

SHADOW BANDIT

POWER LEVEL 12

STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+4	+1	+0
14	19	16	19	13	11

TOUGHNESS	FORTITUDE	REFLEX	WILL
+13/+3*	+6	+9	+4

*Human form

Skills: Bluff 4 (+4), Climb 8 (+10), Computers 6 (+10), Disable Device 8 (+12), Escape Artist 8 (+12), Knowledge (physical sciences) 10 (+14), Knowledge (streetwise) 6 (+10), Medicine 6 (+7), Stealth 8 (+12),

Feats: Ambidexterity, Attack Focus (melee) 3, Chokehold, Dodge Focus 3, Evasion, Improved Initiative, Improved Pin, Taunt

Powers: **Shadow Form 12** (Additional Limbs 2 [shadow-tendrils, Continuous], Concealment 2 [visual, Continuous, Limited to shadows], Elongation 5, Insubstantial 1 [Continuous], Protection 10 [Continuous, Impervious], Super-Movement 4 [slithering, trackless, wall-crawling 2], Super-Senses 3 [darkvision, infravision])

Combat: Attack +12 (melee), +9 (ranged), Grapple +19, Damage +3 (unarmed), Defense +11 (+4 flat-footed), Knockback -11, Initiative +8

Abilities 32 + Skills 16 (64 ranks) + Feats 12 + Powers 60 + Combat 34 + Saves 11 = Total 165

tive venture than research to be sure. After stealing company secrets from Raytheon, including the singularity generator, Shadow Bandit continued robbing corporations for their research, which he then sold for a tidy profit. Eventually, however, Raytheon hired mercenary super Daybreaker to find Shirer and return the stolen designs. Daybreaker eventually succeeded in capturing Shadow Bandit, though he claimed he never recovered Raytheon's stolen technology. Truth was, Daybreaker kept the designs for himself, while Raytheon used every government connection to send away Shadow Bandit for a long time.

Shirer was arrogant to begin with, whether or not the credit was earned. If a team member offered a solution to a problem, he would claim credit for contributing on merit of his presence alone; if he invented something within a team, he alone was responsible. Now that he has powers, he's downright insufferable. He believes his scientific acumen makes him unique among the other villains who

SHADOW BANDIT — TYPE II

Name: Dr. Chase Shirer
(AKA Inmate #11-B-014)

Nationality: American

Age: 38

Weight: 165 lbs.

Height: 5'10"

Eyes: Hazel (wears glasses)

Concept: Self-promoting glory hound and corporate espionage specialist

Hair: Shaved bald (normally red)

Affiliation: None

Base of Operations:
Cellblock B, Lockdown

he views as intellectual Neanderthals. Whether using his powers or exhibiting his "intellectual superiority," Shirer likes to goad, mock, and insult opponents because he believes himself their better.

USING SHADOW BANDIT

The Cartel is keeping Shirer at arm's length, despite his scientific pedigree, for two reasons. The first is they don't trust the glory hound to be able to keep a secret, and the second because they're afraid he may discover their translocation generators are based on Raytheon's singularity generator (Daybreaker sold the designs to the Cartel). In fact, the shadows powering Shirer originate from the same tesseract bubble where the Cartel plans to deposit Lockdown if it ever comes to that. Shirer is a convenient Gamemaster tool for relaying information about the shunt generators and the shadow realm, should the need arise.

TACTICS

As Shadow Bandit, Shirer possesses a malleable form. He can flatten himself to slip

beneath doors or stretch his limbs to hit opponents from a distance. Shirer, however, is often cocky and given to lording his superiority over others, which means he's likelier to pose and strut while deriding his adversaries (often giving them the chance to regroup). In fact, his favorite tactic is to ensnare a foe (a captured audience, so to speak), then prattle on about how the fight was doomed from the start and how his intellect assured him victory before the battle even began.

