MUTANTS & MASTERMINDS SUPERNATURAL HANDBOOK

WEAKNESSES

Every monster has a weakness, an Achilles Heel that renders it vulnerable to the very society that it struggles to protect. Each of the monstrous templates have such a weakness, but any player creating a monster from scratch should ascribe them a suitable foible. On the plus side, such complications offer players opportunities to earn hero points while playing monsters.

ARCHETYPES

The following archetypes all serve as good starting places for *Supernaturals* characters.

CURSED ADVENTURER

It wouldn't be the first time the Curse-Burdened Adventurer stole something that didn't belong to him, but that doesn't make him *bad* per se. And it wasn't the first time he paid for his folly, though it was never anything like this. The wrong burial chamber and he came away with an artifact that he must forever carry with him. Now the Curse-Burdened does good, praying he can find salvation and freedom in his actions while using the powers of the device to help others. There are setbacks; however, and the knowledge that should he ever lose or misplace the artifact in his possession, he will surely suffer and die in pain. So the item remains with him, closer to him than his own heart.

EX-CAPE

It was all a lie...the tights and the cape; the photographers and the grateful public; the endorsements and the baroque villains. Then, one night, the Ex-Cape stumbled upon real evil, stumbled upon the shambling things that sang to cockroaches and ate the very sanity of toddlers. It obsessed her, and slowly the glitz and glam of her old life fell away as she pursued the shadows themselves for truth, for justice. But justice is a human sentiment and there is no balance to the scales. There aren't even scales, just the survival of a delicate species in a sea of carnivores. The Ex-Cape turned her back on her former life and apprenticed herself to the very mystics she once mocked. She became a new crusader against the darkness and was alienated by former friends. Even her nemeses felt too embarrassed by her actions to go after her. Now she has a bigger war to fight.

INFECTED HERO

It hurts, like ants making a nest of his flesh, like his eyes are filled to bursting with maggots. The disease that has killed or made monsters of lesser men and women has been held in check in the Infected Hero, but it has come with a price. Some days the pain is manageable, some days crippling, and other days it is howl-at-themoon agony. The Infected Hero must survive though, no matter how much he wants to die sometimes, for his blood may carry the cure to help the millions infected or in danger of infection. So he does what he can and throws himself into battle or into the race...adrenaline is the only way to curb the pain.

MASSACRE SURVIVOR

It was supposed to be a fun weekend, the last hoorah before final exams and summer vacation split the friends apart for life. Isolated, one by one the friends died brutally, viciously at the hands of the killer. The weekend of fun became a weekend of blood until it all came down to the plucky heroine and the supernatural killer. The heroine emerged victorious, killing the murderer of her friends and earning herself the regrettable appellation "massacre survivor." But her ordeal hadn't ended. It'd just begun. Alienated and distrusted, the Massacre Survivor remains the seminal virgin figure for the other murderers and monsters out there looking to sacrifice her. Unbeknownst to them, though, she's become quite good at turning the tables on their kind. Now, with the body count mounting and a new murderer on the loose, the Massacre Survivor is out to live up to her name yet again.

MONSTER HUNTER

The Monster Hunter's been doing this thing since he was a kid. He's got it down pat, every step taken with bored familiarity. And he's well-equipped for the job, a tool for every occasion, though improvisation is necessary to break the routine and keep his wits sharp. The Monster Hunter is tight-lipped about when this all started for him, but he's been at it so long that he switches between gallows' humor and true grit with nary a blink. He's seen it all twice, so the third time's likely to be less impressive for him. One thing is certain, he's been killing monsters for quite some time and it's likely been a family business. In fact, from what he says, the day he can't handle something is the day he calls for mom's help. And mom is downright scary according to him.

NEW TEMPLE GUARDIAN

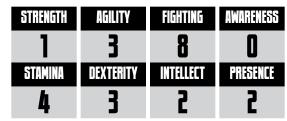
The New Temple Guardian is a hero of someone else's manufacturing. He was simply in the right ruins at the wrong time, and is now the only person capable of pursuing a great evil that he accidently unleashed. Although the New Temple Guardian was already someone of good conscience and deeds, a supernatural entity bequeathed powers and a role unto him. It now guides his destiny, even though there are times he fights against it. Again and again; however, it is his sense of responsibility that forces him to don the attire and wield the powers of the ancients. And it is his guilt at having released evil that forces him to stay the course.

NOBLE MONSTER

Never judge a book by its cover, but in the case of this hero, that might be more difficult than it seems. The Noble Monster was born different and raised away from the general public. His form, however, belies the bottomless compassion and kindness that drives him to help others. Despite the danger to life and limb, this hero is driven by an ethos that truly marks him as noble. It is for that reason that the hatred and fear leveled against him trouble him so. Regardless, how others act toward him will never diminish his love and respect for life. Even when it puts him at risk; even when anger gets the better of him; he is not the monster he appears to be.

CURSED ADVENTURER





"YOU WANT ADVENTURE? YOU HAVE NO IDEA WHAT'S IN STORE FOR YOU."

POWERS

Ankh of Black Anubis: 47 points, Easily Removable (-18 points), Indestructible • 29 points

Clairvoyance: Remote Sensing 10 (Visual), Subtle 2,

Uncontrolled • 12 points

Gaseous Form: Insubstantial 2 • 10 points

Immortal: Immunity 11 (Aging, Life Support) • 11 points

Vampiric Touch: Weaken Stamina 4 (Resisted by Fortitude), Incurable; Regeneration 8, Persistent, Source (Weaken

Stamina) • 14 points

EQUIPMENT

Binoculars: Feature 1 • 1 point **Flashlight:** Feature 1 • 1 point **Leather Jacket:** Protection 1 • 1 point

Arsenal: Array (15 points)

• Explosives: Ranged Burst Area Damage 5 • 15 points

• Heavy Pistol: Ranged Damage 4 • 1 point

• Knife: Strength-based Damage 1, Improved Critical • 1 point

ADVANTAGES

Agile Feint, All-out Attack, Assessment, Close Attack 3, Contacts, Defensive Attack, Defensive Roll 3, Equipment 5, Evasion, Improvised Tools, Jack-of-all-trades, Power Attack, Ranged Attack 5, Takedown 2, Uncanny Dodge

SKILLS

Acrobatics 4 (+7), Athletics 4 (+5), Deception 4 (+6), Expertise: Magic 9 (+11), Investigation 9 (+11), Perception 8 (+8), Ranged Combat: Guns 6 (+14), Stealth 8 (+11)

OFFENSE

INITIATIVE +21			
Heavy Pistol +14	Ranged, Damage 4		
Knife +12	Close, Damage 1 (Crit 19-20)		
Vampiric Touch +11	Close, Weaken 4 (Fort DC 14)		

DEFENSE

DODGE	12	FORTITUDE	7
PARRY	11	TOUGHNESS	8/5*
WILL	8	*Without Defensive Roll	

POSSIBLE COMPLICATIONS

Motivation – Doing Good: Although cursed, the Adventurer means to do some good with his abilities while he can.

Weakness: If the Cursed Adventurer is separated from the Ankh of Black Anubis, all of his Abilities become Impaired, Disabled, and eventually Debilitated (generally taking 5 ranks of time—about 4 minutes—to progress to each condition).

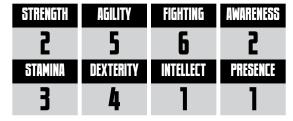


POWER POINT TOTALS: ABILITIES 46 • POWERS 29 • ADVANTAGES 28 • SKILLS 26 • DEFENSES 2) = 150

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POWER!

Flight: Flight 7 (250 MPH) • *14 points* **Force Field:** Protection 10 • *10 points*

Illumination: Environment 1 (Bright Light) • 2 points

Light Control: Array (36 points)

- **Light Blast:** Multiattack Ranged Damage 12 36 points
- Light Flash: Ranged Cumulative Affliction (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense • 1 points

Sensory Shield: Immunity 2 (Visual Afflictions) • 2 points

ADVANTAGES

All-out Attack, Evasion 2, Favored Environment (aerial), Interpose, Leadership, Power Attack, Precise Attack 2 (Ranged, Cover and Concealment)

SKILLS

Acrobatics 4 (+9), Expertise: Magic 9 (+10), Expertise: Physics 9 (+10), Insight 6 (+8), Investigation 10 (+11), Perception 6 (+8), Ranged Combat: Light Control 8 (+12), Technology 6 (+7), Vehicles 4 (+8)

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INITIATIVE +5				
Light Blast +12	Ranged, Damage 12 (Multiattack)			
Light Flash +12	Ranged, Affliction 12 (Fort DC 22)			
Unarmed +6	Close, Damage 2			

DEFENSE			
DODGE	11	FORTITUDE	7
PARRY	10	TOUGHNESS	13/3*
WILL	15	*Without Force Field	

POSSIBLE COMPLICATIONS

Neverending Battle: The Ex-Cape is devoted to the biggest fight there is: the battle against supernatural evil for the survival of the human race.

Old Ghosts: Sometimes ghosts from a former heroic lifetime return to haunt the Ex-Cape.

"I WAS LIKE YOU ONCE. I LEARNED. SO WILL YOU."



POWER POINT TOTALS: ABILITIES 48 • POWERS 65 • ADVANTAGES 9 • SKILLS 31 • DEFENSES 27 = 180