



M&M  
SUPERLINK

# MUTANT MINDS

## STREET-LEVEL ARCHETYPES 2



POWER LEVEL 6

"IT'S ALL GOOD  
AS LONG AS THE  
PAYOFF'S RIGHT."



POWER LEVEL 6

"DON'T LOOK AT ME!"

ONLY  
IN PDF!

POWER LEVEL 6

"I'M CHARGED UP AND  
READY TO GO!"



# STREET-LEVEL ARCHETYPES 2

A GREEN RONIN PRODUCTION

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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:

**Electric Hero** — an inventor with a shocking idea.

**Fixer** — when no one else can help.

**Futuristic Law Officer** — the future of law enforcement is today.

**Living Saint** — doing good works is all that matters.

**Misunderstood Monster** — proving that looks aren't everything.

**One-Trick Hero** —superhuman, but just barely.

**Powered Armor** — sleek and shiny sheetmetal, powerful weaponry, what more could one want?

**Soldier of Fortune** — have gun will travel.

**Supernatural Scholar** — researching things better left unknown.

**Unretired Hero** — an old warhorse returns to battle.



# ELECTRIC HERO

POWER LEVEL 6

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

| TOUGHNESS | FORTITUDE | REFLEX | WILL |
|-----------|-----------|--------|------|
| +9/+1*    | +5        | +6     | +6   |

\* without suit

The Electric Hero wears a Device, in this case a voltage suit, capable of creating a variety of electricity-based effects. From brightening up a room to shooting fingertip lightning bolts to moving metal objects, the suit's powers are the Electrical Hero's to command. Although the Electric Hero is assumed to be the creator of the suit the archetype may have inherited or even simply found the suit and could, in fact, still be learning about its capabilities.

**Skills:** Computers 8 (+12), Craft (electronic) 8 (+12), Disable Device 8 (+12), Knowledge (physical Sciences) 8 (+12), Knowledge (technology) 8 (+12), Notice 4 (+6)

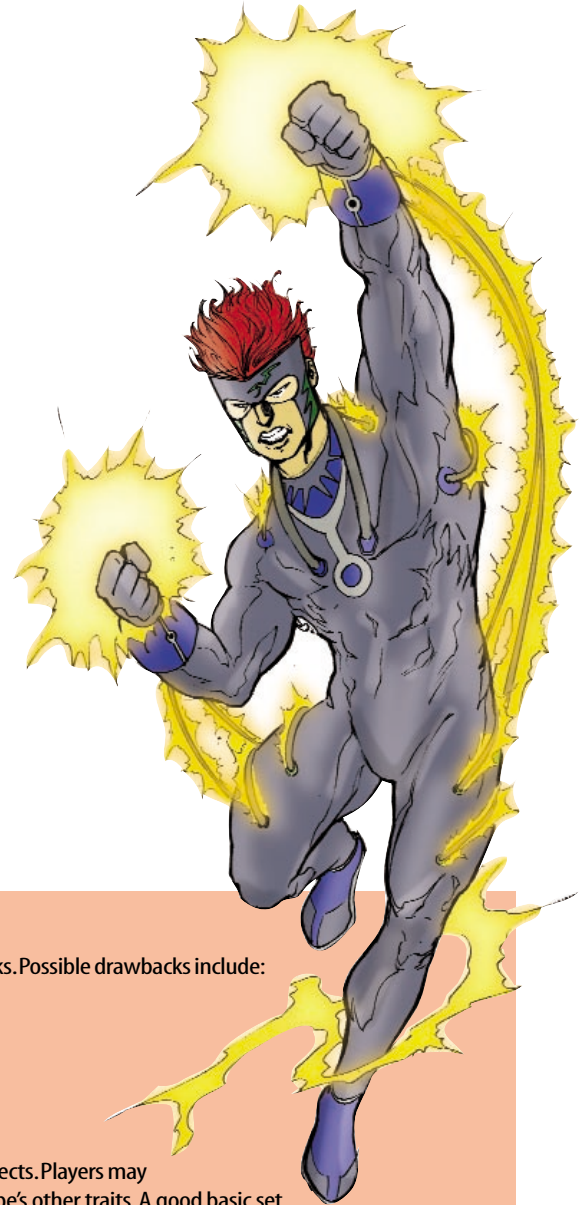
**Feats:** Improvised Tools, Inventor, Power Attack

**Powers:** **Device 9** (voltage suit; hard to lose); **Force Field 4** (electric field; *Extras:* Impervious), **Immunity 6** (cold, electricity), **Protection 4** (insulating composite), **Stun 8** (*Extras:* Aura; *Power Feats:* Alternate Powers – **Dazzle 8** (visual) and **Flight 4** (100 MPH), **Electrical Control 8** [*Extras:* Area (Line); *Flaws:* Range (Touch)] and **Magnetic Control 4**, **Strike 8** [*Extras:* Aura] and **Light Control 4** [50 ft. radius])

**Combat:** Attack +4, Grapple +4, Damage +8 (aura, electrical control, strike), Defense +3, Knockback -6, Initiative +2

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

"I'M CHARGED UP AND READY TO GO!"



## COMPLEX ELECTROCUTION HAZARD!

Wearing an electric suit makes the Electric Hero a prime candidate for one or more additional drawbacks. Possible drawbacks include:

- Power Loss (voltage suit, if not recharged)
- Power Loss (voltage suit, short-circuit if immersed in water)
- Vulnerable (water, while wearing voltage suit)

Players should check with their GM about the values of any drawbacks selected.

As written the Electric Hero's voltage suit is a complex piece of technology capable of numerous effects. Players may wish to streamline the suit's powers to free up points for additional Devices or to improve the archetype's other traits. A good basic set of powers is Dazzle, Electrical Control, Force Field, Strike (Aura) and/or Stun.

Players desiring additional flexibility may reduce the Electric Hero's traits and use the points gained to make the suit's powers dynamic, add additional power feats (such as Extended Reach, Ricochet, and Split Attack), add Electrical Control alternate powers (Burst, Cloud, Cone, Explosion) and/or turn some of the alternate powers into separate powers (i.e. Flight or Light Control).

Although it will require a more extensive rewrite of the suit's capabilities, the Electric Hero's suit could produce cold, plasma, heat, etc. instead of electricity; naturally, this would make the archetype the Cold Hero or Plasma Hero, etc.

**Totals:** Abilities 18 + Skills 11 + Feats 3 + Powers 36 + Combat 14 + Saves 12 – Drawbacks 4 = 90

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +2  | +2  | +2  | +2  | +2  | +2  |
| 14  | 14  | 14  | 14  | 14  | 14  |

| TOUGHNESS   | FORTITUDE | REFLEX | WILL |
|-------------|-----------|--------|------|
| +6/+4*/+2** | +6        | +6     | +6   |

\* Flat-footed, \*\* without armor

As the archetype's name suggests, the Fixer "fixes" things. Whether it is evicting a drug dealer from an apartment building, getting a corrupt local official jailed, or hiding an innocent from those that would harm them, the Fixer can get the job done when others can't or won't thanks to the archetype's extensive network of contacts. But while the Fixer's network can provide the archetype with everything from advice and information to hands-on experts, it is still up to the Fixer to put it all together and see that the job is done right.

**Skills:** Diplomacy 8 (+10), Disguise 8 (+10), Drive 4 (+6), Gather Information 8 (+10), Knowledge (current events) 8 (+10), Knowledge (streetwise) 8 (+10), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+10)

**Feats:** Attack Specialization (pistol) 2, Benefit (alternate identity), Connected, Contacts, Defensive Roll 2, Dodge Focus 2, Equipment 6, Master Plan, Power Attack, Precise Shot, Well-Informed

**Equipment:** Light Pistol (**Blast 3**; *Power Feats: Subtle*)  
Undercover Shirt (**Protection 2**; *Power Feats: Subtle*)

**Vehicles:** Full-Size Car (*Size: Huge; Strength: 35; Defense: 8; Toughness: 9; Powers: Speed 5 [250 MPH]; Features: Alarm, Hidden Compartments*)

**Headquarters:** Townhouse Headquarters (*Size: Tiny; Toughness: 10; Features: Communications, Fire Prevention System, Living Space, Power System, Security System; Cost: 5 equipment points*)  
Five Apartment Safehouses (*Size: Diminutive; Toughness: 10; Features: Living Space, Security System; Cost: 1 equipment point each*)

**Combat:** Attack +5, +9 (pistol), Grapple +7, Damage +2 (unarmed), +3 (pistol), Defense +6 (+2 flat-footed), Knockback -3, Initiative +2

"I UNDERSTAND  
YOU HAVE A PROBLEM  
I MIGHT BE OF  
ASSISTANCE WITH."



## GOING IN-DEPTH ON THE FIXER

Given the Fixer's extensive network the archetype is most likely a former (or still active) member of a top-secret government agency making use of agency contacts, a reformed criminal calling on past associates (criminal or not), or a very wealthy and thus very well connected individual.

Note that, although the Fixer's network can provide a wide array of assistance, the core of the network does not have to be very numerous at all since each person in the network is likely to have his or her own network of contacts and connections ("Hey, can you help out a friend of mine?").

It should be remembered that, as stated on p. 60 of *Mutants & Masterminds*, the GM has final say on what kind of help the Fixer's network can provide. The point of the Fixer's Connected and Contacts feats is not to allow the Fixer to pick up the phone and have someone else complete the mission (which would be boring in any case) but to provide key assistance to the Fixer so that the archetype can complete the mission.

Although the Fixer makes a great solo hero, the archetype also fits easily into a team; the Fixer's network provides assistance to the team rather than just the Fixer. In addition, if the Fixer picks up clients beyond those of the team these clients can serve as catalysts for adventures involving the entire team.

**Totals:** Abilities 24 + Skills 17 + Feats 19 + Combat 18 + Saves 12 = 90

# FUTURISTIC LAW OFFICER

POWER LEVEL 6

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

| TOUGHNESS | FORTITUDE | REFLEX | WILL |
|-----------|-----------|--------|------|
| +7/+3*    | +7        | +6     | +5   |

\* without armor

Highly trained, mentally conditioned, and equipped with advanced handgun technology, the Futuristic Law Officer represents the next generation of urban policing. Cruising the metropolis on a big streetbike the Futuristic Law Officer arrives on the scene in the flash of an eye to effectively, and impartially, enforce the law.

**Skills:** Drive 8 (+10), Intimidate 8 (+10), Knowledge (civics) 8 (+8), Notice 8 (+9), Search 8 (+8), Sense Motive 8 (+9)

**Feats:** Attack Specialization (handgun), Equipment 3, Evasion, Fearless, Improved Aim, Improved Initiative, Move-By Action, Power Attack, Precise Shot, Quick Draw 2 (draw, load), Startle, Ultimate Save (Will)

**Powers:** **Device 3** (Enforcer handgun, easy to lose; *Power Feats:* Restricted 2 [DNA scan; only you]); **Blast 5** (standard round; *Power Feats:* Alternate Powers - **Blast 3** (AP round; *Extras:* Penetrating), **Blast 3** [boom round; *Extras:* Area (Explosion)], **Blast 4** [seeker round; *Power Feats:* Homing], **Blast 4** [bounce round; *Power Feats:* Ricochet], **Stun 3** [stun round; *Extras:* Range (Ranged)])

**Equipment:** Armor (Protection 4)

**Vehicles:** Motorcycle (Size: Medium; Strength: 20; Defense: 10; Toughness: 9; Powers: Speed 5 [250 MPH])

**Combat:** Attack +5, +7 (handgun), Grapple +7, Damage +2 (unarmed), +5 (handgun), Defense +5, Knockback -3, Initiative +6

## THE MAKING OF A LAW OFFICER

The Futuristic Law Officer is a prototype, the product of the latest in law enforcement theory and training, designed to deal with today's more sophisticated criminals. Alternatively the archetype is from the actual future, displaced through some time/space accident to the present day; depending on what this future is like the archetype may have a completely different outlook on the meaning and execution of law enforcement. Finally, the Futuristic Law Officer could be a technologically advanced alien present on the world in either an official or unofficial capacity to thwart an alien invasion or to catch an interstellar criminal.

"CITIZEN, YOU ARE IN VIOLATION OF LAW 17, SECTION 3, PARAGRAPH E! PREPARE FOR ADJUDICATION!"



**Totals:** Abilities 20 + Skills 12 + Feats 15 + Powers 11 + Combat 20 + Saves 12 = 90

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +0  | +0  | +2  | +2  | +4  | +5  |
| 10  | 10  | 14  | 14  | 18  | 20  |

| TOUGHNESS | FORTITUDE | REFLEX | WILL |
|-----------|-----------|--------|------|
| +12       | +6        | +4     | +8   |

"KIND DEEDS, NOT AGGRESSIVE ACTIONS, ARE NEEDED HERE."

Able to cure the ill, emanating a sense of tranquility, unaffected by the needs and weaknesses of ordinary individuals, the Living Saint appears to be just what the archetype's name implies.

The Living Saint may be a true holy person, an individual imbued from birth or driven by exceptional faith with powers to improve the lives of others. The archetype could also be a "fallen" angel seeking redemption. The Living Saint could be a lost soul given a second chance at the afterlife by being granted the power to do good works. Finally the Living Saint could actually be a mutant or an alien, one whose powers just happen to fit those attributed to holy people.

**Skills:** Diplomacy 8 (+13), Knowledge (theology and philosophy) 8 (+10), Notice 4 (+8), Sense Motive 8 (+12)

**Feats:** Fascinate (Diplomacy), Fearless, Inspire 3, Interpose, Luck 3, Ultimate Skill (Diplomacy)

**Powers:** **Emotion Control 12** (harmonious aura; *Power Feats:* Subtle; *Extras:* Area [Burst]; *Flaws:* Limited [love only], Range 2 [touch]); **Healing 6** (*Flaws:* Others Only, Tiring); **Immunity 7** (disease, poison, cold, heat, radiation, starvation and thirst, need for sleep); **Protection 12** (*Extras:* Impervious 6)

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



## THE SAINTLY LIFE

The Living Saint can be a very polarizing figure and is eligible for a number of complications. The player, with GM permission, can choose one, more, or even all of the following complications for the Living Saint:

- **Enemy:** Members of established religions, including the Living Saint's own (if the archetype follows a specific faith), see the Living Saint as a threat to their own power or the very existence of their faith.
- **Fame:** The Living Saint attracts followers. Many are looking for blessings or miracles that the Saint may or may not be able to provide while others are out to profit by associating with the archetype.
- **Honor:** As a Living Saint the archetype is naturally expected to be honest, forthright, aid those in need, etc.
- **Prejudice:** Includes racial prejudice (i.e. how could someone of "that" race be a saint) and discrimination from members of other or even the archetype's own religion.
- **Reputation:** The Living Saint is known as a troublemaker possibly because of jealous rumors spread by others or because of the sheer numbers of followers and people the Living Saint attracts.
- **Responsibility:** If the Living Saint professes a specific faith then that faith may place obligations upon the Saint's actions (i.e. praying at specific times of the day, resting on a certain day of the week, etc.).

**Totals:** Abilities 26 + Skills 7 + Feats 10 + Powers 35 + Combat 0 + Saves 12 = 90



# MISUNDERSTOOD MONSTER

POWER LEVEL 6

| STR    | DEX | CON | INT | WIS | CHA |
|--------|-----|-----|-----|-----|-----|
| +6/+8* | +5  | +5  | -6  | +1  | +0  |
| 22/26* | 20  | 20  | 6   | 12  | 10  |

| TOUGHNESS | FORTITUDE | REFLEX | WILL   |
|-----------|-----------|--------|--------|
| +8        | +9/+11*   | +9     | +5/+7* |

\* raging

The Misunderstood Monster is a misshapen individual whose physical appearance leads to fear or revulsion among the general populace. The archetype's alarming appearance can be result of deliberate or accidental mutation, a natural genetic abnormality, or even a mystical curse. Constantly striving for acceptance the Misunderstood Monster is often frustrated by the fact that others seem unable to look past the beastly exterior to the normal person within. Unless there is a compelling reason not to, the archetype should have the Prejudice complication.

**Skills:** Acrobatics 8 (+13), Climb 8 (+14/+16 raging), Escape Artist 4 (+9), Intimidate 8 (+8), Notice 8 (+9), Stealth 8 (+13)

**Feats:** Fearsome Presence 6, Power Attack, Chokehold, Evasion 2, Improved Grab, Improved Pin, Instant Up, Rage 2 (10 rounds), Takedown Attack, Uncanny Dodge (auditory)

**Powers:** Leaping 2 (x5); **Protection 3** (thick hide)

**Combat:** Attack +4, Grapple +10 (+12 raging), Damage +6 (unarmed), +8 (raging), Defense +4 (+2 raging), Knockback -4, Initiative +5

**Drawbacks:** Disability (illiterate, common, 1 point)

"DON'T LOOK AT ME!"



## MY LIFE AS A MONSTER

As written the Misunderstood Monster represents the classic case of an odd-appearing individual exploited or hidden away by other people (i.e. in a circus freak show or kept in the basement) until breaking away, an experience that has left the archetype distrustful of others as well as intellectually and emotionally underdeveloped.

Players wishing to play a more socially adept Misunderstood Monster, one that perhaps escaped into the sewers and watched people from afar or one that managed to find a friend to learn from (i.e. the classic old blind mentor) can eliminate the illiterate drawback and reduce/remove the archetype's Rage and Fearsome Presence feats and use the points gained to add Strength or attack bonus, Craft skills, and/or more sophisticated combat feats (i.e. Defensive Attack, Elusive Target) to the archetype.

Players wishing to play a Misunderstood Monster that grew up in the wilderness (raised by wolves as it were) might wish to add ranks in the Handle Animal and Survival skills and add the Animal Empathy feat; points for this can be freed up through skill exchange (Acrobatics, Escape Artist) and/or feat reduction (Fearsome Presence and the various grappling-related combat feats).

**Totals:** Abilities 30 + Skills 11 + Feats 17 + Powers 5 + Combat 16 + Saves 12 – Drawbacks 1 = 90

# ONE-TRICK HERO

# POWER LEVEL 6

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +2  | +3  | +2  | +2  | +2  | +2  |
| 14  | 16  | 14  | 14  | 14  | 14  |

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

\* flat-footed, \*\* without armor

The One-Trick Hero is just that, an archetype with a single superhuman power. While this single power separates the One-Trick Hero from "ordinary" heroes, it is not enough to ensure the One-Trick Hero's success; despite being superhuman the One-Trick Hero must train as hard and prepare as thoroughly as any "ordinary" hero. Nevertheless the One-Trick Hero's power does provide the archetype with a dimension lacking in "ordinary" heroes, one that when exploited properly can give the One-Trick Hero a significant advantage over the archetype's foes.

## THE ONE POWER

Players can substitute the points assigned to the One-Trick Hero's power for one of their own choosing. While theoretically any points-equivalent power could be bought, in practice players should limit their choices to an offensive power due to the archetype's other abilities. Possible choices include:

- The variant Blast powers such as Electrical and Radiation Control.
- Other ranged attack powers such as Snare and Trip (with the Knockback extra).
- Touch range attack powers such as Corrosion, Fatigue, and Paralyze.
- Perception range powers such as Life Control and Mental Blast.
- Strike.

More interesting powers with offensive potential include:

- Nemesis (focusing on adding Blast and Strike or even Enhanced Strength).
- Object Mimicry (turning the archetype's fists into steel or concrete hammers).
- Shapeshift (growing claws, fangs, etc.).
- Telekinesis (with the Damaging extra or with Blast as an alternate power).

Naturally, some of these powers will require a minor adjustment in the total points devoted to the power, either leaving some points over (i.e. in the case of a simple Blast without power feats) or requiring a few additional points (i.e. in the case of Shapeshift); where these points go to or come from is up to the player.

"GUN? I DON'T  
NEED A GUN."

**Skills:** Acrobatics 8 (+11), Bluff 4 (+6), Drive 4 (+7), Knowledge (tactics) 4 (+6), Notice 8 (+10), Search 4 (+6), Sense Motive 4 (+6), Stealth 4 (+7), Swim 4 (+6)

**Feats:** Attack Specialization (blast), Defensive Roll, Equipment 1, Dodge Focus 3

**Equipment:** Undercover Shirt (**Protection 2**; *Power Feats*: Subtle), plus 2 equipment points for other equipment (i.e. commlink, cell phone, flashlight, multi-tool, etc.)

**Powers:** **Blast 6** (particle beam; *Power Feats*: Ricochet, *Alternate Powers* - **Blast 6** [*Power Feats*: Ricochet; *Extras*: Penetrating; *Flaws*: Action (Full)]), **Blast 6** [*Extras*: Area (Cone); *Flaws*: Range (Touch)]

**Combat:** Attack +6, +8 (blast), Grapple +8, Damage +2 (unarmed), +6 (blast), Defense +7 (+2 flat-footed), Knockback -2, Initiative +3



**Totals:** Abilities 26 + Skills 11 + Feats 6 + Powers 15 + Combat 20 + Saves 12 = 90



# POWERED ARMOR

# POWER LEVEL 6

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

| TOUGHNESS | FORTITUDE | REFLEX | WILL |
|-----------|-----------|--------|------|
| +7/+1*    | +5        | +7     | +5   |

\* without armor

The Powered Armor derives superior firepower, enhanced mobility, and advanced protection from the archetype's namesake Device. Whether a secret weapon of the military, police prototype, or a project funded by a private individual or corporation, the archetype relies on a technician to keep the powered armor maintained, allowing the archetype to focus on maximizing the powered armor's capabilities during deployment.

"I AM ONE LEAN, MEAN, MECHANIZED BUTT-KICKING MACHINE!"

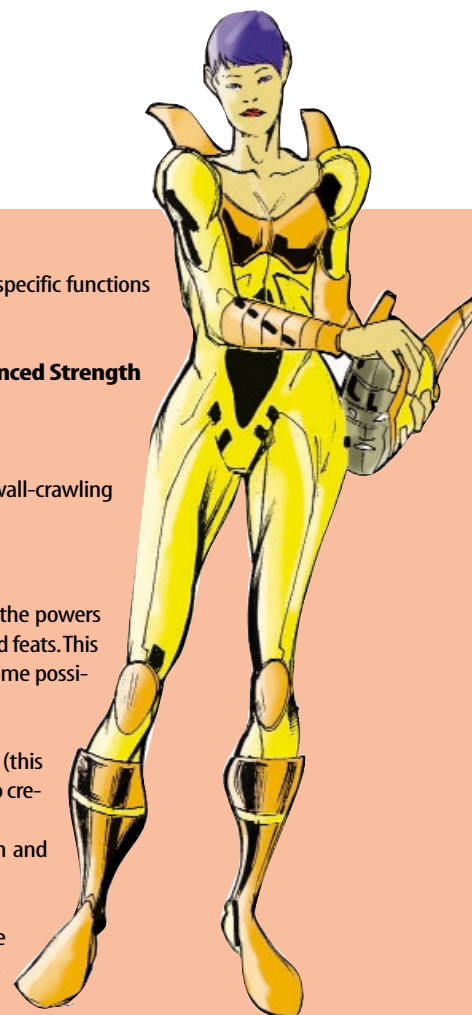
**Skills:** Acrobatics 8 (+11), Intimidate 8 (+8), Notice 8 (+9), Search 4 (+6), Sense Motive 8 (+9), Stealth 8 (+11)

**Feats:** Accurate Attack, Minion (technician), Power Attack, Precise Shot, Seize Initiative, Startle

**Powers:** **Device 7** (power armor, hard to lose; *Power Feats:* Restricted 2 [custom fit; only you]); **Blast 7** (laser; *Power Feats:* Alternate Powers - **Enhanced Strength 8** and **Super-Strength 3** [Heavy Load: 1.5 tons]), **Leaping 5** (jump jets; x50), **Protection 6** (Extras: Impervious 4), **Super-Senses 5** (communication link [radio], direction sense [GPS], distance sense, infravision, radio)

**Combat:** Attack +5, Grapple +13, Damage +5 (unarmed), +7 (blast), Defense +5, Knockback -5, Initiative +3

**Drawbacks:** Normal Identity (more than full round, 5 points)



## PIMP YOUR POWERED ARMOR

As written the powered armor provides a fairly standard set of powers. Players wishing to modify specific functions should feel free to move points from existing powers to new powers. Some possible modifications:

- **Strike 6** (power punch; Extras: Penetrating; *Power Feats:* Mighty, Alternate Powers - **Enhanced Strength 8** and **Super-Strength 3** [Heavy Load: 1.5 tons])
- **Speed 5** (250 MPH)
- **Speed 4** (100 MPH; *Power Feats:* Alternate Powers - **Leaping 4** [x25])
- **Flight 4** (100 MPH; Flaws: Gliding; *Power Feats:* Alternate Powers: **Super-Movement 2** [wall-crawling 2 (full speed)])

## PIMP YOUR OPERATOR

Since the powered armor itself is the archetype's chief source of powers players may wish to keep the powers but instead, or also, customize the operator's skills and feats by moving points from existing skills and feats. This may be especially desirable if the Powered Armor is part of a team made up of Powered Armors. Some possibilities include:

- Craft (electronic), Craft (mechanical), and Inventor for the creator of the Powered Armor (this eliminates the need for the Minion [technician] to service the suit). Drop the Inventor feat to create an operator capable of repairing the powered armor without being the creator.
- Computers, Craft (chemicals), Disable Device, increased Search and perhaps Concentration and Improvised Tools for an infiltrator/saboteur.
- Medicine and Knowledge (life sciences) for a medic or doctor.
- If there is a team of Powered Armors, all players may wish to take one or more ranks in the Teamwork feat.

**Totals:** Abilities 16 + Skills 11 + Feats 6 + Powers 30 + Combat 20 + Saves 12 - Drawbacks 5 = 90

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

| TOUGHNESS | FORTITUDE | REFLEX | WILL |
|-----------|-----------|--------|------|
| +6/+3*    | +7        | +6     | +3   |

\* without armor

Making a living wherever there is conflict, the Soldier-of-Fortune travels the world providing a valuable service to employers ranging from corporations to governments to wealthy individuals. Sometimes, however, pay isn't the objective and the Soldier-of-Fortune freely takes up arms for a cause deemed worthy, a decision that can bring the archetype into conflict with erstwhile employers.

**Skills:** Concentration 8 (+10), Drive 4 (+6), Intimidate 8 (+8), Knowledge (tactics) 8 (+9), Language 2 (choose two), Notice 8 (+10), Profession (mercenary) 4 (+6), Search 4 (+5), Sense Motive 6 (+8), Stealth 8 (+10), Survival 4 (+6), Swim 4 (+6)

**Feats:** All-Out Attack, Attack Focus (ranged) 2, Distract (Intimidate), Equipment 5, Evasion, Improved Aim, Improved Initiative, Jack-of-All Trades, Master Plan, Power Attack, Precise Shot, Teamwork

**Equipment:** Binoculars, Camo Clothing, Knife (**Strike 1**; *Power Feats:* Mighty, Improved Critical, Thrown), Gas Mask, Multi-Tool, Night-Vision Goggles, Submachine Gun (**Blast 4**; *Extras:* Autofire), Undercover Vest (**Protection 3**; *Power Feats:* Subtle)

**Combat:** Attack +6, +8 (ranged), Grapple +8, Damage +2 (unarmed), +4 (submachine gun), Defense +6, Knockback -3, Initiative +7

## "I REMEMBER WHEN I WAS IN THE CONGO ..."

The Soldier-of-Fortune is a veteran of numerous combat zones all over the world. From the deepest desert to the darkest jungle, the Soldier-of-Fortune has the skills, knowledge, and tricks to survive any situation.

Players may wish to customize the Soldier of Fortune in specific military specialties by removing ranks from existing skills and adding them to specialist skills (i.e. Medicine for time as a combat medic, the various Craft skills for a technician or demolitions expert, Pilot for pilot, etc.). Dropping some feats, or increasing the Attack Focus feat and reducing the attack bonus, can add additional skills. Conversely, players wishing to make the archetype more combat-capable can remove skill ranks to add combat feats.

"IT'S ALL GOOD AS LONG AS THE PAYOFF'S RIGHT."



**Totals:** Abilities 20 + Skills 17 + Feats 17 + Combat 24 + Saves 12 = 90

# SUPERNATURAL SCHOLAR

POWER LEVEL 6

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

| TOUGHNESS | FORTITUDE | REFLEX | WILL |
|-----------|-----------|--------|------|
| +8/+0*    | +5        | +4     | +8   |

\* without spellbook

The Supernatural Scholar has spent a lifetime studying the paranormal. But the knowledge gained is more than academic curiosity; the Supernatural Scholar requires it to safeguard the world from the unfathomable forces that would otherwise destroy it; deciphering obscure ancient texts, discovering the remnants of lost civilizations, banishing demons, uncovering things one wasn't meant to know; it's all in a day's work for the Supernatural Scholar.

**Skills:** Bluff 8 (+10), Concentration 8 (+12), Diplomacy 8 (+10), Gather Information 8 (+10), Investigate 8 (+10), Knowledge (arcane lore) 8 (+10), Language 2 (choose any ancient), Notice 8 (+12), Search 6 (+8), Sense Motive 8 (+12), Stealth 4 (+4)

**Feats:** Distract (Bluff), Fascinate (Diplomacy), Fearless, Ritualist

**Powers:** **Device 7** (spellbook, easy to lose); **Protection 8**, **Super-Senses 2** (magical awareness [radius])

**Magic 8** (Blast 8; Power Feats: Alternate Powers - **Animate Objects 8** [Flaws: Duration (Concentration)], **Confuse 8** and **Create Object 8** [Flaws: Duration (Concentration)], **ESP 4** (all senses), **Flight 4** [100 MPH; Flaws: Duration (Concentration)] and **Invisibility 8** [all visual senses; Flaws: Duration (Concentration)] and **Light Control 4** [50-ft. radius; Flaws: Duration (Concentration)] and **Telekinesis 4** [Flaws: Duration (Concentration)], **Healing 8**, **Illusion 4** [all sense types], **Mental Blast 4**, **Insubstantial 4** [Flaws: Duration (Concentration)], **Morph 8** [any humanoid; Flaws: Duration (Concentration)] and **Snare 8** [Flaws: Entangle])

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



## THAT'S A HANDY BOOK TO HAVE

The Supernatural Scholar's mystical powers lie completely in the archetype's spellbook, a tome where the Supernatural Scholar has gathered all of the mystical powers the archetype has uncovered and which provides the archetype with mystical fortification and an ability to detect mystical forces at work. As written, the Supernatural Scholar's spellbook is a true spellbook, one requiring that the archetype have it to hand to cast spells. Furthermore, the spells themselves are true spells in the sense that the archetype must use Concentration to maintain them.

While the spellbook can already create a wide variety of effects, through the use of extra effort the Supernatural Scholar is capable of drawing on an almost infinite number of additional ones (although any non-Instant duration spells so gained should have a duration of Concentration).

Instead of a spellbook the Device can be a gem, a staff, or some other easy to lose item. Players wishing to reduce the risk of spell failure can remove the Duration (Concentration) flaw from the appropriate spells and either reduce the ranks of the spells or simply eliminate some spells to pay for this.

"BY THE SIGN OF AZATHULHU, I COMMAND THEE BEGONE!"

**Totals:** Abilities 18 + Skills 19 + Feats 4 + Powers 21 + Combat 16 + Saves 12 = 90

# STREET-LEVEL ARCHETYPES 2

9 OF 10



| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
| +1  | +1  | +0  | +3  | +4  | +0  |
| 12  | 12  | 10  | 16  | 18  | 10  |

| TOUGHNESS   | FORTITUDE | REFLEX | WILL |
|-------------|-----------|--------|------|
| +4/+2*/+0** | +4        | +5     | +8   |

\* flat-footed, \*\* without costume

Things aren't what they used to be for the Unretired Hero. Old age and the many years of fighting villains have caused the Unretired Hero to lose a step or two physically, and time away from the game means that the hero's skills aren't as sharp as they once were either. But the archetype's mind is as lucid as ever and, as they say, there's no substitute for experience; the Unretired Hero is going to show everyone that there's still a lot an old hero can do.

**Skills:** Acrobatics 4 (+5), Bluff 4 (+4), Climb 4 (+5), Computers 6 (+9), Disable Device 8 (+11), Drive 4 (+5), Escape Artist 4 (+5), Gather Information 6 (+6), Intimidate 4 (+4), Investigate 8 (+11), Knowledge (streetwise) 6 (+9), Notice 4 (+8), Search 4 (+7), Sense Motive 8 (+12), Sleight of Hand 4 (+5), Stealth 6 (+7)

**Feats:** Defensive Roll 2, Dodge Focus 2, Equipment 4, Evasion, Jack-of-All-Trades, Master Plan, Power Attack, Sneak Attack

**Equipment:** Commlink, Costume (**Protection 2**), Grapple Gun (**Super Movement 1** [swinging]), *Utility Belt (array):* Flash-Bangs (**Dazzle 3** [visual and auditory; *Extras:* Area (Burst)]); *Power Feats:* Alternate Powers - Bolas (**Snare 4**) and Throwing Disks (**Strike 2** [Power Feats: Mighty, Thrown]), Concussion Grenades (**Stun 3** [*Extras:* Area (Burst), Range (Ranged)]), Smoke Bombs (**Obscure 4** [visual; *Extras:* Area (Cloud)])

**Combat:** Attack +7, Grapple +8, Damage +1 (unarmed), +3 (unarmed sneak attack), +3 (throwing disks), +5 (throwing knives sneak attack), Defense +8 (+3 flat-footed), Knockback -2, Initiative +1

"HANGON, I'LL BE RIGHT THERE!"



## RETURNED BECAUSE . . .

The reasons for the Unretired Hero's return to action are many. Some possibilities include:

- **Old Foe** – an old, and perhaps long thought dead, archenemy of the Unretired Hero has resurfaced.
- **What Retirement?** - the archetype was away from the game for a reason beyond the archetype's control (i.e. illness, injuries, mental breakdown, etc.); the Unretired Hero never actually retired.
- **Can't Let Go** - retirement hasn't agreed with the Unretired Hero; the archetype is returning to the game because of boredom.
- **Vengeance** - the Unretired Hero is out to revenge the death or serious injury of the Unretired Hero's successor or former sidekick.
- **Ego** - the Unretired Hero isn't impressed by the heroes of today and honestly believes that the archetype can do just as well or better.
- **Poverty** – the Unretired Hero needs the reward money.

**Totals:** Abilities 18 + Skills 21 + Feats 13 + Combat 26 + Saves 12 = 90

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