

MUTANTS & MASTERMINDS

FREEDOM CITY

STREET-LEVEL ARCHETYPES

ONLY
IN PDF!



CON	CHA
+0	+0
10	10

Although it is assumed you have basic control over your powers, this may not be the case. Flaws such as Action, Distracting, Side-Effect, Tiring, Uncontrolled, or Unreliable may be added to all or some of your powers to reflect less-than-perfect control over your new powers: the Action, Full Power, Involuntary Transformation, Normal Identity, or One-Way Transformation drawbacks may also be appropriate.

"I DIDN'T
ASK FOR
THESE
POWERS!"



REFLEX	WILL
+6	+6



ALTERNATE THEME

The following alternate theme is from a series of well-known science fiction novels:

Desert Planet Theme

Skills: remove Drive 8
Feats: remove Equipment 4, change Attack Specialization (krysis blade), and add Power Attack and Takedown Attack
Powers: Device 2 (krysis blade; easy to lose); Strike 6 (Extras: Penetrating 4); Device 2 (shield generator; hard to lose); Force Field 5 (Extras: Impervious 5); Device 1 (purify suit; hard to lose); Immunity 3 (cold, heat, thirst); Protection 2, Device 2 (laserblaster; easy to lose); Blast 5

KNOW A LITTLE
ABOUT GOING

STREET-LEVEL ARCHETYPES

A GREEN RONIN PRODUCTION

CREATED BY RONIN ARTS

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INTRODUCTION

This ***Mutants & Masterminds*** supplement offers players and Gamemasters a total of ten new ready-to-play archetypes street-level (PL 6-8) games set in Freedom City. All archetypes include the full stats and backgrounds specific to Freedom City. Although designed specifically for Freedom City street-level games the archetypes are also useful for Gamemasters in need of some NPC street-level villains or heroes (for any level game) and for players and Gamemasters of the upcoming Hero High (where they can represent incoming Freshmen); just give them some appropriate names and backgrounds and they'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 archetype has 5 ranks of Bluff and a total bonus of +8 when making Bluff checks.

All of the archetypes are for a power level 6 game, the default starting level for a street-level game; games taking place at a higher PL will require adjustments to the archetypes such as assigning additional points to attack and defense bonuses, power ranks, skills, feats, etc. within the themes established for each archetype. Note that several archetypes use the Attack/Defense trade-off rule to adjust their maximum attack, damage, defense, and Toughness save bonuses, as determined by their power level.

Archetype Listing

The following archetypes make their appearance in this supplement:

Armed Citizen – not going to wait on the heroes.

Da Sihing – Master Lee's top student.

Emerging Mutant – coming into one's powers isn't easy.

Enduring Guardian – truly going beyond the call of duty.

Farsider Emigrant – protecting his adopted home.

Field Researcher – archaeology in the World of Freedom is unlike anything else.

Superpowered Orphan – who did she get her powers from?

Technology Geek – makes use of thematic gadgets.

Transformed Bystander – an innocent bystander no longer.

Zoom Survivor – sometimes an overdose gives you superpowers.

ARMED CITIZEN

POWER LEVEL 6

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

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

* +2 flat-footed

Skills: Concentration 8 (+11), Disable Device 8 (+9), Disguise 4 (+5), Drive 4 (+6), Intimidate 8 (+9), Knowledge (streetwise) 8 (+9), Notice 8 (+11), Search 4 (+5), Sense Motive 8 (+11), Stealth 8 (+10)

Feats: Accurate Attack, Attack Specialization (pistol), Defensive Roll 2, Distract (Intimidate), Dodge Focus 2, Equipment 2, Evasion, Improved Aim, Improved Critical (pistol, 19-20), Improved Initiative, Precise Shot, Quick Draw (draw), Sneak Attack, Uncanny Dodge (visual)

Equipment: *Arsenal (array):* Light Pistol (**Blast 3** [Power Feats: Improved Critical (hollow-point rounds, 19-20), Subtle (silencer)]); *Alternate Powers:* Knife (**Strike 1** [Power Feats: Mighty, Improved Critical (19-20)]) and Sap (**Strike 2** [Power Feats: Mighty]); Night Vision Goggles

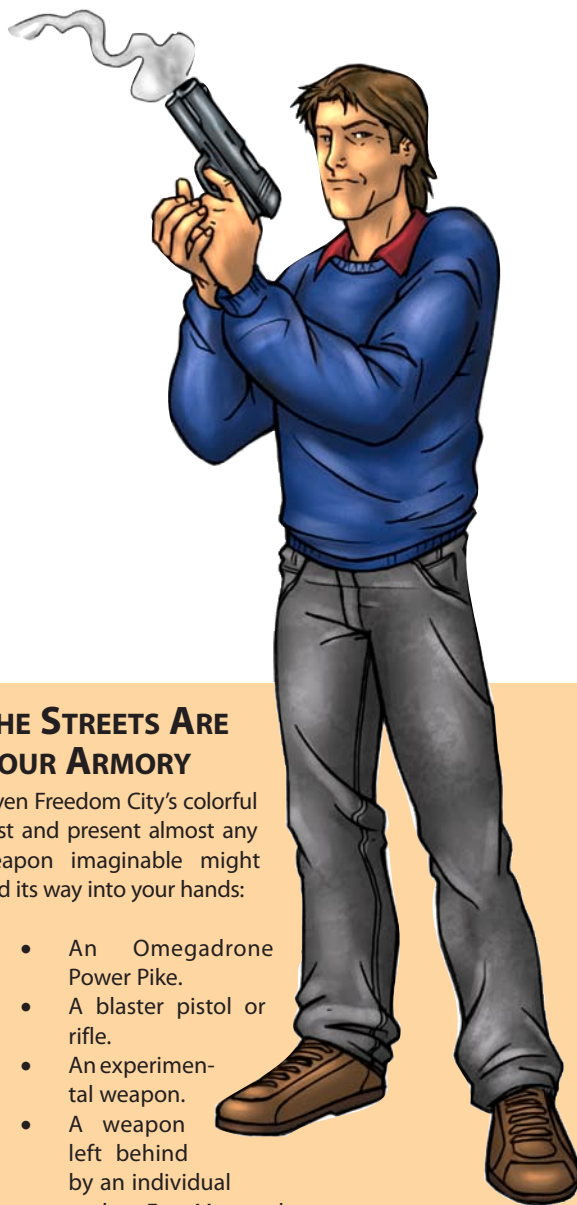
Combat: Attack +5, +7 (pistol), Grapple +7, Damage +2 (unarmed), +3 (light pistol), +4 (sap or unarmed sneak attack), +5 (light pistol sneak attack), +6 (sap sneak attack), Defense +8 (+3 flat-footed), Knockback -2, Initiative +6

You'd think in a city filled with superheroes and virtually every law enforcement agency in the world there wouldn't be much of a need for an ordinary citizen to take up arms. But you'd be wrong. While your fellow Freedomians go about their lives believing some superhero or cop is going to bail them out whenever there's a problem you know better; there's plenty of stuff going down they can't or won't deal with.

You follow your own code of justice which could be as elaborate as the codes of bushido or chivalry or as simple as "an eye (or more) for an eye". You fight with anything available to you, be it stuff from your old job, store-bought weapons, or things picked up from the streets. You may "gift-wrap" the criminals for the police or leave them lying dead in your wake. In short, you do whatever it takes (and you can live with) to make a difference and if that rubs the "authorities" or "heroes" the wrong way, tough. 'Cause down here in the trenches, you gotta do what you gotta do.

You're the ex-cop or former agent who got fed-up with the politics in your old job. You're the retired Special Forces grunt or former bodyguard who just can't let go. You're the reformed hitman or rueful assassin atoning for past crimes. You're the ordinary person who isn't going to take it anymore. You're exactly who this city needs.

"YOU CAN ONLY COUNT ON YOURSELF."



THE STREETS ARE YOUR ARMORY

Given Freedom City's colorful past and present almost any weapon imaginable might find its way into your hands:

- An Omegadrone Power Pike.
- A blaster pistol or rifle.
- An experimental weapon.
- A weapon left behind by an individual such as Fear Master, the Silencer, Toy Boy et al.

If you have one of these weapons you will have to adjust your traits to free up the necessary points; some may come with built-in complications depending on the possessiveness of their previous owners.

Totals: Abilities 22 + Skills 17 + Feats 17 + Combat 22 + Saves 12 = 90

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4*	+6	+8	+5

* +2 flat-footed

You are the Da Sihing (or Da Sizhe), the most senior student at Master Lee's School of Self Defense. It is your responsibility, along with your fellow sihing and sizhe, to teach the sidai and simui, the younger students of the school. But unlike your fellow students your responsibilities do not end when the school closes for the day; as the Da Sihing/Sizhe you are the master's apprentice, his chosen successor, the designated heir to all his knowledge and wisdom.

Being the master's apprentice is both a great responsibility and a great challenge. Time and again you have had to prove yourself worthy of his teachings, and not just in the dojo; you've had opportunity to put the master's teachings into practice on the streets of Freedom City.

Still, despite passing every test, you feel Master Lee is holding something back. You sense it in the way he continuously emphasizes the need to use your skills responsibly and see it in the pensive look he occasionally gets when he watches you train. And while you have too much respect for the master to press him on the issue, you can't help but wonder just what it is.

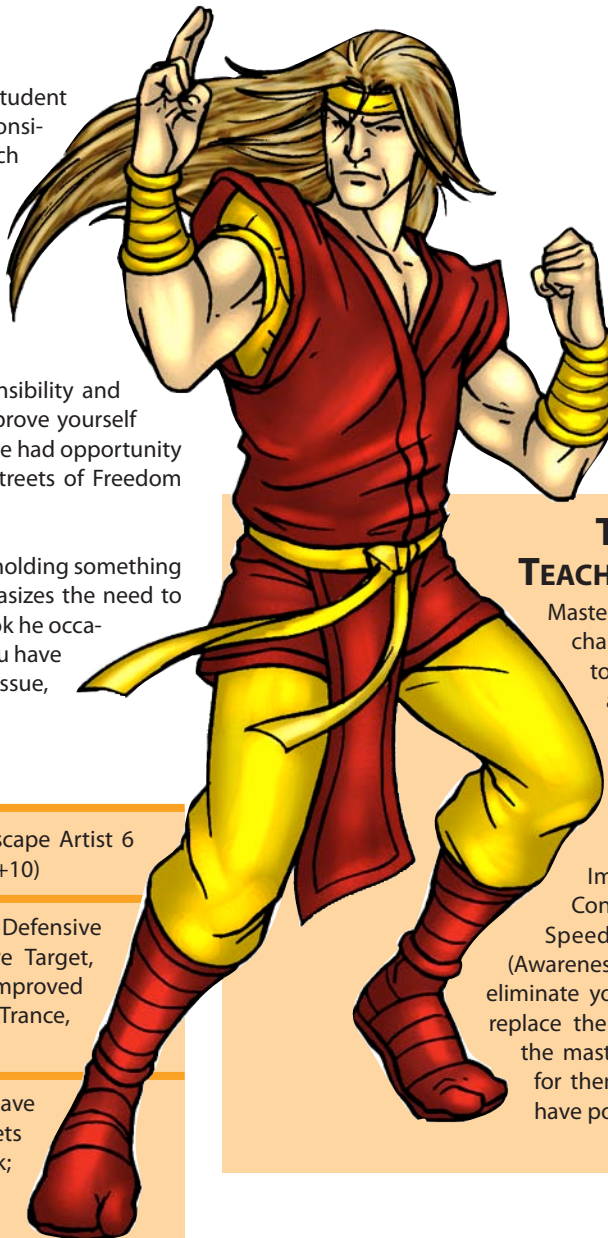
Skills: Acrobatics 8 (+12), Concentration 6 (+7), Escape Artist 6 (+10), Notice 6 (+7), Sense Motive 4 (+5), Stealth 6 (+10)

Feats: Acrobatic Bluff, Attack Focus (melee) 2, Defensive Attack, Defensive Roll 2, Dodge Focus 2, Elusive Target, Evasion 2, Improved Disarm, Improved Initiative, Improved Trip, Prone Fighting, Redirect, Takedown Attack, Trance, Uncanny Dodge (visual)

Powers: **Paralyze 4** (nerve thrust; *Extras:* Alternate Save [Fortitude]; *Flaws:* Limited [ineffective against targets with any Impervious defense]), **Strike 2** (chi attack; *Power Feats:* Mighty), **Super-Movement 1** (Slow Fall [*Flaws:* Limited (fall any distance without harm only)])

Combat: Attack +6, +8 (melee), Grapple +10, Damage +2 (unarmed), +4 (chi attack or nerve thrust), Defense +8 (+3 flat-footed), Knockback -2, Initiative +8

"TO MASTER THE MARTIAL ARTS YOU MUST MASTER YOURSELF."



THE MASTER'S TEACHINGS

Master Lee's knowledge is vast; change your feats and powers to put emphasis on different aspects of the martial arts. Possible additional/substitute powers include Boost, Concealment, Deflect, Drain, Elongation, Healing, Immovable, Immunity, Leaping, Luck Control, Nauseate, Protection, Speed, Stun, Super-Senses (Awareness). You may even wish to eliminate your powers altogether and replace them with additional feats if the master feels you are not ready for them yet or does not actually have powers himself.

Totals: Abilities 18 + Skills 9 + Feats 19 + Powers 8 + Combat 24 + Saves 12 = 90

EMERGING MUTANT

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+4	+6	+4

Skills: Bluff 4 (+4), Concentration 6 (+6), Knowledge (popular culture) 4 (+5), Notice 4 (+4), Search 2 (+3)

Feats: Attack Specialization (strike)

Powers: **Phase Form 10** (sustained); **Flight 1** (10 MPH; *Power Feats:* Subtle 2 [automatically move silently while flying]), **Immunity 2** (suffocation), **Insubstantial 4** (*Power Feats:* Selective), **Invisibility 8** (all visual senses; *Flaws:* Partial), **Strike 6** (phase touch; *Extras:* Affects Corporeal, Penetrating; *Alternate Powers:* **Strike 6** [*Power Feats:* Affects Insubstantial 2; *Extras:* Penetrating])

Combat: Attack +4, +6 (strike), Grapple +4, Damage +0 (unarmed), +6 (phase touch), Defense +4, Knockback -0, Initiative +2

One day your life was normal and the next day it wasn't. Sure, there's more to it than that, but no matter what your story the fact remains you are not who you were, and that's a big change to cope with. Fortunately you're in Freedom City, a place where people like you can find more help and support in dealing with these tremendous changes than anywhere else in the world.

While your mutation most likely manifested itself when you were a teen, this isn't a hard and fast rule; your powers might not have emerged until you were older, perhaps much older (nothing like having your powers surface when you're already collecting social security). What time in life your powers manifest makes a difference as to your other traits; the older you are the more your other traits will have developed. Drop points from your powers and add them to other traits, especially skills and abilities, to reflect your physical and mental maturity and life experiences.

Although it is assumed you have basic control over your powers, this may not be the case. Flaws such as Action, Distracting, Side-Effect, Tiring, Uncontrolled, or Unreliable may be added to all or some of your powers to reflect less-than-perfect control over your new powers; the Action, Full Power, Involuntary Transformation, Normal Identity, or One-Way Transformation drawbacks may also be appropriate.

"I DIDN'T ASK FOR THESE POWERS!"



MUTATION ROULETTE

Your mutant powers can be almost anything imagined; here are some substitute mutation packages you might have:

Crystal Warrior

Feats: Attack Specialization replace (Strike) with (Blast)

Solid Form: Blast 6 (shards; *Alternate Powers:* **Blast 6** [*Extras:* Area (Burst); *Flaws:* Range (Touch)]), **Density 8** (provides +16 Strength), **Protection 4** [*Extras:* Impervious], **Immovable 2**, **Super-Strength 2**, x5 mass), **Impervious 9** (life support), **Protection 4**

Prime Mover

Feats: replace Attack Specialization (Strike) with Taunt

Powers: **Flight 6** (500 MPH), **Force Field 8** (Linked **Immovable 8**), **Kinetic Control 6** [*Extras:* Range (Perception); *Alternate Powers:* **Boost Movement 6** [*Extras:* Range 2 (Perception); *Flaws:* Others Only], **Create Object 6** [*Extras:* Range (Perception)], **Paralyze 6** [*Extras:* Range 2 (Perception); *Flaws:* Slow], **Telekinesis 6** [*Heavy Load:* 1,600 lbs.; *Extras:* Range (Perception)]

Totals: Abilities 6 + Skills 5 + Feats 1 + Powers 50 + Combat 16 + Saves 12 = 90

FREEDOM CITY STREET-LEVEL ARCHETYPES

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ENDURING GUARDIAN

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	-	+5	+5

Skills: Diplomacy 2 (+2), Drive 2 (+3), Intimidate 4 (+4), Investigate 4 (+5), Knowledge (current events) 2 (+3), Knowledge (streetwise) 4 (+5), Medicine 2 (+3), Notice 4 (+5), Profession (police officer) 4 (+5), Search 4 (+5), Sense Motive 4 (+5), Stealth 4 (+5)

Feats: Attack Specialization (pistol), Equipment 2

Powers: Immunity 30 (Fortitude effects), Protection 6, Regeneration 9 (+5 recovery bonus, Resurrection 1/hour)

Equipment: Arsenal (array): Heavy Pistol (**Blast 4**); Alternate Powers: Collapsible Baton (**Strike 2** [Power Feats: Mighty]), Handcuffs

Combat: Attack +6, +8 (pistol), Grapple +8, Damage +2 (unarmed), +4 (baton or heavy pistol), Defense +6, Knockback -3, Initiative +1

Freedom City can be a dangerous place for a cop and you found that out the hard way, giving your life in service to the city. But the end of your life was not the end of your service; as one chapter closed, a new one opened.

You may know how and why you returned or it may be all one great mystery, but the fact remains you are once again on the beat, protecting and serving your fellow Freedomians. Not that it's simple. The FCPD has no regulations for employing "dead" people, so you may or may not still be an actual cop. Beyond such administrative concerns, those who cared about you will doubtlessly have strong feelings about your present condition. And what about the public, how will they deal with you? What about yourself? How do you feel about all this, if you feel at all? Perhaps dying was the easy part.

Although you most likely were a police officer you could also have been a soldier, an innocent bystander, or even a reformed criminal; feel free to change your traits, especially skills and feats, to reflect your past life. Instead of being the living dead you could still be among the living and simply unable to die (at least for long); drop Immunity and Protection and add the points to Constitution and any other traits you wish, including powers beyond Regeneration if you're so inclined.

"KILL ME ONCE, SHAME ON YOU. KILL ME TWICE . . . NOT GONNA HAPPEN!"

Totals: Abilities 0 + Skills 10 + Feats 3 + Powers 45 + Combat 24 + Saves 8 = 90



POSSESSION IS 9/10TH OF THE LAW

Rather than being returned from the dead, you may instead be possessed by a spirit of some sort; if this is the case consider the following changes to your traits:

Abilities: Con 14

Powers: Force Field 6 (Extras: Impervious 3), Dazzle 6 (visual; Alternate Powers: Create Object 6, Healing 6 [Extras: Total; Flaws: Limited (others only)], Light Control 6 [250 ft. radius], Telekinesis 6 [Heavy Load: 1,600 lbs.], Super-Senses 4 (Postcognition [Flaws: Uncontrolled])

Saving Throws: Fortitude +6

FARSIDER EMIGRANT

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+3	+2	+1
10	12	12	16	14	12

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

* +1 without force field

Skills: Computers 2 (+5, +13 with multicom), Concentration 5 (+7), Craft (electronic) 0 (+11 with multicom), Diplomacy 5 (+6), Knowledge (technology) 4 (+7), Language (English), Notice 4 (+6), Sense Motive 3 (+5)

Feats: Attack Specialization (graviton blaster), Eidetic Memory, Trance

Powers: **Mind Reading 6** (*Power Feats:* Subtle)

Device 2 (anti-gravity belt, hard to lose): **Flight 4** (100 MPH; *Flaws:* Levitation; *Alternate Powers:* **Leaping 4** [x25]), **Force Field 5**

Device 3 (graviton blaster, easy to lose): **Blast 6** (gravity pulse; *Alternate Powers:* **Blast 4** [*Extras:* Autofire], **Blast 5** [*Power Feats:* Ricochet 2], **Gravity Control 6**)

Device 3 (multicom, easy to lose): **Datalink 10** (Earth to Farside City; *Power Feats:* Machine Control), **Enhanced Skills 4** (Computers 8, Craft [electronic] 8)

Combat: Attack +4, +6 (graviton blaster), Grapple +4, Damage +0 (unarmed), +6 (blast), Defense +6, Knockback

Perhaps you were one of the lucky few to escape the rise of the traitor Selene, fleeing to what you thought would be a temporary home in Freedom City, only to find once Lady Lunar was overthrown you no longer wanted to, or could, go back. Or perhaps you suffered under Lady Lunar's regime like everyone else and after gaining your freedom came to Freedom City to escape bad memories or just to see the remarkable place the rightful ruler of Farside City would give up his throne for.

Whatever your reasons for coming to Freedom City initially, you've since come to think of this place as your home and will do everything in your power to protect it. Why? Because you love it here! You're in the most exciting city on the most exciting planet in the universe. That's not to say that you think Freedom City is perfect, far from it, but where else can you find such a wide range of peoples living in relative harmony? If that isn't worth protecting, what is?

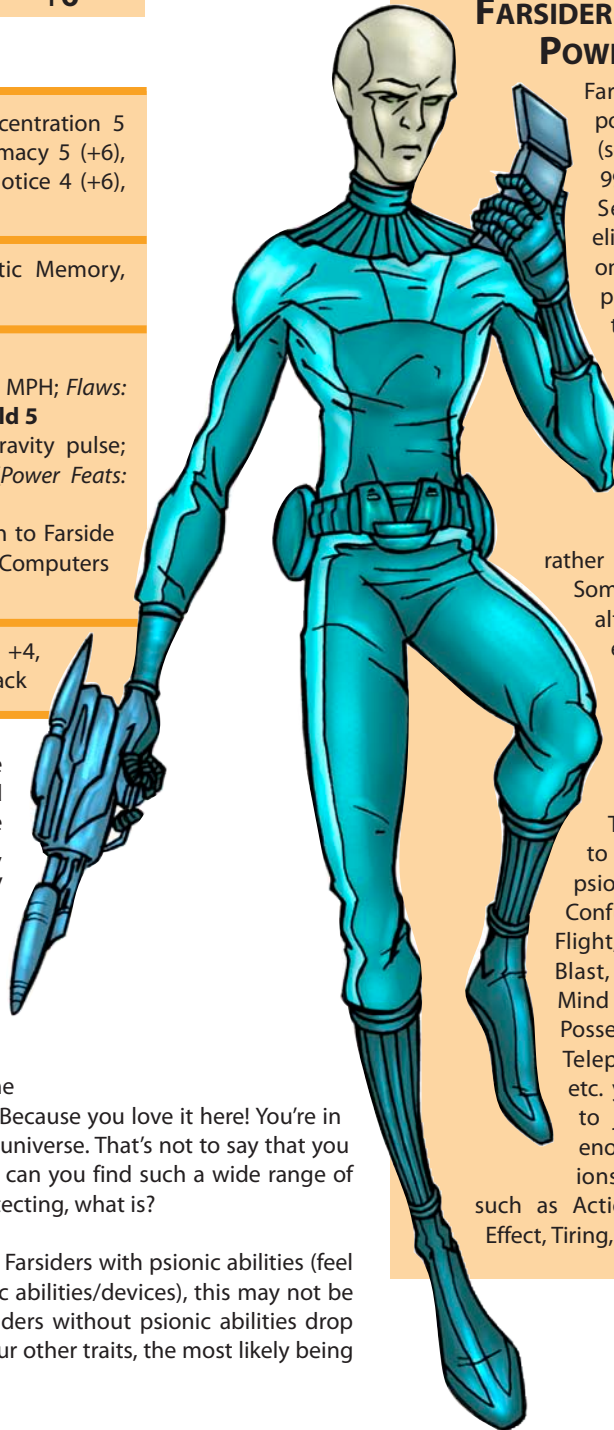
Although it is assumed you are one of the few remaining Farsiders with psionic abilities (feel free to vary the proportion of your powers due to psionic abilities/devices), this may not be the case; if you are actually one of the majority of Farsiders without psionic abilities drop Mind Reading and use the resulting points to increase your other traits, the most likely being additional devices or upgrades to the ones you have.

Totals: Abilities 16 + Skills 6 + Feats 3 + Powers 33 + Combat 20 + Saves 12 = 90

"GET OUT OF MY CITY!"

FARSIDER PSIONIC POWERS

Farsiders with psionic powers are rare indeed (see *Freedom City*, page 99). Further, given that Selene/Lady Lunar eliminated almost everyone with the strongest psionic genes/abilities (the royal family), any psionic powers you do possess will most likely be low-powered and far from spectacular; think utility and "ace-in-the-hole" rather than primary powers. Some suitable additional/alternate psionic powers you might possess include ESP, Mental Communication, Mind Shield, Super-Senses (Mental Awareness), and Telepathy. If you choose to have more potent psionic abilities such as Confuse, Emotion Control, Flight, Force Field, Mental Blast, Mental Transform, Mind Control, Mind Switch, Possession, Power Control, Teleportation, Telekinesis, etc. you should limit them to just a few ranks (i.e. enough to deal with minions) and/or add flaws such as Action, Distracting, Side-Effect, Tiring, and Unreliable.



FREEDOM CITY STREET-LEVEL ARCHETYPES

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FIELD RESEARCHER

POWER LEVEL 6

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

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

* +7 without leather jacket

Ever since you were a kid you've dreamt of being an explorer, spending your formative years tramping through imaginary jungles, crossing fantastic deserts, and discovering lost civilizations. You enrolled in FCU and earned your PhD in short order; after graduation you just knew you were ready for whatever the past could throw at you. Were you ever wrong!

Since then you've been cursed by mummies in Egypt, run from serpent people in the Amazon, tangled with a poltergeist in a Scottish castle, almost been eaten half a dozen times by everything from a Tyrannosaurus Rex to zombies, and helped prevent the end of the world at least once. Along the way you've picked up a few tricks and rubbed elbows with folks like Daedalus and Adrian Eldrich; no, there's nothing else you'd rather be doing.

While your most likely place of employment is the Hunter Museum of Natural History, there are other options; you could be a member of the faculty at FCU, a freelancer, or the employee of a wealthy Freedomian with an interest in archaeology. You might even work for the Freedom League itself, either directly or on an assignment basis. Come to think of it, it doesn't really matter who you work for, as long as you're out exploring.

Skills: Climb 4 (+6), Diplomacy 4 (+6), Drive 2 (+4), Gather Information 4 (+6), Knowledge (arcane lore) 4 (+7), Knowledge (history) 8 (+11), Language 4 (Arabic, Farsi, Italian, Spanish), Medicine 2 (+4), Notice 4 (+6), Pilot 2 (+4), Profession (field researcher) 6 (+8), Ride 2 (+4), Sense Motive 4 (+6), Survival 4 (+6), Swim 2 (+4)

Feats: Connected, Equipment 2, Ritualist

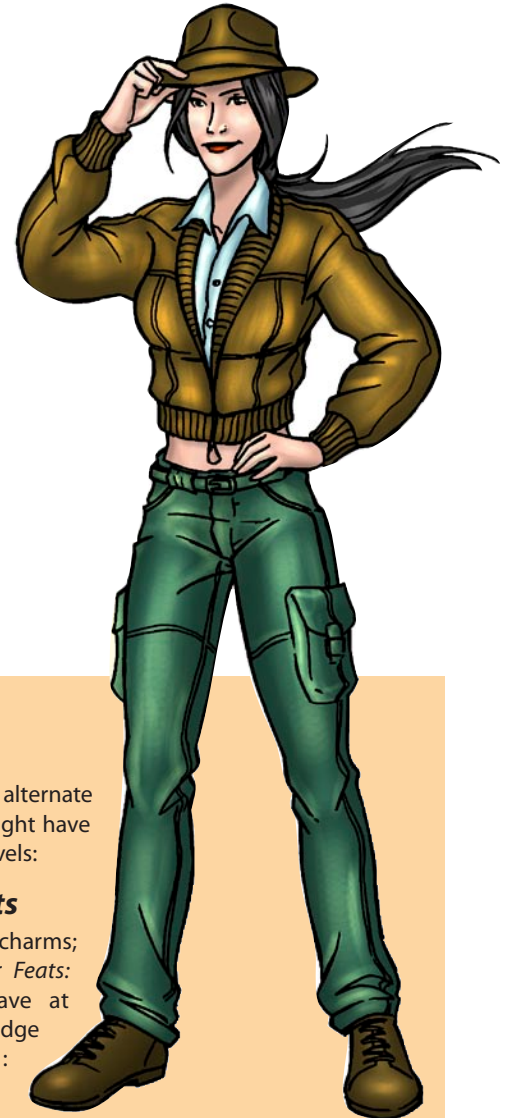
Powers: Immunity 2 (mystical shaman tattoo; disease, poison), Protection 4 (mystical aboriginal tattoo), Strike 6 (mystical fire irezumi; *Power Feats:* Affects Insubstantial, Mighty; *Alternate Powers:* Blast 3 [*Power Feats:* Affects Insubstantial]), Super-Senses 1 (illuminati tattoo; Magical Awareness)

Equipment: Binoculars, Camera, Cell Phone, Flashlight, GPS Receiver, Knife (Strike 1 [*Power Feats:* Improved Critical (19-20), Mighty), Leather Jacket (Protection 1), Multi-Tool

Combat: Attack +4, Grapple +6, Damage +2 (unarmed), +3 (blast or knife), +8 (strike), Defense +4, Knockback -4, Initiative +2

"SCHOOL NEVER PREPARED ME FOR THIS!"

Totals: Abilities 28 + Skills 14 + Feats 4 + Powers 16 + Combat 16 + Saves 12 = 90



PROFESSIONAL TRICKS

Here are a couple of alternate sets of "tricks" you might have picked up in your travels:

Mystical Trinkets

Powers: Device 5 (charms; easy to lose; *Power Feats:* Restricted [must have at least 1 rank in Knowledge (arcane lore)]);

Enhanced Feats 6 (rabbit's foot; Luck 3, Evasion 2, Uncanny Dodge [mystical]), **Flight 2** (quetzalcoatl feather, 25 MPH), **Force Field 4** (warrior figurine), **Drain Strength 8** (shriveled mummy hand), **Super-Senses 3** (mystical divining rod; Magical Awareness [Accurate])

Call On Otherwordly Powers

Powers: Healing 4 (summon mystical caduceus; *Power Feats:* Persistent; *Flaws:* Tiring), **Shield 4** (summon mystical shield), **Strike 6** (summon mystical sword; *Power Feats:* Affects Insubstantial, Mighty), **Super-Senses 1** (summon mystical diviner; Magical Awareness)

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

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

Being an orphan can mean a lot of things. It can mean growing up in an orphanage, on the streets, in a foster home, with relatives, or being adopted. But what it definitely means is you have no idea who your real parents are. Are they superheroes? Supervillains? Both? Neither? Are they from another world or another dimension? Are they alive? Dead? Did you even have parents? Could you be the result of a genetic experiment? Are you a clone? Maybe that's why you choose not to think about it, most of the time.

Of course you've been secretly hoping for the answers to these questions all your life. While you tell yourself the answers, if you ever find them, won't change who you are, the truth is deep down one of the reasons you've become a hero is so if you do meet your parents one day they'll be proud of you. Not that you'll admit that to anyone; if there's one thing that you've learned in life it's people will use such things against you.

Skills: Acrobatics 8 (+11), Bluff 4 (+7) Escape Artist 4 (+7, +10 with Elongation), Gather Information 4 (+7), Notice 4 (+5), Sense Motive 4 (+5), Stealth 8 (+11)

Feats: Acrobatic Bluff, Attack Focus (melee) 4, Dodge Focus 2, Grappling Finesse, Sneak Attack

Powers: **Additional Limbs 1** (prehensile hair; Linked **Elongation 3** [30 ft. range increment; *Power Feats:* Chokehold, Improved Grab, Improved Pin, Improved Trip]), **Protection 3**, **Teleport 2** (*Power Feats:* Change Direction, Change Velocity, Turnabout; *Flaws:* Short-Range)

Combat: Attack +4, +8 (melee), Grapple +11 (+14 with Elongation), Damage +2 (unarmed), +4 (unarmed sneak attack), Defense +6 (+2 flat-footed), Knockback -3, Initiative +3

INHERITED TRAITS

Your traits are inherited from your parents; here are a couple of alternate trait sets you might have inherited:

Psi-Fighter

Abilities: Str +0 (10), Con +1 (12), Wis +4 (18), Cha +2 (14)

Skills: Concentration 4 (+8)

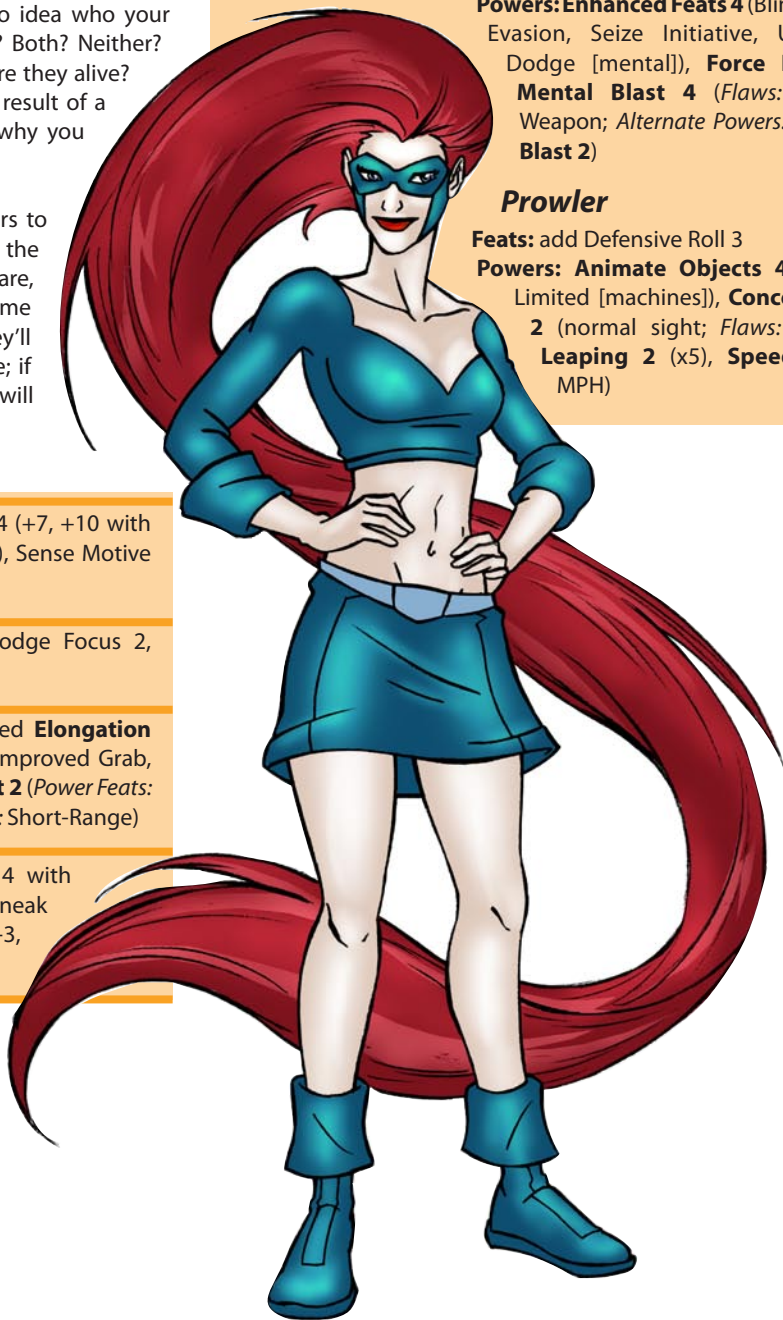
Feats: remove Sneak Attack, add Trance and Ultimate Save (Will)

Powers: **Enhanced Feats 4** (Blind-Fight, Evasion, Seize Initiative, Uncanny Dodge [mental]), **Force Field 5**, **Mental Blast 4** (*Flaws:* Mental Weapon; *Alternate Powers:* **Mental Blast 2**)

Prowler

Feats: add Defensive Roll 3

Powers: **Animate Objects 4** (*Flaws:* Limited [machines]), **Concealment 2** (normal sight; *Flaws:* Partial), **Leaping 2** (x5), **Speed 1** (10 MPH)



"I DON'T HAVE TO PROVE ANYTHING TO ANYBODY!"

Totals: Abilities 28 + Skills 9 + Feats 9 + Powers 16 + Combat 16 + Saves 12 = 90

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8*	+5	+6	+6

* +1 without lumensuit

It's okay to love science and technology in Freedom City. Why? Because nowhere else is the power of technology so much in evidence as here. In Freedom City, technology is cool! And that means you're cool! And who are you? You could be a student or instructor at one of the local schools (maybe even the Claremont Academy) or H.I.T. You might work for one Freedom's high-tech companies or be employed by the government. You might even be one of those naturally gifted/self-taught geniuses that Freedom City seems to attract like iron filings to a magnet; the specifics don't really matter; all that matters is you believe you've got the passion, the brains, and the tech to make a difference.

Of course simply being able to create amazing technological devices isn't enough. If you want to stand out from the Daedalus' and Doc Otakus of the world you've got to bring something unique to the game; you need a theme! In your case it's a specific old science fiction flick, but it could just as easily be a video game, rpg, anime, television series, comic book, etc.; simply change the properties and descriptors of your devices and equipment to reflect your chosen theme.

Skills: Computers 8 (+15), Craft (electronic) 8 (+15), Craft (mechanical) 8 (+15), Disable Device 8 (+15), Drive 8 (+10), Knowledge (technology) 8 (+15)

Feats: Attack Specialization (lumendisk), Equipment 4, Inventor

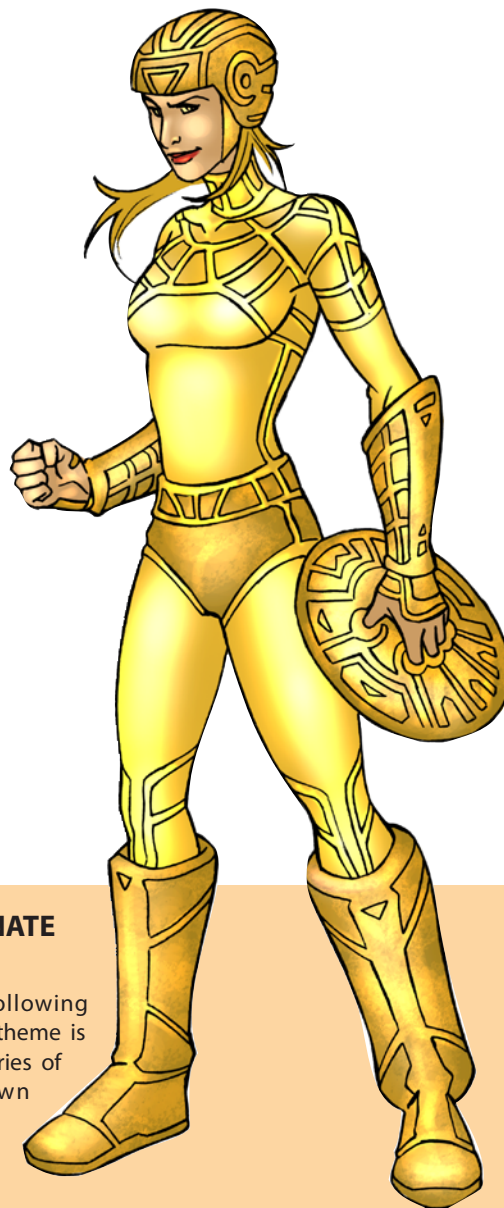
Powers: **Device 2** (lumensuit; hard to lose); **Light Control 3** (25 ft. radius; *Flaws:* Limited [reduce concealment only]); **Protection 7**
Device 4 (lumendisk; easy to lose); **Blast 6** (*Power Feats:* Ricochet 2, Split Attack); **Datalink 5** (5 miles)

Vehicle: Lumencycle (*Size:* Medium; *Strength:* 30; *Defense:* 10; *Toughness:* 10; *Powers:* **Speed 5** [250 MPH], **Super-Senses 5** [Blindsight (radar), Extended]; *Features:* Remote Control)

Combat: Attack +4, +6 (lumendisk), Grapple +4, Damage +0 (unarmed), +6 (lumendisk), Defense +4, Knockback -4, Initiative +2

"ISN'T THIS COOL?"

Totals: Abilities 24 + Skills 12 + Feats 6 + Powers 20 + Combat 16 + Saves 12 = 90



ALTERNATE THEME

The following alternate theme is from a series of well-known science fiction novels:

Desert Planet Theme

Skills: remove Drive 8

Feats: remove Equipment 4, change Attack Specialization (kryblade), and add Power Attack and Takedown Attack

Powers: **Device 2** (kryblade; easy to lose); **Strike 6** (*Extras:* Penetrating 4), **Device 2** (shield generator; hard to lose); **Force Field 5** (*Extras:* Impervious), **Device 1** (purify suit; hard to lose); **Immunity 3** (cold, heat, thirst), **Protection 2**, **Device 2** (lasblast-er; easy to lose); **Blast 5**

TRANSFORMED BYSTANDER

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8*	+4	+8	+4

* 4 Impervious

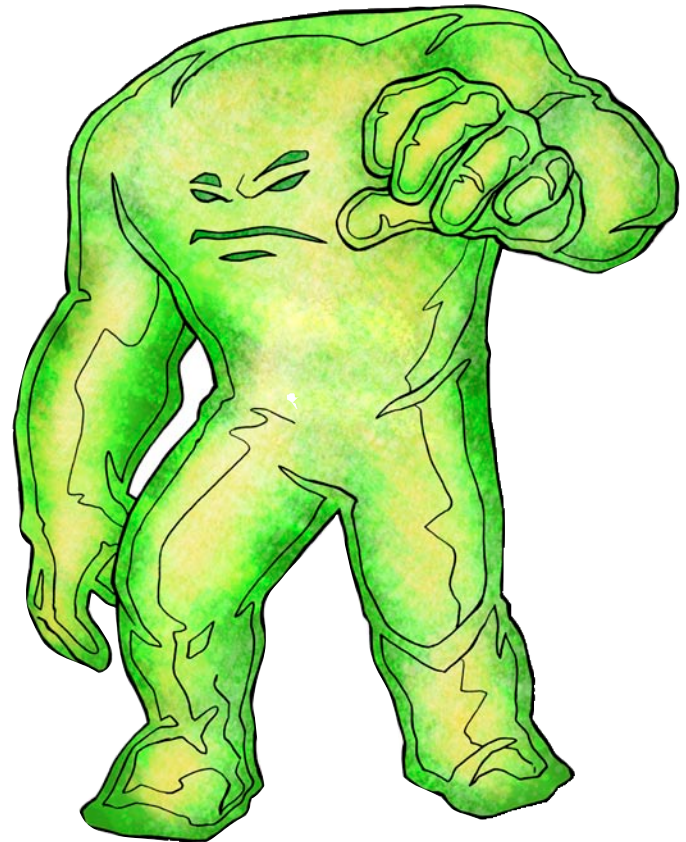
Skills: Bluff 4 (+4), Disguise 0 (+25 with Morph), Notice 4 (+4),

Feats: Attack Specialization (strike) 2

Powers: **Protoplasmic Form 12** (Extras: Continuous; Flaws: Permanent); **Enhanced Dexterity 4**, **Enhanced Feats 4** (Grappling Finesse, Improved Dexterity, Improved Trip, Prone Fighting), **Immunity 9** (falling damage, starvation and thirst, need for sleep, suffocation), **Insubstantial 1** (protoplasm), **Elongation 2** (20-foot range increment), **Morph 5** (any humanoid), **Protection 8** (Extras: Impervious 4), **Strike 6** (protoplasmic punch; Power Feats: Split Attack 2; Alternate Powers: **Snare 4** [Extras: Engulf], **Suffocate 4**), **Super-Movement 1** (Slithering), **Swimming 2** (5 MPH)

Combat: Attack +2, +6 (strike), Grapple +6, +8 (with elongation), Damage +4 (snare or suffocate), +6 (strike), Defense +4, Knockback -6, Initiative +8

Drawbacks: Vulnerable (electricity, +50%, 2 points)



ALTERNATE TRANSFORMATIONS

Turns out there's more than one place in Freedom City to get "fixed" up against your will; here are some alternate results of the work done on you:

Cybernetic Overhaul

Feats: change Attack Specialization (unarmed) 2

Powers: **Anatomic Separation 1** (hand), **Enhanced Constitution 8**, **Enhanced Dexterity 4**, **Enhanced Strength 12**, **Immunity 9** (life support), **Protection 4** (Extras: Impervious 3), **Super-Movement 1** (Swinging [swing-line]), **Super-Senses 6** (Direction Sense, Distance Sense, Time Sense, Infravision, Low-Light Vision, Radio), **Super-Strength 5** (Heavy Load: 8.4 tons)

Drawbacks: Weak Point (Protection, 1 point)

Feralization

Feats: change Attack Specialization (unarmed) 2

Powers: **Enhanced Constitution 12**, **Enhanced Dexterity 4**, **Enhanced Feats 3** (Evasion, Move-By Action, Takedown Attack), **Enhanced Skills 2** (Notice 4, Survival 4), **Enhanced Strength 12**, **Leaping 3** (x10), **Protection 2**, **Regeneration 10** (+3 recovery bonus, bruised/unconscious 1/round, injured/staggered 1/20 minutes, disabled 1/20 minutes, ability damage 1/20 minutes; Power Feats: Diehard), **Speed 2** (25 MPH), **Super-Movement 1** (Sure-Footed [one-quarter]), **Super-Senses 5** (Danger-Sense [olfactory], Low-Light Vision, Scent, Tracking [scent], Ultra-Hearing)

Drawbacks: none

Sometimes people in Freedom City just "disappear". Disappear; just like you did. Only you didn't really disappear; they took you. Maybe you signed up for a clinical trial desperate for cash, or someone you trusted sold you out, or perhaps they just pulled up and dragged you away. Not like it really matters; it wouldn't change what happened. And what did happen? Occasionally you'll remember things. Bright lights, steel in flesh, humming machinery, pain, flowing through a dark, damp tunnel. But are these true memories or simply your mind trying to come to grips with what you've become? You may never know, and it's probably better that way. Besides, don't they say it's not where you come from but who you are?

Instead of a bystander you might have been someone significantly more skilled. Feel free to substitute traits appropriate to your background for aspects of Protoplasmic Form; removing Impervious from Protection and reducing Elongation by 1 rank frees up five points for other traits.

"AIN'T IT FUNNY HOW THINGS GO SOMETIMES?"

Totals: Abilities 4 + Skills 2 + Feats 2 + Powers 60 + Combat 12 + Saves 12 - Drawbacks 2 = 90

ZOOM SURVIVOR

POWER LEVEL 6

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

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4*	+5	+8	+5

* +1 flat-footed

Once you were a member of the “fast crowd”, partying all night with your friends and caring for nothing but a good time. How things change. One night you went on a “Zoom Run”, racing with your friends through Liberty Park, when suddenly your body began to spasm . . .

You awoke in the hospital several days later. It took you almost two months before you could walk out of McNider Memorial under your own power and another six before you were fully recovered. During that time none of your “friends” ever came to visit. That’s when you realized what those who really cared for you had been saying all along was true: you’d been wasting your life. Along with this realization came another discovery; your body had somehow managed to internalize the Zoom and you were now capable of running at superhuman speeds.

Today finds you a new person, one whose life has a new purpose; you will make a difference, not only in your life but in the lives of everyone around you. And while your powers will certainly help, you know ultimately it isn’t the powers, it’s the individual.

Although you seem to have come through your Zoom experience without any permanent harm, you might not have been so lucky; give your powers the Tiring or Unreliable flaw or add a Complication (you occasionally go into seizures when using your powers) if there are still some lingering effects.

Skills: Bluff 4 (+6), Knowledge (popular culture) 4 (+4), Notice 4 (+5), Perform (dance) 4 (+6)

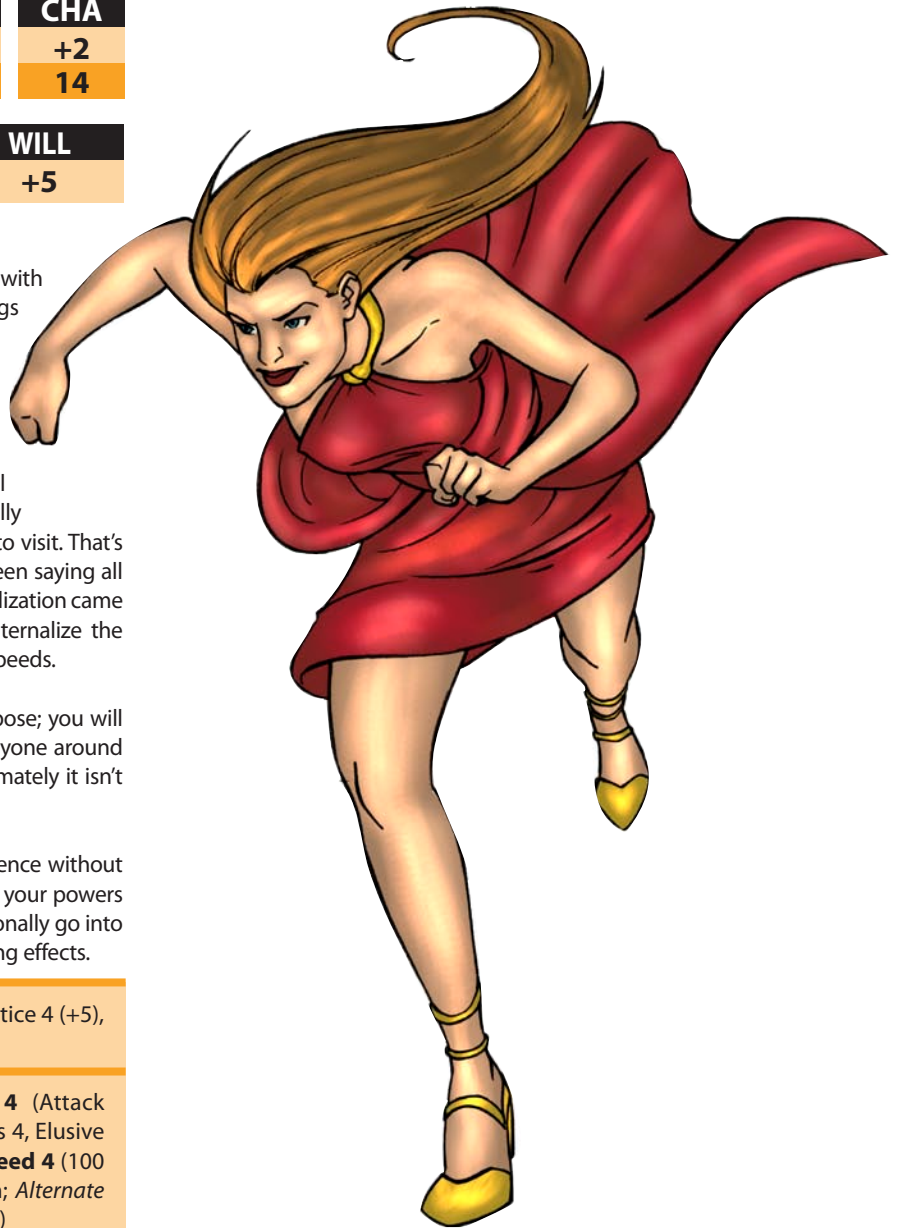
Powers: **Enhanced Dexterity 4**, **Enhanced Feats 14** (Attack Specialization [unarmed] 2, Defensive Roll 3, Dodge Focus 4, Elusive Target, Evasion 2, Instant Up, Move-By Action), **Super-Speed 4** (100 MPH, Rapid Attack; *Power Feats:* Moving Feint¹, Wall Run; *Alternate Powers:* **Nauseate 4** [spin opponent], **Stun 4** [quick strike])

Combat: Attack +4, +8 (unarmed), Grapple +5, Damage +2 (unarmed), +4 (nauseate or stun), Defense +8 (+2 flat-footed), Knockback -2, Initiative +20

**"I KNOW A LITTLE
SOMETHING ABOUT GOING
TOO FAST."**

Totals: Abilities 16 + Skills 4 + Powers 42 + Combat 16 + Saves 12 = 90

¹see boxed text



ULTIMATE POWER POWER FEAT

Moving Feint

You can substitute twice the power rank of a movement effect with this power for your Bluff check modifier when making a check to feint in combat (see **Bluff**, *M&M*, page 42, for details). You must use the effect to move during the round in which you feint, making the attempt a full round action (a move action to move plus a standard action to for the feint check).

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