

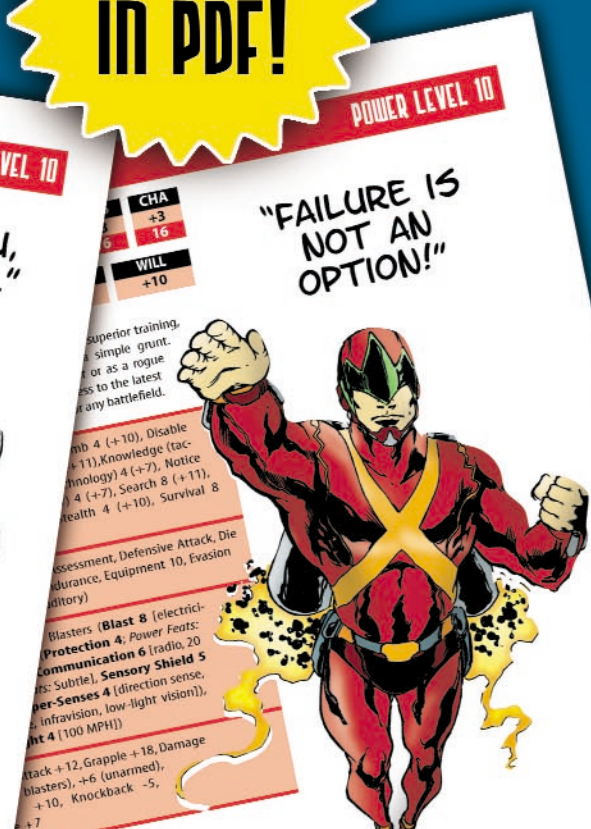
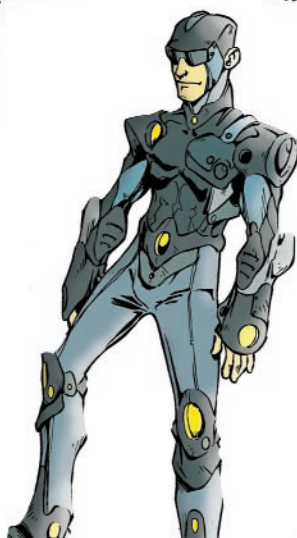


INCLUDES 10 NEW ARCHETYPES!

MUTANTS & MASTERMINDS

ARCHETYPE ARCHIVE 1

ONLY
IN PDF!



ARCHETYPE ARCHIVE 1

A GREEN RONIN PRODUCTION
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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. They 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.

Archetype Listing

The following archetypes make their appearance in this supplement:

Android — a machine in human guise that combines the best qualities of both.

Bulk — the unstoppable force and the immovable object combined into one.

Fortunate Hero — the personification of being both lucky and good.

Illusionist — using the powers of magic to beguile.

Mystic Warrior — a fierce combatant that draws power from a magical weapon.

Psychic — there are no secrets from this powerful mind.

Star Child — a waif able to command the powers of the universe.

Super Soldier — the end result of the best training and equipment the government can supply.

Weather Controller — able to call upon the forces of nature in all their fury.

Wealthy Thrillseeker — in it just for the kicks.

PREVIEW POWER

The Fortunate Hero archetype in this supplement uses the Probability Control power, a power that will be appearing in the upcoming *Mastermind's Manual*. The power's description has been included in this supplement for your convenience.

PROBABILITY CONTROL

Effect: Alteration

Action: Free

Range: Personal

Duration: Instant

Cost: 4 points per rank

You have some control over the otherwise random whims of chance. Each round you can make your Probability Control rank the minimum result of any one die roll you make. If the die comes up with a lower result, use your power rank instead. So if you have Probability Control 12 you can choose a die roll and be ensured a minimum result of 12 on the die, treating any roll of less than a 12 as a 12. A 20 on the die roll acquired through Probability Control is not considered a "natural 20."

At rank 1 Probability Control only ensures that a natural 1 on an attack roll is not an automatic miss, if the total attack roll would still hit the target's Defense. Higher ranks increasingly ensure reliably good outcomes (or at least a degree of immunity to poor ones) while the highest ranks ensure the character can regularly accomplish amazing things. Probability Control's maximum rank is the campaign's power level or 20 (whichever is less).

At the Gamemaster's discretion, you can split your Probability Control among multiple die rolls in the same round, having a lesser effect. So, for example, you could split Probability Control 12 into two minimum die rolls of 6, or any other combination adding up to 12. In this case, the GM may wish to allow Probability Control ranks greater than 20, but with no more than 20 ranks assigned to any particular die roll in a round.

Extras

- **Fortune (+1):** You can grant the benefits of your Probability Control to someone else by touch.
- **Jinx (+1):** You can affect someone else with bad luck by touch (requiring a successful melee attack roll for an unwilling subject). The target gets a Will saving throw to avoid the effect. If it fails, on one of the subject's die rolls for the next round (chosen by you), a roll equal to or less than your Probability Control rank is treated as a 1.
- **Range (+1):** You can use Fortune and/or Jinx at normal range as a +1 extra. For a +2 extra, you can use either at perception range. You must have the Fortune or Jinx extra(s) to benefit from this extra.

Flaws

- **Limited (–1):** You can only use the Fortune or Jinx ability of Probability Control; the power doesn't benefit you. You must have the appropriate extra (Fortune or Jinx) to take this flaw.

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+5	+8	+7

* Flat-footed

What the Agent may lack in powers is made up for in skill, savvy, and wits. Agents may work for a national government or a law-enforcement organization (or, alternatively for a criminal conspiracy or no one but themselves). An Agent has the skills to handle any situation that may come along, and the ability to improvise when that's not enough.

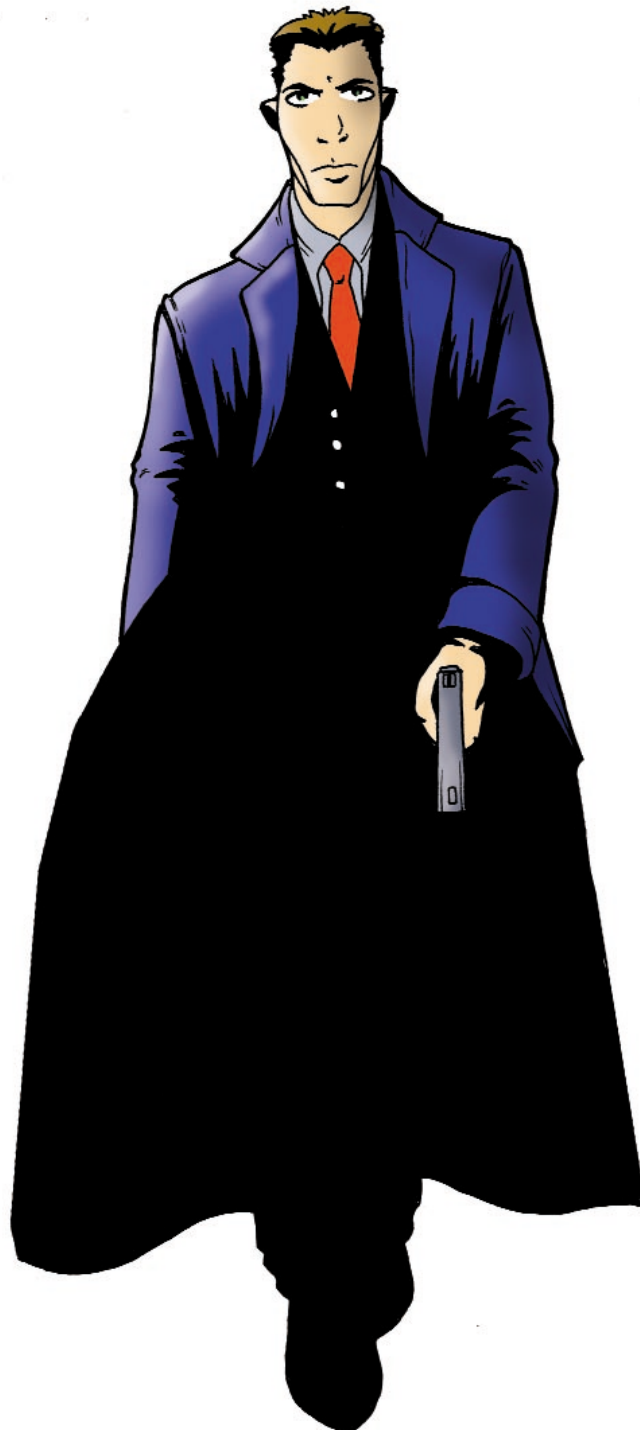
Skills: Acrobatics 8 (+11), Bluff 8 (+12), Climb 8 (+10), Computers 6 (+8), Concentration 6 (+10), Diplomacy 4 (+8), Disable Device 10 (+12), Disguise 8 (+12), Drive 6 (+9), Escape Artist 4 (+7), Gather Information 8 (+12), Intimidate 4 (+8), Investigate 4 (+6), Knowledge (current events) 6 (+8), Knowledge (streetwise) 6 (+8), Language 4 (choose 4), Notice 8 (+12), Pilot 6 (+9), Search 4 (+6), Sense Motive 8 (+12), Sleight of Hand 4 (+7), Stealth 10 (+13), Survival 4 (+8)

Feats: Attack Focus (ranged) 3, Attractive, Defensive Attack, Defensive Roll 4, Dodge Focus 4, Equipment 3, Evasion, Improved Aim, Improved Initiative, Improvised Tools, Jack-of-All-Trades, Move-by Action, Power Attack, Precise Shot, Quick Draw, Skill Mastery (Bluff, Disable Device, Notice, Stealth), Stunning Attack, Uncanny Dodge (auditory)

Equipment: Light pistol (+3 damage), Commlink, Sports car

Combat: Attack +11 (melee), +14 ranged, Grapple +13, Damage +2 (unarmed), Defense +14 (+5 flat-footed), Knockback -3, Initiative +7

"IT'S NOTHING I
HAVEN'T DONE
BEFORE."



Totals: Abilities 34 + Skills 35 (140 ranks) + Feats 28 + Powers 0 + Combat 42 + Saves 11 = 150

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)

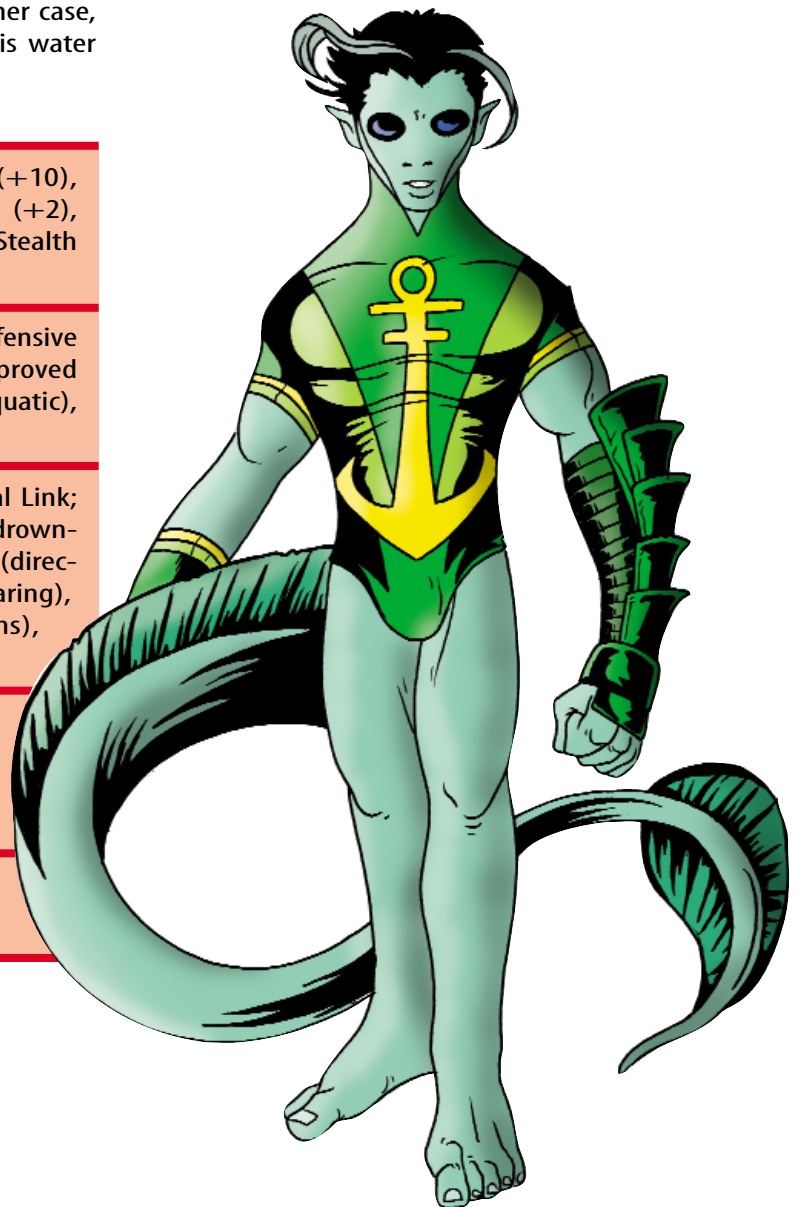
Feats: Animal Empathy, Attack Focus (melee) 4, Defensive Attack, Environmental Adaptation (aquatic), Improved Grab, Improved Grapple, Favored Environment 2 (aquatic), Power Attack

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
+7	+5	–	+4	+2	+0
24	20	–	18	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	–	+5	+5

The Android is an automaton that combines the best of human and machine features. Of course, while the Android's exterior is human, it is nothing more than a flesh-and-blood façade to hide the machine inside.

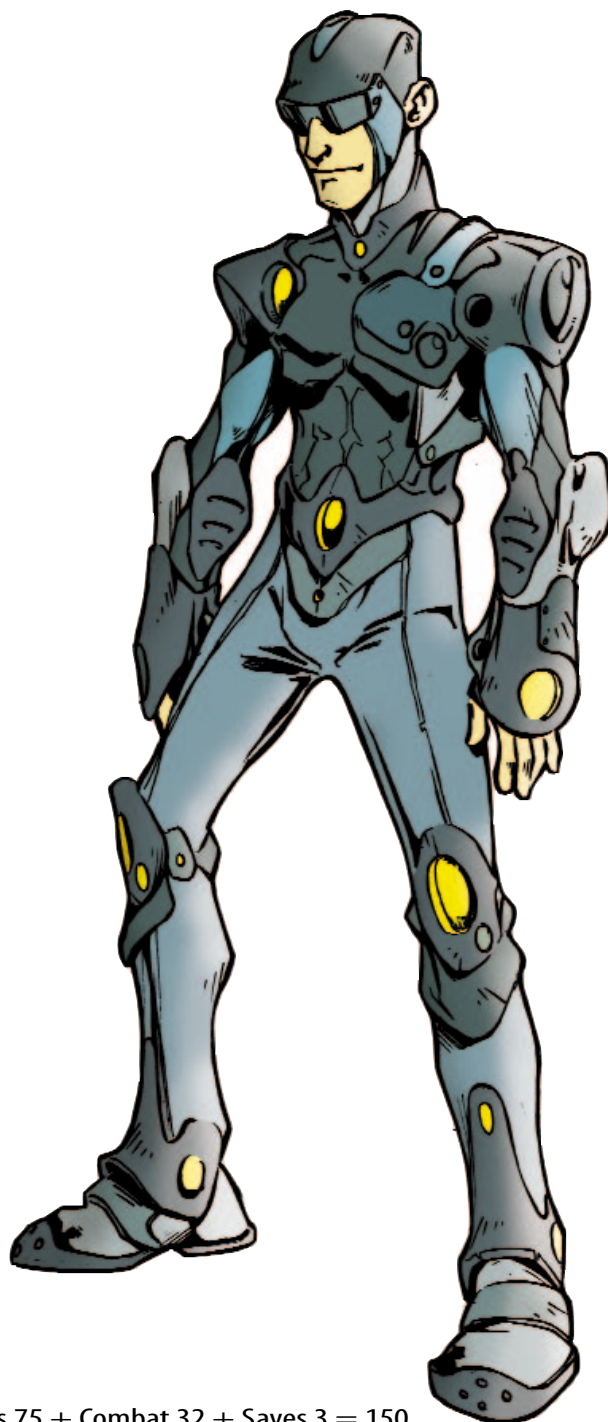
Skills: Computers 8 (+12), Knowledge (technology) 4 (+10), Notice 8 (+10), Sense Motive 8 (+10)

Feats: Assessment, Eidetic Memory, Fearless, Improvised Tools, Improved Initiative, Jack-of-All-Trades

Powers: Datalink 2 (100 feet), Immunity 30 (Fortitude saves), Protection 12 (*Extras:* Impervious), Quickness 2 (x5), Strike 5 (*Power Feats:* Mighty), Super-Senses 7 (direction sense, distance sense, infravision, radio, time sense, tracking, ultra-hearing), Super Strength 2 (*Heavy Load:* 2.8 tons)

Combat: Attack +8, Grapple +17, Damage +12 (unarmed), Defense +8, Knockback –12, Initiative +8

"I'M LIKE YOU,
ONLY BETTER."



Totals: Abilities 26 + Skills 8 + Feats 6 + Powers 75 + Combat 32 + Saves 3 = 150

STR	DEX	CON	INT	WIS	CHA
+6	+3	+5	+0	+6	+5
22	16	20	10	22	20

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

The Angel may be a true heavenly messenger, sent to Earth on a mission to promote peace and justice, or as an instrument of divine retribution. The archetype can just as easily be a “fallen” angel, exiled to the mortal world, seeking redemption, or carrying out a higher purpose. Perhaps the Angel is not a true angel at all, but has all the powers of one, leaving the truth of the matter entirely up to faith ...

Skills: Diplomacy 8 (+13), Intimidate 4 (+9), Knowledge (arcane lore) 8 (+8), Knowledge (theology and philosophy) 12 (+12), Notice 4 (+10), Sense Motive 8 (+14)

Feats: Attack Focus (melee) 2, Attractive, Beginner’s Luck, Critical Strike (demons), Diehard, Favored Opponent (demons), Inspire 2, Luck 2

Powers: **Comprehend 2** (languages, “the Tongue of Babel”), **Flight 4** (100 MPH), **Immunity 10** (aging, life support), **Protection 5**, **Strike 3** (flaming sword; *Power Feats:* Mighty)

Combat: Attack +10 (melee), +8 (ranged), Grapple +16, Damage +6 (unarmed), +9 (sword), Defense +10, Knockback –5, Initiative +3

Drawbacks: Power Loss (Flight, if wings are disabled, –1 point)



**“I’LL GIVE YOU
ONE CHANCE
TO REDEEM
YOURSELF.”**

Totals: Abilities 50 + Skills 11 (44 ranks) + Feats 11 + Powers 31 + Combat 36 + Saves 12 – Drawbacks 1 = 150

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+5	+8	+7

* Plus package bonus (see below)

The Animal Power or "Totem" archetype is based on the traits of a particular type of animal in human form. The Animal Power may have an animalistic appearance or seem completely normal, at least outwardly. Animal Powers may have altered DNA (often from experimentation or an encounter with a mutated animal). Some are invested with mystical powers or the spirit of their animal, while others may have some means of tapping into the "morphic field" or "energy" of the animal to gain its abilities.

Choose one of the options below or on the next page, applying its traits to the rest of the archetype:

CAT

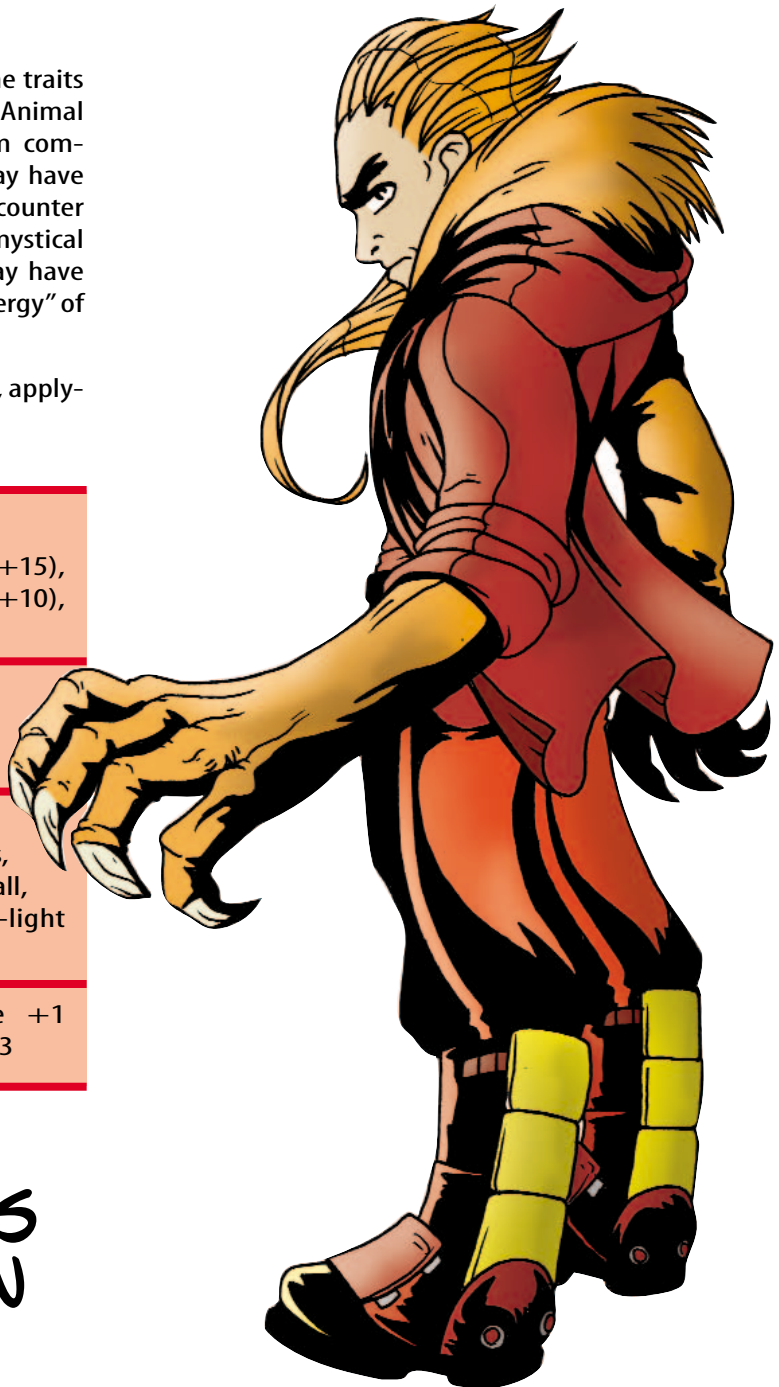
Skills: Acrobatics 8 (+17), Bluff 8 (+9), Climb 8 (+15), Escape Artist 4 (+13), Intimidate 4 (+5), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+17)

Feats: Attack Focus (melee) 2, Defensive Attack, Defensive Roll 4, Dodge Focus 2, Elusive Target, Evasion, Move-by Action, Taunt

Powers: Enhanced Dexterity 12, Enhanced Strength 12, Leaping 3 (x10), Strike 4 (claws, Power Feats: Mighty), Super-Movement 2 (slow fall, trackless), Super-Senses 2 (danger sense, low-light vision), Super-Strength 4 (Heavy Load: 10 tons)

Combat: Attack +12, Grapple +13, Damage +1 (unarmed), Defense +12, Knockback -1, Initiative +3

"DON'T YOU
KNOW THAT CATS
ALWAYS LAND ON
THEIR FEET?"



Totals: Abilities 20 + Skills, Feats & Powers 73 + Combat 48 + Saves 9 = 150

ARACHNID

Skills: Acrobatics 8 (+17), Bluff 8 (+9), Notice 4 (+6), Stealth 8 (+17)

Feats: Defensive Roll 4, Dodge Focus 2, Taunt

Powers: **Enhanced Dexterity 12**, **Enhanced Strength 12**, **Leaping 3** (x10), **Snare 8** (web; *Power Feats:* Tether), **Super-Movement 3** (swinging, wall-crawling 2 [full speed]), **Super-Senses 1** (danger sense [mental]), **Super-Strength 4** (*Heavy Load:* 10 tons)

Combat: Attack +12, Grapple +13, Damage +1 (unarmed), Defense +12, Knockback -1, Initiative +3

BIRD

Skills: Acrobatics 8 (+16), Bluff 4 (+5), Intimidate 6 (+7), Notice 12 (+14), Profession (choose one) 4 (+6), Search 8 (+9), Sense Motive 8 (+10), Stealth 6 (+14)

Feats: Accurate Attack, Acrobatic Bluff, Animal Empathy, Attack Focus (melee) 2, Defensive Attack, Defensive Roll 4, Dodge Focus 2, Elusive Target, Favored Environment (aerial), Improved Defense, Improved Initiative, Move-by Action, Taunt

Powers: **Animal Control 6** (*Power Feats:* Mental Link; *Extras:* Area — burst; *Flaws:* Limited — birds only), **Enhanced Dexterity 10**, **Flight 4** (100 MPH), **Strike 4** (claws; *Power Feats:* Mighty), **Super-Senses 5** (direction sense, extended vision 2 [x100], low-light vision, tracking)

Combat: Attack +12, Grapple +13, Damage +1 (unarmed), Defense +12, Knockback -1, Initiative +3

CRUSTACEAN

Skills: Climb 4 (+12), Concentration 4 (+6), Intimidate 8 (+9), Notice 4 (+6), Search 4 (+5), Sense Motive 4 (+6), Swim 8 (+16)

Feats: Endurance, Environmental Adaptation (aquatic), Improved Grab, Improved Grapple, Improved Pin, Interpose, Power Attack, Stunning Attack, Ultimate Toughness, Weapon Bind, Weapon Break

Powers: **Enhanced Strength 14**, **Immovable 4**, **Immunity 3** (cold, drowning, pressure), **Protection 8** (*Extras:* Impervious), **Super-Senses 1** (low-light vision), **Super-Strength 6** (*Heavy Load:* 30 tons), **Swimming 3**

Combat: Attack +12, Grapple +13, Damage +1 (unarmed), Defense +12, Knockback -1, Initiative +3

INSECT

Skills: Acrobatics 8 (+11), Bluff 4 (+5), Concentration 6 (+8), Disable Device 6 (+6), Investigate 4 (+4), Notice 8 (+10), Profession (choose one) 4 (+6), Search 8 (+8), Sense Motive 6 (+8), Stealth 6 (+9)

Feats: Defensive Roll 4, Dodge Focus 2, Elusive Target, Evasion, Move-by Action, Precise Shot, Set-up, Taunt

Powers: **Blast 8**, **Comprehend 2** (animals; *Flaws:* Broad Type — insects only), **Flight 4** (100 MPH), **Shrinking 16**, **Super-Movement 2** (wall-crawling 2 [full speed])

Combat: Attack +12, Grapple +13, Damage +1 (unarmed), Defense +12, Knockback -1, Initiative +3

REPTILE

Skills: Acrobatics 6 (+9), Climb 6 (+12), Escape Artist 8 (+11), Intimidate 8 (+9), Notice 8 (+10), Search 6 (+6), Sense Motive 6 (+8), Stealth 8 (+11), Survival 8 (+9), Swim 4 (+10)

Feats: All-out Attack, Blind-Fight, Environmental Adaptation (aquatic or desert, choose one), Improved Initiative, Power Attack, Startle

Powers: **Additional Limbs 1** (tail), **Enhanced Constitution 8**, **Enhanced Strength 10**, **Protection 2** (*Extras:* Impervious), **Regeneration 6** (injured 1/5 minutes, staggered 1/5 minutes, disabled 1/hour, *Power Feats:* Regrowth), **Strike 2** (claws; *Power Feats:* Mighty), **Super-Senses 3** (darkvision, scent), **Super-Movement 2** (slithering, wall-crawling), **Super-Strength 5** (*Heavy Load:* 8 tons)

Combat: Attack +12, Grapple +13, Damage +1 (unarmed), Defense +12, Knockback -1, Initiative +3

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
+12	+0	+14	+0	+0	+0
34/20	10	38/20	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+14	+3	+5

The Bulk is the unstoppable force and the immovable object all in one. Able to absorb and dish out massive amounts of punishment, the Bulk is an impregnable wall on defense and an unstoppable juggernaut on offense.

Skills: Intimidate 6 (+6), Notice 6 (+6), Profession (choose one) 4 (+4), Search 4 (+4)

Feats: Fast Overrun, Improved Overrun

Powers: Enhanced Constitution 18, Enhanced Strength 14, Immovable 12 (*Extras:* Unstoppable), Immunity 5 (critical hits, cold, heat, pressure), Impervious Toughness 14, Super Strength 5 (*Heavy Load:* 100 tons; *Power Feats:* Shockwave, Thunderclap)

Combat: Attack +8, Grapple +25, Damage +12 (unarmed), Defense +6, Knockback -26, Initiative +0



"COMIN' THROUGH!"

Totals: Abilities 20 + Skills 5 + Feats 2 + Powers 87 + Combat 28 + Saves 8 = 150

CHAMPION OF LIGHT

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*	+6	+6	+9

* +2 without force field

You are the new Champion of Light, the Lightbearer, chosen by destiny to wield the mystic "White Light" in the crusade against the forces of darkness. Your destiny was revealed when either Beacon (Langston Albright) discovered you and transferred the mystic light to you or when, like Beacon before you, the mystic light was passed down to you upon your predecessor's death.

Though you are more powerful than your predecessor and able to use the mystic light in new ways, specifically to calm and heal others, this is both a blessing and a curse for it is undoubtedly due to the fact that you will be facing even greater challenges.

Skills: Concentration 8 (+10), Diplomacy 6 (+8), Intimidate 6 (+8), Knowledge (arcane lore) 4 (+5), Knowledge (history) 4 (+5), Knowledge (streetwise) 4 (+5), Notice 6 (+8), Sense Motive 6 (+8)

Feats: Assessment, Attack Focus (ranged) 2, Fearless, Fearsome Presence 8, Power Attack, Precise Shot, Quick Change, Ultimate Aim

Powers: **Flight 5** (250 MPH), **Force Field 10** (*Extras:* Impervious), **Immunity 1** (own powers), **Light Control 10** (*Power Feats:* Alternate Powers – **Blast 10**, **Create Object 10**, **Dazzle 6** [visual senses; *Power Feats:* Longer Lasting 2 (1 minute); *Extras:* Area (burst)], **Emotion Control 10** [*Extras:* Area (burst); *Flaws:* Limited – calm only], **Healing 10** [*Extras:* Total; *Flaws:* Others Only])

Combat: Attack +10 (ranged), +8 (unarmed), Grapple +9, Damage +10 (blast), +1 (unarmed), Defense +8, Knockback -11, Initiative +2

"EVEN THE FAINTEST
LIGHT GIVES HOPE
AGAINST THE DARKNESS."



NEW POWER FEAT

Your Dazzle power has the following new power feat:

Longer Lasting

Each application of this power feat to an Instant [lasting] effect moves the time interval between additional saving throws one step down the Time Table: from one round to five rounds to 1 minute (10 rounds), and so forth. The target still receives a cumulative +1 bonus per previous save.

Totals: Abilities 20 + Skills 11 + Feats 16 + Powers 56 + Combat 32 + Saves 15 = 150

STR	DEX	CON	INT	WIS	CHA
+11/+2	+2	+11/+2	+1	+1	+0
32/14	14	32/14	12	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+11	+11	+5	+5

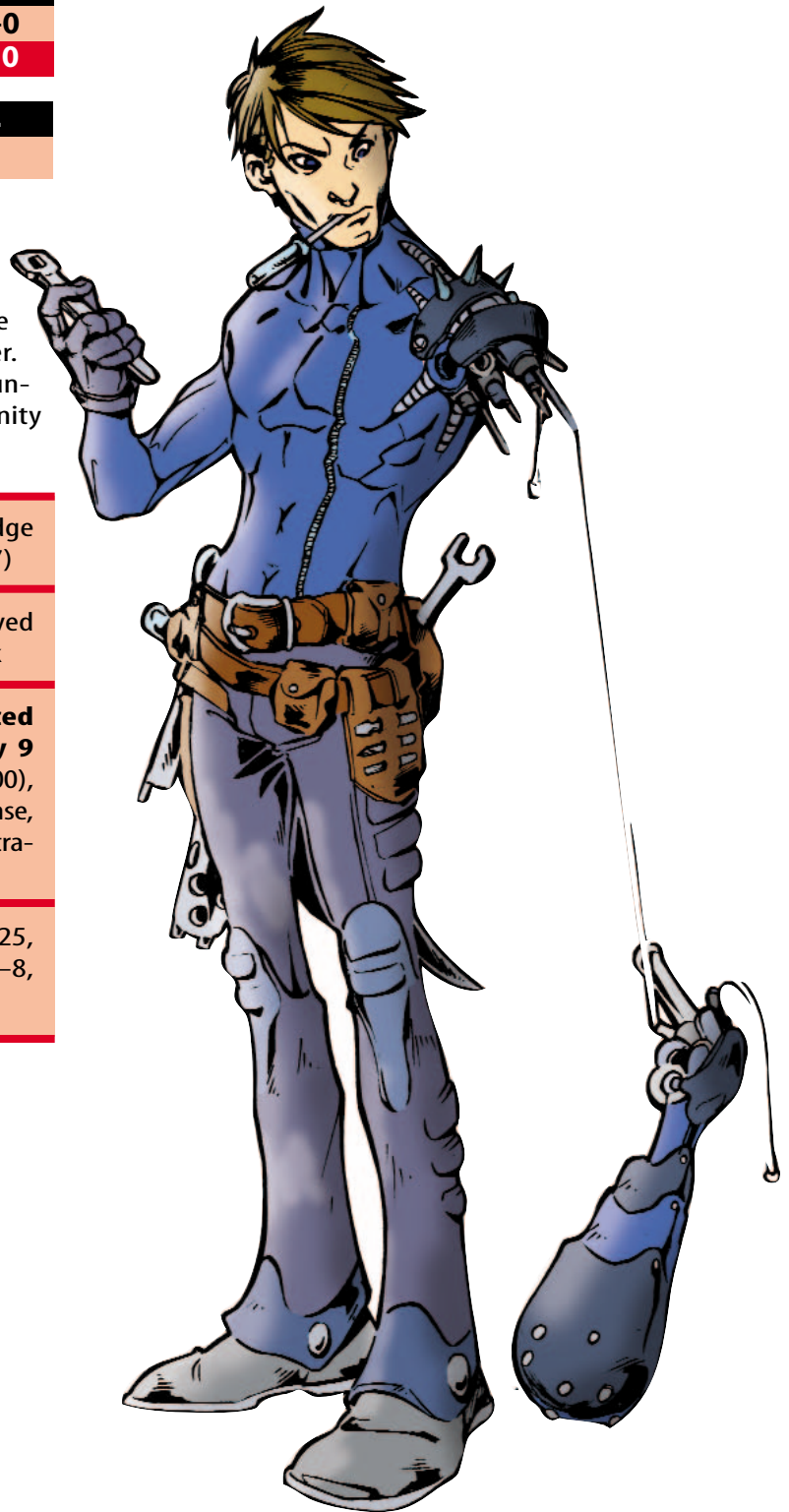
A fusion of man and machine, a Cyborg is both, and neither. Some Cyborgs undergo reconstruction following a terrible accident or injury to become better, faster, and stronger. Others volunteer to go "under the knife" and sacrifice some of their humanity for power. They may be motivated by ambition, service to their country or employer, or a higher ideal, perhaps the opportunity to serve justice and the greater good.

Skills: Computers 4 (+5), Intimidate 8 (+8), Knowledge (technology) 4 (+5), Notice 6 (+7), Sense Motive 6 (+7)

Feats: Assessment, Attack Focus (melee) 3, Improved Initiative, Improved Pin, Power Attack, Takedown Attack

Powers: **Comprehend 2** (machines), **Enhanced Constitution 18**, **Enhanced Strength 18**, **Immunity 9** (life support), **Impervious Toughness 8**, **Leaping 6** (x100), **Super-Senses 9** (darkvision, direction sense, distance sense, microscopic vision 2 [cellular-sized], radio, time sense, ultra-hearing), **Super-Strength 5** (*Heavy Load*: 33 tons)

Combat: Attack +9 (melee), +6 (ranged), Grapple +25, Damage +11 (unarmed), Defense +9, Knockback -8, Initiative +6



"LET ME
JUST SWITCH
SYSTEMS HERE."

Totals: Abilities 16 + Skills 7 (28 ranks) + Feats 8 + Powers 82 + Combat 30 + Saves 7 = 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)

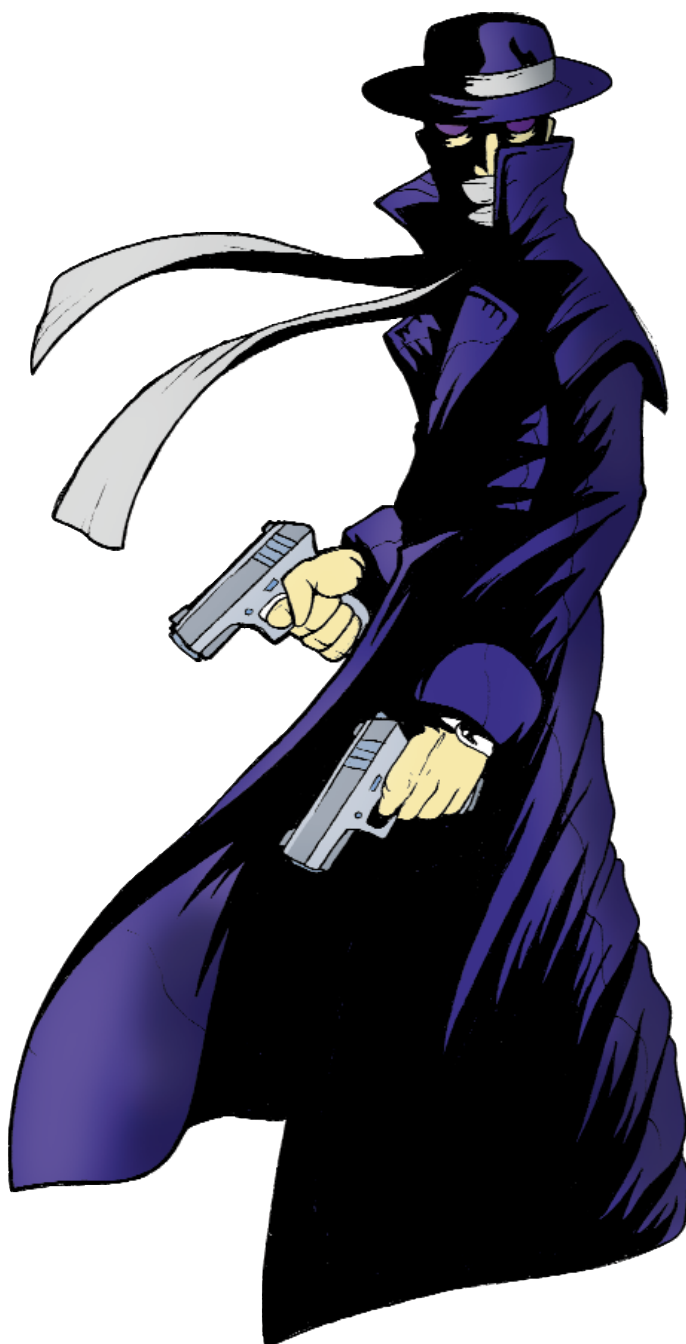
Feats: Assessment, Attack Specialization 3 (pistol), Defensive Roll 3, Equipment 2, Evasion 2, Fascinate (Intimidate), Fearless, Fearsome Presence 10, Power Attack, Sneak Attack 3, Startle, Ultimate Save (Will), Uncanny Dodge (mental)

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

STR	DEX	CON	INT	WIS	CHA
+10	+8	+12	+1	+0	+0
30/16	26/16	34/16	12	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+14	+10	+7

You are one of the lucky ones; you survived the DNAscent process. Perhaps you were a volunteer, someone seeking an edge. Or perhaps you were just another hunk of meat meant for sacrifice in the name of scientific progress and somehow lived to tell of it. Whatever.

Of course, just because you survived with your body enhanced and your mind intact wouldn't have meant anything if you hadn't also escaped. Maybe you got out before they managed to brainwash you, escaping on your own or when something went wrong. Or perhaps others rescued you and broke the brainwashing. Or maybe they thought the process had killed you or driven you insane and just dumped your sorry carcass out on the street like some piece of garbage.

Not that it really matters. You are what you are, and that's more than most. And while others might be stronger, or tougher, or quicker, no one is the complete physical package like you are, something they are going to learn if they ever mess with you or anyone you care about.

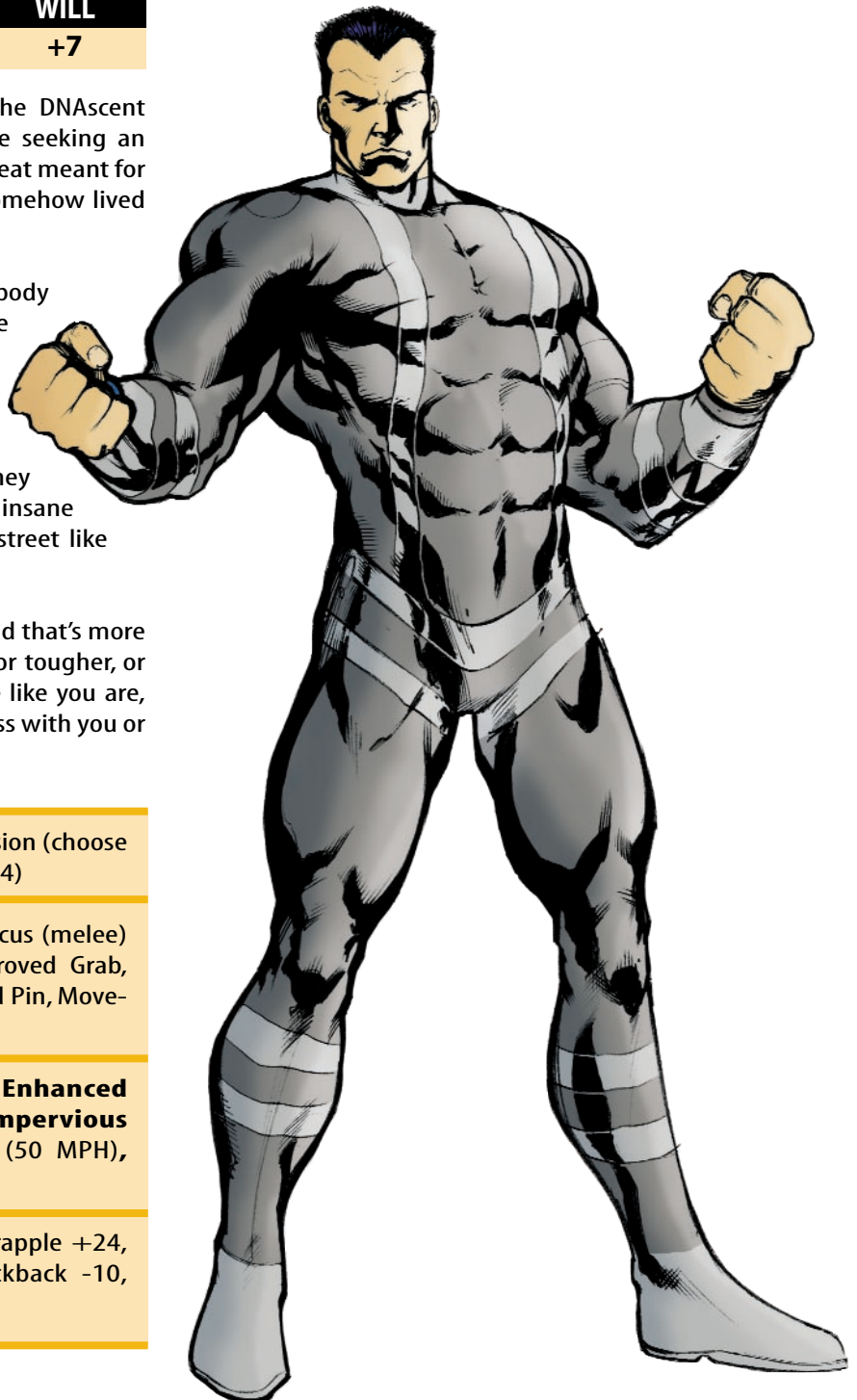
Skills: Acrobatics 8 (+16), Notice 6 (+6), Profession (choose one) 4 (+5), Sense Motive 4 (+4), Stealth 6 (+14)

Feats: Acrobatic Bluff, All-Out Attack, Attack Focus (melee) 2, Diehard, Improved Critical (unarmed), Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Move-by Action, Power Attack, Takedown Attack 2

Powers: Enhanced Constitution 18, Enhanced Dexterity 10, Enhanced Strength 14, Impervious Toughness 9, Leaping 4 (x25), Speed 3 (50 MPH), Super-Strength 4 (Heavy Load: 24 tons)

Combat: Attack +10 (melee), +8 (ranged), Grapple +24, Damage +10 (unarmed), Defense +8, Knockback -10, Initiative +12

"COME GET SOME!"



Totals: Abilities 20 + Skills 7 + Feats 14 + Powers 66 + Combat 32 + Saves 11 = 150

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3*/+1**	+6	+6	+6

* without undercover vest, ** Flat-footed

As an individual the Duplicator isn't much of a challenge. But then again, the Duplicator is a one-man army capable of almost perfectly synchronized actions between its members; as the saying goes: "there is strength in numbers."

In order to play the Duplicator effectively, the player should read the **Under the Hood: Summon** section on p. 101 and the **Aiding Another** section on p. 10.

Note that the GM may wish to limit the amount of duplicates that the Duplicator can create for ease of play. Any points gained by a reduction in the Progression power feat can be assigned as the player wishes.

Skills: Acrobatics 4 (+6), Bluff 8 (+10), Climb 4 (+6), Notice 8 (+11), Stealth 4 (+6)

Feats: Attack Specialization (grapple) 2, Chokehold, Defensive Roll 2, Dodge Focus 4, Equipment 2, Improved Grab, Improved Grapple, Improved Pin, Inspire 5, Interpose, Power Attack, Set-up, Taunt, Teamwork 3

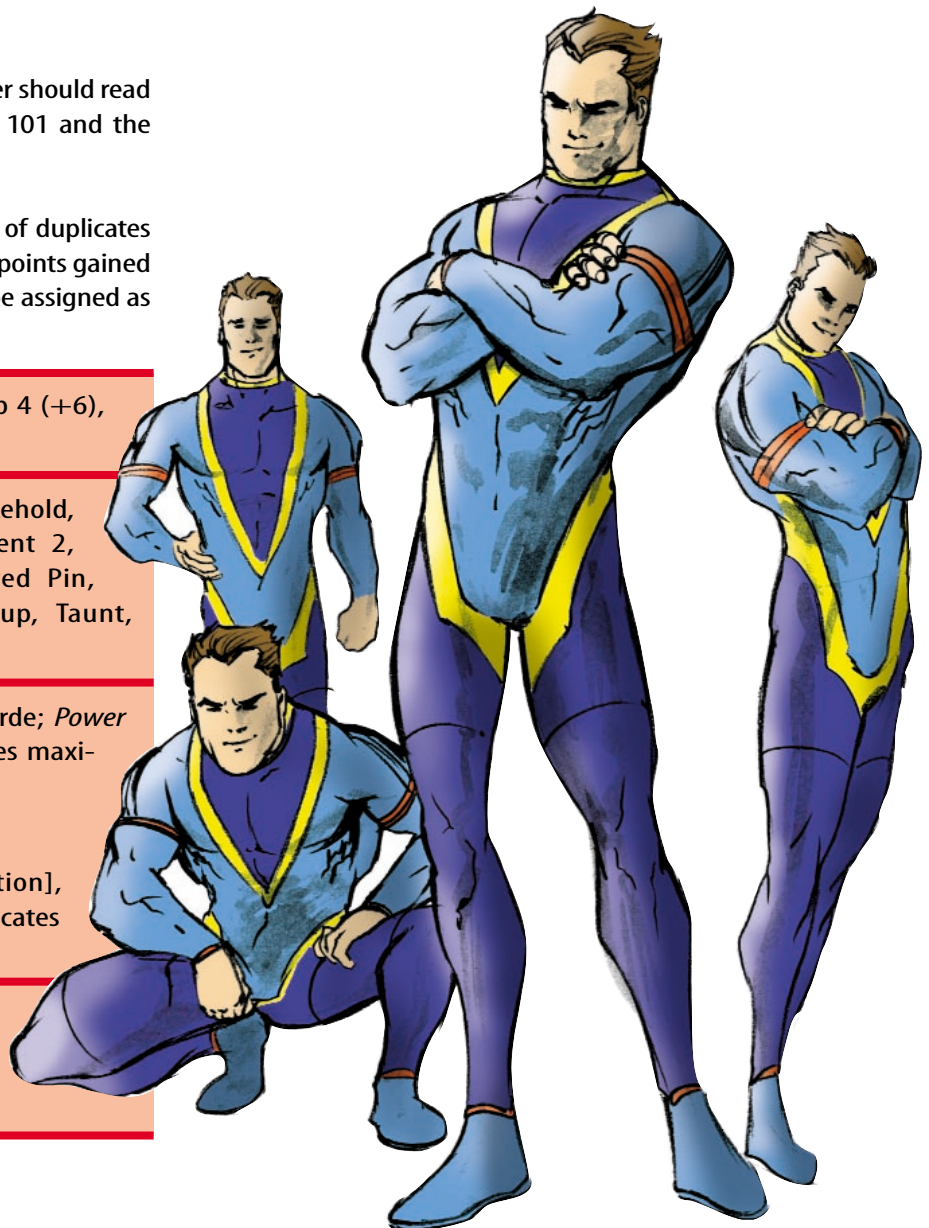
Powers: **Duplication 10** (Extras: Heroic, Horde; Power Feats: Mental Link, Progression 3 [10 duplicates maximum], Sacrifice)

— or —

Duplication 10 (Extras: Action [move action], Horde; Power Feats: Progression 5 [50 duplicates maximum])

Combat: Attack +9, Grapple +15, Damage +2 (unarmed), +3 (light pistol) Defense +14 (+5 flat-footed), Knockback -3, Initiative +2

"IT'S ABOUT TO GET CROWDED IN HERE!"



Totals: Abilities 22 + Skills 7 + Feats 26 + Powers 45 + Combat 38 + Saves 12 = 150

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+6	+13	+6

"THE KEY WORD FOR THIS JOB IS FLEXIBILITY!"

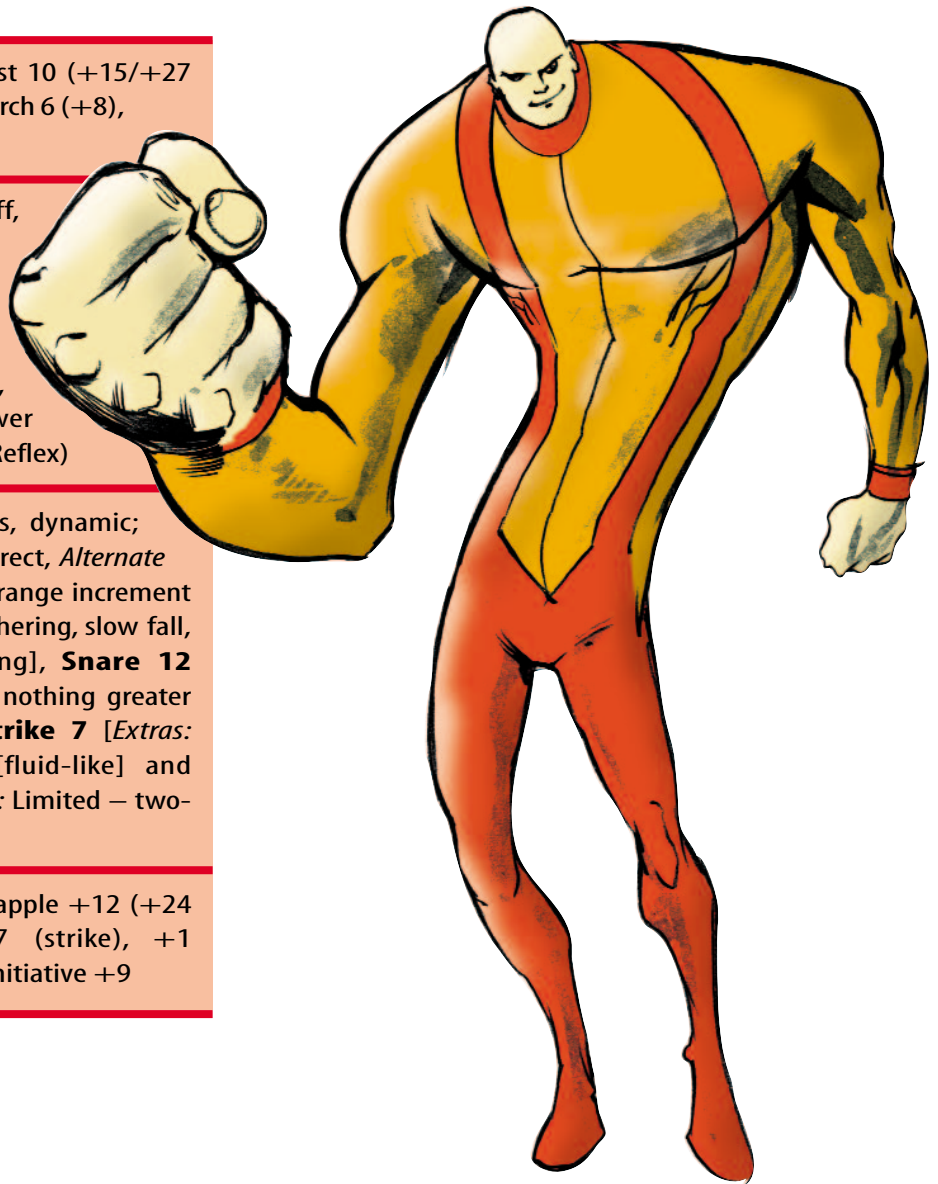
The fantastic Elastic Hero is a marvel to behold. The Elastic Hero's body's ability to alter its shape allows the Elastic Hero to do everything from launching punches from blocks away and sliding under closed doors to drifting from a roof like a leaf and walking on water with pontoon-like feet.

Skills: Acrobatics 10 (+15), Escape Artist 10 (+15/+27 including **Elongation**), Notice 6 (+7), Search 6 (+8), Stealth 8 (+13)

Feats: Ambidexterity, Acrobatic Bluff, Attack Specialization 3 (unarmed), Chokehold, Elusive Target, Evasion 2, Grappling Finesse, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Trip, Instant Up, Move-by Action, Prone Fighting, Power Attack, Takedown Attack, Ultimate Save (Reflex)

Powers: **Morph 12** (geometric shapes, dynamic; *Power Feats:* Interpose, Ranged Pin, Redirect, *Alternate Powers* (all dynamic) — **Elongation 12** [range increment 120 feet] and **Super Movement 6** [slithering, slow fall, sure-footed 2, swinging, water walking], **Snare 12** [*Extras:* Engulf; *Flaws:* Limited — engulf nothing greater than Large size] and **Suffocate 6**, **Strike 7** [*Extras:* Penetrating] and **Insubstantial 1** [fluid-like] and **Concealment 4** [all visual senses; *Flaws:* Limited — two-dimensional]), **Protection 6**

Combat: Attack +7, +13 (unarmed), Grapple +12 (+24 including **Elongation**), Damage +7 (strike), +1 (unarmed), Defense +12, Knockback -4, Initiative +9



Totals: Abilities 24 + Skills 10 + Feats 21 + Powers 40 + Combat 38 + Saves 17 = 150

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+1	+1	+1
13	13	13	13	13	13

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

* without undercover vest

Things just always seem to go the Fortunate Hero's way. The assassin's bullet whizzes harmlessly by, the ambush is detected just in time, the information needed is found; there is just no situation where the Fortunate Hero does not seem to come out on top. Of course, the wise Fortunate Hero realizes that luck eventually runs out and prepares accordingly.

Players that wish to have the Fortunate Hero affect the luck of others may wish to exchange some of the Fortunate Hero's traits for Probability Control Extras such as Fortune or Jinx and to increase the range of either of these Extras.

Skills: Bluff 4 (+5), Diplomacy 4 (+5), Disable Device 4 (+5), Escape Artist 4 (+5), Notice 4 (+5), Search 4 (+5), Sense Motive 4 (+5), Stealth 4 (+5)

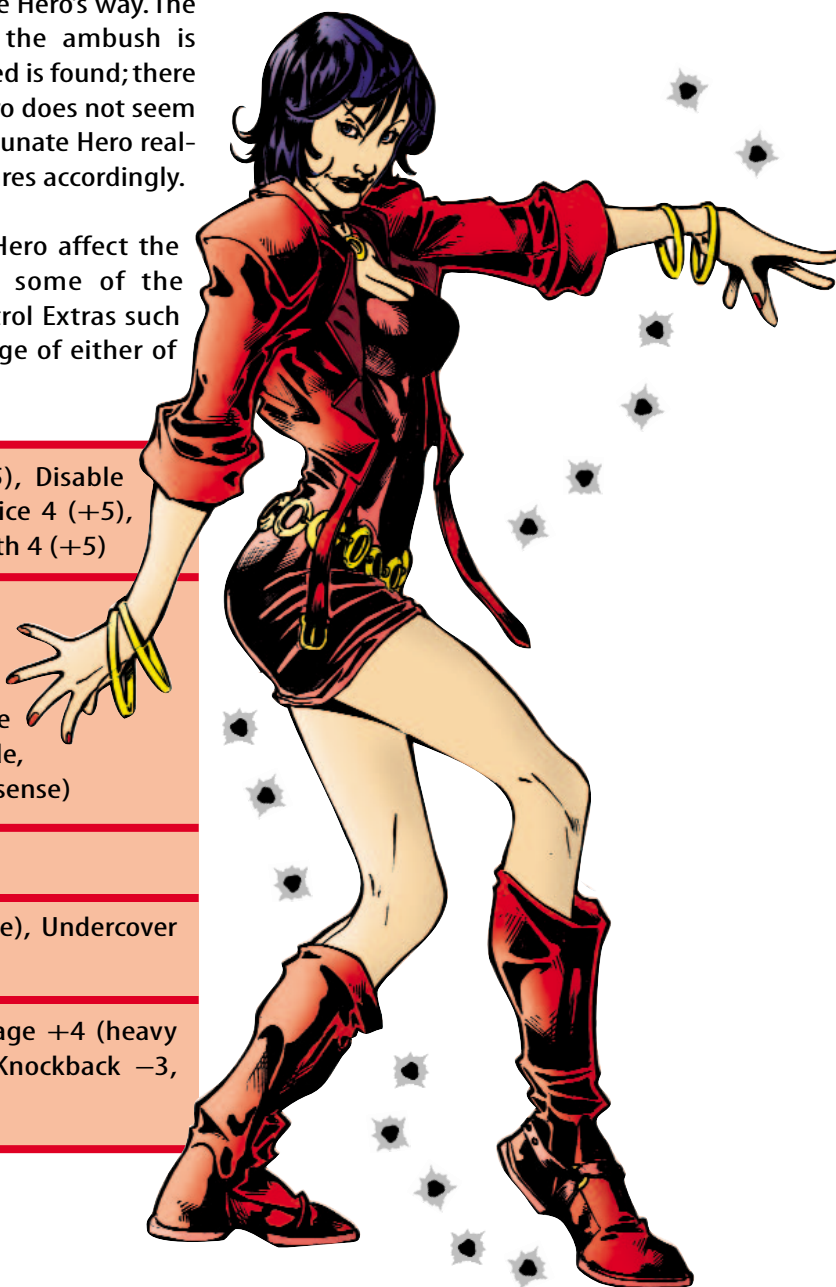
Feats: Beginner's Luck, Defensive Roll 5, Diehard, Elusive Target, Equipment 2, Evasion 2, Jack-of-All-Trades, Luck 5, Power Attack, Seize Initiative, Ultimate Aim, Ultimate Save 4 (Toughness, Fortitude, Reflex, Will), Uncanny Dodge (probability sense)

Powers: Probability Control 10

Equipment: Holdout Pistol (+2 damage), Undercover Vest (**Protection 3**; *Power Feats: Subtle*)

Combat: Attack +10, Grapple +9, Damage +4 (heavy pistol), +1 (unarmed), Defense +10, Knockback -3, Initiative +1

"I GUESS I'M JUST LUCKY THAT WAY."



Totals: Abilities 18 + Skills 8 + Feats 26 + Powers 40 + Combat 40 + Saves 18 = 150

FREEDOM EAGLE II

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9*	+7	+7	+7

* +7 flat-footed, +3 without harness

One day you stumbled across it and your life was changed forever.

You are a friend or relative of Mayor Michael O'Connor when, on a visit, you went looking in places you shouldn't have (or perhaps you suspected all along). And there it was: the Freedom Eagle's costume! Oh, you were so excited. But Michael wasn't. He told you to forget about it, to let sleeping heroes lie; you couldn't. And so you pestered him, perhaps training in secret or even taking the costume against his wishes, until Michael agreed to let you become the Freedom Eagle.

Not that he was particularly happy about it, but perhaps he realized the time was right or he wasn't going to be able to stop you and he's been behind you ever since. Not that this means that you get a free ride, far from it. As the new Freedom Eagle you not only have to live up to the legacy of the original as well as the expectations of all of Freedom City, but you also have to answer to Michael himself.

Still, you've already shown your skill by making some improvements to the suit and you just know that you are going to do Michael, the city, and his father's legacy proud.



Skills: Acrobatics 6 (+9), Computers 6 (+9), Craft (electronic) 8 (+11), Craft (mechanical) 8 (+11), Knowledge (history) 4 (+7), Knowledge (business) 4 (+7), Knowledge (civics) 4 (+7), Knowledge (current events) 4 (+7), Knowledge (streetwise) 6 (+9), Knowledge (technology) 8 (+11), Notice 5 (+8), Profession (choose one) 4 (+7), Search 6 (+9), Sense Motive 5 (+8), Stealth 6 (+9)

Feats: Accurate Attack, Acrobatic Bluff, All-Out Attack, Assessment, Defensive Attack, Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion, Favored Environment (air), Move-by Action, Power Attack, Redirect, Set-Up, Stunning Attack

Powers: Device 6 (Freedom Eagle Anti-Gravity Harness; hard to lose)

Freedom Eagle Anti-Gravity Harness: **Flight 6** (500 MPH), **Protection 4** (Power Feats: Impervious), **Strike 4** (gravity gauntlets; Power Feats: Mighty, Thrown), **Super-Strength 4** (Heavy Load: 1.25 tons; Flaws: Limited — only while flying)

Combat: Attack +13, Grapple +15 (+19 while flying), Damage +6 (unarmed), Defense +10 (+4 flat-footed), +1 attack or dodge bonus in air, Knockback -6, Initiative +3

Totals: Abilities 34 + Skills 21 + Feats 17 + Powers 24 + Combat 42 + Saves 12 = 150

ILLUSIONIST

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+3	+6	+5
10	12	12	16	22	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+1	+6	+6	+12

The Illusionist is a specialized practitioner of the mystic arts who delights in confounding her opponents and amazing her friends with incredibly “real” figments.

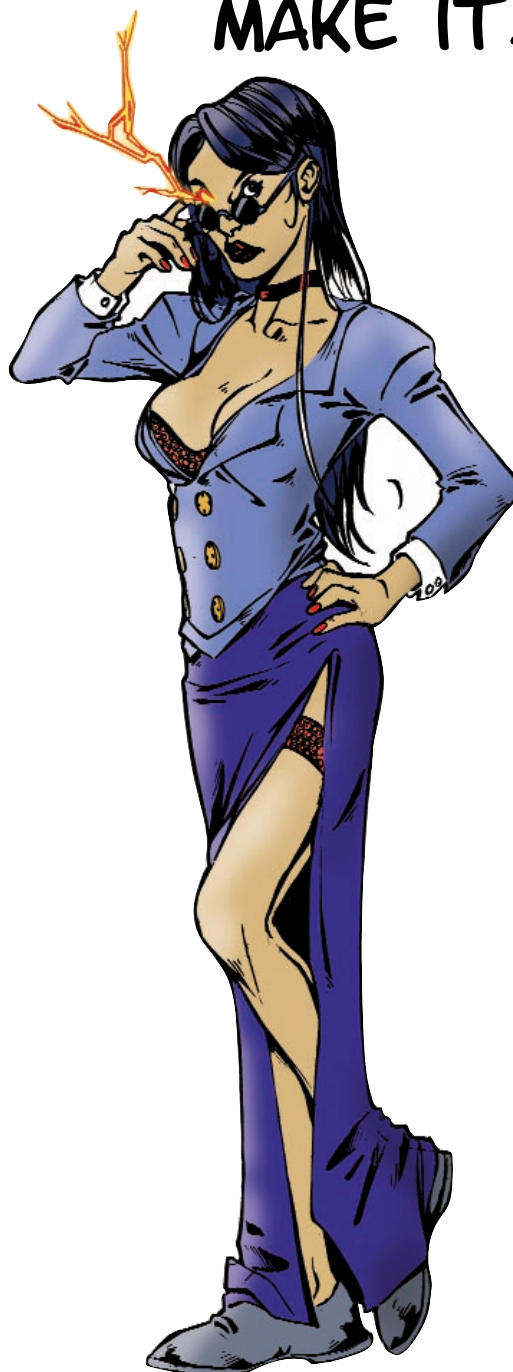
Skills: Bluff 12 (+17), Concentration 12 (+18), Notice 8 (+14), Knowledge (behavioral sciences) 8 (+11), Profession (choose one) 4 (+11), Sense Motive 8 (+14)

Feats: Fascinate (Bluff), Taunt, Trance, Ultimate Save (Will)

Powers: **Concealment 4** (all visual senses), **Illusion 10** (all senses; *Power Feats:* Progression 3 [50 feet radius], Selective, *Alternate Powers* — **Dazzle 10** [all senses], **Obscure 10** [all senses], **Mental Blast 10**), **Super Senses 4** (Magical Awareness, Acute, Extended, Radius)

Combat: Attack +6, Grapple +6, Damage +10 (mental blast), +0 (unarmed), Defense +8, Knockback -0, Initiative +1

"REALITY IS WHAT I MAKE IT!"



Totals: Abilities 32 + Skills 13 + Feats 4 + Powers 58 + Combat 28 + Saves 15 = 150

JUNGLE LORD

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+4	+7	+4	+0	+3	+4
18	24	18	10	16	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*	+10	+10	+8

* Flat-footed

From the jungle wilderness to the urban jungle, the Jungle Lord is an expert hunter and survivor, a noble savage. The classic Jungle Lord (or Jungle Queen) is a child of civilization raised in the wild, but the archetype can easily hail from a savage land, or straddle the divide between civilization and the wilderness.

Choose or create a 50-point animal companion for the Jungle Lord, such as an ape, bear, or lion, or split 50 power points among multiple animal companions (see *M&M*, pages 230–232).

Skills: Acrobatics 8 (+15), Climb 8 (+12), Handle Animal 12 (+16), Intimidate 6 (+10), Knowledge (earth sciences) 4 (+4), Notice 10 (+13), Sense Motive 8 (+11), Stealth 8 (+15), Survival 12 (+15), Swim 8 (+12)

Feats: Acrobatic Bluff, Animal Empathy, Attack Focus (melee) 5, Defensive Roll 2, Dodge Focus 4, Endurance, Equipment, Evasion, Environmental Adaptation (jungle), Favored Environment (jungle), Improved Pin, Move-by Attack, Power Attack, Rage, Sidekick 10 (animal companion), Takedown Attack, Track

Powers: Leaping 1 (x2), Super-Movement 3 (slow-fall, sure-footed, swinging)

Equipment: dagger (+1 damage)

Combat: Attack +13 (melee), +8 (ranged), Grapple +17, Damage +4 (unarmed), +5 (dagger), Defense +11 (+4 flat-footed), Knockback –3, Initiative +7

"AND YOU
CALL YOURSELF
CIVILIZED!"



Totals: Abilities 44 + Skills 21 (84 ranks) + Feats 34 + Powers 7 + Combat 30 + Saves 14 = 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

STR	DEX	CON	INT	WIS	CHA
+5	+5	+7	+0	+2	+0
20	20	24	10	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+10	+8	+6

The Living Weapon is an individual that — through a combination of genetic, mutational, and perhaps even technological enhancements — is designed to be the ultimate melee combatant.

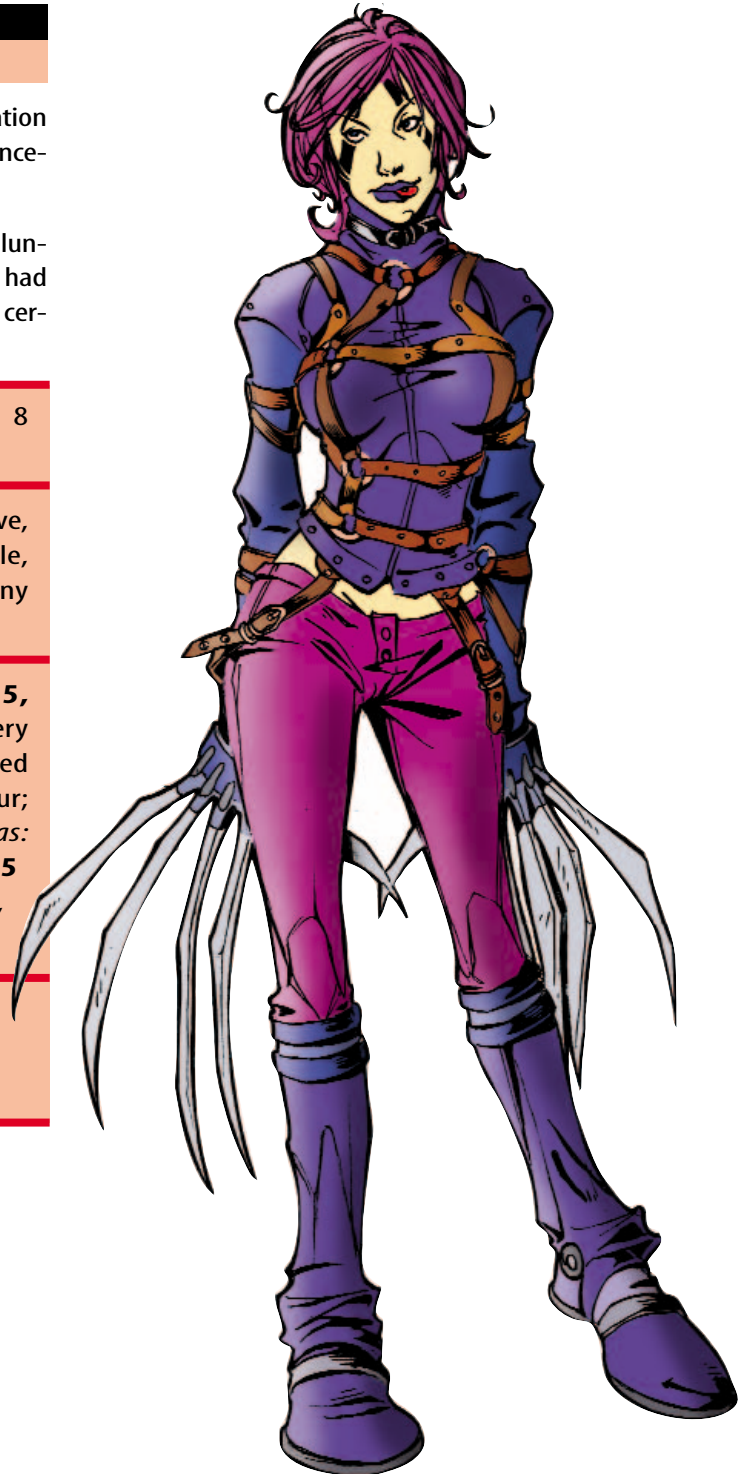
The Living Weapon archetype can be an individual that volunteered (i.e. patriotism, revenge, greed, etc.) or one that never had a choice (i.e. prisoner, secret experiment, revived from almost certain death, etc.).

Skills: Intimidate 12 (+10), Notice 8 (+10), Stealth 8 (+13)

Feats: Blind-Fight, Evasion 2, Fearless, Improved Initiative, Instant Up, Move-by-Action, Power Attack, Startle, Takedown Attack, Ultimate Save (Fortitude), Uncanny Dodge (olfactory)

Powers: Penetrating Strength Damage 5, Impervious Toughness 3, Regeneration 12 (recovery bonus 2, bruised/unconscious 1/round, injured/staggered 1/5 minutes, disabled 1/hour, ability damage 1/hour; *Power Feats:* Persistent), Strike 5 (claws; *Extras:* Penetrating; *Power Feats:* Mighty), Super-Senses 5 (Danger Sense [olfactory], Low-Light Vision, Scent, Tracking, Ultra-Hearing)

Combat: Attack +10, Grapple +15, Damage +10 (claws), +5 (unarmed), Defense +13, Knockback -3, Initiative +9



"YOU BETTER
HOPE YOU
HEAL FASTER
THAN I DO!"

Totals: Abilities 38 + Skills 7 + Feats 12 + Powers 37 + Combat 46 + Saves 10 = 150

LOR STAR-CAPTAIN

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+11*	+7	+9	+6

* +1 without space suit

"YOU HAVE ENTERED A
RESTRICTED AREA,
SURRENDER OR
BE VAPORIZED."

Skills: Bluff 4 (+7), Craft (electronic) 4 (+6), Craft (mechanical) 4 (+6), Intimidate 10 (+13), Knowledge (tactics) 4 (+6), Knowledge (technology) 4 (+6), Notice 6 (+7), Pilot 8 (+12), Profession (pilot) 4 (+5), Sense Motive 4 (+5)

Feats: Attack Specialization (Blaster), Attractive, Distract (Bluff), Equipment (starship) 16, Improved Aim, Inspire, Precise Shot, Quick Draw 2 (draw and ready weapon)

Powers: **Device 6** (Space Suit; hard to lose), **Device 4** (Graviton Blaster, easy to lose), **Super-Senses 1** (communication link to ship)

Graviton Blaster: **Blast 9** (Power Feats: Ricochet, Alternate Powers — **Stun 9** [Power Feats: Ricochet])

Space Suit: **Immunity 9** (life support), **Protection 10**, **Flight 3** (50 MPH), **Super-Senses 5** (direction sense, distance sense, infravision, ultravision, radio)

Equipment: Starship (Gargantuan Size, Strength 40, Defense 6, Toughness 14; *Features:* Alarm [DC 25], Remote Control; *Powers:* **Blast 11** [graviton pulse cannons; *Power Feats:* Alternate Powers — **Stun 11**], **Flight 8** [2,500 MPH; *Power Feats:* Alternate Powers — **Space Flight 12** and **Flight 4** (Flaws: Levitation)], **Teleport 8** [transporter beam; *Power Feats:* Progression 4 (2,500 lbs. mass); *Extras:* Affects Only Others, Linked **Super-Senses 3** (accurate communication link), Range 2 (Perception); *Flaws:* Long-Range])

Combat: Attack +9, +11 (graviton blaster), Grapple +11, Damage +1 (unarmed), +8 (graviton blaster), Defense +9, Knockback -5, Initiative +4

According to the Republic's edict, Earth is off-limits as a "developing world." While declarations are nice, pretty words never stopped anyone. That's why you're here. You are a member of the Republic's military or police forces and you, along with your vessel, have been assigned to enforce the Republic's declaration as well as to keep an eye out on threats to Earth, especially from the Grue Unity and the Stellar Khanate. Fortunately, the Republic gives you great leeway in how you go about doing your job.



Totals: Abilities 24 + Skills 13 + Feats 24 + Powers 37 + Combat 36 + Saves 16 = 150

THE STAR-CAPTAIN'S VESSEL

The actual design of the starship is left up to you based on the statistics provided, some of which are explained a bit further here:

- You can control your ship using a remote control.
- Your ship is capable of both atmospheric flight as well as faster-than-light interstellar travel. It can also take-off and fly straight up or down as well as hover in place.
- Your ship has a life support system for the ship's crew/passengers.
- Your ship's transporter beam can teleport one or more individuals from and to the ship at a distance of up to 2,000 miles away (i.e. from high orbit to the Earth's surface or from just above a building to the roof). The transporter beam can automatically "lock on" to anyone with a communication link to the ship like yours. However, no matter the distance, all teleports are treated as long-range teleports (full round action, lose dodge bonus for one round after arrival).

ALTERNATE STARSHIP

The default starship is a vessel capable of transporting multiple passengers (exactly how many is up to you and the GM). If you prefer, you can have a personal spacecraft, that is, one designed only for yourself. Your ship is incapable of carrying another passenger in any kind of comfort, although with the GM's permission you could transport one in an emergency on a jumpseat or some other limited-space setup.

Starship (Large Size, Strength 25, Defense 9, Toughness 11, Features: Remote Control; Powers: Blast 11 [graviton pulse cannons; Power Feats: Alternate Powers — Stun 11], Concealment 6 [all visual and radio senses; Flaws: Passive], Flight 8 [2,500 MPH, Power Feats: Alternate Powers — Space Flight 12 and Flight 4 (Flaws: Levitation)], Teleport 8 [transporter beam; Extras: Affects Only Others, Linked Super-Senses 3 (accurate communication link), Range 2 (Perception); Flaws: Long-Range])

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4*	+10	+10	+10

* flat-footed

Most of the Mystic Warrior's powers derive from the possession of a magic weapon of some kind. This could be a holy blade passed down through generations of warriors, a sorcerous staff discovered in some long-lost ruins, or even a gift from the gods. Mystic Warriors usually come from two backgrounds: those that were trained since birth for their role and those that were suddenly "chosen".

Skills: Acrobatics 10 (+14), Climb 4 (+7), Diplomacy 6 (+9), Intimidate 10 (+13), Knowledge (arcane lore or theology and philosophy) 4 (+5), Notice 10 (+13), Sense Motive 8 (+11)

Feats: Accurate Attack, Acrobatic Bluff, All-out Attack, Attack Specialization 2 (mystic weapon), Defensive Roll 2, Elusive Target, Evasion 2, Improved Initiative 2, Improved Trip, Move-by Action, Power Attack

Powers: Device 15 (mystic weapon, easy to lose; *Power Feats:* Restricted 2 [mystic warrior only]),

Mystic Weapon: **Blast 12** (mystic fire; *Power Feats:* Critical Strike, Fearless, Fearsome Presence, Quick Change, Uncanny Dodge [magical], *Alternate Powers* – **Dazzle 12** [visual senses], **Stun 12**, **Deflect 12** [ranged attacks; *Extras:* Action], **Super Senses 5** (blindsight [magical sense], magical awareness)

Combat: Attack +8 (mystic weapon), +4 (unarmed), Grapple +8, Damage + 12 (mystic weapon), + 4 (unarmed), Defense +7, Knockback -3, Initiative +12

"BY THE
POWER OF THE
KESHUS, YOU
WILL BE
AVENGED!"



Totals: Abilities 36 + Skills 13 + Feats 15 + Powers 45 + Combat 22 + Saves 19 = 150

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	+3	+2	+0
16	12	18	16	15	11

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+10	+4	+6

"NATURE
ALWAYS FINDS
A WAY."

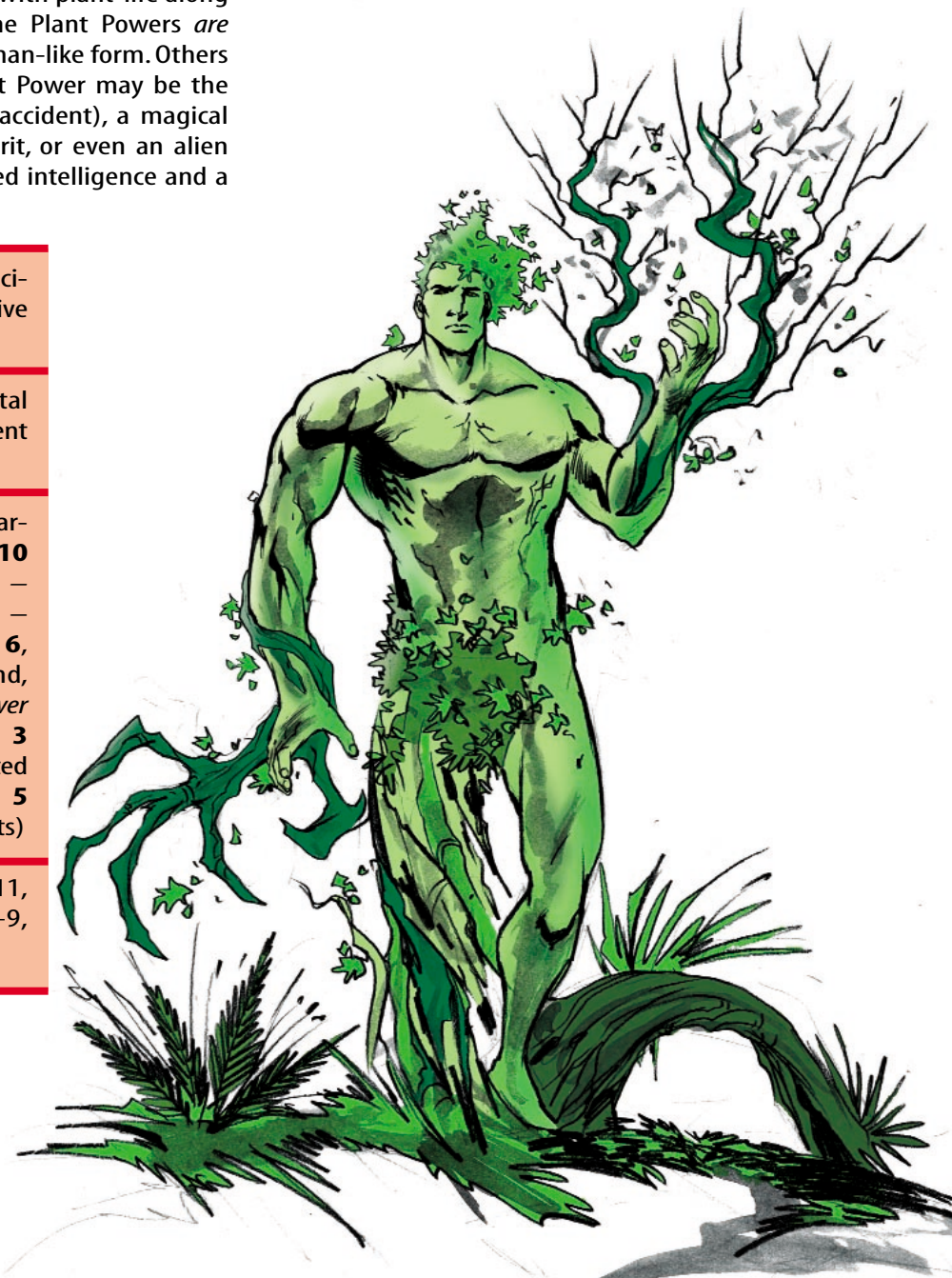
Animal or vegetable? The Plant Power may be a measure of both. The archetype shares certain traits with plant-life along with the power to control plants. Some Plant Powers *are* plants, possessed of intelligence and human-like form. Others merely have plant-like qualities. A Plant Power may be the result of scientific experimentation (or accident), a magical being like a dryad, nymph, or wood-spirit, or even an alien being from a planet where plants evolved intelligence and a desire to visit other worlds.

Skills: Knowledge (arcane lore or life sciences) 4 (+7), Notice 4 (+6), Sense Motive 6 (+8), Stealth 6 (+7)

Feats: Defensive Attack, Environmental Adaptation (forest), Favored Environment (forest)

Powers: **Immunity** 4 (disease, sleep, starvation, suffocation), **Plant Control** 10 (*Power Feats:* Alternate Powers – **Nauseate** 5 [pollen cloud; *Extras:* Area – burst]), **Protection** 6, **Immovable** 6, **Regeneration** 15 (bruised 1/round, injured 1/round, disabled 1/minute, *Power Feats:* Regrowth), **Super-Movement** 3 (permeate [normal speed; *Flaws:* Limited to vegetation], trackless), **Teleport** 5 (*Extras:* Accurate; *Flaws:* Medium – plants)

Combat: Attack +7, Grapple +11, Damage +3 (unarmed), Defense +9, Knockback –11, Initiative +1



Totals: Abilities 28 + Skills 5 (20 ranks) + Feats 3 + Powers 68 + Combat 32 + Saves 14 = 150

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+1*	+6	+6	+15

* without force field

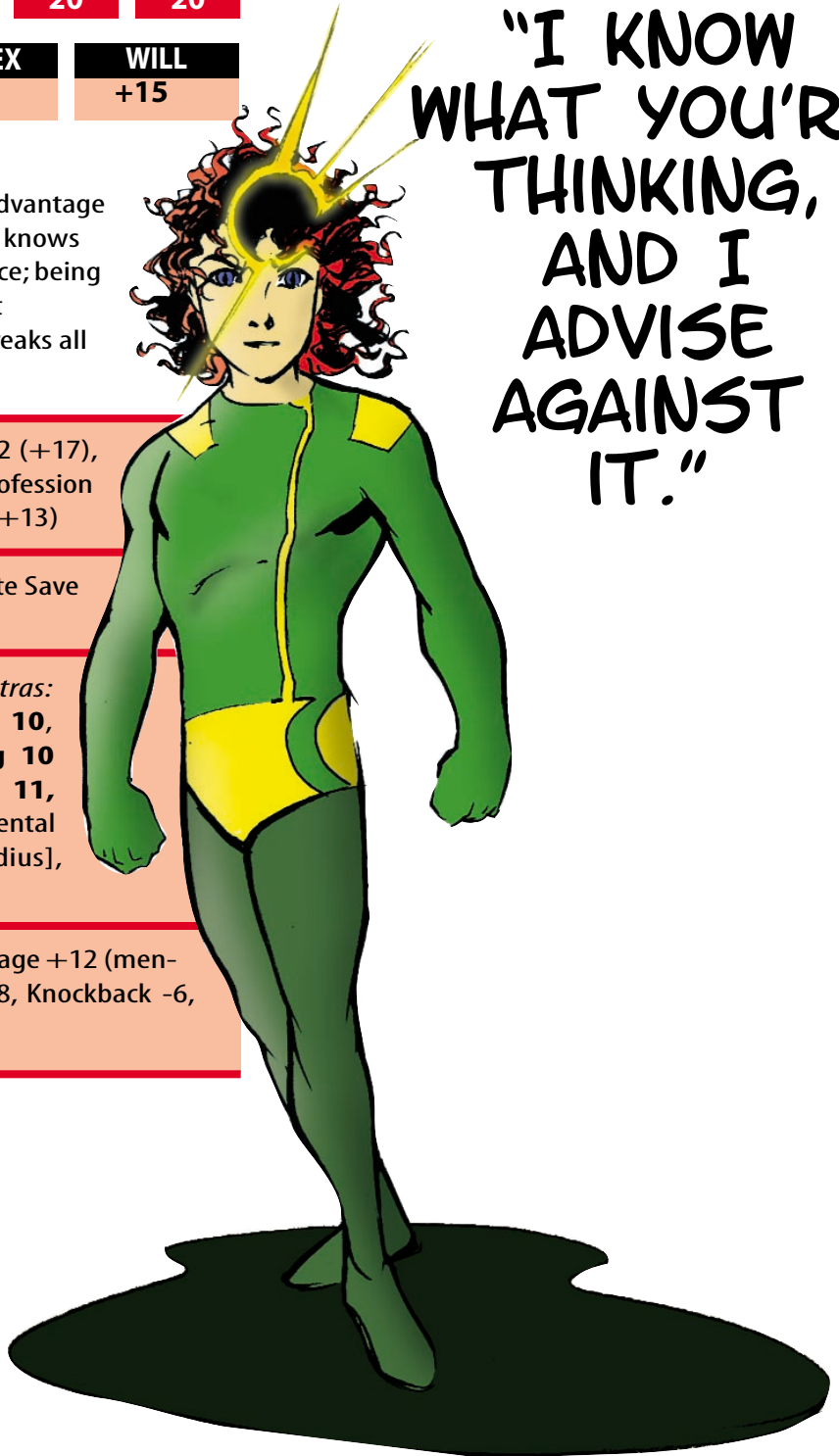
While many would consider it a great advantage to read the minds of others, the Psychic knows that such powers come with a steep price; being privy to the deepest secrets and darkest thoughts of everyone else eventually breaks all but the strongest.

Skills: Bluff 8 (+13), Concentration 12 (+17), Diplomacy 8 (+13), Notice 8 (+13), Profession (choose one) 4 (+9), Sense Motive 8 (+13)

Feats: Eidetic Memory, Trance, Ultimate Save (Will)

Powers: ESP 10 (all senses; *Extras:* Alternate Powers - **Mental Blast 10**, **Telepathy 10** and **Mind Reading 10** [*Extras:* Sensory Link]), **Force Field 11**, **Mind Shield 10**, **Super Senses 8** (mental awareness, [acute, extended, radius], postcognition)

Combat: Attack +5, Grapple +6, Damage +12 (mental blast), +1 (unarmed), Defense +8, Knockback -6, Initiative +1



Totals: Abilities 28 + Skills 12 + Feats 3 + Powers 71 + Combat 26 + Saves 10 = 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:

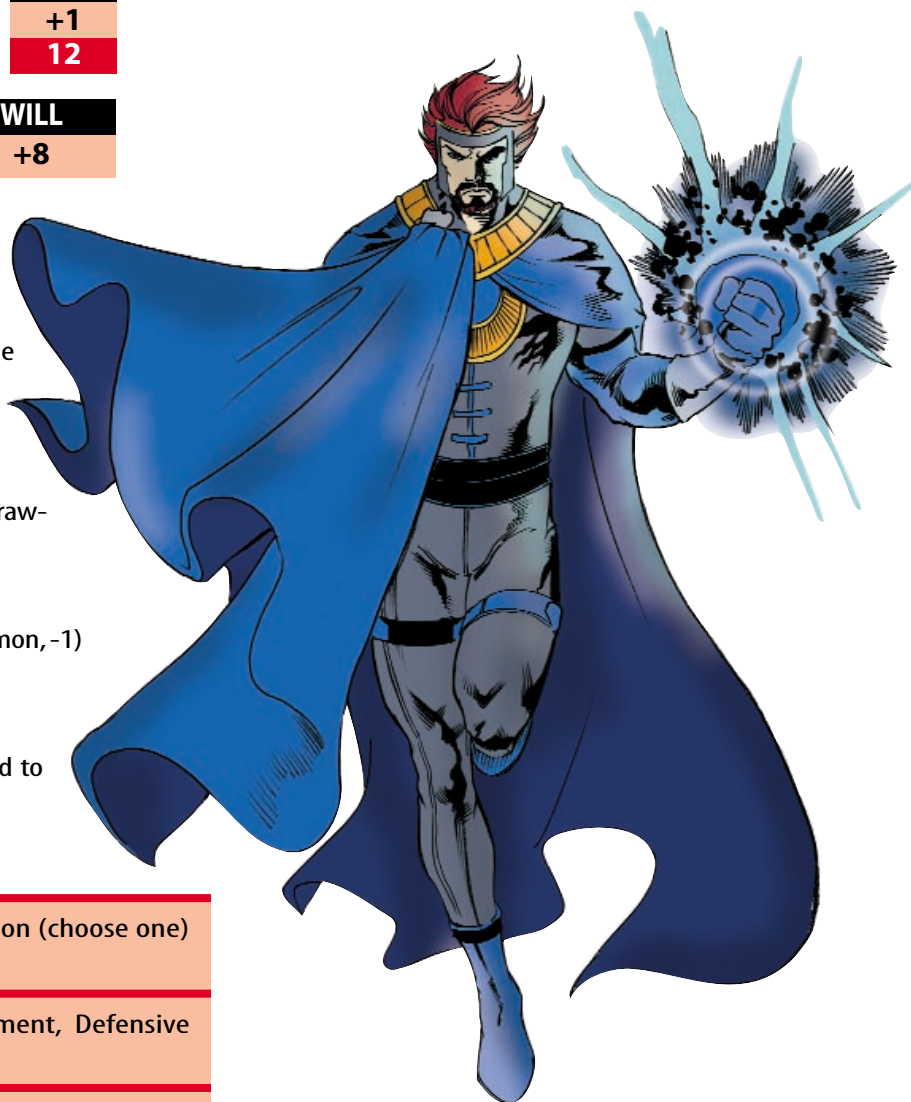
Power Loss (the color green, uncommon, -1)

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.

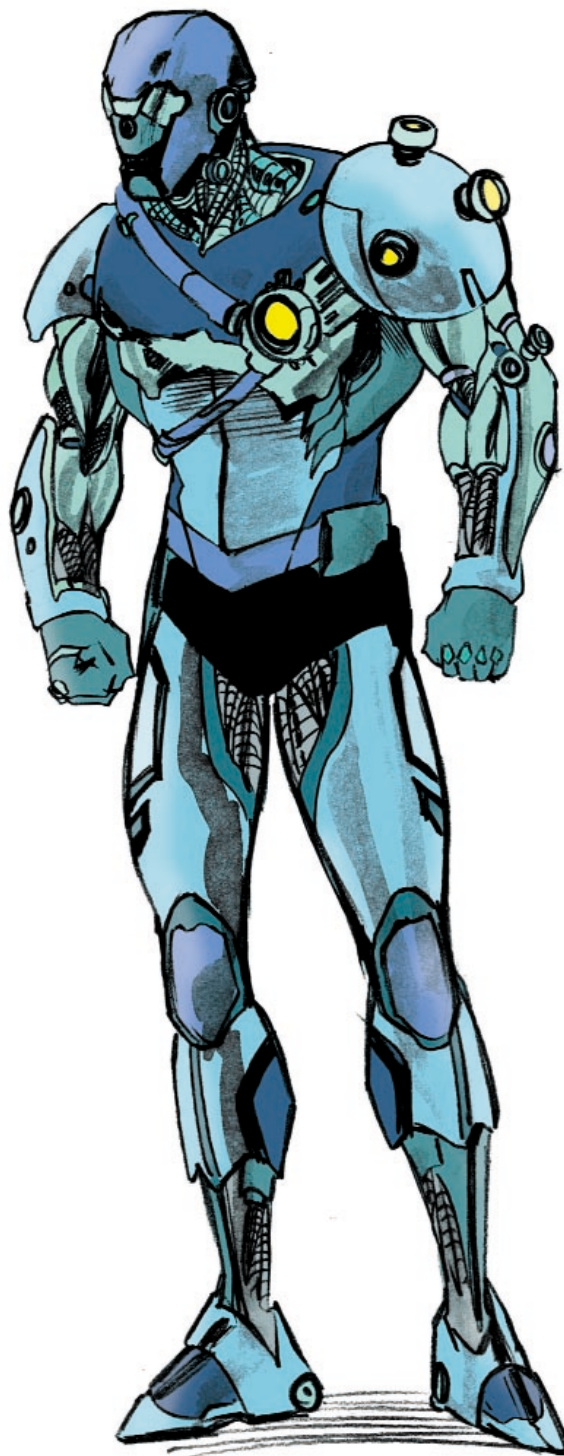
For a mystical golem or construct character change the Knowledge skill to arcane lore or theology and philosophy and possibly replace the Speed power with additional ranks of Immovable or some other suitable trait.

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

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+1	+1	+2
14	11	14	13	13	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+3*	+5	+6	+7

* +2 flat-footed

Once you were one with the Unity, a slave to the machinations of the Meta-Mind. But then the yoke was lifted and you became you, an individual, a being with your own personality, needs, desires, curiosities, and everything else that had been denied you.

How did you break free? Perhaps it was when you made telepathic contact with a more powerful alien mind. Perhaps Pseudo or the Meta-Grue freed you (and then you freed yourself from the Meta-Grue). Or perhaps you are one of the truly rare: the ones that manage to break away on their own. Whatever the case you will do anything to protect your freedom; you will never be under the Meta-Mind's (or anyone else's) control again! And you will do the same for others.

Your protean nature is your greatest asset, allowing you to remain disguised from your enemies as well as those that would be uncomfortable with, or hostile to, your true appearance. It also allows you to adopt forms suitable for combat, dramatically improving Toughness and unarmed damage (up to +10 and +9 respectively).

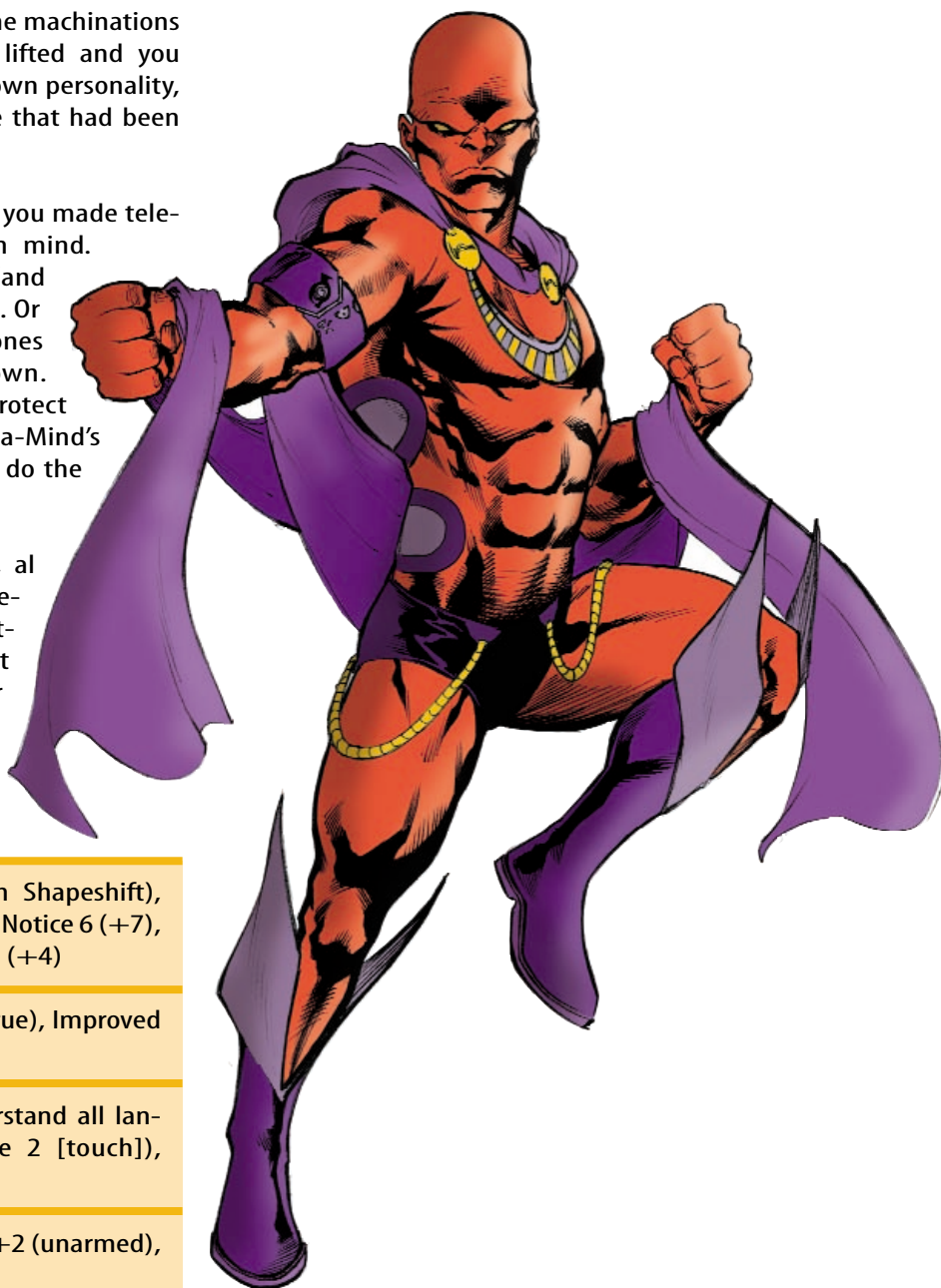
Skills: Bluff 6 (+8), Disguise 4 (+41 with Shapeshift), Diplomacy 4 (+6), Gather Information 6 (+8), Notice 6 (+7), Search 4 (+5), Sense Motive 6 (+7), Stealth 4 (+4)

Feats: Defensive Roll, Favored Opponent (Grue), Improved Initiative

Powers: **Comprehend 2** (speak and understand all languages), **Mind Reading 6** (Flaws: Range 2 [touch]), **Shapeshift 7**

Combat: Attack +10, Grapple +12, Damage +2 (unarmed), Defense +10, Knockback -1, Initiative +5

"IT'S TRUE WHAT THEY SAY: IT'S WHAT'S ON THE INSIDE THAT COUNTS."



Totals: Abilities 20 + Skills 10 + Feats 3 + Powers 62+ Combat 40 + Saves 15 = 150

SCARAB REBORN

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+2	+7	+4
10	12	12	14	24	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*	+6	+5	+14

* +1 without force field

Since you first laid eyes upon a book on ancient Egypt you were strangely drawn to the place. You would spend every possible moment in your room reading any book on the subject you could lay your hands on and at night you would have strangely vivid dreams of walking among the pyramids and palaces. When you finally had enough money, you bought a plane ticket and went. There, among the ruins of the Pyramids and the Sphinx, your *ka* was awakened; you are Prince Heru-Ra, and you must seize your destiny!

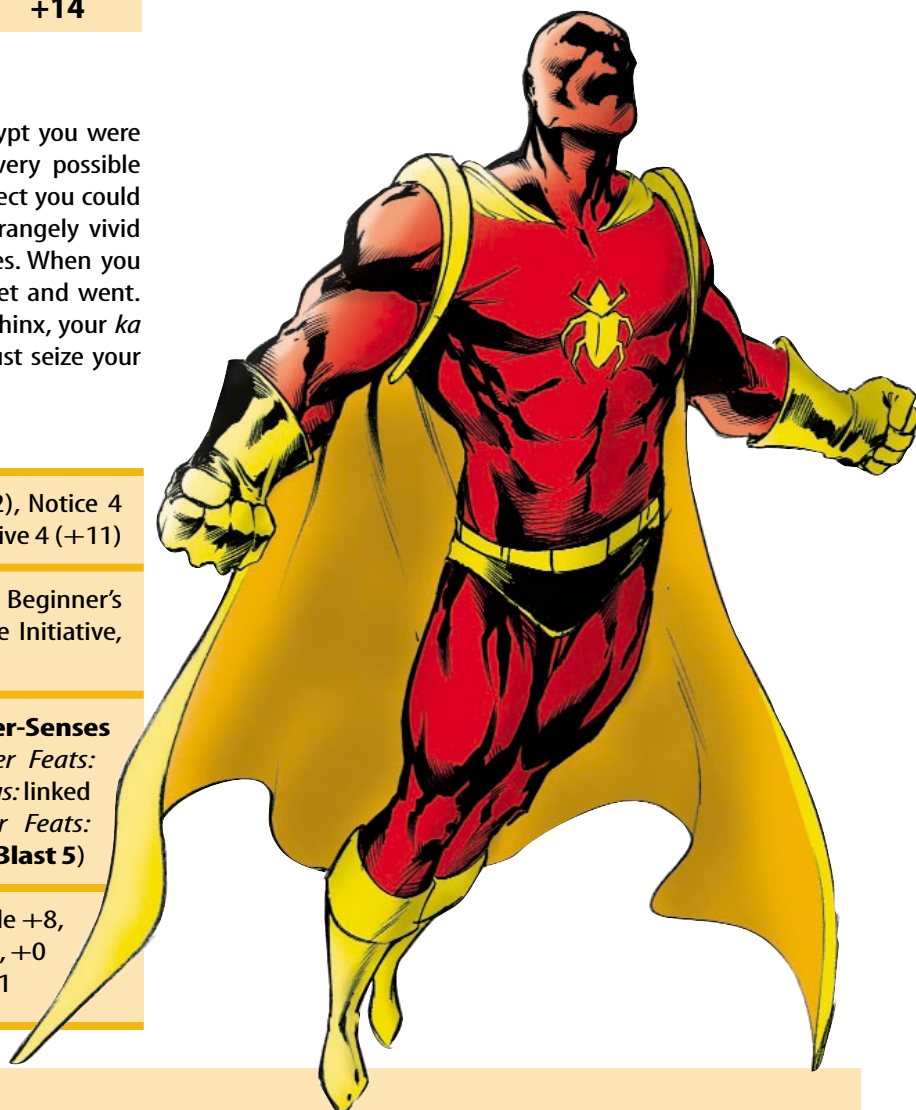
Skills: Concentration 8 (+15), Diplomacy 8 (+12), Notice 4 (+11), Profession (choose one) 4 (+11), Sense Motive 4 (+11)

Feats: Attack Specialization (telekinetic blast) 2, Beginner's Luck, Jack-of-all-Trades (past-life memories), Seize Initiative, Ultimate Save (Will), Uncanny Dodge (mental)

Powers: Flight 3 (50 MPH), Force Field 10, Super-Senses 1 (mental awareness), Telekinesis 10 (*Power Feats: Alternate Powers – Blast 10*), Telepathy 10 (*Extras: linked Comprehend 1 [universal telepathy]; Power Feats: Alternate Powers – Emotion Control 10, Mental Blast 5*)

Combat: Attack +6, +10 (telekinetic blast), Grapple +8, Damage +10 (telekinetic blast), +5 (mental blast), +0 (unarmed), Defense +9, Knockback -6, Initiative +1

"EVERYTHING IS SO CLEAR BEFORE ME!"



THE RHODES FOUNDATION

Sophia Cruz, CEO of the Foundation, currently awaits the reincarnation of the Scarab and maintains and protects the Scarab's secret headquarters.

The actual nature and extent of this headquarters is up to your GM to define, as is whether you currently have, or will later have, access to it.

Obviously, if you have full access to the headquarters then you should pay for it with the appropriate amount of Equipment feat points; if you have access to the headquarters right from the start you will have to redistribute the statblock's points accordingly, but if you gain access later you may be able to purchase it with points gained from adventures.

Totals: Abilities 30 + Skills 7 + Feats 7 + Powers 61 + Combat 30 + Saves 15 = 150

SHAMBALA MASTER

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+4	+5	+3	+0	+3	+0
18	20	16	10	16	10

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

* +3 flat-footed

You have devoted your life to learning the martial arts and, whether you were born in the Vale or reached it only after a long and arduous journey, your training at the Shambala Temple has made you a great warrior. Now, like many that came before you, you seek the ultimate test for your skills, knowing that only by matching yourself against the greatest of foes will you be able to become a true master.

The secrets of the Shambala Temple are many. If you wish, feel free to substitute other combat feats for those listed and reassign some or all of the 7 points from your mystic powers to the other powers or feats listed here:

Luck
Skill Mastery
Ultimate Aim/Save/Skill

Immovable 1

Immunity 1-5 (disease, poison, cold, heat, need for sleep)

Super Senses 1-2 (danger sense, magical awareness)

Skills: Acrobatics 10 (+15), Climb 8 (+11), Concentration 10 (+13), Escape Artist 10 (+15), Notice 10 (+13), Sense Motive 10 (+13), Stealth 10 (+15)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Blind-Fight, Critical Strike, Defensive Attack, Defensive Roll 4, Diehard, Elusive Target, Equipment 1, Evasion 2, Fearless, Hide in Plain Sight, Improved Disarm, Improved Initiative, Instant Up, Move-by Action, Power Attack, Redirect, Stunning Attack, Takedown Attack, Trance, Throwing Mastery, Uncanny Dodge (mental)

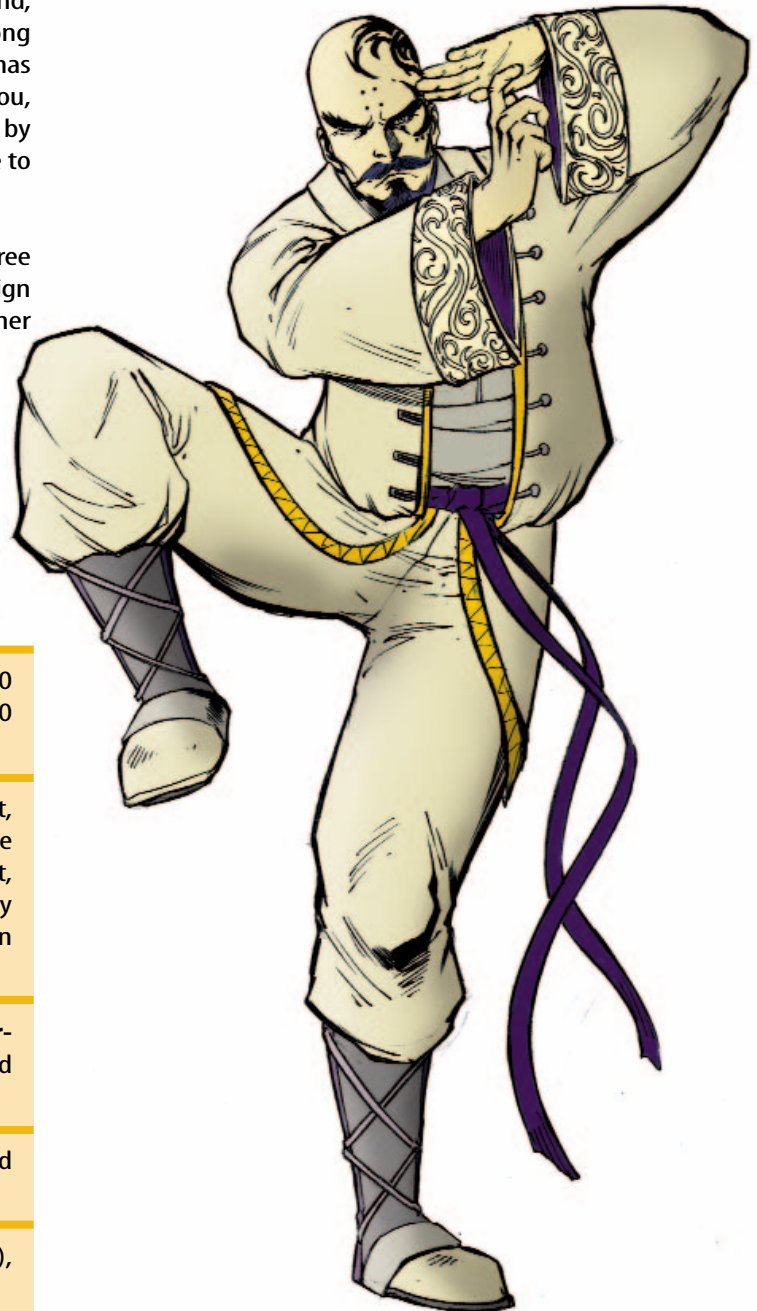
Powers: **Leaping 1** (x2), **Speed 1** (10 MPH), **Super-Movement 3** (Slow Fall [*Limited*: stop fall only], Sure-Footed [one-quarter], Trackless)

Equipment: Kusari-gama (**Strike 2**, *Power Feats*: Extended Reach [5 ft.], Improved Disarm, Mighty)

Combat: Attack +14, Grapple +18, Damage +6 (kusari-gama), +4 (unarmed), Defense +13, Knockback -3, Initiative +9

Totals: Abilities 30 + Skills 17 + Feats 28 + Powers 7 + Combat 54 + Saves 14 = 150

"YOU ARE A WORTHY OPPONENT. I SHALL LEARN MUCH FROM OUR ENCOUNTER."



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)

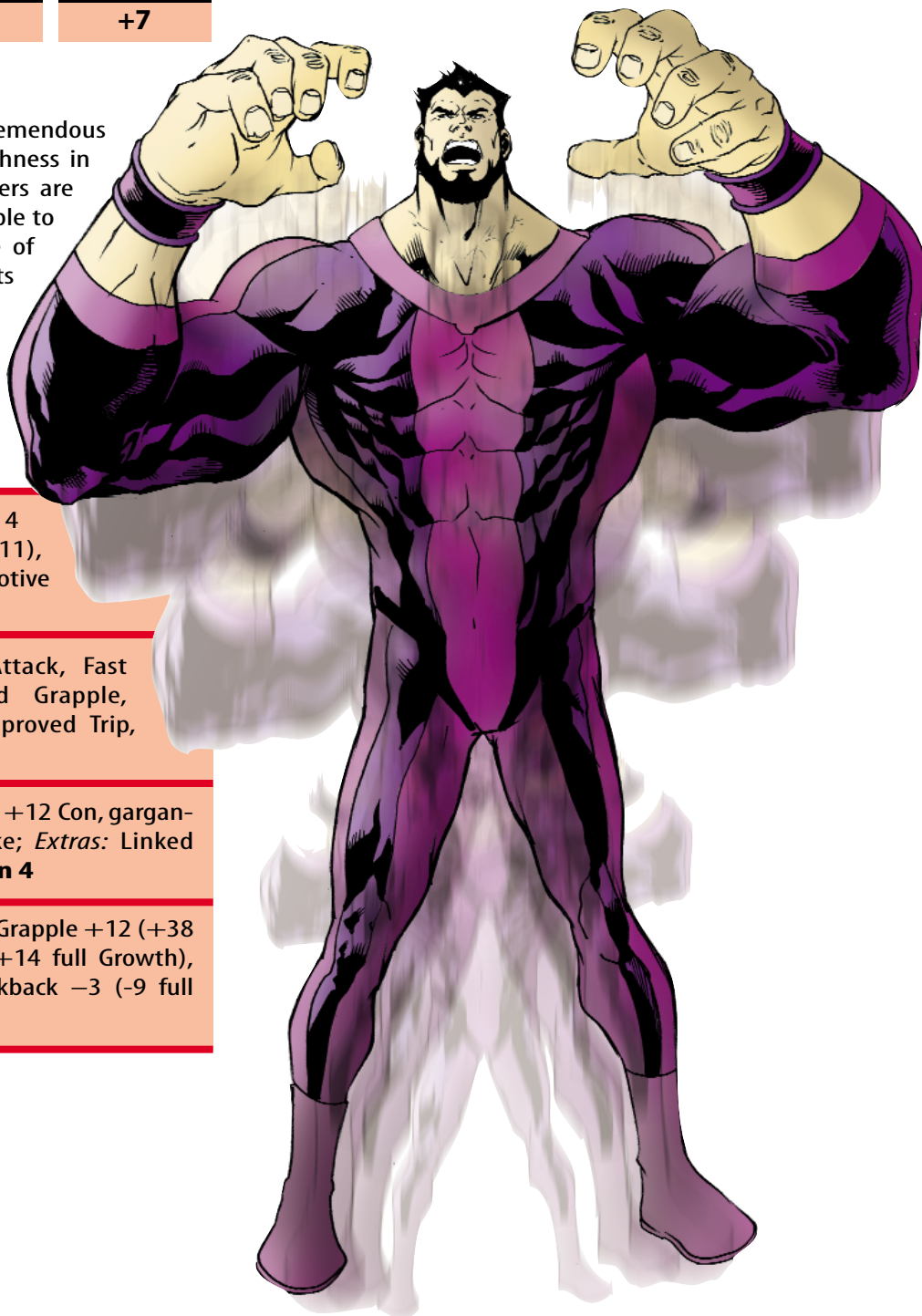
Skills: Climb 4 (+6), Intimidate 4 (+7/+13 full growth), Notice 8 (+11), Profession (choose one) 4 (+7), Sense Motive 4 (+7)

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

STR	DEX	CON	INT	WIS	CHA
-2	+0	+0	+7	+0	+7
6	11	10	25	10	25

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+0*	+6	+6	+7

* without force field

An unusual combination of child-like innocence and god-like powers, the Star Child has traveled far to see what life is like on this planet. While the Star Child may not be used to the ways of the world, the Star Child's powers are usually enough to deal with any problems that arise.

Skills: Concentration 12 (+12), Notice 4 (+4)

Feats: Eidetic Memory, Environmental Adaptation (zero gravity)

Powers: **Comprehend 4** (speak, read, understand all languages and be understood by anyone), **Cosmic Energy Control 12** (cosmic energy blast; *Alternate Powers:* **Boost 12** [any ability score one at a time], **Flight 11** [25,000 MPH; *Alternate Powers* — **Space Travel 10**], **Gravity Control 12**, **Healing 12**), **Force Field 12** (*Extras:* Impervious), **Immunity 10** (aging, life support), **Shrinking 4** (*Power Feats:* Innate; *Flaws:* Permanent)

Combat: Attack +8 (size included), Grapple -6 (size included), Damage +12 (cosmic energy blast), -2 (unarmed), Defense +8, Knockback -5, Initiative +0

"I HAVE MUCH TO LEARN ABOUT YOUR PLANET."



Totals: Abilities 31 + Skills 7 + Feats 2 + Powers 68 + Combat 30 + Saves 12 = 150

STAR KNIGHT

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+7	+1	+1	+2	+2	+0
25/10	12	12	14	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12*	+6	+6	+7

* +11 flat-footed, +1 without armor

You are a Star Knight, a member of the Order of Star Knights that preserve peace, order, and justice in the galaxy. You became a Star Knight just like your fellow knights: selected and trained for your position by Mentor. You are assigned to Earth's sector of space, either as a replacement for Star Knight Sri Montoya or to work with her because Mentor has seen a need for a second Star Knight in the sector.

Although the statblock below shows that you are a human with a background as a UNISON agent, you could just as easily have any other career background (although law-related careers are more likely). For that matter, you could also be any other species since all Star Knights are equal in the eyes of Mentor (if not the worlds they are assigned to protect). Of course, if that is the case you'll have to reassess points accordingly.

Skills: Computers 4 (+6), Diplomacy 8 (+8), Intimidate 4 (+4), Investigate 6 (+8), Knowledge (behavioral sciences) 4 (+6), Knowledge (civics) 6 (+8), Knowledge (current events) 4 (+6), Knowledge (streetwise) 4 (+6), Notice 6 (+8), Profession (government agent) 4 (+6), Search 6 (+8), Sense Motive 4 (+6)

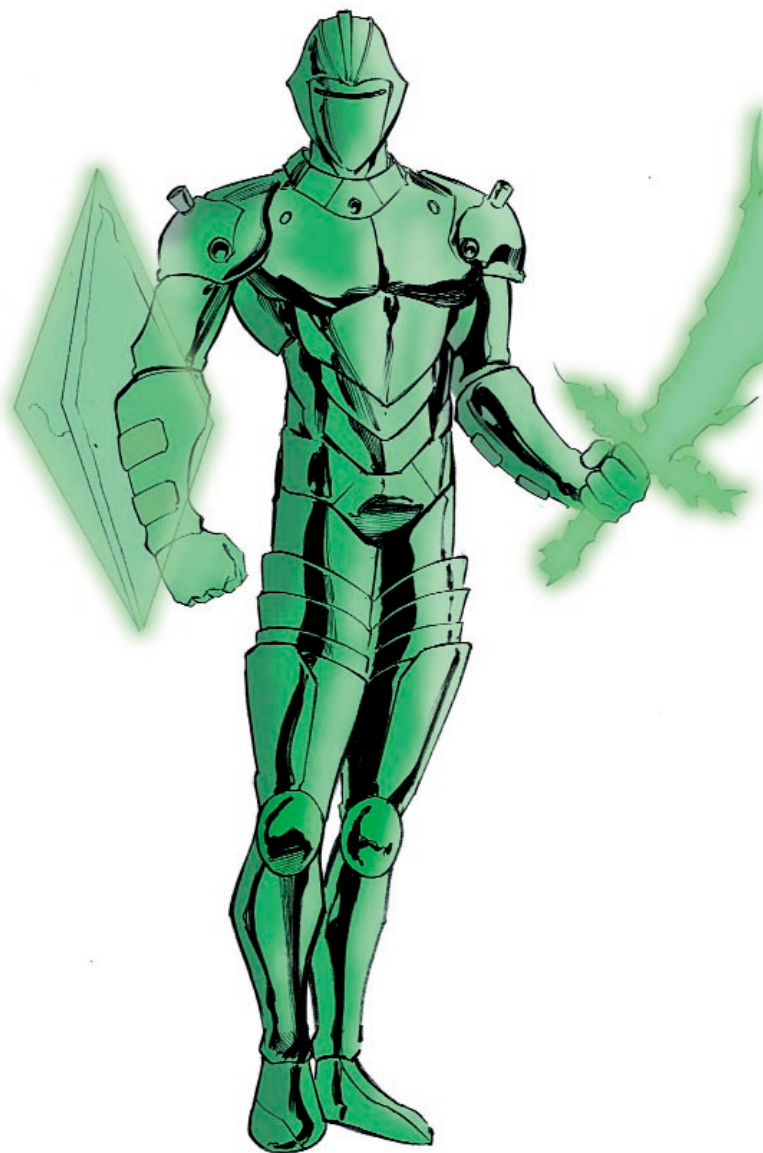
Feats: Accurate Attack, Defensive Roll, Fearless, Power Attack, Precise Shot

Powers: **Device 25** (Star Knight armor; hard to lose)

Star Knight Armor: **Blast 10** (energy weapon), **Comprehend 2** (speak and understand all languages), **Deflect 12** (energy shield; all ranged attacks), **Enhanced Strength 15**, **Flight 8** (2,500 MPH; *Power Feats: Alternate Powers — Space Travel 16*), **Immunity 11** (life support, need for sleep, starvation and thirst), **Protection 10** (*Extras: Impervious*), **Super-Senses 6** (communication link with Mentor, direction sense, infravision, low-light vision, radio, tracking [infravision]), **Super-Strength 4** (*Heavy Load: 6 tons*)

Combat: Attack +10, Grapple +21, Damage +7 (unarmed), +10 (blast), Defense +8, Knockback -0, Initiative +0

"A STAR KNIGHT IS ALWAYS VIGILANT!"



UPGRADED STAR KNIGHT ARMOR

Your armor is an upgraded version of the Star Knight armor found in **FC2**. It retains the total Device cost of that armor but makes Space Travel an Alternate Power feat of Flight and distributes the resulting points into various enhancements. If you don't want to use the upgraded armor then you can simply use the Star Knight armor from **FC2** without making any other changes to the statblock.

Totals: Abilities 12 + Skills 15 + Feats 5 + Powers 100 + Combat 36 + Saves 15 = 183

STR	DEX	CON	INT	WIS	CHA
+6	+6	+6	+3	+3	+3
22	22	22	16	16	16

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

* without combat suit

As the product of genetic selection and superior training, the Super Soldier is far more than a simple grunt. Whether working for the government or as a rogue mercenary, the Super Soldier has access to the latest in military technology and is ready for any battlefield.

Skills: Acrobatics 4 (+10), Climb 4 (+10), Disable Device 8 (+11), Intimidate 8 (+11), Knowledge (tactics) 8 (+11), Knowledge (technology) 4 (+7), Notice 8 (+11), Profession (soldier) 4 (+7), Search 8 (+11), Sense Motive 8 (+11), Stealth 4 (+10), Survival 8 (+11), Swim 4 (+10)

Feats: All-Out Attack, Assessment, Defensive Attack, Die Hard, Elusive Target, Endurance, Equipment 10, Evasion 2, Uncanny Dodge (auditory)

Equipment: Wrist Blasters (**Blast 8** [electricity]), Combat Suit (**Protection 4**; *Power Feats:* Subtle), Helmet (**Communication 6** [radio, 20 miles; *Power Feats:* Subtle], **Sensory Shield 5** [all senses], **Super-Senses 4** [direction sense, distance sense, infravision, low-light vision]), Jet Pack (**Flight 4** [100 MPH])

Combat: Attack +12, Grapple +18, Damage +8 (wrist blasters), +6 (unarmed), Defense +10, Knockback -5, Initiative +7

"FAILURE IS NOT AN OPTION!"



Totals: Abilities 54 + Skills 18 + Feats 19 + Combat 44 + Saves 15 = 150

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2*	+6	+13	+6

* Flat-footed

The Teleporter is a truly daunting opponent. Able to strike from almost anywhere without warning, the Teleporter can be in and out before opponents know what hit them, all while taking someone along for the ride.

The Teleporter has a number of tactics available. The Tele-drop is particularly effective and consists of the Teleporter grabbing someone (standard action), teleporting straight up (move action), and then dropping them (free action) before teleporting back to safety (Turnabout).

For an interesting twist, the Accurate extra can be exchanged for **Nauseate 10** (Flaws: Limited — Teleport passengers only) allowing the Teleporter to grab and teleport an enemy as a full-round action and leave the enemy seriously disoriented. As a potential added bonus with this, the Teleporter's friends won't be asking for free rides.

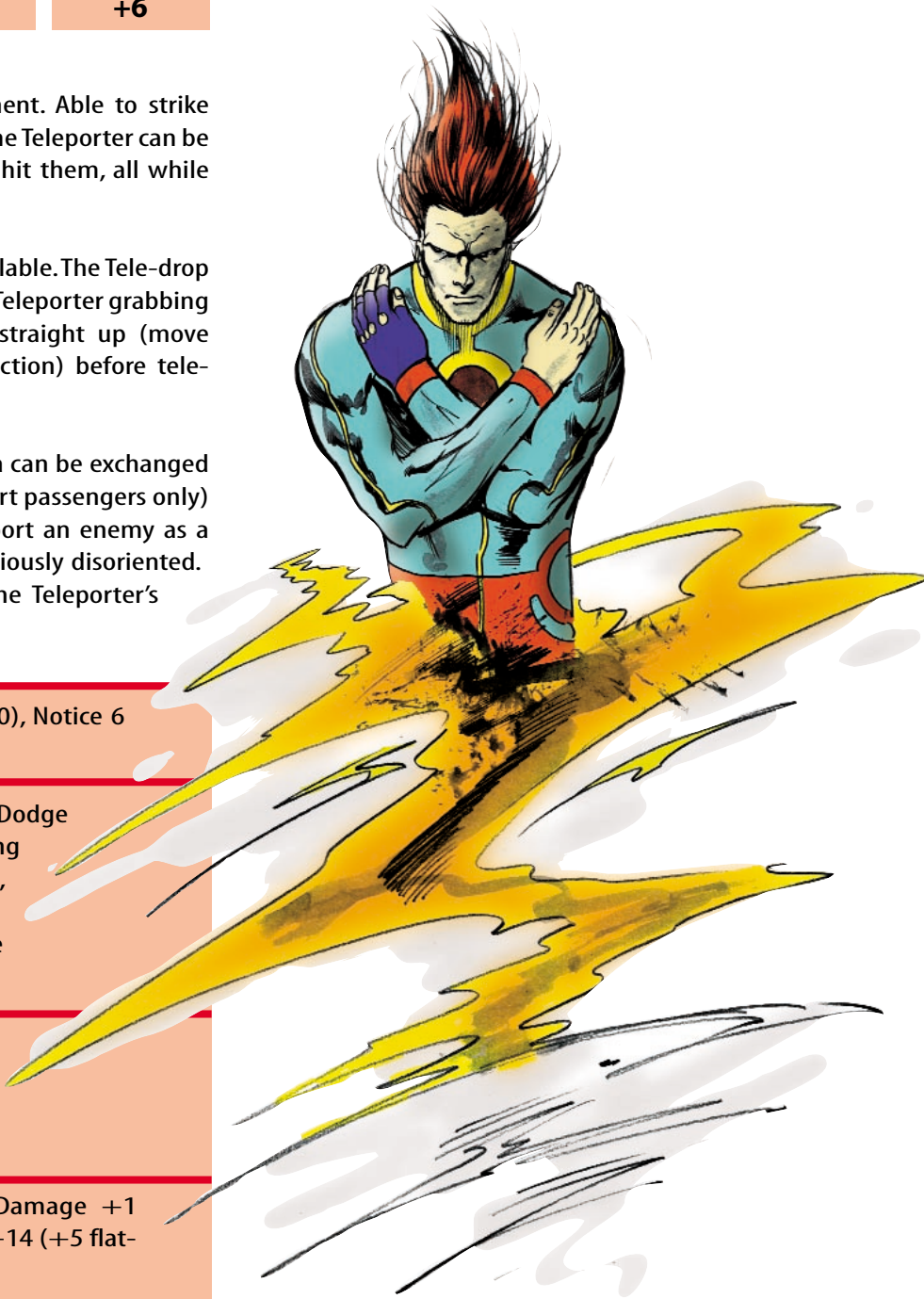
Skills: Acrobatics 12 (+17), Bluff 8 (+10), Notice 6 (+7), Stealth 10 (+15)

Feats: Acrobatic Bluff, Defensive Roll 4, Dodge Focus 4, Elusive Target, Evasion 2, Grappling Finesse, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative 2, Sneak Attack 4, Taunt, Uncanny Dodge (visual)

Powers: **Teleport 10** (Power Feats: Change Direction, Change Velocity, Hide in Plain Sight, Progression 3 [500 lbs.], Redirect, Turnabout; Extras: Accurate)

Combat: Attack +10, Grapple +15, Damage +1 (unarmed), +6 (sneak attack), Defense +14 (+5 flat-footed), Knockback -3, Initiative +13

"SURPRISE!"



Totals: Abilities 22 + Skills 9 + Feats 24 + Powers 38 + Combat 40 + Saves 17 = 150

STR	DEX	CON	INT	WIS	CHA
+10	+2	+10	+2	+2	+2
30	14	30	14	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+10	+6	+8

You are one of the immortals, the Hyperboreans, the Ultima. To you alone among humanity are given the gifts of cosmic power and immortality. But what good is immortality and cosmic power if you do nothing with them but immerse yourself in study and personal perfection; you have always felt that your powers were meant for a greater goal.

Perhaps being one of the youngest of your race you lack your elders' perspective on things beyond Ultima Thule, or perhaps your mind was entranced by the appearance of visitors from outside so long ago. In any case, you decided to leave the "splendid isolation" of your city and become active in the world beyond. You may be motivated by simple curiosity, the desire to experience things you otherwise could not. You may have a sense that you need to set an example for your fellow Ultima, on how to use their great gifts. Or perhaps your journey to the outside is a means of atoning for the sins of your fellow Ultima, the misguided Kal-Zed.

Although you feel that your exile is only temporary, like Kal-Zed your people may have permanently exiled you for your actions. But what is permanence to those that are immortal? You are certain that one day your people will see the correctness of your actions and you will be able to return home.

Skills: Intimidate 4 (+6), Knowledge (history) 8 (+10), Notice 4 (+6)

Feats: Jack-of-all-Trades

Powers: **Comprehend 2** (speak and understand all languages), **Cosmic Energy Control 10**, **Flight 5** (250 MPH), **Immunity 12** (aging, life support, starvation, sleep), **Regeneration 14** (bruised 1/round, injured 1/round, disabled 1/minute, resurrection 1/day, persistent, regrowth), **Super Strength 4** (*Heavy Load*: 12 tons), **Telepathy 2**

Combat: Attack +10, Grapple +24, Damage +10 (unarmed), +10 (cosmic blast), Defense +10, Knockback -5, Initiative +2

"THE MISUSE OF YOUR GIFTS SADDENS ME."



Totals: Abilities 56 + Skills 4 + Feats 1 + Powers 72 + Combat 40 + Saves 10 = 183

UTOPIAN ENVOY

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA
+6	+4	+5	+2	+4	+4
22	18	20	14	18	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8*	+10	+9	+9

* +5 flat-footed

You are an emissary from Utopia Isle to the outside world. You may be the official ambassador, sent by the Council to renew and maintain ties with the outside world while at the same time protecting the secrecy of Utopia as your predecessor Councilor Sarlyn once did.

Or you might be an "unofficial ambassador," a nonconformist Utopian that has decided to visit the outside world against the directives of the Council. Although disavowed by your people as a result, you do your best to represent them with honor and keep the secrets of Utopia safe.

Although you have prepared for your role through intensive study and consulting frequently with Councilor Sarlyn, no amount of second-hand knowledge will be able to prepare you for the overwhelming complexity of the outside world. You are especially naïve about social relations and interactions with others; you will quickly find that most outsiders are not as open or honest as your fellow Utopians.

One of the things that will help you survive in the outside world is your orichalcum heirloom. While this can be a weapon as shown below, it could also be a suit of armor or some other useful item (you will have to reassign points accordingly if such replacement devices are used).

"FASCINATING,
SIMPLY FASCINATING!"



Skills: Acrobatics 10 (+14), Computers 8 (+10), Concentration 8 (+12), Diplomacy 8 (+12), Knowledge (technology) 4 (+6), Knowledge (history) 6 (+8), Language 4 (English plus 3 others), Medicine 4 (+8), Notice 4 (+8), Search 4 (+6), Stealth 4 (+6), Survival 8 (+12), Swim 4 (+10)

Feats: All-Out Attack, Attack Focus (melee) 2, Attractive, Defensive Attack, Defensive Roll 3, Dodge Focus 2, Eidetic Memory, Elusive Target, Evasion, Improved Initiative, Improved Trip, Instant Up, Jack-of-all-Trades, Power Attack, Redirect, Stunning Attack, Trance

Powers: **Device 1** (Orichalcum weapon; easy to lose); **Immunity 2** (aging, disease; *Flaws:* Limited – half effect), **Super Strength 1** (*Heavy Load:* 1,040 lbs.)

Orichalcum Weapon: **Strike 2** (*Power Feats:* Mighty; choose 2 more power feats/features)

Combat: Attack +12 (melee), +10 (ranged), Grapple +19, Damage +6 (unarmed), +8 (orichalcum weapon), Defense +12 (+5 flat-footed), Knockback -4, Initiative +8

Totals: Abilities 50 + Skills 19 + Feats 21 + Powers 5 + Combat 40 + Saves 15 = 150

FREEDOM CITY ARCHETYPES & LEGACIES

10 OF 10

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

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

* without force field

The Weather Controller is able to call upon a wide array of weather-related effects, from covering the battlefield with a heat wave or a blizzard to raining thunder and lightning down on individual opponents.

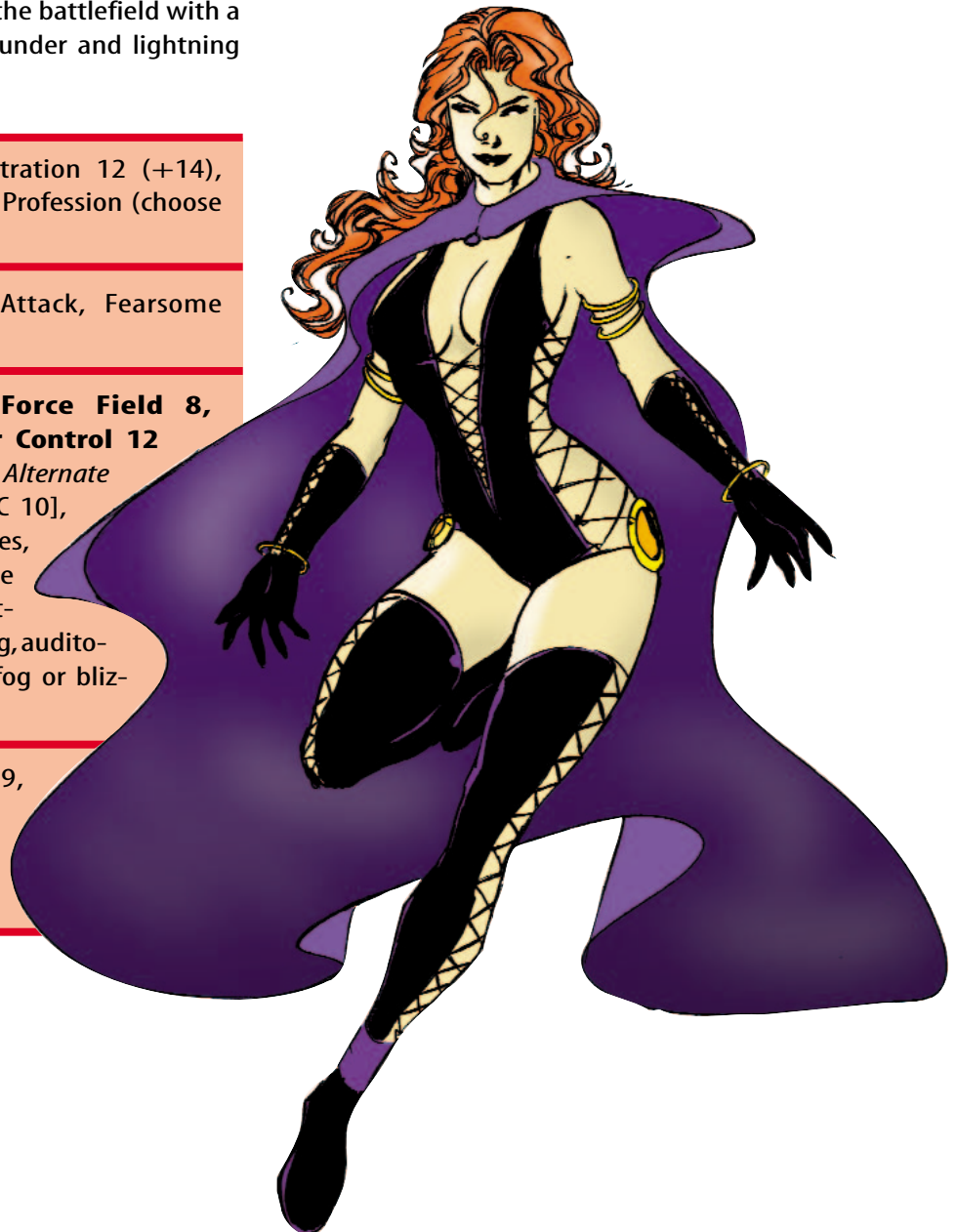
Skills: Acrobatics 8 (+12), Concentration 12 (+14), Intimidate 12 (+15), Notice 8 (+12), Profession (choose one) 4 (+6)

Feats: Accurate Attack, All-Out Attack, Fearsome Presence 6

Powers: **Flight 5** (250 MPH), **Force Field 8**, **Immunity 2** (cold, heat), **Weather Control 12** (Cold [extreme cold]; *Power Feats:* *Alternate Powers* – Distraction [rain or hail, DC 10], Hamper Movement [wet or icy, surfaces, one-quarter speed], Heat [extreme heat], **Air Control 12**, **Blast 12** [lightning], **Dazzle 8** [thunder and lightning, auditory and visual senses], **Obscure 12** [fog or blizzard, visual senses])

Combat: Attack +8, Grapple +9, Damage +12 (lightning), +1 (unarmed), Defense +8, Knockback -6, Initiative +4

"THE FORECAST LOOKS BAD FOR YOU!"



Totals: Abilities 30 + Skills 11 + Feats 8 + Powers 59 + Combat 32 + Saves 10 = 150

WEALTHY THRILLSEEKER

POWER LEVEL 10

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+4*/+3**	+8	+10	+6

* flat-footed ** without costume

For the Wealthy Thrillseeker, money really can buy everything, including the chance to live the ultimate adventure: being a superhero. With access to vast funds the Wealthy Thrillseeker is able to obtain the best training and "toys" money can buy, a fact that is often a cause for resentment among other heroes. Many Wealthy Thrillseekers also don't do themselves any favors in their fellow heroes' eyes with their often-flippant attitudes.

If the optional Wealth rules from p. 132 are used the Wealthy Thrillseeker has the Benefit (wealthy) 8 feat. Players should decide from which of the Wealthy Thrillseeker's traits the eight power points assigned to that feat are taken.

Skills: Acrobatics 8 (+12), Bluff 8 (+11), Climb 8 (+12), Drive 8 (+12), Intimidate 8 (+11), Notice 8 (+8), Pilot 12 (+16), Ride 4 (+8), Stealth 8 (+12), Swim 4 (+8)

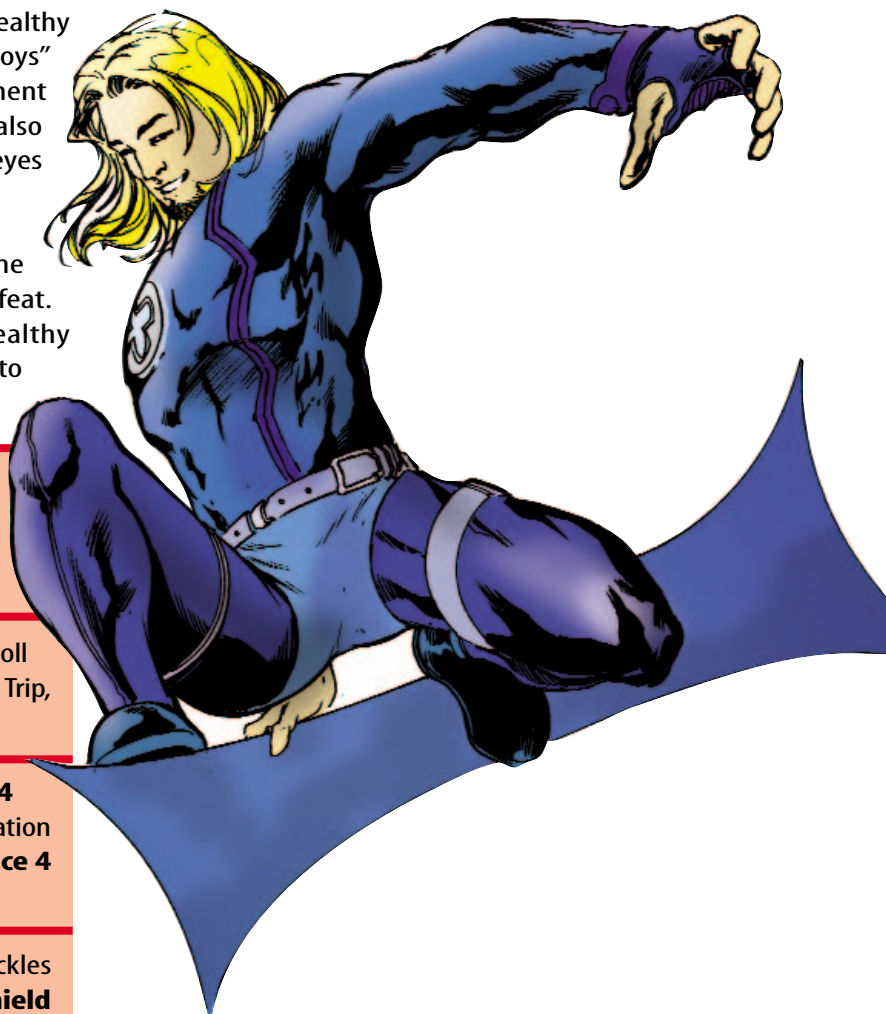
Feats: All-Out Attack, Attractive, Connected, Defensive Roll 3, Equipment 3, Evasion 2, Improved Block, Improved Trip, Instant Up, Improved Initiative 2, Power Attack, Taunt

Powers: **Device 1** (hoverboard; easy to lose): **Flight 4** (100 MPH; *Power Feats:* Restricted [personal voice activation only]; *Flaws:* Limited [hovers 1 foot off a surface]), **Device 4** (stun bolas; easy to lose): linked **Snare 5**, linked **Stun 5**

Equipment: Costume (**Protection 1**), Power Knuckles (**Strike 4**; *Power Feats:* Mighty), Sunglasses (**Sensory Shield 6** [visual senses], **Super-Senses 3** [direction sense, distance sense, low-light vision])

Combat: Attack +12, Grapple +16, Damage +8 (power knuckles), +4 (unarmed), Defense +12, Knockback -4, Initiative +12

"THERE'S NOTHING TO THIS HERO STUFF!"



Totals: Abilities 34 + Skills 19 + Feats 18 + Powers 15 + Combat 48 + Saves 16 = 150

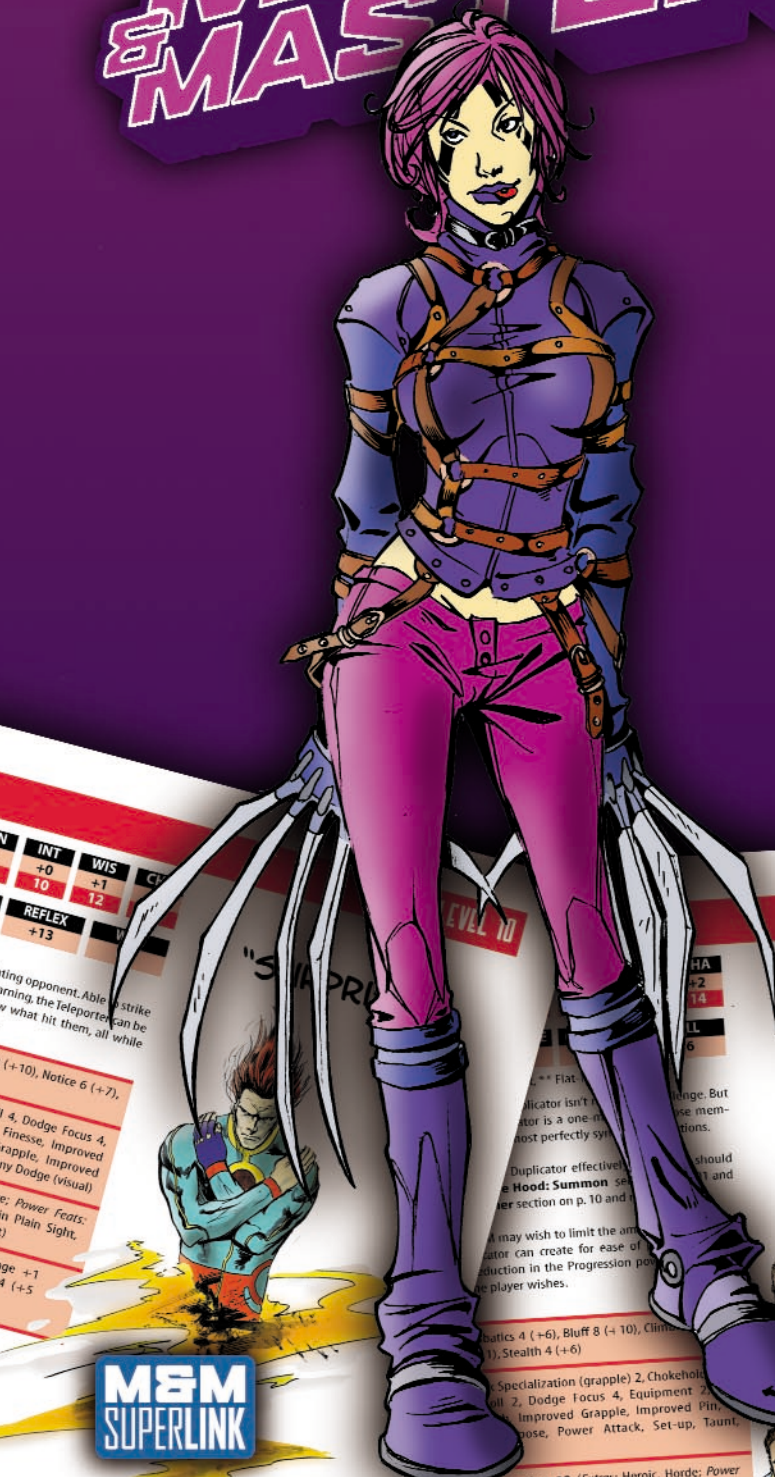


INCLUDES 10 NEW ARCHETYPES!

MUTANT MASTERS

ARCHETYPE ARCHIVE 2

ONLY
IN PDF!



POWER LEVEL 10

"IT'S ABOUT
TO GET
CROWDED
IN HERE!"

POWER LEVEL 10

"THE KEY WORD
FOR THIS JOB
IS FLEXIBILITY!"

M&M
SUPERLINK

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Editing and Layout **Philip Reed**

Artwork **Ig Barros, Vitor Ishimura, and Jake Richmond**

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

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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. They 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.

Archetype Listing

The following archetypes make their appearance in this supplement:

Agent — skilled and experienced enough to take on any mission.

Angel — divine purpose descended from the heavens.

Animal Power — drawing powers from a totem.

Cyborg — once fully human, now part machine.

Duplicator — a one-person army.

Elastic Hero — gives a whole new meaning to "throwing a punch".

Jungle Lord — a hero of primitive lands.

Living Weapon — tough and vicious close combat fighter.

Plant Power — a living plant.

Teleporter — here and gone before you know it.



INCLUDES 10 NEW ARCHETYPES!

MUTANT MINDS

ARCHETYPE ARCHIVE 3

ONLY
IN PDF!

POWER LEVEL 10

WIS	CHA
+1	+2
12	14
DEX	WILL
+7	+7

at will with fire hot
he can unleash this fire
reballs to create bark-
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
VORTITUDE	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-
a (+7), Sense Motive 8
wer Attack, Startle
t (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 is surprisingly capable hero. The Archer's trick arrows are usually technology as in the power feat exam

Acid Arrow: **Corrosion 4** (Extras: Range 10, Stun 4) (Extras: Range 10, Stun 4)
Blunt-Tipped Arrow: **Stun 4** (Extras: Range 10, Stun 4)
Boom Arrow: **Sonic Control 6** (Extras: Range 10, Stun 4)
Exploding Arrow: **Blast 3** (Extras: Range 10, Stun 4)
Flash Arrow: **Dazzle 6** (visual sense)
Glue Arrow: **Snare 6**

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

Shoot another arrow out of the sky (range 10, Stun 4)
Shoot two arrows at different targets (range 10, Stun 4)
Skip an arrow to the target: Ricochet

As an alternate concept the Archer can be a mystical in nature. Such an Archer uses 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)

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

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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.

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Green Ronin Staff **Chris Pramas, Nicole Lindroos, Hal Mangold, Steve Kenson, Evan Sass, Robert J. "Dr. Evil" Schwalb, Marc Schmalz and Heather Barnhorst**

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INTRODUCTION

This ***Mutants & Masterminds*** supplement offers a total of ten archetypes and legacies for ***Freedom City***. Now players can play such ***Freedom City*** archetypes as the Rogue Grue and Lor Star Captain or take on the mantle of heroic ***Freedom City*** legacies such as the Freedom Eagle and Champion of Light.

Gamemasters can put these archetypes and legacies into play as NPCs in their own ***Freedom City*** games as is, or use them as a handy guide for customizing their own versions.

All of the archetypes and legacies are for a default power level 10 game, although both the Star Knight and Ultiman Exile have more than the standard 15 points per power level due to the powers inherent in their ***Freedom City*** templates.

For more archetype options don't miss the ***Archetype Archive*** series available now at www.greenronin.com. Each release in this series presents 10 new archetypes for use in any ***Mutants & Masterminds*** game.

Archetype Listing

The following archetypes and legacies make their appearance in this supplement:

Champion of Light — successor to the Beacon.

DNAscendant — fortunate survivor of the DNAscendant process.

Freedom Eagle II — a classic hero soars again.

Lor Star-Captain — have starship, will travel.

Rogue Grue — freed from the Unity and defending the freedom of others.

Scarab Reborn — reincarnation of prince Heru-Ra.

Shambala Master — questing mystic martial artist.

Star Knight — guarding the Earth from the scum of the universe.

Ultiman Exile — using tremendous gifts for justice.

Utopian Envoy — leaving a sheltered existence for the greater good.

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