

ARCHETYPES & LEGACIES

A GREEN RONIN PRODUCTION CREATED BY RONIN ARTS

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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 DNAscend 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.

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
+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.

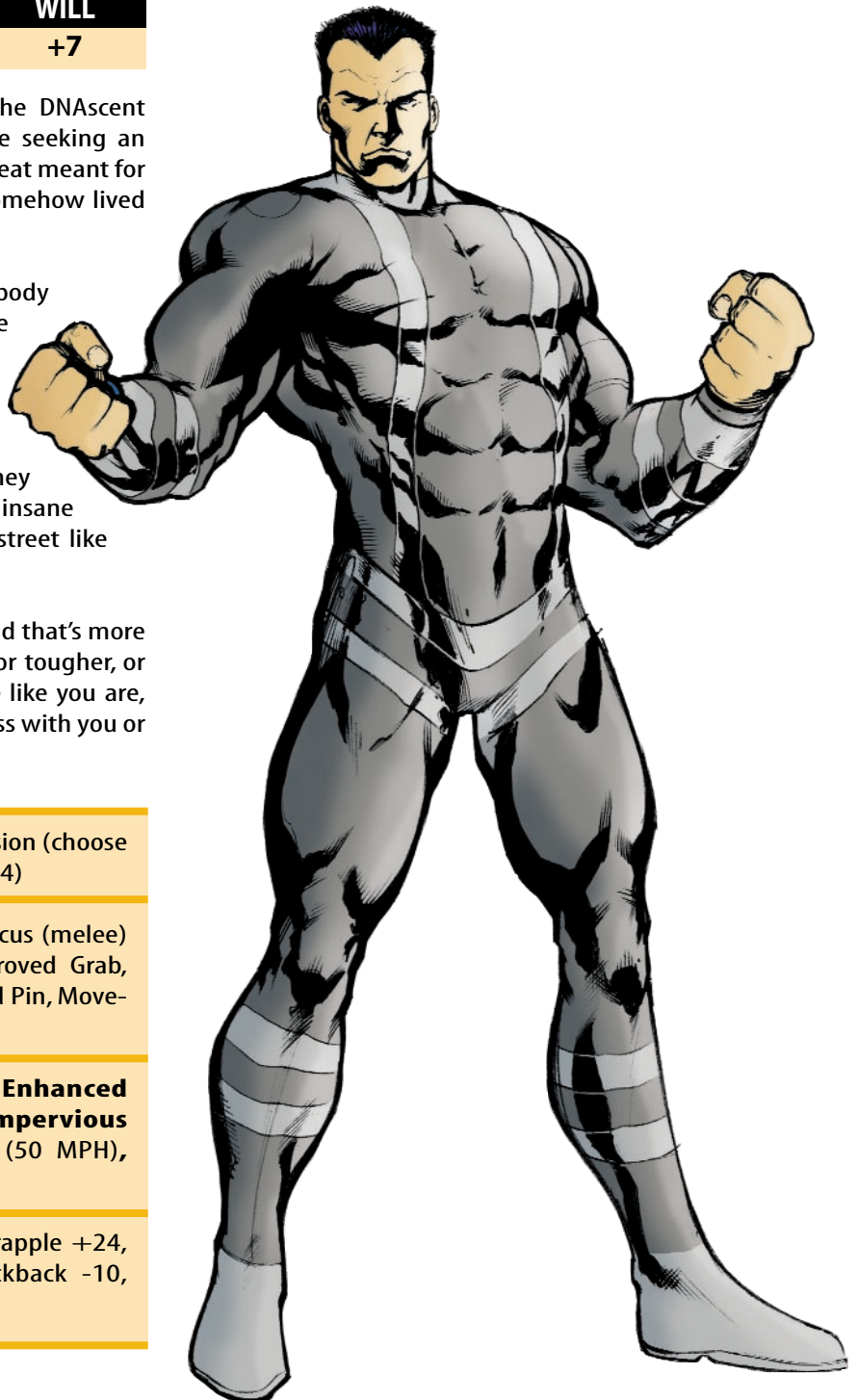
Skills: Acrobatics 8 (+16), Notice 6 (+6), Profession (choose one) 4 (+5), Sense Motive 4 (+4), Stealth 6 (+14)

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

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

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
+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).

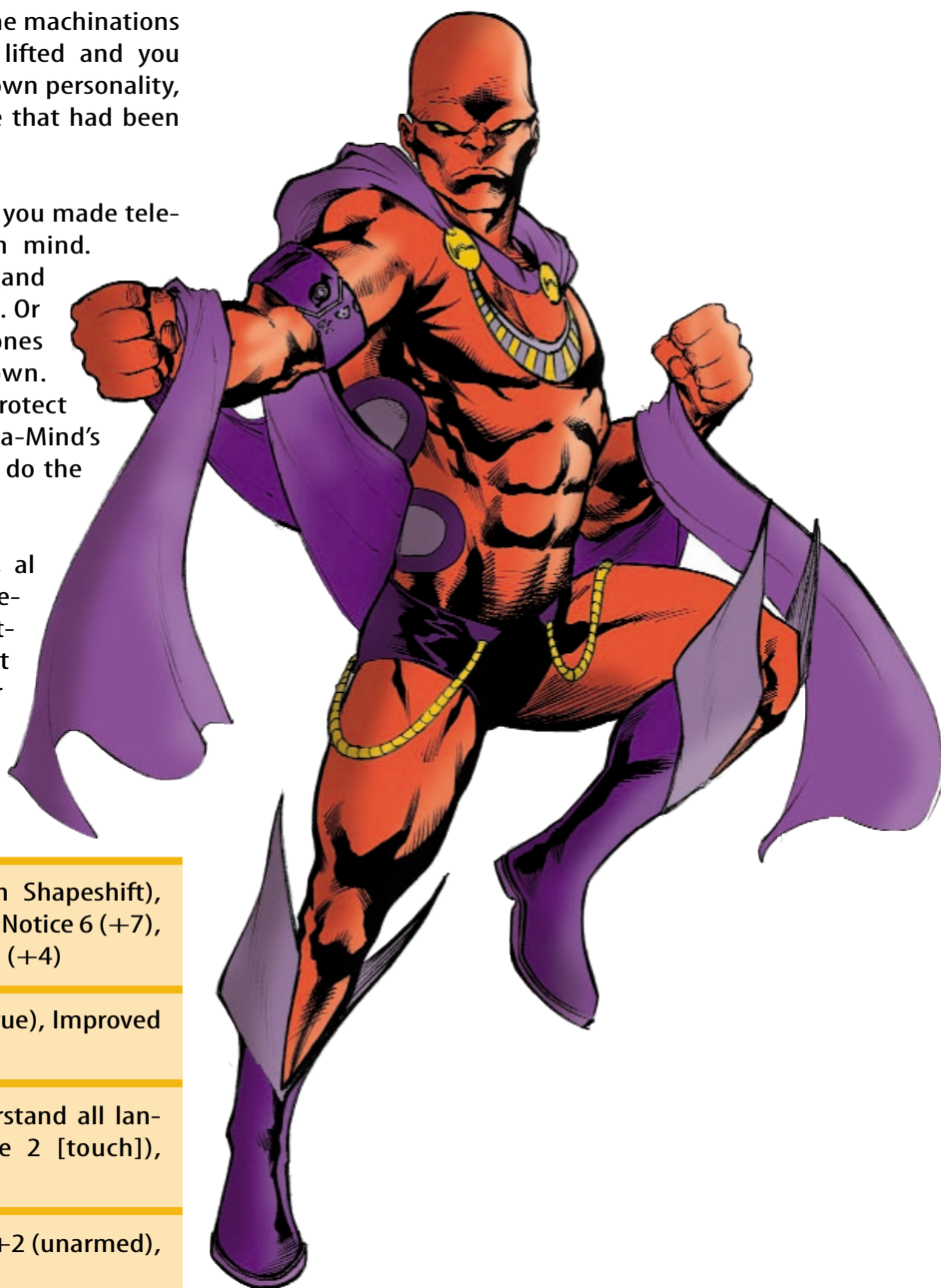
Skills: Bluff 6 (+8), Disguise 4 (+41 with Shapeshift), Diplomacy 4 (+6), Gather Information 6 (+8), Notice 6 (+7), Search 4 (+5), Sense Motive 6 (+7), Stealth 4 (+4)

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!

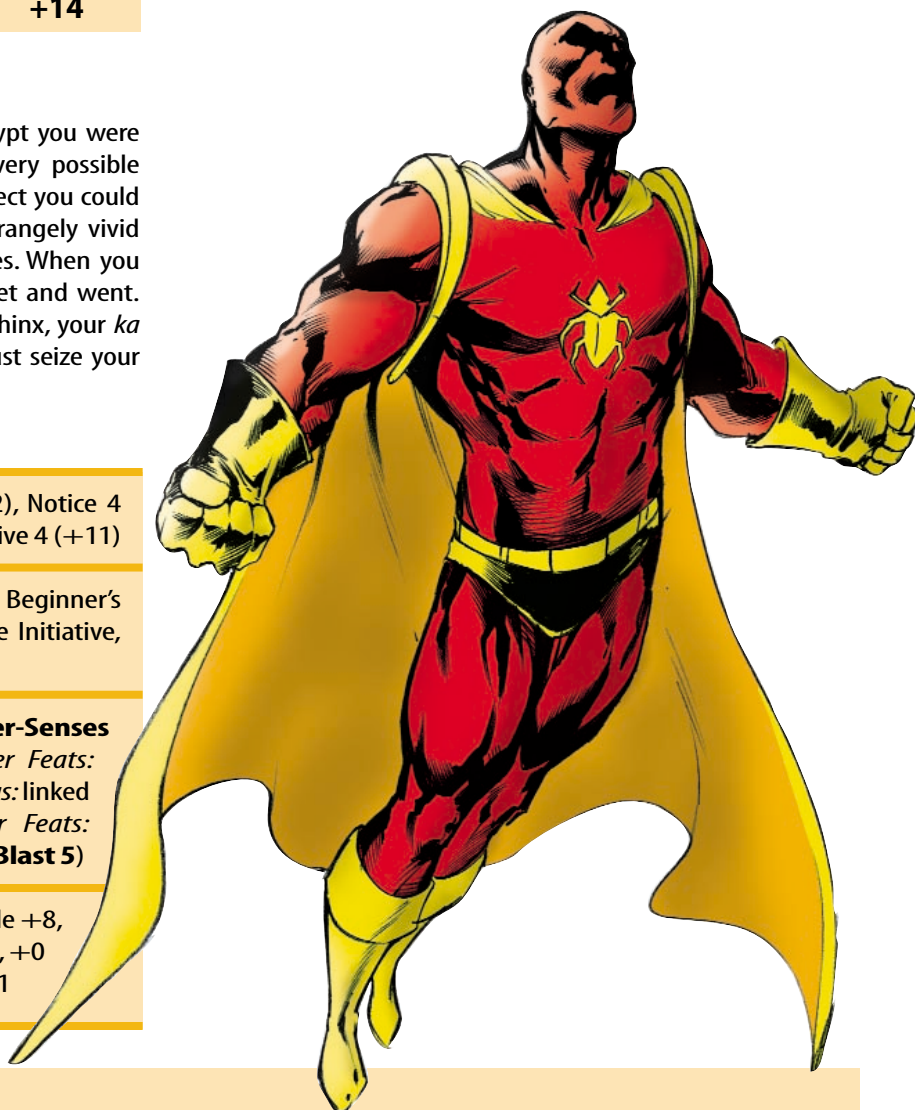
Skills: Concentration 8 (+15), Diplomacy 8 (+12), Notice 4 (+11), Profession (choose one) 4 (+11), Sense Motive 4 (+11)

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)

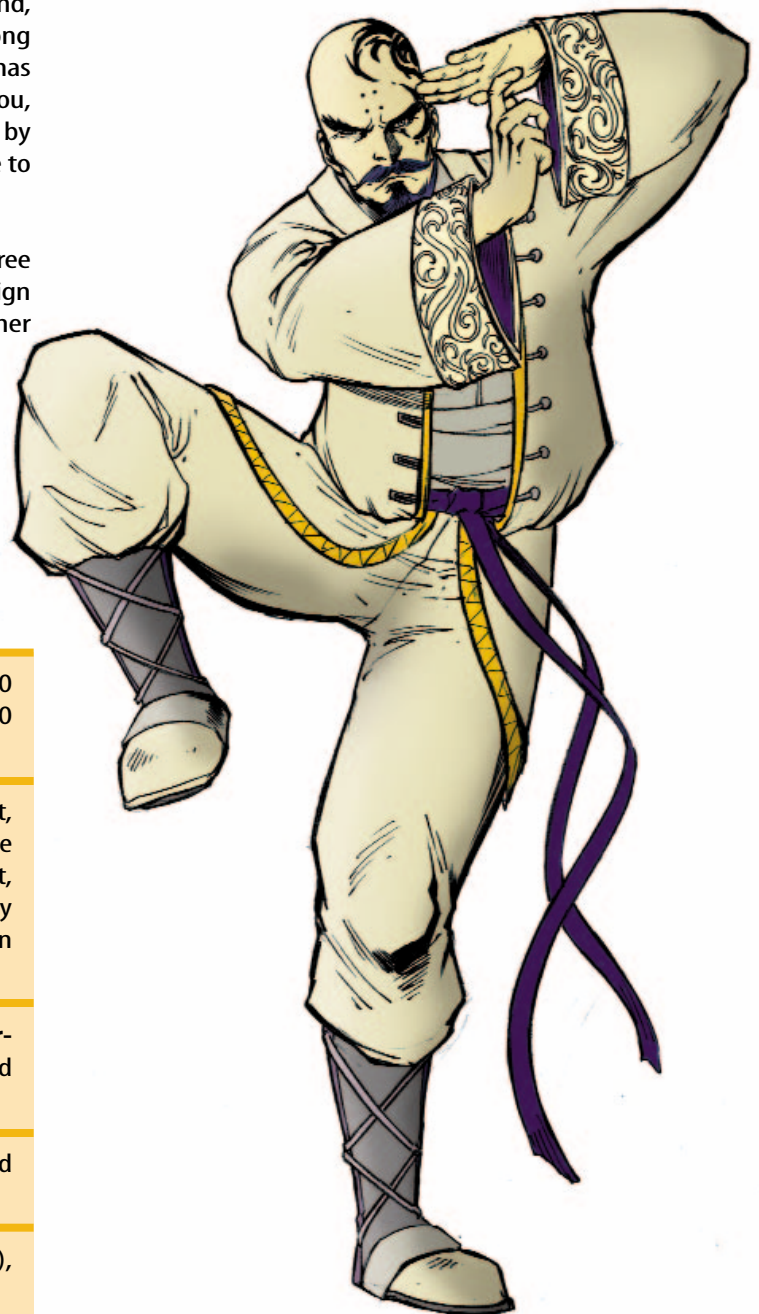
Powers: **Leaping 1** (x2), **Speed 1** (10 MPH), **Super-Movement 3** (Slow Fall [*Limited*: stop fall only], Sure-Footed [one-quarter], Trackless)

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."



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)

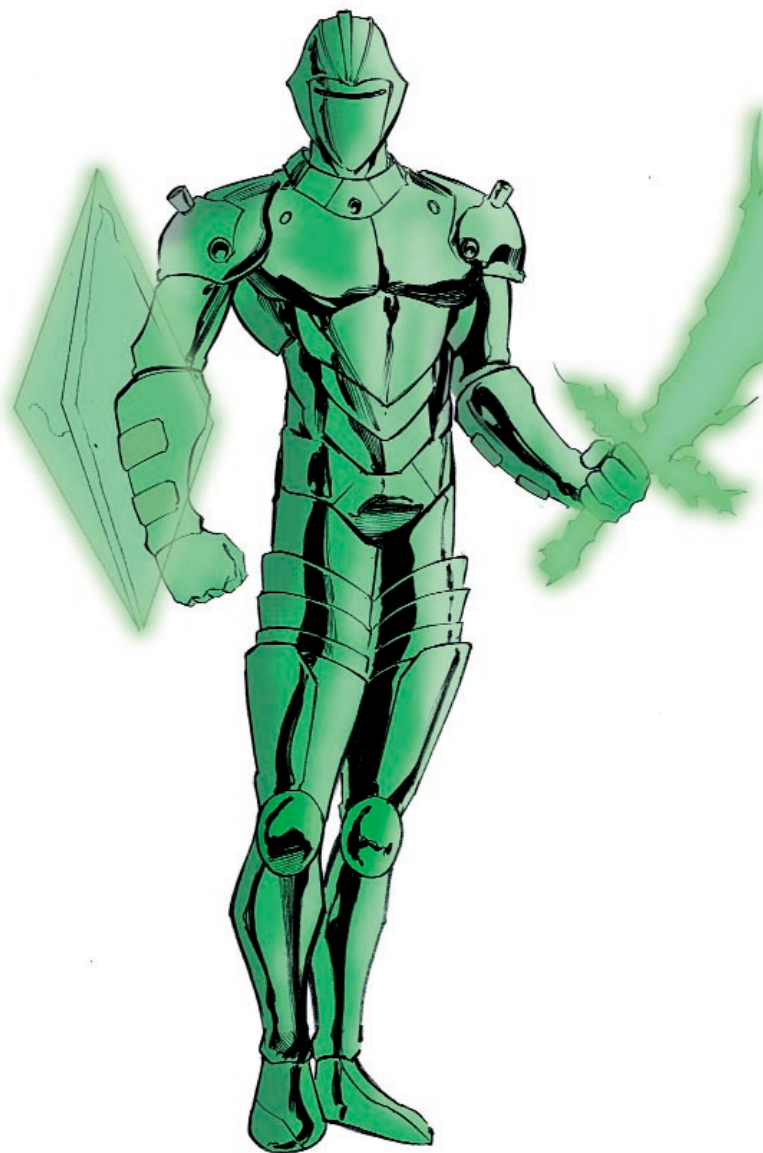
Feats: Accurate Attack, Defensive Roll, Fearless, Power Attack, Precise Shot

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
+10	+2	+10	+2	+2	+2
30	14	30	14	14	14

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

"THE MISUSE OF YOUR GIFTS SADDENS ME."

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

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

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