

MR SINISTER

"You don't know it yet, but you are already mine".



Power Level: 21 **Concept:** Mutant Killer

Occupation: Mastermind and Geneticist

Str	Dex	Con	Int	Wis	Cha	Melee
18	16	20	20	20	18	+10
+4	+3	+5	+5	+5	+4	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+13	+13	+3	+22	30	+9
Save	Save	Save	Save	Walking	Atk Bonus

SKILLS

Bluff (Cha) +9, Computers (Int) +12, Craft—electronics (Int) +12, Intimidate (Cha) +8, Listen (Wis) +21, Profession—Geneticist (Wis) +21, Repair (Int) +12, Science—Psychology (Int) +12, Science—Biochemistry (Int) +15, Science—Genetics (Int) +17, Science—Cloning (Int) +15, Spot (Wis) +21

Initiative

+3

DEX

Dma Bonus

+9/+10 L

Fist & Blast

DEFENSE

17/20

Flat Footed

CHARACTERISTICS

Real Name: Dr. Nathaniel Essex
Height: 6' 5"
Weight: 285 lb.
Eyes: Shining Red with no pupils
Hair: Black
Birthplace: 19th Century London, United Kingdom
Group Affiliation: Marauders Leader
Headquarters: Secret base underneath an Orphanage in Omaha, Nebraska.
Relatives: Unknown
Other Aliases: None
Marital Status: Unknown
First Appeared: Uncanny X-Men #221

HISTORY

Nathaniel Essex was a biologist in Victorian England who developed advanced theories on human evolution. A geneticist of unparalleled genius, he foresaw the coming mutations that would transform mankind. However, his unorthodox experiments resulted in his ouster from the Royal Society and caused his wife to shun him. These rejections led him to ally himself with Apocalypse, an immortal mutant who has witnessed virtually the whole of human history. Apocalypse transformed Essex into the ageless being known as Mr. Sinister. Sinister has conducted numerous experiments in his time. He operated an obstetrics clinic in New York in the late 19th century and performed side research on society's deviants. As Dr. Essex, he influenced the work of Herbert Wyndham, the man who became the High Evolutionary. Sinister plotted the course of certain gene pools for more than a century, discovering that the combination of Scott Summers' and Jean Grey's traits would produce a mutant of incredible power. The future Cyclops was brought to Sinister's orphanage in Nebraska, and the geneticist collected a blood sample from the girl who would come to be known as Phoenix to confirm his

FEATS

Detect (Mutants), Headquarters, Immunity (aging, disease, poison), Leadership, Skill Focus (Science—Genetics), Iron Will, Indomitable Will, Skill focus (Science—Cloning), Skill Focus (Science—Biochemistry), Durability

POWERS

Super Strength +5: Sinister has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity [*Power Stunt:* Lethal; *Source:* Mutation; *Cost:* 4 pp].

Super Constitution +8: Sinister has incredible stamina and endurance, allowing him to add his rank to Damage and Fortitude saves, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards. It also increases his Con checks for recovering from damage [*Source:* Mutation; *Cost:* 4 pp].

Super Intelligence +5: Sinister has a very adept intellect allowing him to add his power rank to all Intelligence checks and all skill checks with Intelligence as their key ability [*Source:* Mutation; *Cost:* 2 pp].

Super Wisdom +15: Sinister has incredible awareness and self control allowing him to add his power rank to his Will saves and Wisdom based skill checks [*Source:* Mutation; *Cost:* 3 pp].

Telepathy +10: Sinister has incredible mental abilities, which at their base level allow him to

WEAKNESSES

Sinister is vulnerable to Cyclops eye-beams, and when making any save against them can apply no bonus or modifier to the roll, he simply rolls a d20. Why Sinister is so vulnerable to Cyclops concussion blasts is unknown, although it was once surmised that they may be related in some way and that that was the reason he was so vulnerable.

PERSONALITY

Mister Sinister is a ruthless man who does not mind destroying peoples lives to gain more power. A powerful mutant mastermind, he prefers to work in the background, letting the Marauders do his dirty work. An arrogant and confident villain, he expects complete obedience and perfection from his followers. His main goal seems to be to gain mental control over as many mutants as possible.

MORE HISTORY

findings. Sinister used that sample when Jean died to create a clone, Madelyne Pryor, who later became the evil Goblin Queen. Following up on his genetic pursuits, Sinister set in motion the so-called "Mutant Massacre." A community of mutants who considered themselves outcasts from society, the Morlocks lived in tunnels under New York City. Sinister's Marauders annihilated the Morlocks because he considered them genetically useless.

Sinister first fought the X-Men during the "Inferno" crisis, an invasion of demon mutants he helped create. He sometimes aids Charles Xavier's team, but for his own reasons. Sinister helped Gambit save the savage Sabretooth's life, and assisted the X-Man again when he became trapped in the 19th century; took in the mutant Threnody and provided her with devices to control her energy releases; and returned Courier, a messenger with the ability to control every molecule in his body, to a more human state. In almost every case, however, Sinister exacts a price very costly to the soul. When the High Evolutionary activated a satellite that stripped all Homo superior of their mutations, Essex, who had come to support his student's work, revealed himself as Sinister and modified the beam to mutate every human on Earth, hoping to create an entire planet of lab subjects. Soon after, the mysterious Neo attacked many of Sinister's facilities.

DEVICES

HEADQUARTERS

His Headquarters has the following facilities:- Communications, Computer, Concealment, Defence System, Fire Prevention System, Gym, Holding Cells, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop

VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

MORE POWERS

read minds and project his own thoughts into the minds of others (see .pg 87 for more details). In addition tot his he can also perform the following additional abilities:-

- **Memory Alteration:** Sinister can alter a targets memories, deleting or editing them, even replacing real memories with false ones. It requires a full round action per memory altered and a Telepathy check with a DC of 10. The subject (if unwilling) makes a Will saving throw and adds it to the DC. A failed check means the attempted alteration fails and the subject gains +1 on Will saves to resist further alterations. The DC is the Telepathy check total used to make the alterations. Note if he has a chance to work on someone when they are young, or while they are unconscious for a long period of time, he can put mental restraints on them so that they cannot use their powers against him. This requires a Telepathy check with a base DC of 20, with the subject (if unwilling) adding their Will save to the DC as usual, if successful they cannot then use their powers against sinister unless they can first make a Will save DC 30 to overcome this restraint.
- **Energy Blast—Psionic:** Sinister can mentally project bolts of pure psionic force at his enemies at up to Normal range, this requires a ranged attack roll, which if successful does power rank damage.
- **Force Field:** Sinister can surround himself in a protective field, which adds a bonus to damage save equal to his power rank.
- **Astral Projection:** Sinister can separate his astral form from his physical body, sinking it into a deep coma allowing his astral form to move about freely. His astral form is invisible and incorporeal, immune to physical harm and the effects of the environment, and able to pass freely through physical objects. In astral form he can move freely in any direction, unaffected by gravity. His speed is equal to (power rank x 5) and his sprint speed doubles for every rank. While in Astral form he can become visible at will and speak telepathically to people, he can use mind affecting powers on others while astral but at no rank higher than his Astral projection power (for more details see Astral projection p. 63)
- **Paralysis:** Sinister can mentally render a target paralysed if he can succeed at a normal ranged attack. If successful the target must make a Will save (DC 10+ power rank), if the check fails the target is paralysed. As a half action the target can attempt an additional Will save each round with a cumulative +1 bonus per round. A successful save meaning the target can act normally on the following round. If Sinister concentrates on maintaining the paralysis, the target does not gain a bonus to Will saves to break the paralysis. A paralysed target stands rigid and helpless, unable to move or act physically, but may take purely mental actions.

[Extra: Memory Alteration, Energy Blast, Force Field, Astral Projection, Paralysis; Source: Mutation/Psionic; Cost: 7 pp].

Regeneration +6: Mister sinister is capable of regenerating, thereby allowing him to heal very rapidly, regaining power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. Spread this recovery out over the ten rounds. Sinister also adds his regeneration rank as a bonus to Constitution checks to recover from being unconscious and to his Fortitude saves to avoid dying and for stabilising. If disabled Sinister gets a Constitution check on the following round to recover, with a bonus equal to power rank. If this check fails he must wait a day to attempt to recover again, but get his regeneration rank as a bonus on all recovery checks. Sinister can also use his regeneration to regrow lost limbs or organs by making a Regeneration check (DC 20), however he only receive one attempt per organ/limb to do so.

[Flaws: Limited—Does not function vs Cyclops eye beams; Extra: Regrowth; Source: Mutation; Cost: 2 pp].

Shapeshift +4: Sinister can transform his body into different people of roughly the same mass by taking a free action to do so. He adds his power rank as a bonus to Disguise checks when he uses his shapeshift to imitate a particular person. He will only return to his normal form when he wills it, and does not return to normal form when stunned or knocked out.

[Flaws: Limited—People only; Extra: Continuous; Source: Mutation; Cost: 2 pp].