

TIME TRAVELER'S Code

ALL TIME

NO SPACE

ENT! BONUS CONTENT! BONUS

A HEROIC SUPPLEMENT FOR **MUTANTS & MASTERMINDS**



TIME TRAVEL BONUS CONTENT!



The whole of time and space is too much to cover in a single book, and sadly we had to leave some elements of the *Time Traveler's Codex* on the cutting room floor. Lots of small elements from across the timestream were scattered and forgotten, ready to deteriorate in a wave of chronal energy as the universe moved on without them.

But this is the digital age! Books aren't bound solely by paper and glue anymore, and information never dies!

What follows in this document are many of the elements that were removed from the main text of the *Time Traveler's Codex*--devices and characters you can use in your own campaign whether your heroes travel through time or weird events come to them. The devices included provided include less-portable and more-portable time-travel options, as well as statistics for historic civilian vehicles you can use for heroes traveling to the first half of the 20th-century.

Many of the minions presented are fantastic creatures--centaurs, merfolk, kitsune, and gryphons--while others like the hippo and mammoth are at home in a zoo... albeit a more exotic zoo only found in the pages of superhero adventures. The hardy trailblazer--a staple of cowboy fiction--and the WWII partisan both have modern equivalents and can find their way into your **MUTANTS & MASTERMINDS** game even if your heroes never even glimpse a time machine or portal.

DEVICES & EQUIPMENT

The time machines presented here are intended to be purchased as devices, though your Gamemaster has final say if any given piece of gear is a device or equipment. The chrono-projector may qualify for equipment, given its limited mobility.

CHRONO-PROJECTOR

The chrono-projector is a room-sized piece of equipment consisting of a platform surrounded by energy-focusing nodules to project a field of tachyons. This time machine doesn't travel through time itself, but instead pushes anything on the platform back in time to a different era. The artificial tachyons the projector generates are easy to track, allowing operators who remain with the machine to follow the movements of any dispatched travelers and recall them instantly. Heroes with a Time Comm can communicate with the projector directly to initiate that recall.

A chrono-projector may be purchased as a headquarters feature rather than equipment.

Chrono-Projector: Burst Area Movement 3 (Time Travel 3; Affects Others Only, Reversible), Senses 7 (Acute Ranged Detect Time Travelers; Dimensional 3 (any time), Extended 4) • 20 points

DEVOLVER

The devolver is a rare weapon that projects a beam of carefully modulated chronal energy to warp DNA. A glancing blow can cause painful spasms and disorientation, while a direct blast unravels the target's genetic code and replaces it with an ancestral version. This reverts humans to a skittish, pre-sapient ape form, but different models might push the transformation further, transforming humans into monkeys, primitive mammals, or amphibians.

Devolver: Ranged Cumulative Affliction, Resisted by Dodge, Overcome by Fortitude; Dazed, Defenseless, Transformed [into less evolved version]; Reversible • 4 points for the first rank + 3 points per rank to increase the resistance DC

TIME SCEPTER

An ancient magical tool whose origins are deliberately shrouded in mystery, the time scepter uses powerful arcane glyphs and sands gathered from every moment in history to grants its wielder mastery of time. Anyone in control of it can move backwards and forwards in time at will, slow time around them, or step sideways into mystical realms, but experienced users can also use the scepter's magic as a weapon, aging their foes into dust or transforming them into children or infants.

Time Scepter: (Easily Removable, Indestructible) **Time Hop** Movement 5 (Dimensional 2 [Mystic Dimensions] Time Travel 3, Increased Mass 8 [6 tons]), **Time Control** (Array; 30 points), Age Manipulation (Ranged Cumulative Affliction 10 [Resisted and Overcome by Fortitude; Dazed, Defenseless, Transformed]), Rewind (Luck Control 4 [Bestow Luck, Force a Re-roll, Negate Luck, Spend on Other]), Slow Time (Enhanced Dodge 5, Enhanced Parry 5, Quickness 10, Speed 10 [2000 MPH]) • 31 points

GOLDEN AGE VEHICLES

Transportation in the 1940s (both civilian and military) was in a time of transition. Passenger train service began to lose ground to the airlines, and jets supplanted prop-driven planes. On the oceans, the feared dreadnought battleships of days gone by lost their naval dominance to the aircraft carrier. But the domination of roads wasn't left to a military tool, but ordinary consumer cars.

While the *Deluxe Gamemaster's Guide* lists various military vehicles of the era, this section provides various Golden Age civilian vehicles for your campaign. Some types included here are also mentioned in the *Deluxe Hero's Handbook*, but note that changes in time and technology give the Golden Age versions somewhat different capabilities than their modern descendants.

CIVILIAN VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
Motorcycle	M	1	5	10	7	8
Coupe/Roadster	L	6	6	8	7	9
Sedan/Police Car	H	7	5	8	9	8
Touring Car/Limo	H	7	5	6	9	6
Pickup Truck/Ambulance	H	9	5	6	9	8

MINION ARCHETYPES

Pulled from various points in the past, these minions represent a motley assortment of foes (or potential sidekicks) to cross your heroes' path.

CENTAUR

Reclusive sylvan creates from the Greek conquests, centaurs are natural soldiers and resistant to any outside rule. They run in large herds in the untouched corners of the world, but even small roving gangs travel the conquered lands of Rome. Scarred by war, these wanderers harass common folk and take what they please.

The centaur template can be added to other templates to create soldiers, spellcasters, criminals, or centaur-like aliens to suit your needs. Or this template can be used as a basis for centaur player characters.

GRYPHON

The gryphon is a legendary beast that marries heaven and earth—a giant eagle and a lion twisted together. They serve as guardians of treasures and undisturbed wilds. Gryphons mate for life, lining their nests with gold and

CENTAUR

PL 4 • MR4 • 50 POINTS

STR 2 STA 4 AGL 1 DEX 0 FGT 2 INT 0 AWE 3 PRE 0

Powers: **Centaur:** Movement 1 (Sure-footed 1), Feature 1 (Extra Legs), Senses 2 (Low-light Vision, Ultra-hearing), **Hooves** Strength-based Damage 1.

Equipment: Bow (Ranged Damage 3), Sword (Close Damage 3).

Advantages: Accurate Attack, Equipment 2, Great Endurance, Tracking.

Skills: Athletics 4 (+6), Expertise: Survival 4 (+4), Perception 5 (+8), Ranged Combat: Bows 4 (+4), Stealth 4 (+5).

Offense: Init +1, Bow +4 (Ranged, Damage 3), Hooves +2 (Close, Damage 3), Sword +2 (Close, Damage 6), Unarmed +2 (Close, Damage 2).

Defense: Dodge 3, Parry 4, Fortitude 4, Toughness 4, Will 3.

Totals: Abilities 24 + Powers 6 + Advantages 5 + Skills 11 (21 ranks) + Defenses 4 = 50

CENTAUR

TEMPLATE • 12 POINTS

PL Adjustment: +1

Statistic Adjustments: STR +1, STA +2, **Centaur:** Movement 1 (Sure-footed 1), Feature 1 (Extra Legs), Senses 2 (Low-light Vision, Ultra-hearing), **Hooves** Strength-based Damage 1

Combat Adjustments: Close Damage +1, Toughness +2, Fortitude +1

GRYPHON	PL 8 • MR7 • 103 POINTS
STR 6 STA 6 AGL 4 DEX 0 FGT 8 INT -2 AWE 4 PRE 4	
Powers: Beak and Claws Strength-based Damage 2 (Multiattack 8), Flight 6 (120 MPH; Wings), Growth 4 (Innate, Permanent), Senses 7 (Darkvision, Ranged Detect Gold, Extended Vision, Tracking 2).	
Advantages: Animal Empathy, Improved Initiative, Improved Smash, Move-by Action, Power Attack, Uncanny Dodge.	
Skills: Athletics 4 (+10), Perception 8 (+12).	
Offense: Init +8, Beak and Claws +8 (Close, Damage 8).	
Defense: Dodge 10, Parry 9, Fortitude 6, Toughness 6, Will 8.	
Totals: Abilities 44 + Powers 32 + Advantages 6 + Skills 6 (12 ranks) + Defenses 15 = 103	

HARDY TRAILBLAZER	PL 5 • MR4 • 60 POINTS
STR 3 STA 4 AGL 2 DEX 2 FGT 3 INT 0 AWE 2 PRE 0	
Equipment: Colt Pistol, Knife, Lariat, Survival Kit, Winchester Rifle.	
Advantages: Equipment 5, Great Endurance, Second Chance: Environmental Hazards, Teamwork, Tracking.	
Skills: Athletics 4 (+7), Expertise: Scout 4 (+4), Expertise: Survival 4 (+4), Perception 4 (+6), Ranged Combat: Guns 4 (+6).	
Offense: Init +2, Colt Pistol +6 (Ranged, Damage 3), Knife +3 (Close, Damage 4; Crit. 19–20), Winchester Rifle +6 (Ranged, Damage 4), Unarmed +3 (Close, Damage 3).	
Defense: Dodge 4, Parry 6, Fortitude 6, Toughness 4, Will 4.	
Totals: Abilities 32 + Powers 0 + Advantages 9 + Skills 10 (20 ranks) + Defenses 9 = 60	

HIPPOPOTAMUS	PL 6 • MR3 • 34 POINTS
STR 6 STA 6 AGL 0 DEX -2 FGT 6 INT -4 AWE 1 PRE 1	
Powers: Growth 6 (Innate; Permanent), Movement 1 (Environmental Adaptation: Water).	
Advantages: Fearless.	
Skills: Perception 4 (+5), Stealth 6 (+0).	
Offense: Init +0, Bite +6 (Close, Damage 6).	
Defense: Dodge 0, Parry 6, Fortitude 6, Toughness 6, Will 5.	
Totals: Abilities 4 + Powers 14 + Advantages 1 + Skills 5 (10 ranks) + Defenses 10 = 34	

MAMMOTH	PL 9 • MR3 • 42 POINTS
STR 11 STA 10 AGL 0 DEX -1 FGT 4 INT -4 AWE 2 PRE -1	
Powers: Extra Limbs 1 (Trunk), Growth 10 (Innate, Permanent), Protection 4, Senses 1 (Ultra-hearing), Strength-based Damage 1 (Tusks).	
Advantages: Improved Grab.	
Offense: Init +0, Tusks +4 (Close, Damage 12).	
Defense: Dodge 1, Parry 4, Fortitude 10, Toughness 14, Will 3.	
Totals: Abilities 2 + Powers 28 + Advantages 0 + Skills 0 (0 ranks) + Defenses 12 = 42	

jewels, and if one of the pair is slain or abused its mate will stop at nothing to get revenge.

HARDY TRAILBLAZER

Wagon masters, daring scouts, and good old filmland cowboys belong in this category, noted for their alertness, endurance, and survival skills. Without such individuals the frontier would never have yielded to settlers and cities. Though their tasks may be peaceable, they are well able to handle trouble when it arises.

MERFOLK	PL 3 • MR4 • 47 POINTS
STR 0 STA 2 AGL 4 DEX 1 FGT 1 INT 0 AWE 1 PRE 2	
Powers: Aquatic Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Underwater), Senses 1 (Low-light Vision), Swimming 2 (2 MPH).	
Equipment: Spear.	
Advantages: Close Attack, Equipment 1, Favored Environment: Underwater, Hide in Plain Sight, Improvised Tools.	
Skills: Athletics 4 (+4), Expertise (choose one) 4 (+4), Perception 2 (+3), Stealth 2 (+6).	
Offense: Init +4, Spear +2 (Close, Damage 3, Crit 19–20), Unarmed +2 (DC 15).	
Defense: Dodge 4, Parry 3, Fortitude 3, Toughness 2, Will 2.	
Totals: Abilities 22 + Powers 10 + Advantages 5 + Skills 6 (12 ranks) + Defenses 4 = 45	

MERFOLK	TEMPLATE • 12 POINTS
PL Adjustment: +0	
Statistic Adjustments: Favored Environment (Underwater), Hide in Plain Sight, Aquatic Immunity 3 (Cold, Drowning, Pressure), Movement 1 (Environmental Adaptation: Underwater), Senses 1 (Low-light Vision), Swimming 2 (2 MPH).	
Combat Adjustments: Close Damage +1, Toughness +2, Fortitude +1	

HIPPOPOTAMUS

Loud and foul-tempered, the Nile hippopotamus is nothing to tangle with. With jaws capable of crushing a boat, and a surprisingly fast land speed, many a foolish braggart has died after crying “Watch this!” too close to one of these beasts.

MAMMOTH

Shaggy mountains roaming the landscape, mammoths are short-sighted, protective, and loyal to their own. Their stampedes can flatten forests and foes. Dangerous on their own, they are deadly in herds.

MERFOLK

Curious aquatic people who favor warm, shallow waters like those found in the Mediterranean and Caribbean Seas, merfolk spend their days exploring, mastering an art, or sunning on seaside rocks. While prepared to defend themselves, merfolk aren't as fearsome as Atlanteans or Deep Ones (see the *Atlas of Earth-Prime*), and rely more on their speed and stealth to survive. While evasive, their curiosity can also lead them into trouble, forcing them to find allies.

The merfolk template can be added to other templates to create soldiers, spellcasters, criminals, or aquatic aliens to suit your needs. Or this template can be used as a basis for merfolk player characters.

NINE-TAILED FOX

Hailing originally from China but now well-established across eastern Asian and the rest of the world, fox spirits—sometimes called *hūli jīng*, *kumiho*, or *kitsune*—are trickster spirits with powerful shapeshifting abilities. Some spy

TZITZIMITL**PL 11 • MR10 • 145 POINTS****STR 11 STA 10 AGL 4 DEX 0 FGT 8 INT 2 AWE 3 PRE 4**

Powers: **Death Gaze** Ranged Damage 10 (Accurate 6, Penetrating); **AE: Possession** Cumulative Perception Affliction 8 (Resisted and Overcome by Will; Dazed, Compelled, Controlled; Extra: Merges with Host; Limited: Only in Darkness); **Titanic Size:** Growth 8 (Innate, Permanent), Protection 4, Senses 2 (Darkvision).

Advantages: Close Attack 3, Fearless, Improved Smash, Weapon Break.

Skills: Intimidation 8 (+16), Perception 4 (+7), Stealth 6 (+2).

Offense: Init +4, Death Gaze +12 (Ranged, Damage 10), Unarmed +11 (Close, Damage 11).

Defense: Dodge 5, Parry 8, Fortitude 13, Toughness 14, Will 9.

Totals: Abilities 52 + Powers 60 + Advantages 6 + Skills 9 (18 ranks) + Defenses 18 = 145.

Complication: **Photophobic** Sunlight halves Toughness bonus.

WWII PARTISAN**PL 2 • MR3 • 35 POINTS****STR 0 STA 0 AGL 0 DEX 1 FGT 1 INT 0 AWE 2 PRE 1**

Equipment: Light Pistol.

Advantages: Defensive Roll, Equipment 2.

Skills: Athletics 4 (+4), Deception 4 (+5), Expertise: Current Events 4 (+4), Insight 6 (+8), Perception 4 (+6), Persuasion 4 (+5), Sleight of Hand 4 (+5), Stealth 4 (+4), Technology 2 (+2).

Offense: Init +0, Light Pistol +1 (Ranged, Damage 3), Unarmed +1 (Close, Damage 0).

Defense: Dodge 2, Parry 1, Fortitude 1, Toughness 1/0*, Will 3
*Without Defensive Roll.

Totals: Abilities 10 + Powers 0 + Advantages 3 + Skills 18 (36 ranks) + Defenses 4 = 35

to sate their boundless curiosity and play pranks to amuse themselves, but other fox spirits are deadly hunter who feed on human flesh, using their shapeshifting to tempt others into letting down their guard. This statblock reflects a young and inexperienced fox spirit. Thanks to their curiosity, most learn additional skills or magical tricks. For a more powerful fox spirit, see the villain Foxfire (*Threat Report*).

TZITZIMITL

As tall as trees, the tzitzimitl are terrifying, skeletal titans that dwell in darkness and conspire to consume the sun and crush all mortal life! They can project beams of void from their eyes and take possession of mortal forms under cover of night, but annual rituals can keep them at bay. Any villain disrupting these safeguards could easily lure the giants into possessing them or others. Although tzitzimitls are typically malicious, they occasionally spare infants or new parents, even demolishing nearby threats in order to keep their charges safe.

WWII PARTISAN

The resistance fighters of invaded nations, partisans in France, Poland, Russia, and China helped Allied forces by supplying key intelligence and sabotaging enemy vehicles and installations. Most partisans were ordinary people trying to live their lives who picked up useful skills in the wake of invasion.

**NINE-TAILED FOX****PL 3 • MR8 • 83 POINTS****STR 0 STA 2 AGL 3 DEX 2 FGT 4 INT 2 AWE 3 PRE 3**

Powers: Comprehend 3 (Read, Speak, and Understand All Languages), Morph 3 (Humanoids), Senses 4 (Acute Smell, Vision Counters Invisibility, Low-light Vision).

Advantages: Daze (Deception), Fascinate (Deception), Hide in Plain Sight, Second Chance: Deception checks to disguise, Taunt.

Skills: Deception 10 (+13), Insight 6 (+9), Perception 3 (+6), Stealth 8 (+11).

Offense: Init +3, Unarmed +4 (Close, Damage 0).

Defense: Dodge 4, Parry 4, Fortitude 2, Toughness 2, Will 3.

Totals: Abilities 38 + Powers 25 + Advantages 5 + Skills 14 (27 ranks) + Defenses 1 = 83

THANK YOU!

While it wasn't cut from the *Time Traveler's Codex*, thank you to all our fans and customers who help us make this weird and fantastic books a possibility! **MUTANTS & MASTERMINDS** wouldn't exist without the engaged player base and constant positive feedback we get from you!

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