEX	WILL
+12	+7

at will with fire hot
he can unleash this fire
reballs to create bar-
making him a truly

be based on other
light, radiation,
ding on the type
may or may not

centration 8 (+9),
(+9), Profession
ut Attack, Power

re; Blast 10 (Power
Create Object 10,
extreme heat, 100-ft.
Control 5 (daylight, 100-
Flight 6 (500 MPH), Force
damage), Strike 10 (fire;

M&M
SUPERLINK

MA LIGHT YOU UP!"

CON	WIS	CHA
+9	+3	+2
28	16	14
PORTITUDE	REFLEX	WILL
+12	+6	+8

be the genuine article or just seem
a true denizen of Hell (or some other
ed to Earth by a sorcerer, or sent there to
the guilty. Perhaps the Demon is forced
do good, or is motivated by a desire for
aps tempted by power. The Demon
emon at all, but someone with the
associated with the role and playing

idate 8 (+10), Knowledge
nowledge (theology and phi-
(+7), Sense Motive 8
wer Attack, Startle

1 (tall), Hellfire Control 10
- Mental Blast 5, Strike
port 10), Immunity 10
on 2, Super-Strength 4

ale +27, Damage +8
se +9, Knockback -8,

cks, +50%, -2 points),
powers per 5 minutes,

P THE
YOUR
RUSH
WEATH



The Archer is a modern-day Robin Hood
fighting for justice. The character's home
in both wilderness and city. Although
relying on an ancient weapon, the Archer
surprisingly capable hero.
The Archer's trick arrows are usually
technology as in the power feat exam

Acid Arrow: Corrosion 4 (Extras: Ran-
Blunt-Tipped Arrow: Stun 4 (Extras:
Boom Arrow: Sonic Control 6
Exploding Arrow: Blast 3 (Extras: Ex-
Flash Arrow: Dazzle 6 (visual sense)
Glue Arrow: Snare 6

With the right skills, the Archer can
unusual shots using power feats:

Shoot another arrow out of the sky (range
tiles; Extras: Range (ranged))
Shoot two arrows at different targets
Skip an arrow to the target: Ricochet

As an alternate concept the Archer can
mystical in nature. Such an Archer
physical arrows, but might simply
bowstring and call forth the desired

Skills: Acrobatics 8 (+15), Climb 8 (+10), Craft (me-
Information 8 (+11), Intimidate 8 (+11), Investigate 8 (+9), Knowledge (streetwise) 8 (+9),
Sense Motive 8 (+12), Stealth 8 (+15), Survival 8 (+12), Swim 4 (+6)

ARCHETYPE ARCHIVE 3

A GREEN RONIN PRODUCTION

CREATED BY RONIN ARTS

Design **Michael Hammes** and **Steve Kenson**

Editing and Layout **Philip Reed**

Artwork **Vitor Ishimura** and **Jake Richmond**

Green Ronin Staff **Chris Pramas, Nicole Lindroos, Hal Mangold, Marc Schmalz, Robert J. Schwalb, Steve Kenson & Evan Sass**

Graphic Design based on the work of **Sean Glenn** and **Hal Mangold**

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Green Ronin Publishing

PO Box 1723

Renton, WA 98057-1723

www.greenronin.com

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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. The archetypes 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.

Table of Archetypes

The following archetypes make their appearance in this supplement:

Amphibian — at home both above and below the sea.

Archer — Robin Hood's spiritual (or perhaps real) descendant.

Dark Avenger — teaches criminals to fear the night.

Demon — infernal power harnessed to benevolent purpose.

Living Flame — the human lighter.

Revenant — seeking retribution from beyond the grave.

Ring Bearer — incredible power, itty-bitty ring.

Robot — a machine with the soul of a hero.

Size Changer — proof that one size does not fit all.

Solid Hero — built like a brick and tough as steel.

AMPHIBIAN

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+8	+3	+6	+0	+3	+2
26	16	22	10	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+10	+7	+7

The Amphibian is at home both above and below the waves. Some Amphibians are native to the aquatic depths; citizens (or nobility) of Atlantis or aliens from water-worlds. Others hail from the surface world; ordinary humans infused with aquatic DNA or the mystic power of the seas. In either case, while an Amphibian is most effective when there is water nearby, they should not be underestimated on land.

Skills: Acrobatics 8 (+11), Handle Animal 8 (+10), Intimidate 4 (+6), Knowledge (earth sciences) 2 (+2), Notice 8 (+11), Ride 4 (+7), Sense Motive 6 (+9), Stealth 4 (+7), Survival 8 (+11), Swim 8 (+16)

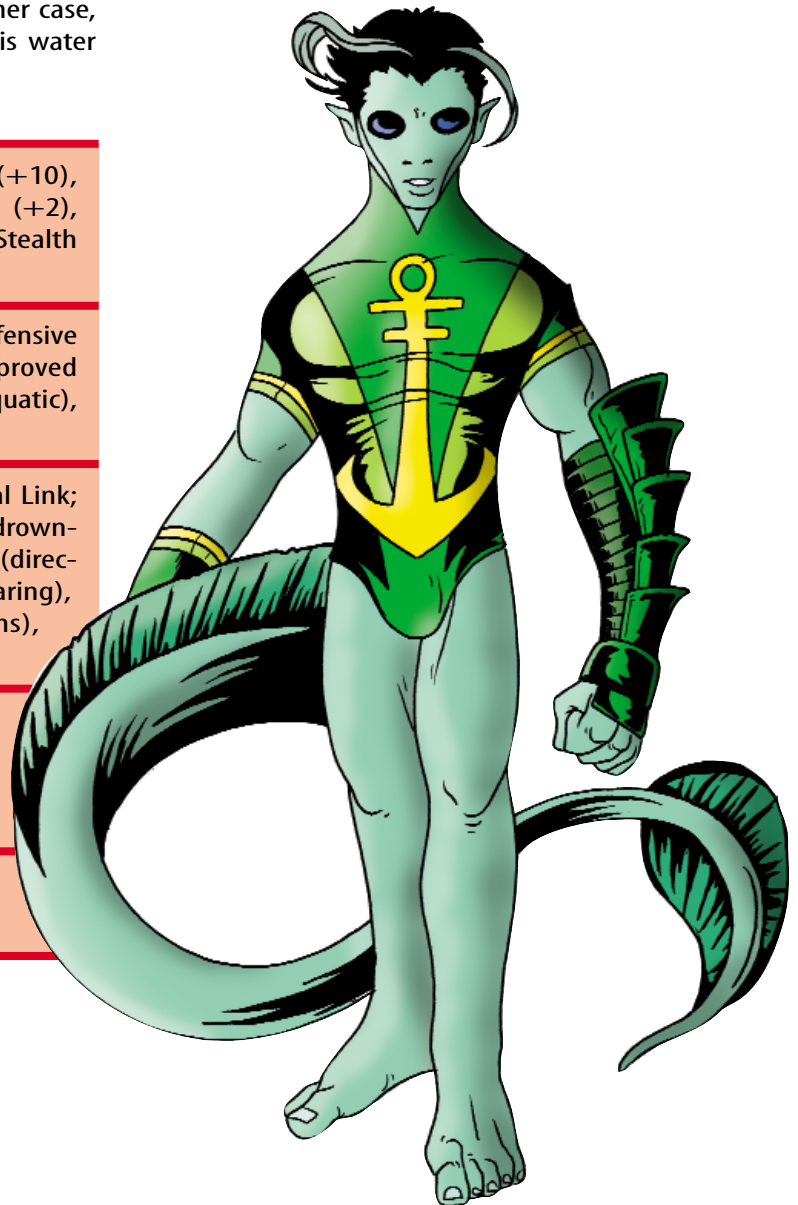
Feats: Animal Empathy, Attack Focus (melee) 4, Defensive Attack, Environmental Adaptation (aquatic), Improved Grab, Improved Grapple, Favored Environment 2 (aquatic), Power Attack

Powers: **Animal Control 10** (Power Feats: Mental Link; Flaws: Limited - sea-life only), **Immunity 3** (cold, drowning, high pressure), **Protection 2**, **Super-Senses 6** (direction sense, low-light vision, tremorsense, ultra-hearing), **Super-Strength 5** (Heavy Load: 14.4 tons), **Swimming 6** (100 MPH)

Combat: Attack +10 (melee), +6 (ranged), Grapple +23, Damage +8 (unarmed), Defense +10, +2 attack or dodge bonus underwater, Knockback -4, Initiative +3

Drawbacks: Weakness (lack of water, hourly, -3 points)

"WATER, WATER, EVERYWHERE . . . WHICH MEANS YOU'RE IN BIG TROUBLE!"



Totals: Abilities 44 + Skills 15 + Feats 12 + Powers 38 + Combat 32 + Saves 12 - Drawbacks 3 = Total 150

STR	DEX	CON	INT	WIS	CHA
+2	+7	+2	+1	+4	+3
14	24	14	12	18	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+7	+9	+6

* Flat-footed



"BULLSEYE!"

The Archer is a modern-day Robin Hood, a master of the bow fighting for justice. The consummate hunter, the archer is at home in both wilderness and urban environments. Although relying on an ancient weapon, the Archer's thoroughly modern arsenal of trick arrows makes the Archer a surprisingly capable hero.

The Archer's trick arrows are usually based on cutting edge technology as in the power feat examples below:

- *Acid Arrow*: **Corrosion 4** (Extras: Range [ranged])
- *Blunt-Tipped Arrow*: **Stun 4** (Extras: Range [ranged])
- *Boom Arrow*: **Sonic Control 6**
- *Exploding Arrow*: **Blast 3** (Extras: Explosion)
- *Flash Arrow*: **Dazzle 6** (visual senses)
- *Glue Arrow*: **Snare 6**

With the right skills, the Archer can also perform various unusual shots using power feats:

- *Shoot another arrow out of the sky*: **Deflect 6** (slow projectiles; Extras: Range [ranged])
- *Shoot two arrows at different targets*: Split Attack power feat
- *Skip an arrow to the target*: Ricochet power feat

As an alternate concept the Archer's bow and arrows can be mystical in nature. Such an Archer might not even carry any physical arrows, but might simply be able to pull back the bowstring and call forth the desired effect.

Skills: Acrobatics 8 (+15), Climb 8 (+10), Craft (mechanical) 8 (+9), Gather Information 8 (+11), Intimidate 8 (+11), Investigate 8 (+9), Knowledge (streetwise) 8 (+9), Notice 8 (+12), Search 8 (+9), Sense Motive 8 (+12), Stealth 8 (+15), Survival 8 (+12), Swim 4 (+6)

Feats: Acrobatic Bluff, Attack Focus 2 (ranged), Attack Specialization 2 (bow), Defensive Attack, Defensive Roll 4, Dodge Focus 4, Evasion 2, Improved Aim, Improved Critical 3 (17-20, bow), Improved Initiative, Instant Up, Move-by Action, Precise Shot, Quick Draw 2 (load, ready), Ranged Pin, Track, Ultimate Aim, Uncanny Dodge (auditory)

Powers: **Device 4** (bow and arrows; easy to lose) *Bow and Arrows*: **Blast 6** (choose 8 power feats)

Combat: Attack +8 (unarmed), +10 (ranged), +14 (bow), Grapple +10, Damage +2 (unarmed), +6 (bow), Defense +14 (+5 flat-footed), Knockback -3, Initiative +11

Totals: Abilities 38 + Skills 25 + Feats 30 + Powers 12 + Combat 36 + Saves 9 = 150

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+2	+4	+5
14	18	14	14	18	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+4*/+2**	+6	+8	+12

* flat-footed, ** without costume

Striking without warning from the shadows, the Dark Avenger brings swift and terrifying justice to those that would commit evil. Although the Dark Avenger prefers to use psychological ploys, such as Fearsome Presence, to demoralize and defeat foes, the Dark Avenger is quite capable in combat and can wipe out an entire gang simply by making Sneak Attacks while moving between the shadows.

Skills: Gather Information 6 (+11), Intimidate 12 (+17), Investigate 6 (+8), Knowledge (streetwise) 6 (+8), Notice 8 (+12), Search 6 (+8), Sense Motive 10 (+14), Stealth 6 (+10)

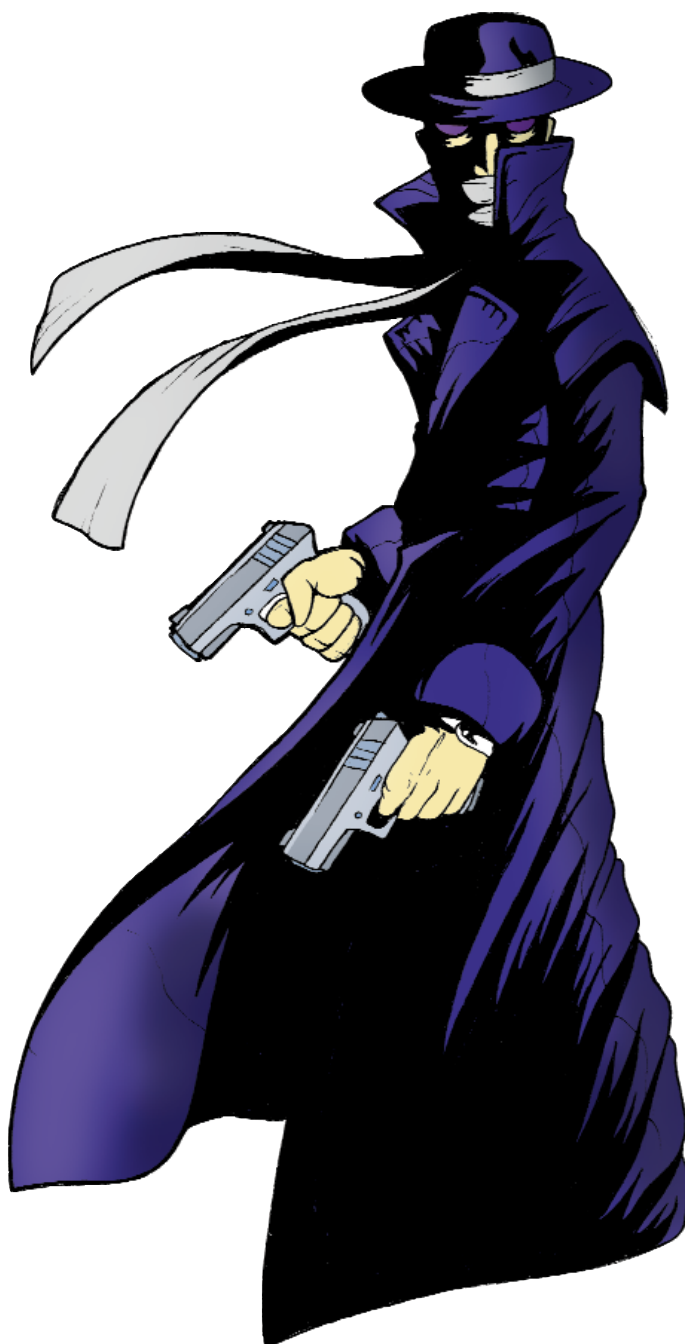
Feats: Assessment, Attack Specialization 3 (pistol), Defensive Roll 3, Equipment 2, Evasion 2, Fascinate (Intimidate), Fearless, Fearsome Presence 10, Power Attack, Sneak Attack 3, Startle, Ultimate Save (Will), Uncanny Dodge (mental)

Powers: **Concealment 4** (all visual senses; *Flaws:* Limited – shadows only); **Teleport 10** (*Power Feats:* Change Direction, Turnabout; *Flaws:* Medium [shadows], Short-Range); **Super-Senses 2** (Darkvision)

Equipment: Costume (**Protection +2**), Heavy Pistol (+4 damage)

Combat: Attack +12 (pistol), +6 (unarmed), Grapple +8, Damage +4 (heavy pistol, +8 sneak attack), +2 (unarmed, +6 sneak attack), Defense +13, Knockback -3, Initiative +4

"THE NIGHT CANNOT SHIELD YOU FROM MY GRASP!"



Totals: Abilities 38 + Skills 15 + Feats 30 + Powers 13 + Combat 38 + Saves 16 = 150

STR	DEX	CON	INT	WIS	CHA
+8	+3	+9	+0	+3	+2
26	16	28	10	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+11	+12	+6	+8

The Demon might be the genuine article or just seem like it. The Demon can be a true denizen of Hell (or some hell-like dimension), summoned to Earth by a sorcerer, or sent there to visit vengeance upon the guilty. Perhaps the Demon is forced by an oath or bond to do good, or is motivated by a desire for redemption and perhaps tempted by power. The Demon might not be a real demon at all, but someone with the appearance and powers associated with the role and playing into it.

Skills: Bluff 4 (+6), Intimidate 8 (+10), Knowledge (arcane lore) 8 (+8), Knowledge (theology and philosophy) 8 (+8), Notice 4 (+7), Sense Motive 8 (+11)

Feats: Defensive Attack, Power Attack, Startle

Powers: **Additional Limbs 1** (tail), **Hellfire Control 10** (*Power Feats: Alternate Powers - Mental Blast 5, Strike 10* [hellfire weapons], **Teleport 10**), **Immunity 10** (aging, life support), **Protection 2**, **Super-Strength 4** (*Heavy Load: 7.2 tons*)

Combat: Attack +10, Grapple +22, Damage +8 (unarmed), +10 (hellfire), Defense +9, Knockback -5, Initiative +3

Drawbacks: Vulnerable (holy attacks, +50%, -2 points), Weakness (holy ground, -1 Str and powers per 5 minutes, -4 points)

"I WILL STRIP THE
FLESH FROM YOUR
BONES AND CRUSH
YOUR SOUL BENEATH
MY HEEL!"



Totals: Abilities 50 + Skills 10 + Feats 3 + Powers 44 + Combat 38 + Saves 11 - Drawbacks 6 = Total 150

LIVING FLAME

POWER LEVEL 10

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

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

* without force field

The Living Flame's body is wreathed at will with fire hot enough to melt metal. The Living Flame can unleash this fire to do everything from fly and throw fireballs to create barriers and affect the environment, making him a truly daunting foe.

Instead of fire the Living Flame can be based on other forms of energy such as electricity, light, radiation, cosmic energy, etc. However, depending on the type of energy involved, such variants may or may not share the Living Flame's drawbacks.

Skills: Acrobatics 8 (+13), Concentration 8 (+9), Intimidate 4 (+6), Notice 8 (+9), Profession (choose one) 4 (+5)

Feats: Accurate Attack, All-Out Attack, Power Attack, Precise Shot

Powers: **Energy Form 14** (fire; **Blast 10** (*Power Feats: Alternate Powers - Create Object 10, Environmental Control 5* [extreme heat, 100-ft. radius] and **Environmental Control 5** [daylight, 100-ft. radius], **Fire Control 10**), **Flight 6** (500 MPH), **Force Field 10**, **Immunity 5** (fire damage), **Strike 10** (fire; *Extras: Aura*))

Combat: Attack +10, Grapple +11, Damage +1 (unarmed), +10 (aura), +10 (blast), Defense +8, Knockback -6, Initiative +5

Drawbacks: Vulnerable (water, +50%, -2 points), Power Loss (immersed in water or exposed to vacuum, uncommon, -1 points)



"I'M GONNA LIGHT YOU UP!"

Totals: Abilities 22 + Skills 8 + Feats 4 + Powers 70 + Combat 36 + Saves 13 - Drawbacks 3 = 150

REVENANT

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+6/+8*	+2	–	+0	+0	+0
22/26*	14	–	10	10	10

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

* raging

For some, death is not the end but the beginning. For the Revenant death was a transition from ordinary life to existence as one of the “living dead.” A Revenant usually exists because of some higher purpose, usually a desire for justice or vengeance (or both). Immune to the concerns of the living, able to recover from virtually any harm, and super-humanly strong, the Revenant is an unstoppable, tireless force the criminal world will learn to fear.

“I DO NOT
FEAR DEATH,
FOR I AM
DEATH!”

Skills: Intimidate 8 (+8), Sense Motive 4 (+4)

Feats: Attack Focus (melee) 3, Favored Opponent (street criminals) 2, Fearless, Power Attack, Rage

Powers: **Immunity 30** (Fortitude), **Protection 10** (Extras: Impervious 5), **Regeneration 34** (recovery +14, bruised 1/round, injured 1/round, disabled 1/round, all with no rest, Regrowth, Resurrection 1/hour), **Super-Senses 2** (darkvision), **Super-Strength 4** (Heavy Load: 4.2 tons/7.2 tons when raging)

Combat: Attack +10 (melee), +7 (ranged), Grapple +20 (+22 raging), Damage +6 (unarmed), +8 (raging), Defense +10 (+8 raging), Knockback –7, Initiative +2



Totals: Abilities 6 + Skills 3 + Feats 8 + Powers 89 + Combat 34 + Saves 10 = Total 150

RING BEARER

POWER LEVEL 10

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

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

* without force field

As the name suggests, the Ring Bearer draws super-powers from a ring (or some other similar sort of device such as a pair of bracers or an amulet). The ring may be a device of high technology or mystic power. The Ring Bearer may have discovered the ring accidentally, received it as a legacy, or been issued it upon joining or being selected for an organization.

A Ring Bearer's ring often has one or more Power Loss drawbacks. Some examples are:

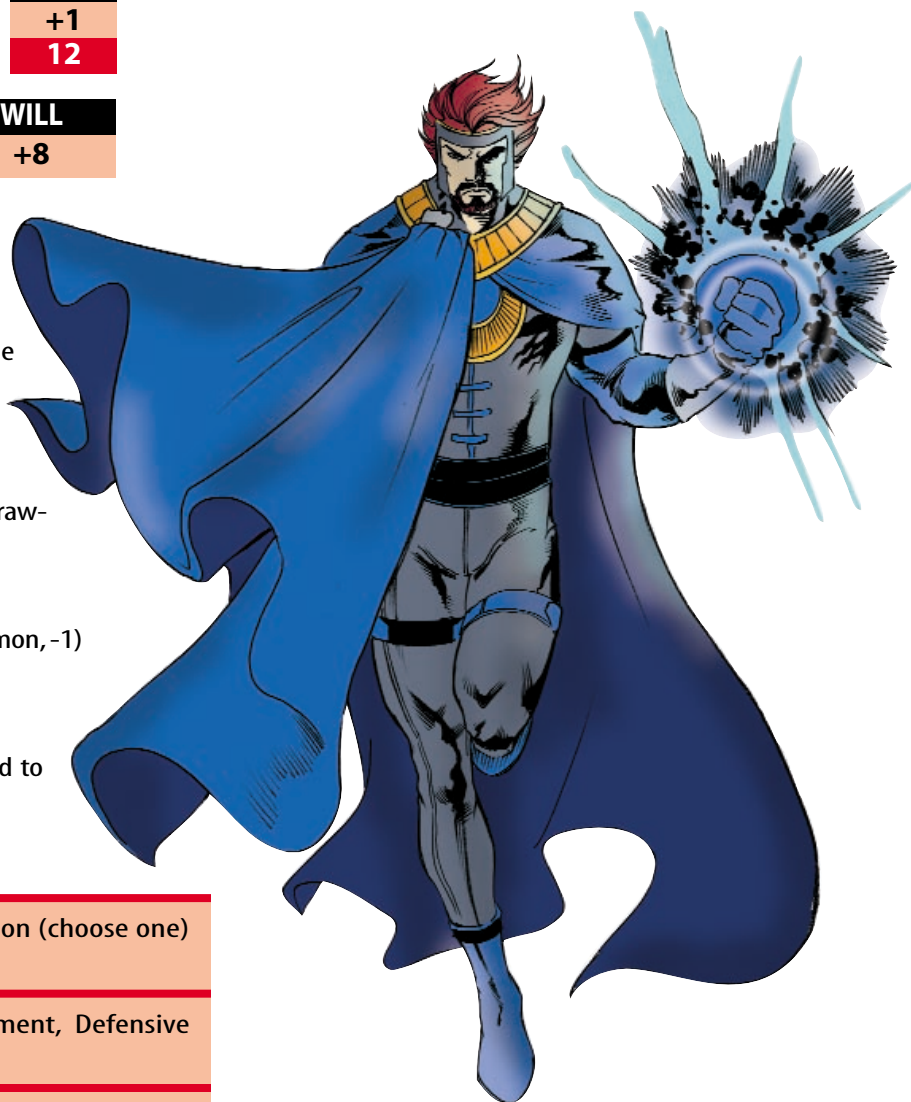
Power Loss (the color green, uncommon, -1)

Power Loss (must be recharged every 24 hours, uncommon, -1)

Power Loss (wood, common, -2)

Power Loss (steel, very common, -3)

Any points gained from adding drawbacks can be used to increase the ring's power and versatility.



Skills: Diplomacy 8 (+9), Notice 8 (+10), Profession (choose one) 4 (+6), Sense Motive 8 (+10), Search 4 (+5)

Feats: Accurate Attack, All-Out Attack, Assessment, Defensive Attack, Power Attack, Precise Shot

Powers: **Device 16** (power ring; hard to lose; *Power Feats:* Restricted 2 [only you]) **Power Ring: Blast 12** (*Power Feats:* Alternate Powers — **Create Object 8** [*Extras:* Movable], **Create Object 5** [*Extras:* Movable, Linked **Immunity 9** (Life Support; *Extras:* Affects Only Others)], **Dazzle 12** [visual senses], **Telekinesis 12**, **Comprehend 4** (Languages; speak, read, and understand all languages, anyone able to hear you can understand you), **Flight 7** (1,000 MPH; *Power Feats:* Alternate Power — **Space Travel 14**), **Force Field 10** (*Extras:* Impervious), **Immunity 9** (life support)

Combat: Attack +8, Grapple +10, Damage +2 (unarmed), +12 (blast), Defense +8, Knockback -6, Initiative +2

HALT IN
THE NAME
OF THE
INTERGALACTIC
GUARDIANS!

Totals: Abilities 20 + Skills 8 + Feats 6 + Powers 66 + Combat 32 + Saves 18 = 150

STR	DEX	CON	INT	WIS	CHA
+12	+1	–	+4	+2	+0
34	12	–	18	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	–	+4	+5

Made of metal, plastic, and composites, but having the soul of a hero, the Robot is more than “just a machine,” although not everybody thinks so. Some Robots have human minds or memories contained within them while others are purely artificial creations. Bewildered at times by the behavior of ordinary people, the Robot tries to do the right thing and learn the very best aspects of being human.

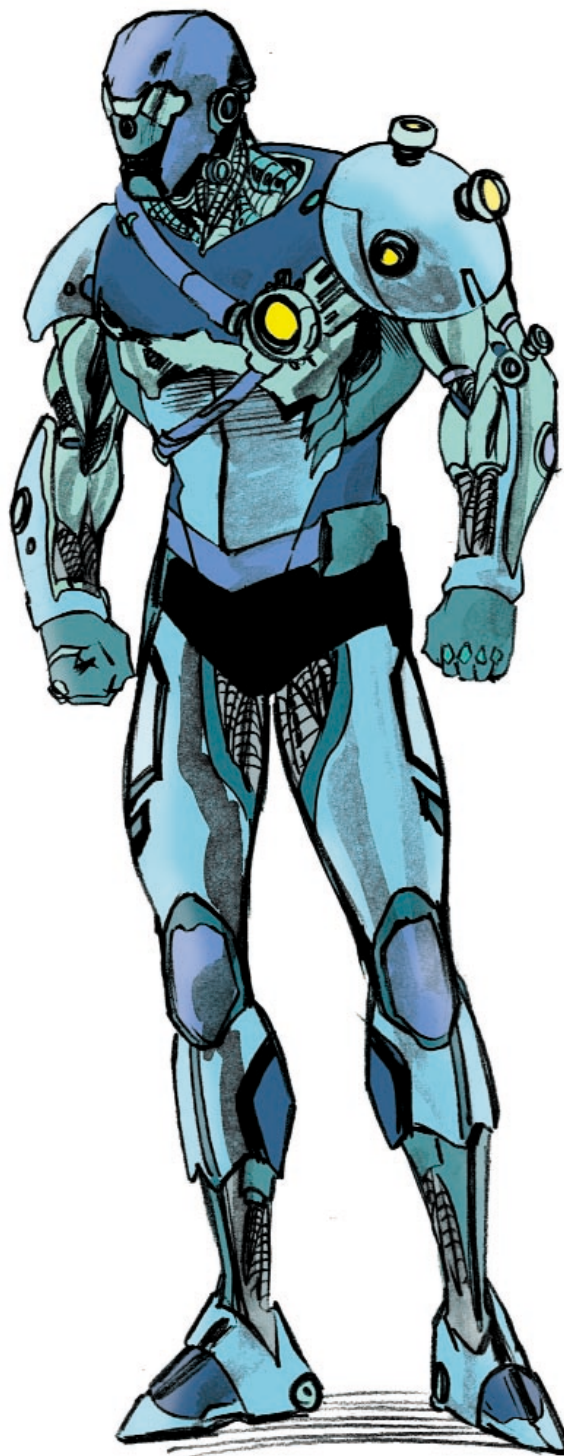
For a mystical golem or construct character change the Knowledge skill to arcane lore or theology and philosophy and possibly replace the Speed power with additional ranks of Immovable or some other suitable trait.

Skills: Knowledge (technology) 4 (+8), Notice 4 (+6), Sense Motive 4 (+6)

Feats: Eidetic Memory, Fearless, Jack-of-all-Trades

Powers: **Density 3** (provides x2 mass, +6 Str, **Immovable 1**, **Protection 1** [*Extras:* Impervious], **Super-Strength 1**, *Power Feats:* Innate, *Extras:* Duration [continuous]; *Flaws:* Permanent), **Immunity 30** (Fortitude), **Leaping 4** (x25), **Quickness 3**, **Protection 11** (*Extras:* Impervious), **Speed 3** (50 MPH), **Super-Strength 3** (*Heavy Load:* 21.6 tons total)

Combat: Attack +8, Grapple +24, Damage +12 (unarmed), Defense +8, Knockback –13, Initiative +1



"YOUR ACTIONS
ARE ENDANGERING
INNOCENT LIVES;
I WILL STOP YOU."

Totals: Abilities 28 + Skills 3 + Feats 3 + Powers 78 + Combat 32 + Saves 6 = Total 150

SIZE CHANGER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+2/+14*	+2	+2/+8*	+2	+3	+6
14/38*	14	14/26*	14	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+12*	+8/+14*	+6	+7

* full growth

The Size Changer is able to grow to tremendous height, gaining great strength and toughness in the process. Although many Size Changers are only able to grow larger, some are also able to shrink. To make a Size Changer capable of both remove one of the Size Changer's feats and add the following alternate power to Growth:

Shrinking 20 (Power Feats: Atomic Size, Growth Strike)

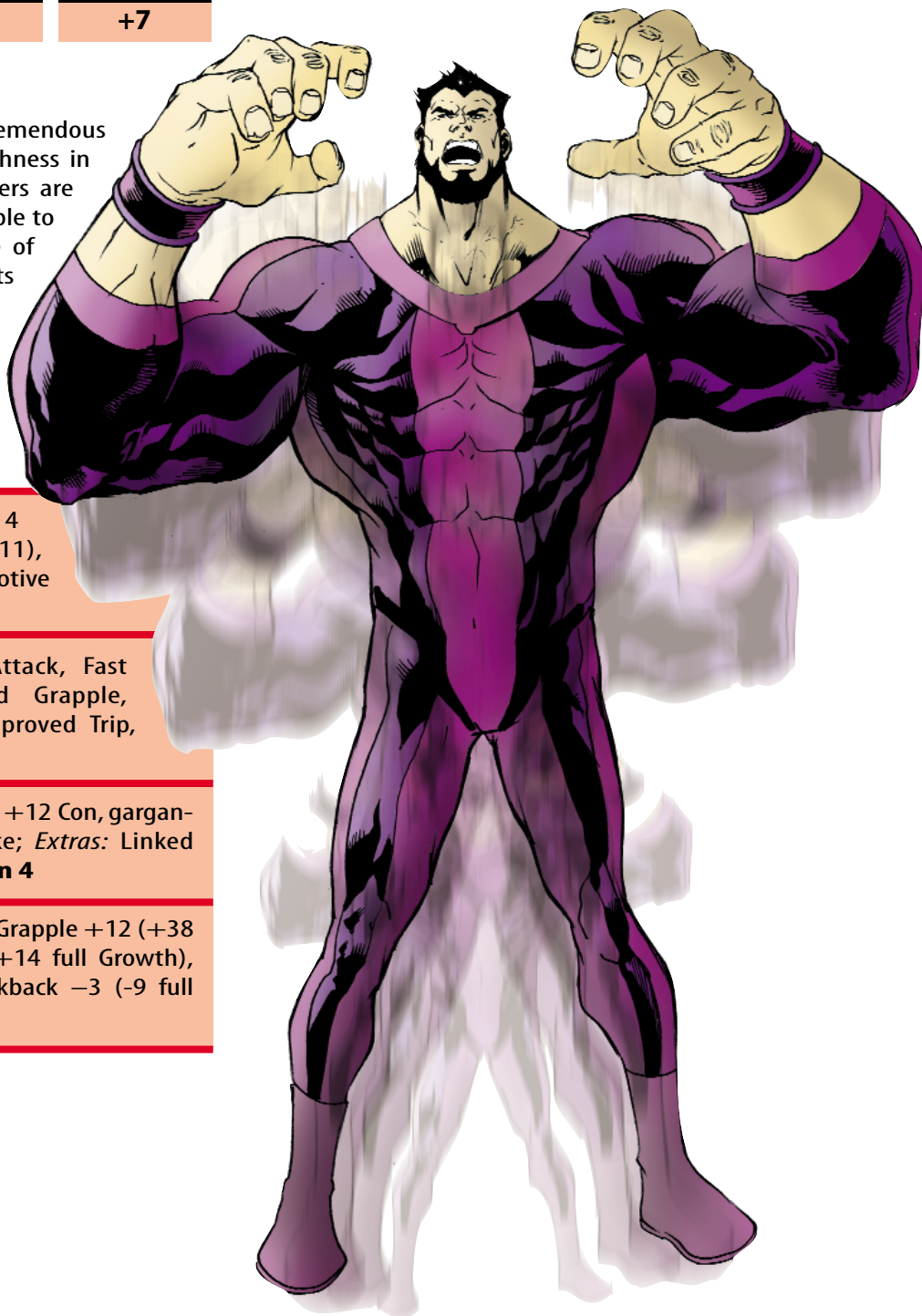
Skills: Climb 4 (+6), Intimidate 4 (+7/+13 full growth), Notice 8 (+11), Profession (choose one) 4 (+7), Sense Motive 4 (+7)

Feats: All-out Attack, Defensive Attack, Fast Overrun, Improved Grab, Improved Grapple, Improved Overrun, Improved Pin, Improved Trip, Interpose, Power Attack, Startle

Powers: **Growth 12** (provides +24 Str, +12 Con, gargantuan size; *Power Feats:* Growth Strike; *Extras:* Linked **Impervious Toughness 6**), **Protection 4**

Combat: Attack +10 (+6 full Growth), Grapple +12 (+38 full Growth), Damage +2 (unarmed, +14 full Growth), Defense +12 (+8 Full Growth), Knockback -3 (-9 full Growth), Initiative +2

"I'LL SHOW YOU BIG!"



Totals: Abilities 28 + Skills 6 + Feats 11 + Powers 47 + Combat 44 + Saves 14 = 150

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

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

The Solid Hero's body is able to change from flesh-and-blood into a hard substance (i.e. steel, granite, titanium, marble, etc.) at will. This power is usually the result of some accident, either scientific or mystical, although some Solid Heroes sought out this ability.

While the Solid Hero is assumed to be able to return to a flesh-and-blood body, that is not always the case. For some heroes the change is permanent. To play such a hero, add the Duration (continuous) extra and Permanent flaw to the Solid Form power.

Skills: Intimidate 12 (+12), Knowledge (earth sciences or arcane lore) 4 (+5), Notice 4 (+5), Profession (choose one) 4 (+5), Search 4 (+5), Sense Motive 4 (+5)

Feats: All-Out Attack, Endurance, Interpose, Power Attack, Startle

Powers: **Solid Form 16** (choose a hard substance; **Density 10** (provides x10 mass, Strength +20, **Immovable 3**, **Protection 5** [*Extras*: Impervious], **Super-Strength 3**), **Protection 7** (*Extras*: Impervious), **Immunity 30** (Fortitude), **Super-Strength 3** (*Heavy Load*: 90 tons total))

Combat: Attack +8, Grapple +26, Damage +12 (unarmed), Defense +6, Knockback -16, Initiative +2



"FLESH-AND-BLOOD
CANNOT STAND
AGAINST ME!"

Totals: Abilities 16 + Skills 8 + Feats 5 + Powers 80 + Combat 28 + Saves 13 = 150

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