

DRAGONEYE

REAL NAME: Longwei "Larry" Chin

OCCUPATION: Magician

BASE: Emerald City

Dragoneye started life as Longwei Chin, the son of Chinese immigrants who came to America with their son to start a new life. They chose Emerald City because they had distant family who'd moved there years previously and they told the Chins the Chinese community there was well-established, well-respected, and mostly left to the residents to run. They were right. The Chins loved the city and lived there for years. Longwei took an Americanized name, Larry, and started working as a handyman as a teenager. He turned that into a full-time job when he left school and made a nice living serving the people of the Eastern District for the past decade. When his parents moved to Phoenix for his father's health, Larry got an apartment and continued to lead a comfortable, but unremarkable life.

Then he went to bed on the night of his 28th birthday and everything changed. In his dreams he found himself floating before an immense dragon that explained he'd been chosen to become the dragon's representative on Earth. The former representative had been his father's uncle, Uncle Zhi, a notorious gangster who lead one of the larger

and more successful criminal organizations in Emerald City—the relative who'd told Larry's family to move to Emerald City years before. Uncle Zhi had died that night and the dragon found the nearest "worthy" blood relative to take his place. The dragon explained it didn't care what Larry did with the power, it was his to do with as he wished. Then he touched Larry's forehead and opened his Dragoneye. Knowledge and power flooded into him. He understood more about magic and the mystical world in an instant than he'd learned about anything else in his entire life. He knew the power he had, what others before him had done with it, and what he could do with it.

When he woke, his alarm was going off and he was lying in his bed dressed in a traditional ivory and gold silk suit with a golden dragon embroidered on it. The first thing he did was enter the astral plane to check on his Uncle Zhi. He had passed away late the night before and his men were on the lookout for the new Dragoneye, whom they feared would appear back in China. With that bit of news, Larry knew he had some thinking to do, so he canceled his business for the day and sat in contemplation. By the next morning he'd decided to use his powers not as his Uncle Zhi had, but to act as the protector of his people. Dragoneye made his debut in the city, quickly establishing himself as the guardian of the Eastern district.

Larry no longer works as a handyman, instead supported by the people of the Eastern District. He eats for free, is given clothing and housing, and wants for nothing. He repays his community by keeping them safe and using his magic to help them however he can. The sight of Dragoneye walking and floating around the neighborhood is a comfort to its people.



PERSONALITY

Dragoneye is a genuinely kind and caring man who feels actions speak louder than words. He enjoys helping out the people of Emerald City, especially those in his home in the Eastern District. Since his transformation into the Dragoneye he's gained a quiet wisdom that's undeniable, but underneath he's still fun-loving, pragmatic Larry Chin, professional handyman.

USING DRAGONEYE AS A VILLAIN

As a boy and then as a teenager, Uncle Zhi lavished Larry with attention, grooming him to become a member of his gang, and then eventually bringing him into the fold despite his parents' protests. When Uncle Zhi died and passed the powers of the Dragon on to Larry, he decided his uncle had the right idea and revealed his powers to the organization. He killed the men who thought they'd be running things with the Dragoneye as their lapdog (as if) and became the leader of the gang. Now he "protects" his people as he sees fit and they honor and fear him.

DRAGONEYE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	1	3	1	3	6	4

POWERS

Astral Projection: Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2 • 32 points.

- **Levitation:** Flight 4 (30 MPH) and **Mystic Shield:** Protection 12, Impervious, Sustained • 1 point.

Dragoneye Open: Senses 2 (Magical Awareness, Radius) • 2 points.

Dragon Channeling: Array (24 points)

- **Dragon's Breath:** Ranged Damage 12 • 24 points
- **Dragon's Roar:** Cone Area Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated) • 1 point
- **Dragon's Blessing:** Healing 6, Affects Objects, Energizing • 1 point
- **Dragon's Shield:** Deflect 8 • 1 point
- **Dragon's Will:** Create 8, Movable • 1 point
- **Dragon's Curse:** Nullify 8 Broad—All Magic Effects, Simultaneous • 1 point

SKILLS

Expertise: Magic 10 (+13), Insight 6 (+12), Intimidation 4 (+8), Perception 4 (+10), Sleight of Hand 4 (+7)

ADVANTAGES

Accurate Attack, Fearless, Languages 1 (Mandarin), Ranged Attack 5, Ritualist, Trance

POWERS & ABILITIES

Dragoneye was given the ability to channel different aspects of the Dragon and manifest them as magical effects. In order to use his powers he has to be able to move freely. His ritual movements mimic the moves of dragon-style kung fu, but instead call on the power of the Dragon. With his powers, he's able to create a wide range of effects including firing goutts of flame, a deafening, overwhelming roar, a mystic shield, dispelling other magic, creating magical constructs, and the power to heal not only people, but to also repair non-living objects. In addition, he's able to astrally project, fly, and sense nearby magic.

In addition to the effects listed, Dragoneye can perform rituals (using his Ritualist advantage), and if it's an emergency he can spend a Hero Point to gain a different Alternate Effect for his Dragon Channeling.

OFFENSE

INITIATIVE +1

Spellcasting +8 Ranged, Damage 12 plus others

Unarmed +1 Close, Damage 0

DEFENSE

DODGE 8 FORTITUDE 8

PARRY 6 TOUGHNESS 12

WILL 12

POWER POINTS

ABILITIES 36 SKILLS 14

POWERS 64 DEFENSES 26

ADVANTAGES 10 TOTAL 150

COMPLICATIONS

Motivation – Responsibility: When Dragoneye accepted his powers he also accepted the role of servant and defender of his community.

Enemy: The gang the previous Dragoneye ran still exists and its new leaders are after Larry to convince him to join them or, if that fails, to kill him and recruit the next Dragoneye.

Power Loss: Dragoneye isn't able to use his Dragon Channeling powers if he's unable to speak or move his hands.

ALLIES

In addition to the Sentinels, Dragoneye counts most of the people of the Eastern District among his allies. He holds a special place in the community and is treated as protector, adviser, and holy man.

ENEMIES

Dragoneye is the most recent in a long line of Dragoneyes that go back for centuries. As such, he will no doubt be threatened by enemies of Dragoneyes past looking to revenge themselves upon the current Dragoneye. Additionally, the previous Dragoneye in Emerald City was a cruel, self-serving gangster who told his men to recruit the new Dragoneye or risk losing everything he'd built.

MUTANTS & MASTERMINDS

CREDITS & LICENSE

Mutants & Masterminds The Sentinels: Dragoneye

Writing & Editing: Steve Kenson & Jon Leitheusser

Design & Development: Jon Leitheusser

Art Direction & Graphic Design: Hal Mangold

Interior Art: MK Ultra Studios

Publisher: Chris Pramas

Green Ronin Staff: Bill Bodden, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz, Jeff Tidball

Mutants & Masterminds The Sentinels: Dragoneye is ©2011 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-powered by M&M,

Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

Green Ronin Publishing

3815 S. Othello St., Suite 100 #304
Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: www.greenronin.com
www.mutantsandmasterminds.com



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Red-man, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing; Author Steve Kenson.

Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing; Author Steve Kenson.

Mutants & Masterminds The Sentinels: Dragoneye, Copyright 2011, Green Ronin Publishing; Authors Steve Kenson & Jon Leitheusser.