"People like you are the

reason I was afraid to go to

MYSTIQUE



CHARACTERISTICS

Real Name: Raven Darkholme Height: 5' 10" Weight: 149 lb. Eyes: Yellow Hair: Auburn Birthplace: Unknown Group Affiliation: Brotherhood of Evil Mutants Headquarters: Pentagon, Arlington VA Relatives: (unofficial foster daughter), Ralph Brickman (husband), Gloria Brickman (daughter), Graydon Creed (son, deceased), Kurt Wagner (aka Nightcrawler, son) Other Aliases: Mallory Brickman Marital Status: Single (Widowed) First Appeared: (as Raven Darkholme) MS. MARVEL #16, (as Mystique) MS. MARVEL #18

HISTORY

Little has been revealed about Mystique's past. Indeed, since she can eliminate the outward signs of aging with her shapechanging power, it is not known exactly how old she is. She apparently learned to use her shape-changing power at a very early age, for there is no evidence known to the public or the United States government that Raven Darkholme ever looked like anything but a normal human being. Years ago Mystique had an affair with the mutant Sabretooth and they had a son, Graydon Creed, the recently assassinated presidential candidate. Mystique has also claimed to be the mother of Nightcrawler, a member of the X-Men, as the result of a liaison with another, unnamed man. Mystique is known to be a long time friend of the mutant Destiny who is now deceased. At some point in recent years Mystique became the guardian of the young mutant named Roque, and looked upon Roque as a surrogate daughter. At the same time she maintained another identity, that of Mallory Brickman, the wife of U.S. Senator Ralph Brickman. They even had a daughter, Gloria. Mystique had concealed her superhuman powers and criminal intentions so well over the years that, as Darkholme, she was able to rise

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Power Level	:13 Concept:	Mutant Infiltrator	• Occupation:	Government	Agent and Criminal		
Str 16 +3	15	Con Int 16 18 +3 +4	Wis 16 +3	Cha 18 +4	Melee +7/+8 Atk Bonus		
DMG +8 Save	FORT +8 Save	REF +2 Save	WILL +5 Save	Speed 30 Walking	Ranaed +6/+7 Atk Bonus		
SKILLSInitiativeDisguise (Cha) +9/+21, Jump (Str) +5, Acrobatics (Dex) +7, Gather Information (Cha) +7, Hide (Dex) +6, Move Silently (Dex) +6, Spot (Wis) +8, Search (Int) +6, Bluff (Cha) +14+6DEX							
FEATS Attack focus—Unarmed, Attack focus—Ranged, Attractive, Chokehold,							
Connected, Strike, Impr		DEFENSE					

POWERS

Super Constitution +5: Mystique has amazing endurance, which goes beyond that of normal people and adds her rank to her Damage and Fortitude saves, and also for resisting physical harm from disease, poison, and environmental hazards. It also adds to her Constitution checks, such as recovering from damage [*Source:* Mutation; *Cost:* 4 pp].

Super Wisdom +2: Mystique is supremely cunning having a wisdom, which grants her incredible awareness and self control allowing her to add her rank to her Will saves and to Wisdom based skill checks [*Source:* Mutation; *Cost:* 3 pp].

Shapeshift +12: Mystique can change her form, assuming the exact form of any humanoid form even down to DNA and retina etc... Even if stunned or knocked out she retains the form she has assumed until she wills it otherwise. Each rank of her power adds to her disguise checks when used to imitate a particular person [*Extras:* Continuous, Exact; *Flaw:* Limited-People only; *Source:* Mutation; *Cost:* 3 pp].

WEAKNESSES

Mystique has no known weaknesses, although does have a very big soft spot where the X-Man Rogue is concerned who is her unofficial foster daughter.

PERSONALITY

Mystique is a self serving opportunist and master strategist. She wants to use her abilities to infiltrate the halls of power and take over from within. Curiously, she has a soft streak towards Rogue (see above); despite the fact that they are now technically enemies. Mystique has a special love-hate relationship with Nightcrawler who, she once hinted, is related to her in some way (As her son is suspected).

Mystique has a fear of some of the more powerful mutants such as Apocalypse or Magneto, both of whom have called upon her to work for them in the past. Those mutants of this power level terrify her into doing whatever they want, which is not something that can be done easily.

Flat Footed

MUTANTS & MASTERMINDS " ROLEPLAYING GAME

MORE HISTORY

rapidly through the United States Civil Service to the trusted position of Deputy Director of the Defence Advanced Research Planning Agency (DARPA) in the United States Department of Defence. This position gave her access to military secrets and to advanced weaponry, both of which she used for her own criminal and subversive purposes. To help her in her criminal activities, Mystique organized the third incarnation of the Brotherhood of Evil Mutants, which originally consisted of herself, Avalanche, the Blob, Destiny, and Pyro. Mystique named her group after the original Brotherhood of Evil Mutants, a subversive organization founded by Magneto in his criminal days. The third Brotherhood first became notorious when it attempted to intimidate the public by assassinating Senator Robert Kelly, who was investigating what he perceived as the possible menace posed by the existence of superhuman mutants and other superhuman beings. The X-Men thwarted the assassination attempt, and the Brotherhood later clashed with the X-Men on other occasions, as well as with the Avengers and Dazzler, Roque was a member of the Brotherhood for a time, but finally left to join the X-Men, in order to find help in learning how to deal with her superhuman powers. Recently, anti-mutant sentiment among normal human beings has greatly increased, and the federal government has launched its own covert anti-mutant program, Project Wide awake. Believing that the times had thus become too dangerous for the Brotherhood to continue its criminal activities, Mystique went to Dr. Valerie Cooper, special assistant to the head of the National Security Council, and offered the Brotherhood's services to the government. Following the death of her friend, Destiny, Mystique went slightly insane

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VEHICLE				
Vehicle Type: Armour Bonus:	Cost:	Size: Features:	Movement:	Hardness:
MORE POWERS				

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DEVICES

Mystiques Costume +13: Mystiques costume allows her to absorb any incoming electrical damage, reducing its damage bonus by her rank, if this reduces it to 0 she takes no damage, otherwise she must make a saving throw as normal. She can absorb upto 10x rank points of damage bonus, which are stored, "leeding" off at a rate of 1 point per round. She can redirect stored energy out as an electrical blast as a half action, requiring a ranged attack and doing rank lethal damage if it hits. Mystiques costume also reshapes into any clothing she desires, which wokrs well with her shapeshifting abilities. Finally her costume protects her from unwanted Teleportations, granting her a Will save with the power rank as a bonus to prevent them. [Power Stunts: Absorption-electricity, Shape Matter, Neutralise Extras: Energy Blast-electricity; Flaw: Limited-Clothes only, Limited-Teleportation only, Limited-electrcity only, Device; Source: Super Science; Cost: 1 pp].

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