

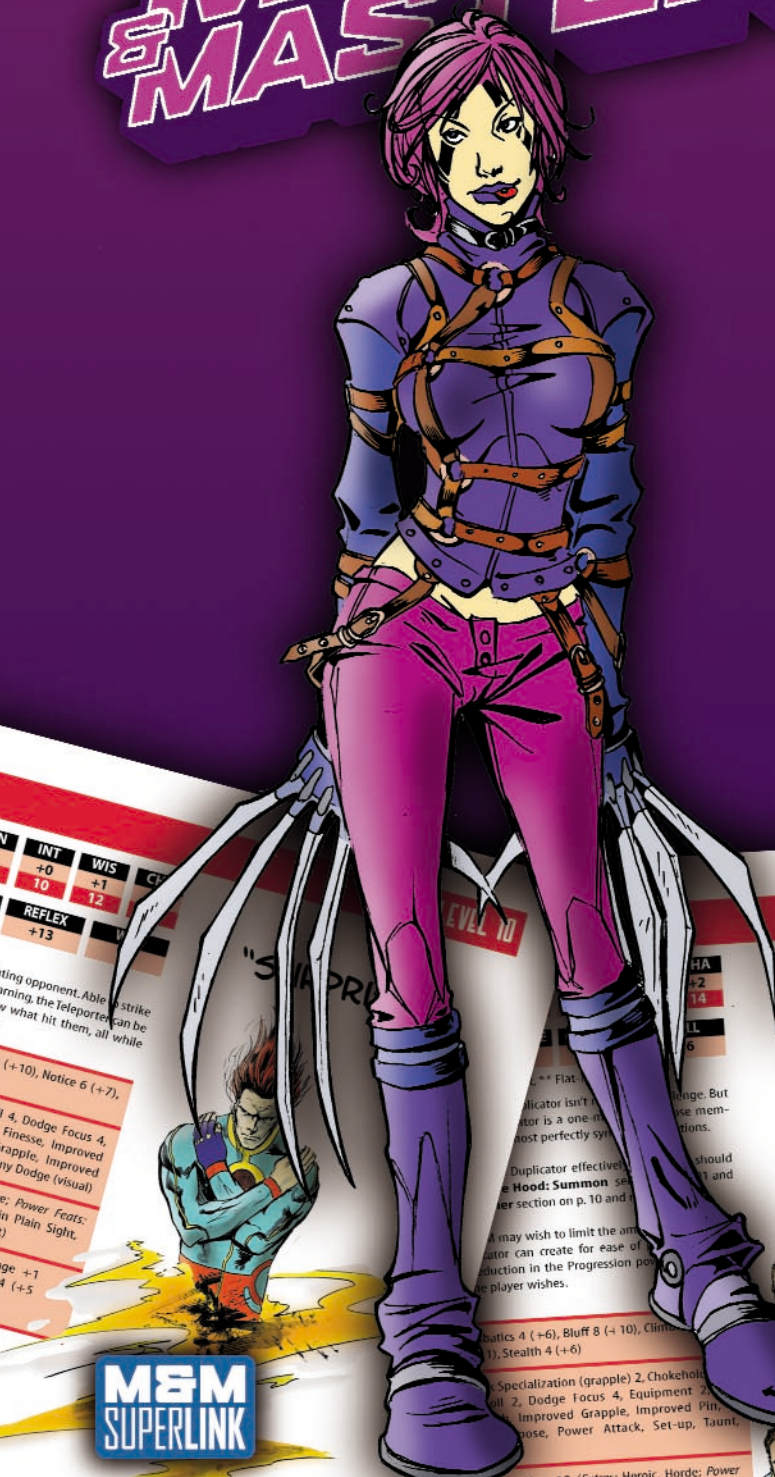


INCLUDES 10 NEW ARCHETYPES!

MUTANT MASTERS

ARCHETYPE ARCHIVE 2

ONLY
IN PDF!



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



"THE KEY WORD
FOR THIS JOB
IS FLEXIBILITY!"



M&M
SUPERLINK

ARCHETYPE ARCHIVE 2

A GREEN RONIN PRODUCTION
CREATED BY RONIN ARTS

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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.

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.

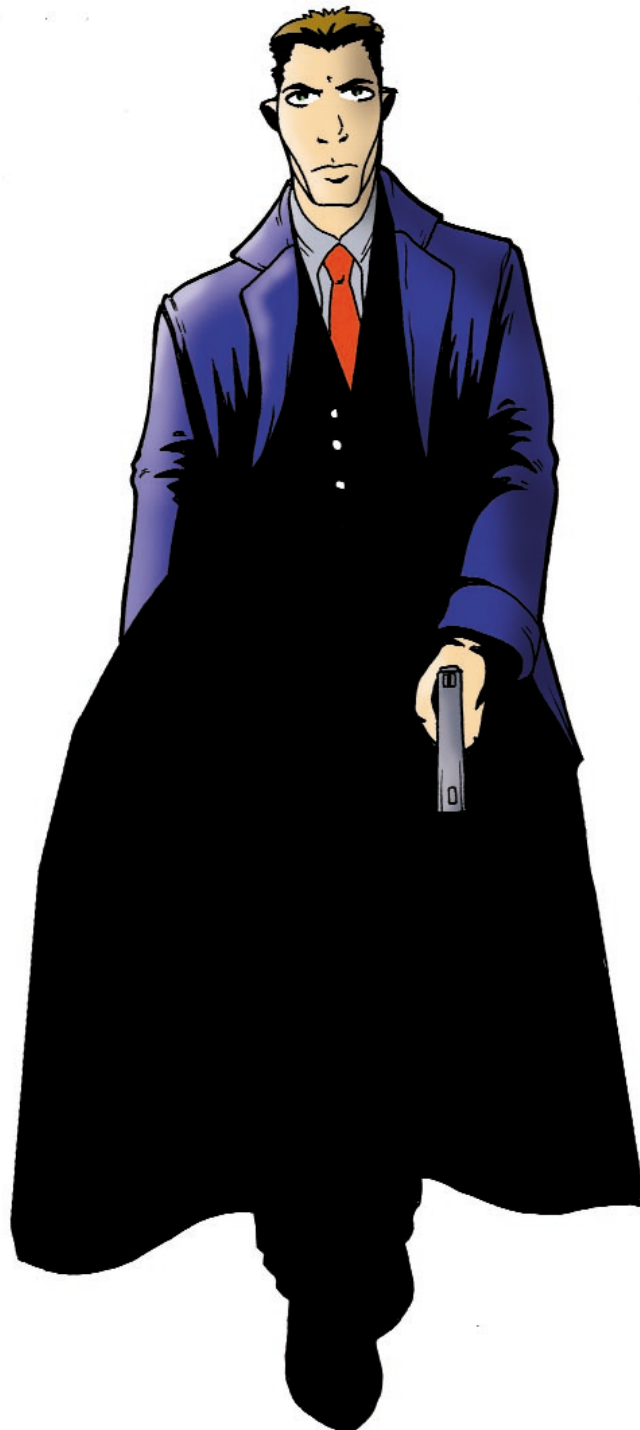
Skills: Acrobatics 8 (+11), Bluff 8 (+12), Climb 8 (+10), Computers 6 (+8), Concentration 6 (+10), Diplomacy 4 (+8), Disable Device 10 (+12), Disguise 8 (+12), Drive 6 (+9), Escape Artist 4 (+7), Gather Information 8 (+12), Intimidate 4 (+8), Investigate 4 (+6), Knowledge (current events) 6 (+8), Knowledge (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
+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

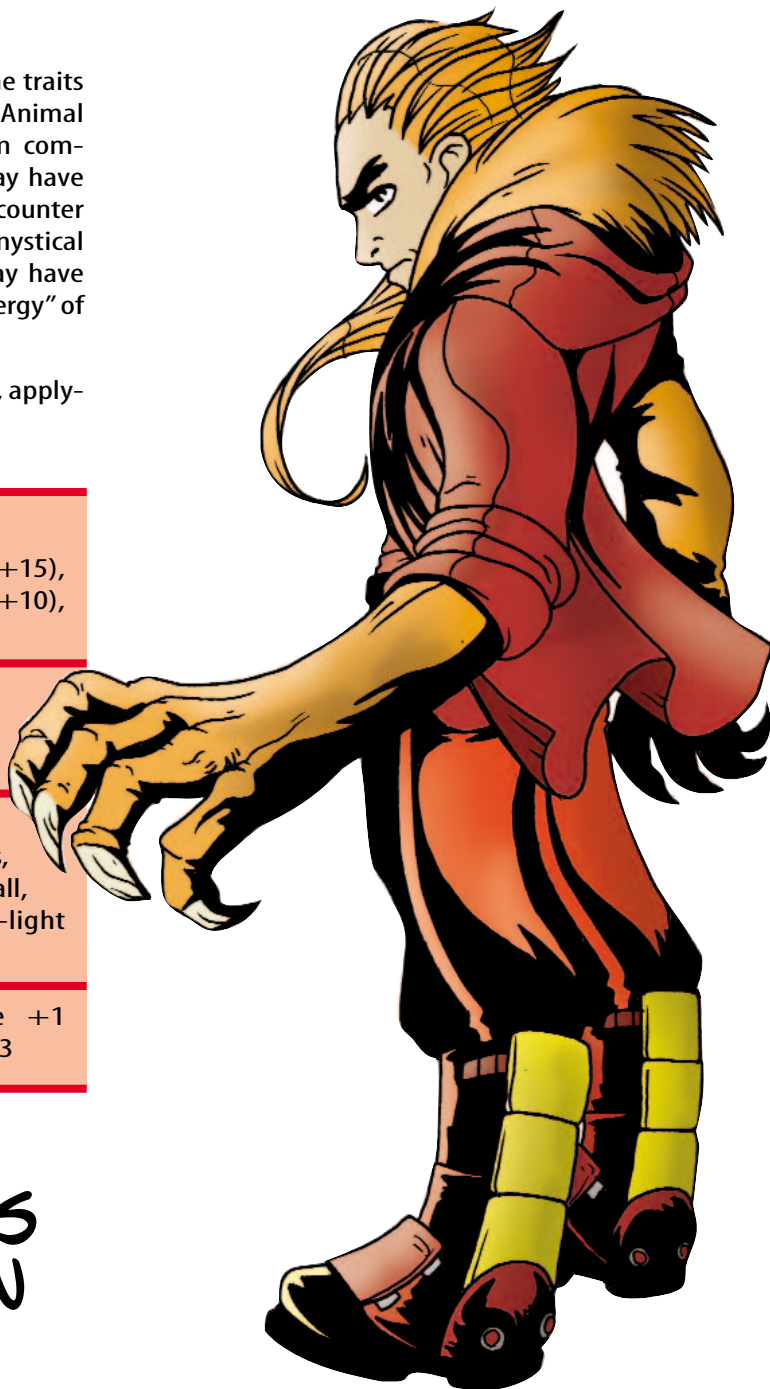
Skills: Acrobatics 8 (+17), Bluff 8 (+9), Climb 8 (+15), Escape Artist 4 (+13), Intimidate 4 (+5), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+17)

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
+11/+2	+2	+11/+2	+1	+1	+0
32/14	14	32/14	12	12	10

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

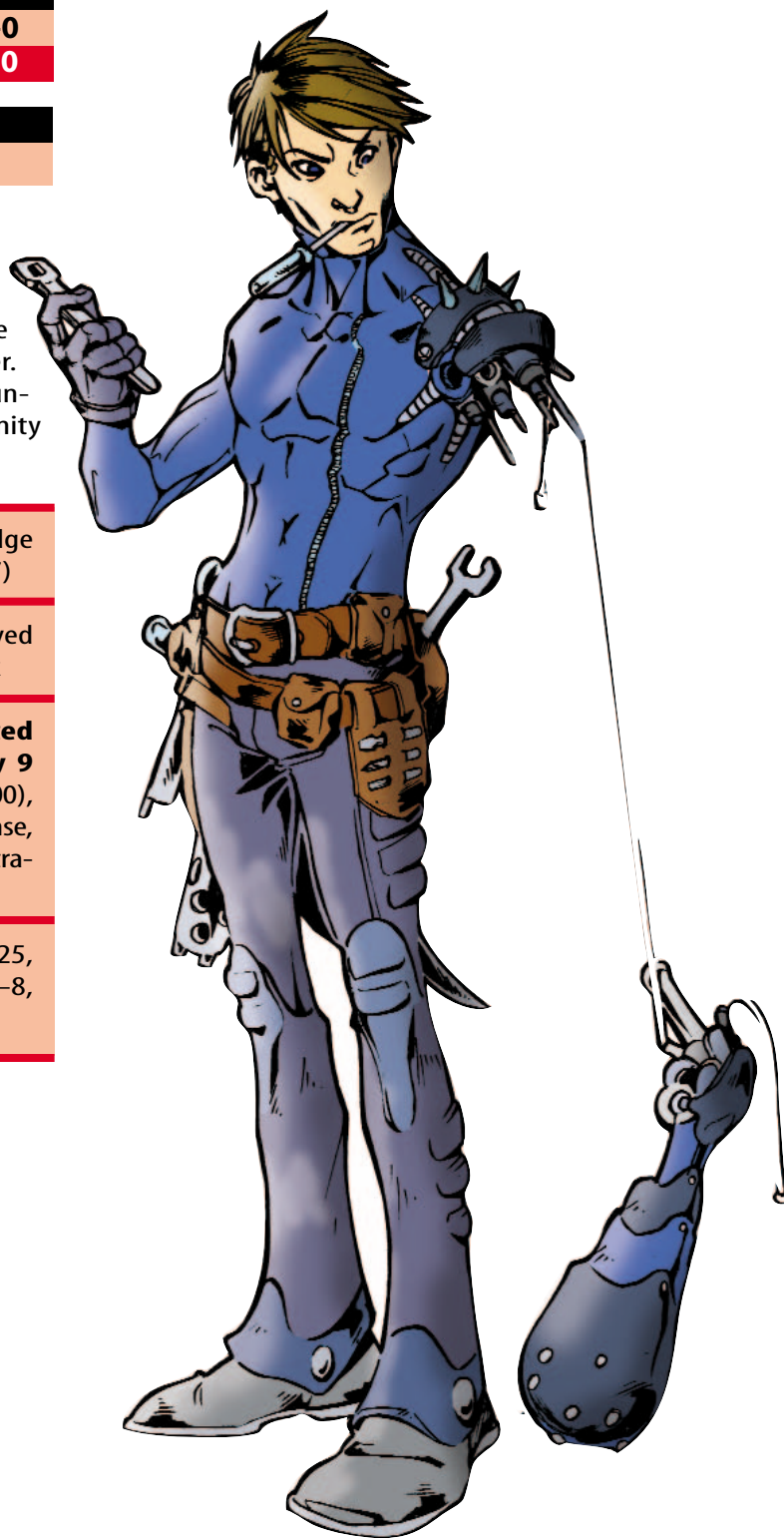
A fusion of man and machine, a Cyborg is both, and neither. Some Cyborgs undergo reconstruction following a terrible accident or injury to become better, faster, and stronger. Others volunteer to go "under the knife" and sacrifice some of their humanity for power. They may be motivated by ambition, service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

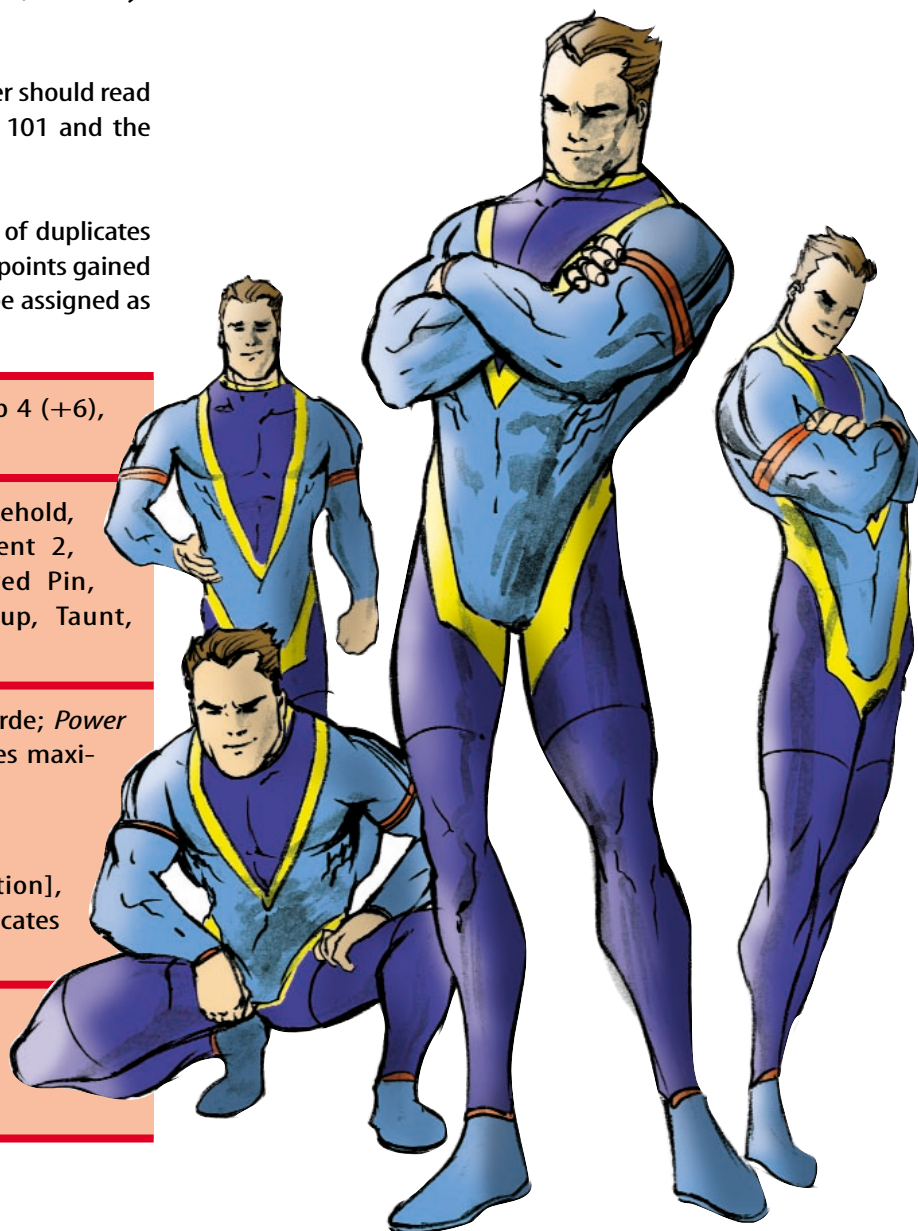
Powers: **Duplication 10** (Extras: Heroic, Horde; Power Feats: Mental Link, Progression 3 [10 duplicates maximum], Sacrifice)

— 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!"

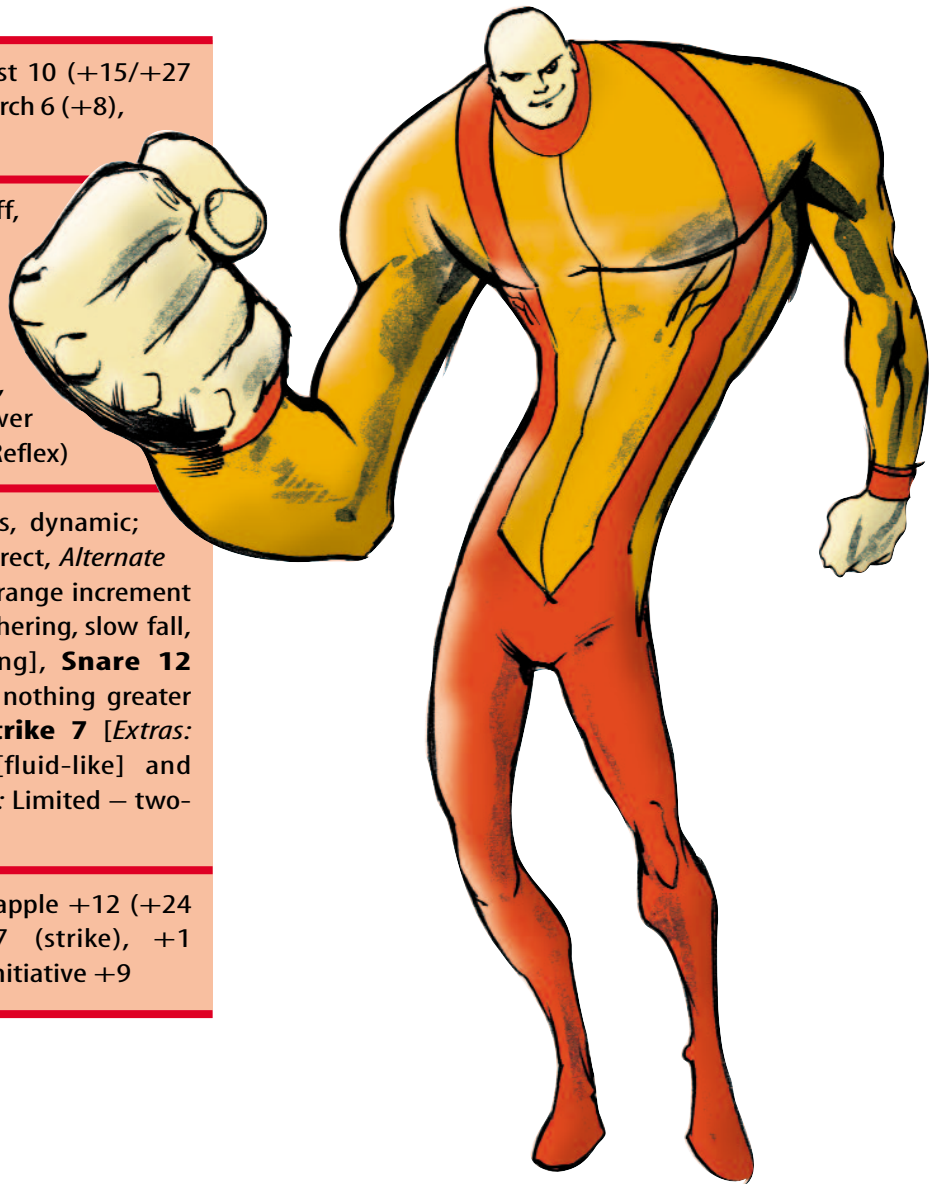
The fantastic Elastic Hero is a marvel to behold. The Elastic Hero's body's ability to alter its shape allows the Elastic Hero to do everything from launching punches from blocks away and sliding under closed doors to drifting from a roof like a leaf and walking on water with pontoon-like feet.

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

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

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.

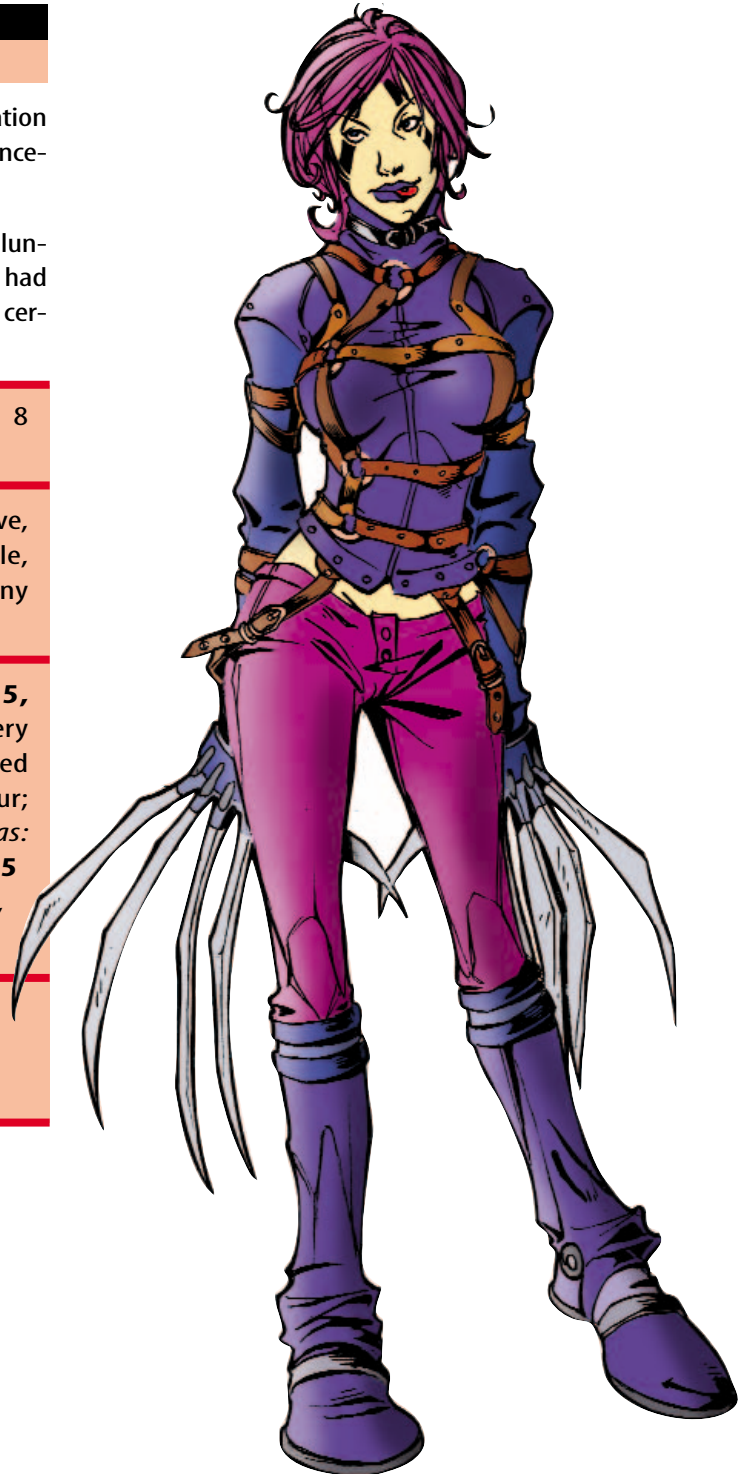
The Living Weapon archetype can be an individual that volunteered (i.e. patriotism, revenge, greed, etc.) or one that never had a choice (i.e. prisoner, secret experiment, revived from almost certain death, etc.).

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

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
+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.

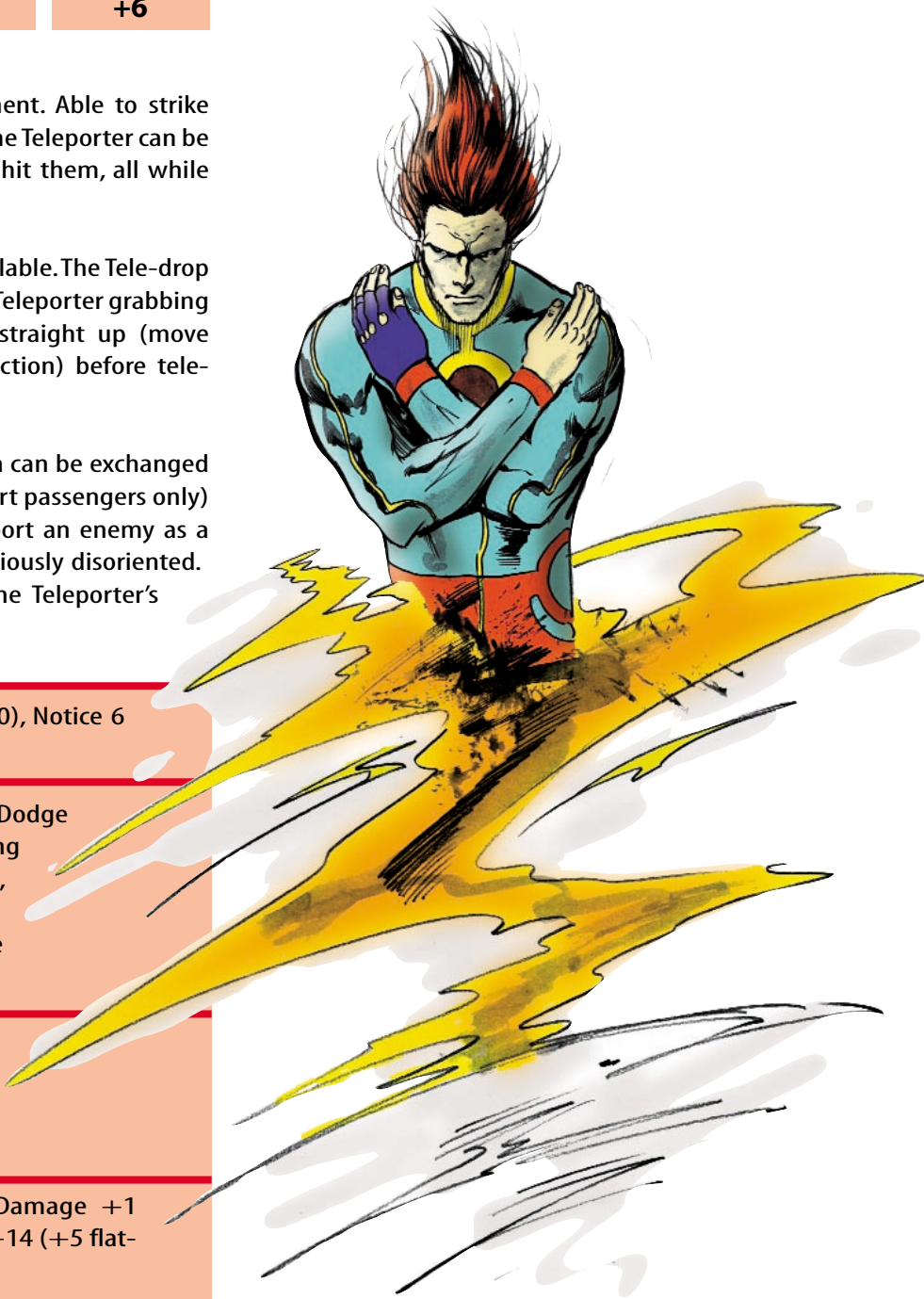
Skills: Acrobatics 12 (+17), Bluff 8 (+10), Notice 6 (+7), Stealth 10 (+15)

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

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