

ROGUES GALLERY: ARCTIC FOX



**MUTANTS &
MASTERMINDS**
THIRD EDITION

THE ARCTIC FOX

REAL NAME: Vasili Barinov

OCCUPATION: Mercenary

BASE: Emerald City

Vasili Barinov has not led a kind life. In 1936 his parents sold him to the Soviet government, who in turn shipped him off to a Siberian *nauka gorod*, or science city, facility dedicated to creating the perfect soldier. Vasili and five hundred other children from across the USSR were crammed into camps where they were brutally disciplined, experimented upon, and subjected to a rigorous training regimen. All of the candidates either starved to death, succumbed to the freezing temperatures, or were murdered by their peers. All except for Vasili, the program's only survivor and only success.

The Soviet scientists had turned the young man into a living weapon. The chemicals and conditions he'd been exposed to pushed Vasili to the peak of human ability. He was physically perfect, incredibly intelligent, exceptionally trained, and ruthless. The program was a success.

Vasili chose the code name Arctic Fox for himself and was given his first mission: to eliminate *all* evidence of the camp he had been raised in, so that no one could replicate the process. The Arctic Fox was then handed off to the Red Army where he made his debut on the blood-stained battlefields of World War II. Vasili was instrumental in pushing the Nazis out of his Motherland, winning battle after battle against the fascist horde.

After the war, Vasili became an agent for the fledgling KGB and embarked on a storied career. The Arctic Fox popped up in Cold War hotspots around the globe. He performed assassinations, led revolts in capitalist nations, facilitated defections, and sabotaged American military operations whenever he could. Vasili worked for decades, aging very slowly thanks to his chemical modifications. He eventually took a wife and fathered a son. He was a national hero and for a time he was happy.

Unfortunately the Arctic Fox attracted the ire of Dmitri Bratislav: a power member of the Communist Party. Dmitri was jealous of Vasili's fame and succeeded in framing him as a traitor to the party. The KGB tried to kill Vasili on a mission in Vietnam, but he survive their betrayal and fought his way back to his family. His home had been burned to the ground, his wife had been murdered, and his son was being taken to Moscow for reeducation. Vasili rescued his son and the two of them fled to America.

The son blamed Vasili for the death of his mother and refused to stay with Vasili once they arrived in Emerald City. Vasili kept his distance from his son, but vowed to provide for him all the same. The Arctic Fox set up shop in Emerald City as a mercenary and has taken a few jobs in the last thirty years in order to keep himself, his son, and his granddaughter comfortable.

PERSONALITY

Vasili Barinov is a grim man, as cold and uninviting as the Siberian tundra that created him. He has never gotten over his nation's betrayal and finds it difficult to trust anyone. He is in his late eighties and has a lifetime of experience that he can call upon in the field. There are very



THE ARCTIC FOX

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	4	10	7	13	5	6	6

POWERS

Genetic Modifications

- Healing Factor:** Regeneration 5 • 5 points
- Homeostasis:** Immunity 3 (Aging, Disease, Poison) • 3 points

Helmet: Device, Removable (-2 points) • 8 points

- Optical Enhancements:** Senses 4 (Darkvision, Infravision, Tracking)
- Sensory Filtration:** Immunity 5 (Sensory Affliction Effects)
- Rebreather:** Feature

Portable Blizzard Generator: Environment 5 (Cold (Extreme), Impede Movement, Visibility -2), Radius: 500 feet, Selective, Easily Removable (-10 points) • 15 points

Uniform: Device, Removable (-2 points) • 7 points

- Armored Plating:** Protection 3
- Brass Knuckles:** Strength-based Damage 2
- Cape:** Movement (Safe Fall)
- Insulation:** Immunity 1 (Cold)
- Voice Modulator:** Feature

Wrist-Mounted Projectile Launchers: Removable Array (15 points)

- Bolos:** Ranged Cumulative Affliction 5 (Resisted by Dodge, Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree • 15 points
- Exploding Disks:** Ranged Burst Area Damage 5 • 1 point
- Flash-Bang:** Ranged Cumulative Burst Area Affliction 5 (Resisted and Overcome by Fortitude; Visual and Hearing Impaired, Disabled, Unaware), Unreliable (5 uses) • 1 point
- Taser Darts:** Ranged Affliction 5 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Multiattack • 1 point
- Machine Gun:** Ranged Damage 5, Multiattack • 1 point

EQUIPMENT

Audio Recorder, Binoculars, Commlink, Concealable Microphone, Lock Release Gun, Mini-tracer, Multi-tool, Restraints, and 14 points of additional equipment

HEADQUARTERS: THE FOX'S DEN • 23 POINTS

Size: Large **Tou:** 12 **Features:** Combat Simulator, Communications, Computer, Concealed 3 (+20 to DC), Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System 3 (DC 30), Workshop

few things that he hasn't seen and he usually works an anecdote into conversations with his adversaries. The Arctic Fox doesn't let anything get in the way of his mission once he's accepted it.

POWERS & ABILITIES

The Arctic Fox is a master mercenary with decades of field experience and superhuman physical abilities. He is proficient with all manner of weaponry, explosives, and martial arts. The Arctic Fox has a healing factor that allows him to

SKILLS

Acrobatics 4 (+14), Athletics 5 (+10), Deception 8 (+14), Insight 4 (+10), Intimidation 6 (+12), Investigation 6 (+11), Perception 7 (+13), Ranged Combat: Wrist-Mounted Projectile Launchers 8 (+15), Sleight of Hand 6 (+13), Stealth 6 (+16), Technology 4 (+9), Treatment 3 (+8), Vehicles 7 (+14)

ADVANTAGES

Accurate Attack, All-out Attack, Benefit 2 (Cipher), Benefit (Well-off), Chokehold, Connected, Contacts, Defensive Attack, Diehard, Equipment 9, Evasion, Extraordinary Effort, Fast Grab, Favored Environment (Cold), Great Endurance, Hide in Plain Sight, Improved Critical (Wrist-Mounted Projectile Launchers), Improved Disarm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Instant Up, Jack-of-all-trades, Languages 3 (Chinese, English, German, Spanish, Russian native), Move-by Action, Power Attack, Prone Fighting, Quick Draw, Seize Initiative, Skill Mastery (Intimidation, Stealth), Takedown 2, Tracking, Uncanny Dodge, Well-informed

OFFENSE

INITIATIVE +10	
Bolos +15	Ranged, Cumulative Affliction 5, Dodge DC 15
Brass Knuckles +13	Close, Damage 7
Exploding Disks —	Ranged, Burst Area Damage 5
Flash-Bang —	Ranged, Cumulative Burst Area Affliction 5, Fort. DC 15
Machine Gun +15	Ranged, Multiattack Damage 5
Taser Darts +15	Ranged, Multiattack Affliction 5 Dodge DC 15
Throw +7	Ranged, Damage 5
Unarmed +13	Close, Damage 5

DEFENSE

DODGE	13	FORTITUDE	9
PARRY	13	TOUGHNESS	7
WILL	11		

POWER POINTS

ABILITIES	112	SKILLS	37
POWERS	53	DEFENSES	13
ADVANTAGES	48	TOTAL	263

COMPLICATIONS

Flashbacks: Vasili suffers from crippling flashbacks to his terrifying childhood in KGB custody.

Motivation—Responsibility: Vasili wants to provide for his estranged son and granddaughter using the only skills he has, even if that means not being a part of their lives.

regenerate from even the most grievous of injuries and keeps him looking roughly half his actual age. He wields a pair of sophisticated wrist-mounted launchers that fire

AEGIS SECURE SYSTEM
DISTRICT 5

19:45 - PST

MERRIWETHER, LUCAS
CLEARANCE RED+

RETURN TO MAIN DATABASE

FROM:	Peyton Ramos	<PeytonRamos1@AEGIS.emerald.pac.net>
TO:	Lucas Merriweather	<MerriweatherLucas@AEGIS.emerald.pac.net>
SUBJECT:	Threat Report — "Arctic Fox"	

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Sir, I did in, fact find the the reference you remembered reading in the Liberty League Mission Logs. It was in one of the ones from their Eastern Front activities:

"We encountered a new player on the battlefield today. The League and I were protecting a squad of G.I.s who were pinned down by German machinegunners. Things were looking grim until this burly beast of a Russian came out of nowhere. He was fast, brutal, and tough ... even by Russian standards. He was gone almost as quickly as he arrived and we didn't get look at him. One of the Krauts we captured said his name was the Arctic Fox. Whoever he is, I'm glad he's on our side."

With all due respect sir, this can't be the same guy can it? That was seventy years ago, he can't still be that spry. Can he?

a wide variety of projectiles and he uses his portable blizzard generator to make any terrain feel like home. He is a master tactician who can turn any situation to his advantage, and if things go against him, he's smart enough to know when retreat is the wisest option.

ALLIES

The Arctic Fox doesn't really have allies per say. He has respect for other mercenaries and has a long list of underworld clients and associates. Those he considers his real friends are his comrades from operations in WWII and the Cold War, but most of them are dead or dying.

ENEMIES

The United States government and its agencies are on the lookout for the Arctic Fox because of his long history confounding their own efforts overseas, but they have no idea the former KGB agent is operating on their soil with impunity. If they knew, they'd certainly make attempts to

bring him in. The Arctic Fox butted heads (not publicly) with the Liberty League decades ago, and he's very unpopular with the remaining Nazi super villains.

HOOKS

One Last Ride: A retired mentor of one of the heroes approaches the team saying that he has located the Fox's Den. He wants to come out of retirement for one last hurrah, but he hasn't aged as gracefully as his old nemesis the Arctic Fox. The mentor needs the help of the heroes to take the Fox down, but retirement has made the mentor rusty.

Peacekeeping: An elderly Dmitri Bratislav is coming to the United Nations to accept a commendation for his peace-time work. The Russian statesman has asked for heroes to be his bodyguards, because he knows the Arctic Fox is in the States and won't be able to miss the chance to get at Bratislav. AEGIS informs the heroes that if they accept this mission they will have to defend Dmitri despite his history of alleged war crimes from decades past.

MUTANTS &
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