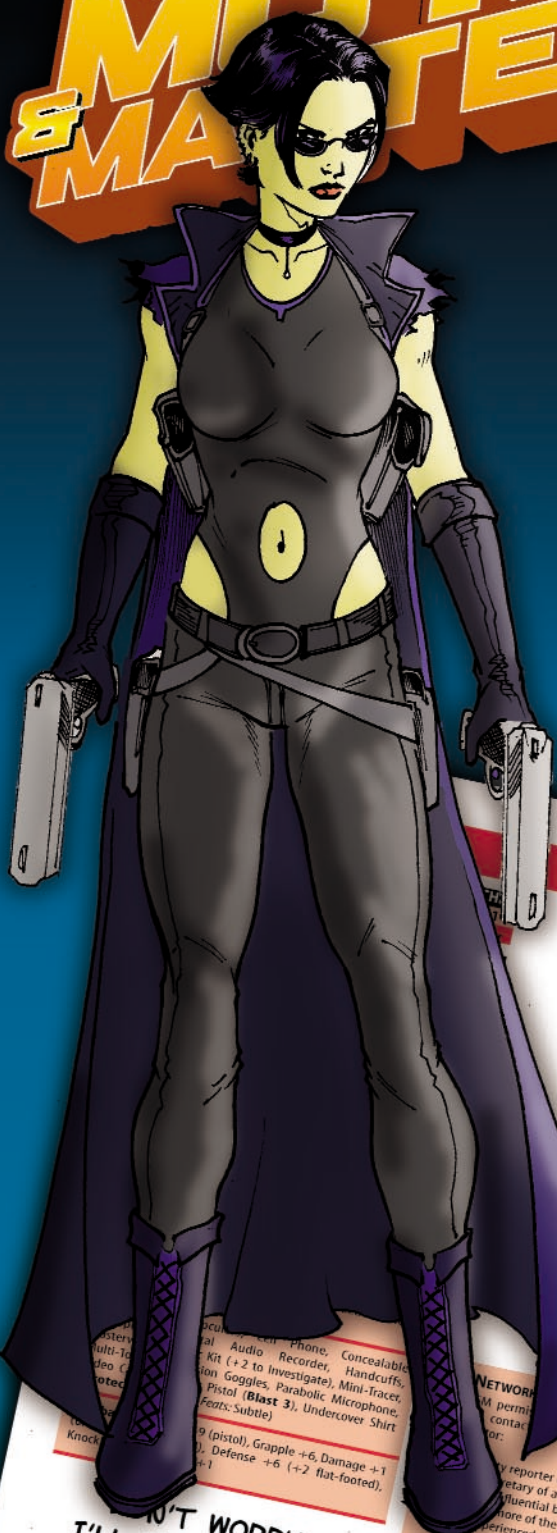




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STREET-LEVEL ARCHETYPES

POWER LEVEL 6

STREET FIGHTER

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+0	+3
12	14	14	12	10	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+4	+8	+6	+6		

* without armor

Tired of seeing the neighborhood overrun by scum and viewing the police as too corrupt or inept to do anything about it, the Street Fighter is on a crusade to clean up the streets. A self-taught combatant armed with nothing more than homemade weapons, the Street Fighter relies on guts, determination, and a bit of luck to make it back in one piece. The Street Fighter's true identity is usually hidden behind a mask or hood; while the Fighter may be willing to risk death for the good of the neighborhood there are friends and family to think of.

Skills: Climb 4 (+6), Gather Information 8 (+11), Intimidate 8 (+11), Knowledge (streetwise) 8 (+9), Knowledge (current events) 6 (+7), Notice 8 (+8), Search 4 (+5), Sense Motive 6 (+6), Stealth 8 (+10)

Feats: Accurate Attack, All-Out Attack, Defensive Attack, Distract (Intimidate), Elusive Target, Equipment 2, Evasion, Favored Environment (urban) 2, Improved Block, Luck 2, Power Attack, Seize Initiative, Startle, Takedown Attack, Unarmed Save 2 (Toughness, Will)

Equipment: Baseball Bat (Strike +2 [Power Feats: +6, Damage +2 (unarmed), +6 (+2 flat-footed), +2 attack areas, Knockback -2, Initiative +2 (Protection +2), Homemade Shield

TAKE OUT GARBAGE!"

Totals: Abilities 20 + Skills 15 + Feats 19 + Combat 20 + Saves 16 = 90

POWER LEVEL 6

THIS IS MY NEIGHBORHOOD!

If the campaign takes place predominantly in an urban environment (i.e. the Street Fighter's city) the GM may wish to narrow the focus of the Street Fighter's Favored Environment (urban) feat to keep it from being available most of the time (which would defeat the purpose of the feat).

Some possible limits are:

- The hero's city (if the campaign regularly takes place in other cities).
- The hero's home district or borough (if the campaign happens mostly in the hero's city).
- The hero's neighborhood (if the campaign takes place mostly in the hero's district/borough).



ONLY IN PDF!

I'LL GET TO THE BOTTOM OF THIS!"

Totals: Abilities 20 + Skills 15 + Feats 19 + Combat 20 + Saves 16 = 90

STREET-LEVEL ARCHETYPES

STREET-LEVEL ARCHETYPES

A GREEN RONIN PRODUCTION

CREATED BY RONIN ARTS

Design **Michael Hammes**

Editing and Layout **Philip Reed**

Artwork **Vitor Ishimura**

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

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 players and Gamemasters a total of ten new ready-to-play archetypes for street-level (PL 6-8) games. In addition to the full stats, which allow players and Gamemasters to customize or rebuild each archetype, the archetypes are also useful for Gamemasters in need of some quick villains or NPC street-level heroes (for any level of game); just give them some gritty names and backgrounds and they're ready to go!

As per the archetype standard 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 6 game, which was chosen as the default starting PL for a street-level game; games taking place at a higher PL will require adjustments to the archetypes in the form of assigning the appropriate points to attack and defense bonuses, power ranks, skills, feats, etc. within the themes established for each archetype. Note that 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:

Burnt-Out Hero — on the path to redemption.

Pacifist Monk — an island of tranquility in a sea of violence.

Physical Specimen — the only real hero.

Private Detective — on the case.

Psychic Investigator —possessing a great but unpredictable gift.

Street Fighter — the baddest dude on the block.

Swashbuckler — driving the blade of justice into the hearts of criminals.

Tinker — fixing it even if it doesn't need it.

Vigilante — driven by vengeance.

Wandering Mystic — adventuresome magic user.

BURNT-OUT HERO

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+1*	+5	+6	+4

* without force field

The Burnt-Out Hero has suffered a fall from great heights. Whether from a loss of confidence, an addiction, advancing age, or some other cause, the Burnt-Out Hero can no longer fully command the hero's own powers. Still the Burnt-Out Hero soldiers on, trying in some way to cope with the loss.

With the GM's permission the player may make the reason for the Hero's burnout (i.e. loss of confidence, drugs, age, etc.) a complication.

Skills: Acrobatics 8 (+10), Concentration 8 (+9), Notice 4 (+4)

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

Powers: **Energy Form 8** (Flaws: Unreliable; **Blast 6**, **Flight 4** [100 MPH], **Immunity 5** [particular energy damage], **Force Field 5**, **Strike 5** [Extras: Aura])

Combat: Attack +6, Grapple +7, Damage +1 (unarmed), +5 (aura), +6 (blast or aura strike), Defense +6, Knockback -3, Initiative +2

POWER ON (PLEASE)

The Unreliable flaw applies every time the Burnt-Out Hero attempts to activate the Energy Form power and every minute it is maintained; the Burnt-Out Hero must roll an 11 or better in order to transform to Energy Form or maintain it. The roll for changing to Energy Form occurs at the time of the attempt while the roll to maintain the Energy Form occurs at the beginning of the Burnt-Out Hero's turn prior to any other actions.

Failure means that the Energy Form either fails to manifest or winks out (particularly interesting when in mid-Flight). Note that although changing to Energy Form is a free action, the Unreliable flaw prevents the Burnt-Out Hero from trying again that turn (meaning that if the form fails to manifest or winks out the Burnt-Out Hero cannot try to activate again until the Burnt-Out Hero's next turn).

"I DON'T KNOW IF I'VE STILL GOT IT IN ME."



Totals: Abilities 12 + Skills 5 + Feats 5 + Powers 32 + Combat 24 + Saves 12 = 90

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

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

* Flat-footed

In a world full of conflict and violence the Pacifist Monk tries to chart a better course, both personally and for others. But the path to enlightenment is ever fraught with obstacles and the Monk occasionally faces situations where forceful action cannot be avoided. At such times the Monk relies on wisdom, discipline, and martial arts to show the bad guys the error of their ways and set things back on the path of harmony.

Skills: Acrobatics 8 (+12), Concentration 8 (+10), Escape Artist 6 (+10), Knowledge (theology and philosophy) 4 (+4), Medicine 4 (+6), Notice 8 (+10), Sense Motive 6 (+8), Stealth 8 (+12)

Feats: Acrobatic Bluff, Attack Focus (melee) 4, Defensive Roll 2, Dodge Focus 4, Elusive Target, Evasion 2, Grappling Finesse, Improved Disarm, Improved Initiative, Improved Trip, Instant Up, Move-By Action, Power Attack, Redirect, Stunning Attack, Trance, Uncanny Dodge (tactile)

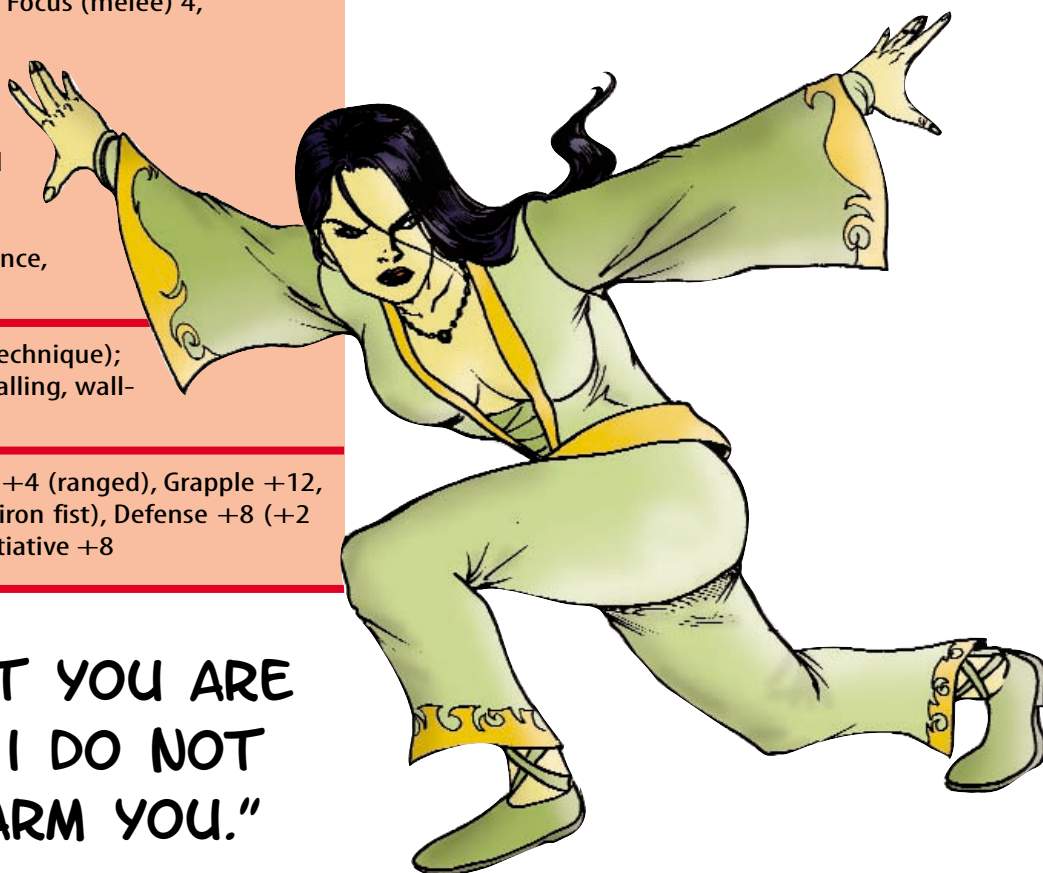
Powers: Strike 4 (iron fist technique);
Super-Movement 2 (slow falling, wall-crawling)

Combat: Attack +8 (melee), +4 (ranged), Grapple +12, Damage +0 (unarmed), +4 (iron fist), Defense +8 (+2 flat-footed), Knockback -2, Initiative +8

KUNG FU WARRIOR

Players that prefer a statistically grittier and more offense-focused master of kung fu can turn the Pacifist Monk into the Kung Fu Warrior by doing any or all of the following (some of these changes will require additional modification to the stat block):

- Shift the four points from Wisdom and add them to Strength.
- Remove the ranks from Knowledge (theology and philosophy) and Medicine and use the resulting points to improve Strength or add more combat feats.
- Replace defensive and non-violent feats such as Defensive Attack, Improved Disarm, and Stunning Attack with more offensive-oriented feats such as Chokehold, All-Out Attack, Throwing Mastery, etc.
- Reduce or eliminate the mystic powers and use the points to fuel further offense-oriented feats and damage capabilities.



"CEASE WHAT YOU ARE DOING FOR I DO NOT WISH TO HARM YOU."

Totals: Abilities 16 + Skills 13 + Feats 25 + Powers 8 + Combat 16 + Saves 12 = 90

PHYSICAL SPECIMEN

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+7	+7	+7	+0	+0	+0
24	24	24	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+10	+10	+6

"CHECK OUT THESE MOVES!"

The Physical Specimen has the best body that genetics, training, and science can provide; taking up the hero's mantle is inevitable as fighting dangerous criminals is the only worthy challenge. The Physical Specimen likes combat up close and personal, preferring to prove superiority with opponents directly; weapons of any kind are for the weak and if there's one thing the Specimen is not, it is weak.

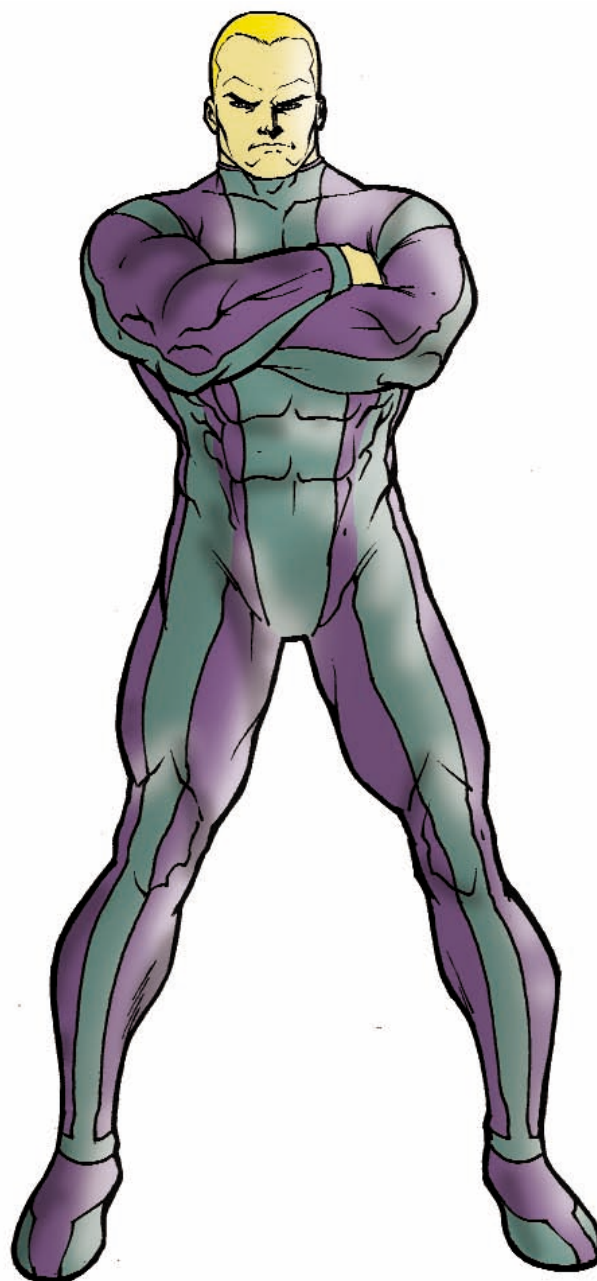
Skills: Acrobatics 8 (+15), Climb 8 (+15), Intimidate 8 (+8), Notice 4 (+4)

Feats: Acrobatic Bluff, Chokehold, Diehard, Improved Grab, Improved Grapple, Improved Pin, Power Attack, Takedown Attack 2 (5-foot move)

Combat: Attack +5, Grapple +12, Damage +7 (unarmed), Defense +5, Knockback -3, Initiative +7

BRING THE PAIN!

Players can change the focus of the Physical Specimen's combat style by substituting the archetype's grappling-focused combat feats for feats representing another style; good guidelines are the various fighting styles found on page 65 of *Mutants and Masterminds*.



Totals: Abilities 42 + Skills 7 + Feats 9 + Combat 20 + Saves 12 = 90

STREET-LEVEL ARCHETYPES

3 OF 10

PRIVATE DETECTIVE

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*/+2**	+6	+5	+7

* flat-footed, ** without armor

From killings and kidnappings to blackmail and demon sightings, the Private Detective is prepared to solve them all. Whether the trail leads into the deepest sewers or to the highest penthouse, there is no place so hidden or remote that the Private Detective's keen mind cannot flush out the quarry. When the Private Detective can't close the deal alone there's always a vast network of associates and informants to fall back on. Preparation is the name of the game when the Private Detective does confront the quarry, as being caught unprepared is not only greatly embarrassing but also extremely dangerous for the Private Detective.

Skills: Bluff 6 (+7), Diplomacy 8 (+9), Gather Information 8 (+9), Intimidate 6 (+7), Investigate 8 (+10), Knowledge (streetwise) 8 (+12), Notice 8 (+11), Profession (Private Investigator) 4 (+7), Search 8 (+12), Sense Motive 8 (+11), Sleight of Hand 6 (+7), Stealth 6 (+7)

Feats: Attack Specialization (pistol) 2, Connected, Contacts, Defensive Roll 2, Dodge Focus 2, Eidetic Memory, Equipment 4, Master Plan, Well-Informed

Equipment: Binoculars, Cell Phone, Concealable Microphone, Digital Audio Recorder, Handcuffs, Masterwork Forensic Kit (+2 to Investigate), Mini-Tracer, Multi-Tool, Night-Vision Goggles, Parabolic Microphone, Video Camera, Light Pistol (**Blast 3**), Undercover Shirt (**Protection 2**; *Power Feats: Subtle*)

Combat: Attack +5, +9 (pistol), Grapple +6, Damage +1 (unarmed), +3 (pistol), Defense +6 (+2 flat-footed), Knockback -3, Initiative +1

"DON'T WORRY,
I'LL GET TO THE
BOTTOM OF THIS!"

Totals: Abilities 24 + Skills 21 + Feats 15 + Combat 18 + Saves 12 = 90



THE NETWORK

With GM permission the following individuals make suitable contacts and connections for the Private Investigator:

- The city reporter of the local newspaper.
- The secretary of an important government official or influential businessperson.
- One or more of the local religious leaders.
- An experienced and savvy informant.
- A local pawnbroker/fence (for information and equipment).
- An individual on the police force (beat cop, detective, etc.).
- The assistant coroner.
- A librarian or other researcher.
- One or more experts in specific academic fields (i.e. arcane lore or business).

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+1*	+4	+7	+8

* flat-footed

The Psychic Investigator's powers are both blessing and curse. On the one hand the Psychic Investigator can see into the past and future, on the other the Investigator has no control over when such visions occur or what they convey. This uncertainty forces the Psychic Investigator to carefully study any received vision, sifting it as quickly and accurately as possible for clues to its true meaning; if the Psychic Investigator errs in the interpretation or is too slow, lives may be lost.

Skills: Diplomacy 8 (+11), Investigate 4 (+5), Notice 8 (+12), Profession (psychic investigator) 4 (+8), Search 8 (+9), Sense Motive 8 (+12), Stealth 4 (+6)

Feats: Attack Specialization (pistol), Equipment 2

Powers: **Enhanced Attack 5; Enhanced Feats 12** (Defensive Roll 3, Dodge Focus 4, Evasion 2, Improved Initiative 2, Uncanny Dodge [mental]); **Enhanced Reflex Save 3; Super-Senses 5** (Danger Sense [mental], Postcognition [Flaws: Uncontrolled], Precognition [Flaws: Uncontrolled])

Equipment: Cell Phone, Handcuffs, Laptop, Multi-tool, Light Pistol (**Blast 3**)

Combat: Attack +7, +9 (pistol), Grapple +7, Damage +0 (unarmed), +3 (pistol), Defense +8 (+2 flat-footed), Knockback -2, Initiative +10

POWERS OF THE MIND

The Psychic Investigator has a number of feats (Dodge Focus, Evasion, Improved Initiative, Uncanny Dodge) as powers rather than standard feats. This reflects the fact that they are the result of the archetype's mental power rather than training, talent, etc.; the Psychic Investigator can "see" the blow just before it happens, predict the path of the bullet, etc. rather than avoiding it due to experience, superior reaction time, etc.

Totals: Abilities 22 + Skills 11 + Feats 3 + Powers 30 + Combat 12 + Saves 12 = 90

"I DON'T NEED TO
SEE INTO THE
FUTURE TO
KNOW
YOU'RE
GOING
DOWN."



STREET FIGHTER

POWER LEVEL 6

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

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

* without armor

Tired of seeing the neighborhood overrun by scum and viewing the police as too corrupt or inept to do anything about it, the Street Fighter is on a crusade to clean up the streets. A self-taught combatant armed with nothing more than home-made weapons, the Street Fighter relies on guts, determination, and a bit of luck to make it back in one piece. The Street Fighter's true identity is usually hidden behind a mask or hood; while the Fighter may be willing to risk death for the good of the neighborhood there are friends and family to think of.

Skills: Climb 4 (+6), Gather Information 8 (+11), Intimidate 8 (+11), Knowledge (streetwise) 8 (+9), Knowledge (current events) 6 (+7), Notice 8 (+8), Search 4 (+5), Sense Motive 6 (+6), Stealth 8 (+10)

Feats: Accurate Attack, All-Out Attack, Defensive Attack, Distract (Intimidate), Elusive Target, Equipment 2, Evasion, Favored Environment (urban) 2, Improved Block, Luck 2, Power Attack, Seize Initiative, Startle, Takedown Attack, Ultimate Save 2 (Toughness, Will)

Equipment: Baseball Bat (**Strike 2** [Power Feats: Mighty, Thrown (10 ft. range increment)]), Flashlight, Homemade Armor (**Protection 2**), Homemade Shield (**Shield 2**), Multitool

Combat: Attack +6, Grapple +8, Damage +2 (unarmed), +4 (baseball bat), Defense +6 (+2 flat-footed), +2 attack or dodge bonus in urban areas, Knockback -2, Initiative +2

THIS IS MY NEIGHBORHOOD!

If the campaign takes place predominantly in an urban environment (i.e. the Street Fighter's city) the GM may wish to narrow the focus of the Street Fighter's Favored Environment (urban) feat to keep it from being available most of the time (which would defeat the purpose of the feat).

Some possible limits are:

- The hero's city (if the campaign regularly takes place in other cities).
- The hero's home district or borough (if the campaign takes place mostly in the hero's city).
- The hero's neighborhood (if the campaign takes place mostly in the hero's district/borough).



"TIME TO TAKE OUT THE GARBAGE!"

Totals: Abilities 20 + Skills 15 + Feats 19 + Combat 20 + Saves 16 = 90

STREET-LEVEL ARCHETYPES

6 OF 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+5	+8	+5

* flat-footed

Whether a merciless avenger striking from the shadows or a brash duelist challenging villains face-to-face, the Swashbuckler is a throwback to a bygone era, one where the strength of one's sword arm determined life and death. While others may see the Swashbuckler's reliance on an ancient weapon as a handicap, the Swashbuckler sees exactly the opposite; it is reliance on a gun that makes one weak, a point the Swashbuckler proves time and time again.

Skills: Acrobatics 8 (+12), Bluff 8 (+10), Climb 8 (+10), Notice 8 (+8), Sense Motive 4 (+5), Stealth 8 (+12)

Feats: Accurate Attack, All-Out Attack, Attack Specialization (sword), Defensive Attack, Defensive Roll 2, Distract (Bluff), Dodge Focus 2, Elusive Target, Equipment 1, Evasion 2, Improved Block, Improved Critical (sword, 18-20), Improved Disarm, Improved Initiative, Improved Sunder, Move-By Action, Power Attack, Quick Draw (draw), Taunt, Uncanny Dodge (visual), Weapon Bind, Weapon Break

Equipment: Sword (**Strike 3**; *Power Feats:* Improved Critical, Mighty)

Combat: Attack +5, +7 (sword), Grapple +7, Damage +2 (unarmed), +5 (sword), Defense +8 (+3 flat-footed), Knockback -2, Initiative +8

WHAT'S IN A NAME?

To give the Swashbuckler some street cred call the archetype something tougher-sounding like Assassin Blade, Street Samurai, Urban Knight, Ronin, Ninja, etc.; the archetype's particulars remain. The same can be done for the Swashbuckler's blade; instead of a generic sword it is a katana, ninjato, longsword, etc.

"TASTE MY BLADE!"



Totals: Abilities 20 + Skills 11 + Feats 25 + Combat 22 + Saves 12 = 90

TINKER

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+0*	+3	+4	+8

* without polymer suit

The Tinker just loves to fiddle with things, figuring out how they work, trying to improve them, and finding new uses for them. From field-expedient explosives made out of common household items to sophisticated electronics cobbled together from recycled car parts, the Tinker's imagination knows no bounds. And what better test subject for the Tinker's latest gizmo or gadget than criminals and their ilk?

With the GM's permission players may be able to switch out some or all of the archetype's various devices with others of equal point value on a regular basis (i.e. prior to each adventure) to reflect the Tinker's constant tinkering.

Skills: Computers 8 (+12), Craft (chemical) 8 (+12), Craft (electronic) 8 (+12), Craft (mechanical) 8 (+12), Disable Device 8 (+12), Knowledge (physical sciences) 8 (+12), Knowledge (technology) 8 (+12), Notice 4 (+6), Search 8 (+12)

Feats: Improvised Tools, Inventor, Skill Mastery (Computers, Craft [chemical], Craft [electronic], Craft [mechanical])

Powers: **Device 2** (goggles, hard to lose): **Sensory Shield 3** (sight), **Super-Senses 7** (direction sense, distance sense, infravision, low-light vision, microscopic vision [dust-sized particles], time sense, track)

Device 4 (handheld dazzler, easy to lose): **Blast 8** (Power Feats: Alternate Powers — **Dazzle 8** [visual; Extras: Area (burst), Flaws: Range (touch)], **Dazzle 8** [visual; Extras: Area (cone); Flaws: Range (touch)], **Dazzle 8** [visual; Extras: Area (explosion); Flaws: Range (touch)], **Dazzle 8** [visual; Extras: Area (line); Flaws: Range (touch)])

Device 2 (polymer suit; hard to lose): **Concealment 2** (sight; Flaws: Blending), **Protection 8**

Combat: Attack +4, Grapple +4, Damage +0 (unarmed), +8 (blast), Defense +4, Knockback -4, Initiative +1

THE PRODIGY

As presented here the Tinker is an adult, but a common character in comics is the teenage (or even younger) scientific prodigy. Players wishing to play the Prodigy should reduce the archetype's Strength (i.e. to 6 for a kid, 8 for a teenager) and use the resulting points to add or modify devices, increase mental attributes, and/or add ranks in Knowledge (popular culture).



"YOU KNOW, THAT COULD BE BETTER."

Totals: Abilities 14 + Skills 17 + Feats 3 + Powers 28 + Combat 16 + Saves 12 = 90

VIGILANTE

POWER LEVEL 6

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

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

* flat-footed, ** without armor

Wherever there those that believe they are beyond the reach of justice or can escape due punishment through wealth, power, connections, or legal loopholes, there is the Vigilante. The Vigilante is judge, jury, and executioner all in one, and the fact that the "authorities" have trouble with that only shows how bankrupt the system is.

Skills: Acrobatics 8 (+10), Concentration 8 (+10), Intimidate 8 (+8), Knowledge (streetwise) 4 (+4), Notice 8 (+10), Sense Motive 8 (+8), Stealth 8 (+10)

Feats: Accurate Attack, All-Out Attack, Assessment, Chokehold, Defensive Roll 2, Equipment 3, Evasion, Favored Opponent (street criminals) 2, Grappling Finesse, Improved Aim, Improved Grab, Improved Pin, Master Plan, Power Attack, Precise Shot, Seize Initiative, Startle

Equipment: Heavy Pistol (**Blast 4**; *Power Feats:* Subtle [silencer]), Sap (**Strike 2**; *Power Feats:* Mighty), Undercover Shirt (**Protection 2**; *Power Feats:* Subtle)

Combat: Attack +6, Grapple +10, Damage +2 (unarmed), +4 (pistol), +2 damage against street criminals, Defense +6, Knockback -3, Initiative +4



ENEMY MINE

Altering the focus of the archetype's Favored Opponent feat changes the main target of the Vigilante. Typical targets are members of organized criminal organizations (i.e. Mafia, Yakuza), criminal professions (i.e. terrorists), or corrupt legal professions (i.e. police officers, military, FBI, CIA, NSA).

Expanding the Favored Opponent focus beyond the ordinary can take the Vigilante to the realm of the Demon Hunter (Favored Opponent [demons]) and Vampire Slayer (Favored Opponent [vampires]). Players of a Demon Hunter or Vampire Slayer may wish to exchange some of the Vigilante's combat feats for appropriate equipment (i.e. crosses, holy water, wooden stakes) via additional ranks in the Equipment feat, Devices (i.e. spell books, protective amulets), and related feats and skills (i.e. Ritualist and Knowledge [arcane lore]).

"IT'S PAYBACK TIME!"

Totals: Abilities 20 + Skills 13 + Feats 21 + Combat 24 + Saves 12 = 90

WANDERING MYSTIC

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+0*	+3	+5	+7

* without amulet

The Wandering Mystic is a vagabond wizard in search of new experiences and magic. Although striving to remain above everyday concerns the Wandering Mystic can't but help assisting those in need; after all, what good are mystic powers if they can't make a difference? Although not possessing flashy and powerful spells, the Wandering Mystic does just fine with a keen mind and some handy "tricks".

Skills: Bluff 8 (+11), Concentration 8 (+11), Disguise 0 (+33 with morph), Knowledge (arcane lore) 6 (+8), Notice 8 (+11), Sense Motive 6 (+9), Sleight of Hand 4 (+6)

Feats: Dodge Focus 3, Ritualist, Trance

Powers: **Device 1** (amulet, hard to lose); **Protection 5**; **Magic 6** (**Snare 6**; *Power Feats:* **Comprehend 4** [speak and understand all languages, speak and understand animals] and **Concealment 2** [sight], **Confuse 6** and **Flight 2** [*Flaws*; Levitation] and **Telekinesis 2**, **Dazzle 6** [visual senses], **Fatigue 6**, **Healing 6**, **Illusion 6** [visual], **Morph 6** [any person], **Paralyze 6**); **Super-Senses 1** (magical awareness)

Combat: Attack +6, Grapple +6, Damage +0 (unarmed), +6 (magic), Defense +7 (+2 flat-footed), Knockback -2, Initiative +2

IT'S A KIND OF MAGIC

The Wandering Mystic's magical powers are designed to be relatively subtle in line with the idea of "tricks". Players wishing to have a more impressive/fearsome mystic should consider substituting the archetype's existing spells for such things as Blast, the various Energy Control powers, Teleport, Mind Control, Transform, and other flashy effects.

Another option is to turn the Mystic into a Necromancer or Demonologist by changing the Magic power to the Summon Undead or Summon Demons power and using the Magic points to pay for the various power feats and extras of the Summon power.



"MAGIC IS WHAT YOU MAKE OF IT."

Totals: Abilities 20 + Skills 10 + Feats 5 + Powers 25 + Combat 20 + Saves 10 = 90

STREET-LEVEL ARCHETYPES

10 OF 10

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