

ULTRAMARINE

REAL NAME: Veronica Steeley

OCCUPATION: Entrepreneur

BASE: Emerald City

The history of Ultramarine began decades ago with Veronica Steeley's father, Capt. Gil Steeley. Gil was a Navy diver for years before he retired and began work as a salvage operator and inventor. Both endeavors proved quite successful and he and his family were able to travel the world (on salvage jobs) while still maintaining a permanent home in Emerald City.

Due to his interest in diving, he began innovating designs for diving suits. It started simply enough, slight adjustments and additions to a standard wetsuit, but then he began developing specialized pieces of equipment that allowed divers to stay under longer, dive deeper, lift more, and on and on. This process took years, during which he and his wife Marcia had a daughter, Veronica. When Veronica was only ten years old, Marcia died in an accident during a salvage operation. Gil and Veronica were devastated, but Gil surprised everyone by marrying Elene Kostas within a year of Gail's death. Elene's son Bradford, two years younger than Veronica, happily accepted Gil as his step-father.

Veronica never really forgave her father for her mother's death or for remarrying so quickly. Gil, in turn, had a difficult time showing his feelings for Veronica. He always

pushed her with his stories about responsibility; that those with greater capabilities also had a greater duty. He wanted the best for her. Her step-mother Elene was a weak and dependent woman compared to her mother, even more so after she fell ill and it became Veronica's responsibility to hold the whole family together and to look after her younger step-brother, Brad.

Brad idolized his step-father, but was always being reminded how Veronica was his superior in every way: "Listen to your sister" ... "Why can't you be more like Veronica" and so on. She was the better swimmer, the better student, the ideal. When Brad's mother passed away, he tried even harder to win his stepfather's approval, but Veronica was always there first. The discipline she chafed under, he craved. As a teenager, Brad acted out and got into trouble to get attention, and Veronica was always the one to bail him out of it.

So, when Veronica earned college scholarships in engineering, she couldn't wait to leave home and finally have a life of her own, out from under her father's expectations and her step-brother's screw-ups. Brad enlisted in the Navy to impress Gil and managed to earn nothing more than a dishonorable discharge within two years. Veronica, on the other hand, blossomed in her studies, graduated *magna cum laude*, and went on to grad school. Her visits home became less and less frequent.



ULTRAMARINE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10/0*	8	2	2	4	4	2	2

POWERS

Ultramarine Armor: 98 points, Removable (-20 points)

Armament: Array (20 points)

- **Strength Booster:** Enhanced Strength 10 • 20 points
- **Netline:** Ranged Affliction 6, Accurate 2, Cumulative, Extra Condition, Limited Degree (Resisted by Dodge; Hindered and Vulnerable, Defenseless and Immobilized) • 1 point
- **Blue-Green Laser:** Ranged Damage 10 • 1 point

Computer Controls: Enhanced Advantages 8 (Close Attack 4, Ranged Attack 4), Enhanced Defenses 8 (Dodge 4, Parry 4) • 16 points

Force-Field-Enhanced Armored Exoskeleton: Enhanced Stamina 6, Feature 1 (Conceals Identity), Protection 4, Impervious Toughness 8 • 25 points

Multi-Environment Turbines: Array (14 points)

- **Flight:** Flight 7 (250 MPH) • 14 points
- **Swimming:** Swimming 7 (60 MPH) • 1 point

Sealed Systems: Immunity 9 (Cold, Heat, Pressure, Vacuum, Radiation, Suffocation, Poison, Disease), Movement 1 (Environment Adaptation—Aquatic) • 11 points

Sensors: Senses 9 (Ranged Accurate Radius Ultra-Hearing (Sonar), Direction Sense, Low-Light Vision, Radio, Time Sense) • 9 points

SKILLS

Athletics 4 (+14/+4*), Close Combat: Unarmed 2 (+6), Expertise: Navy 1 (+5), Expertise: Science 6 (+10), Expertise: West Coast 6 (+10), Perception 6 (+8), Ranged Combat: Battlesuit Armament 2 (+4), Technology 9 (+13), Treatment 1 (+5), Vehicles 3 (+5)

ADVANTAGES

Benefit 3 (Millionaire), Close Attack 4, Interpose, Inventor, Ranged Attack 2, Ranged Attack 4, Teamwork

On one such visit, Veronica found her father hard at work on his diving suit design, as always. He'd taken on Brad as an assistant, although he commented that his stepson was nowhere near as capable as Veronica. Her father's work had taken on an unusual sense of urgency. Veronica learned Gil Steeley's company was heavily in debt. He needed to show progress on his designs, or he could potentially lose everything. The stress was taking its toll on the older Steeley, who could no longer handle the kind of dives required to test his work.

Veronica offered her help and, together, she and her father were able to make the breakthroughs necessary to get the prototype deep-sea suits functioning. Veronica and Brad tested the suits together, although Veronica understood them better and proved more adept. Veronica was performing a solo test of the newest prototype when Gil Steeley learned that Brande Management—the financial backers Brad brought in—were interested in turning the suit into a weapon for covert operations. Now that he knew it worked, Brad intended to hand the designs over. Gil forbid it and they argued. The enraged Brad used his

OFFENSE

INITIATIVE +2

Strength Booster +10	Close, Damage 10
Blue-Green Laser +10	Ranged, Damage 10
Netline +14	Ranged, Snare 6, Resisted by Dodge

DEFENSE

DODGE	8	FORTITUDE	8
PARRY	8	TOUGHNESS	12
WILL	8	*Without Strength Booster from battlesuit.	

POWER POINTS

ABILITIES	36	SKILLS	20
POWERS	78	DEFENSES	8
ADVANTAGES	8	TOTAL	150

COMPLICATIONS

Enemy: The smuggler, pirate, and illegal salvage operator known as Steelhead is actually Ultramarine's step-brother Brad. The two hate each other and their meetings never end well.

Identity: Ultramarine keeps her identity a secret, and has designed the armor to disguise both her voice and the fact that she's a woman.

Motivation – Responsibility: Veronica wants to live up to the ideals instilled in her by her father, an ex-Navy man who believed the more one *could* do, the more one *should* do.

Relationship: In her normal identity, Ultramarine has a large group of friends, including some her age as well as older men who were friends of her father.

VERONICA STEELEY

PL6 • 72 POINTS

Abilities Str 0, Sta 2, Agl 2, Dex 2, Fgt 4, Int 4, Awe 2, Pre 2

Advantages Benefit 3 (Millionaire), Interpose, Inventor, Ranged Combat 2, Teamwork

Skills Athletics 4 (+4), Close Combat: Unarmed 2 (+6), Expertise: Navy 1 (+5), Expertise: Science 6 (+10), Expertise: West Coast 6 (+10), Perception 6 (+8), Ranged Combat 2 (+4), Technology 9 (+13), Treatment 1 (+5), Vehicles 3 (+5)

Offense Initiative +2, Unarmed +6 (Damage 0)

Defense Dodge 4, Parry 4, Fortitude 4, Toughness 2, Will 8

Totals Abilities 36 + Powers 0 + Advantages 8 + Skills 20 + Defenses 8 = 72

armor's electrical blaster, intending to intimidate his step-father into giving him the passcodes to the plans. Instead, he gave Gil a fatal heart attack.

Veronica returned to find her father dying and no sign of her step-brother. Gil Steeley lived just long enough to tell his daughter what happened, how proud he was of all her accomplishments, and to make her promise she would keep the Ultramarine suit from falling into the wrong

USING ULTRAMARINE AS A VILLAIN

Veronica helped her father slave over the armor for years and slowly hatched a plan to take the old man out of the picture, so she could use the armor for herself. She managed, without too much difficulty, to recruit Brad to act as the heavy. When things went poorly and Brad actually killed the old man, Veronica had a twinge of guilt, but then realized she could use Brad's guilt to blackmail him into donning the other suit of armor and working together to wreak havoc up and down the West Coast. Now Ultramarine and Steelhead are infamous for piracy, smuggling, and illegal salvage operations up and down the coast.

hands. Veronica swore to use the armor to help others, and to bring Brad and his stolen suit to justice.

PERSONALITY

Ultramarine is driven and serious-minded. She's always working through one problem or another in her head to find the best solution, which makes her seem somewhat distracted even at the best of times. She was very close to her father and still mourns his loss. His old Navy buddies mean a lot to her and she can often be found sharing a drink with them and listening to their stories. The rest of the time she's in her workshop, tinkering with the Ultramarine armor or some other gadget.

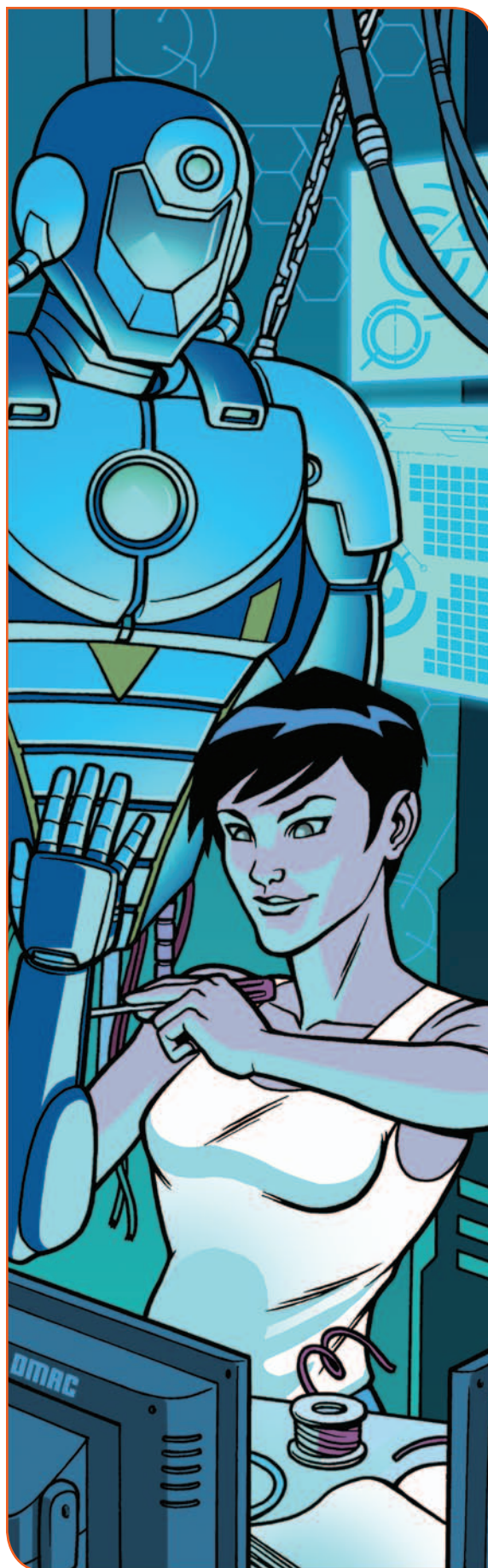
POWERS & ABILITIES

Ultramarine's powers all come from her battlesuit which was designed and refined over years of hard work. The suit is capable of boosting her strength, firing powerful blue-green lasers, and launching what she calls a netline, capable of adhering to nearly any surface and entrapping its target. However, all those systems are tied to the same power source and she hasn't figured out how to make the boost to her strength permanent, which she thinks would be very useful.

The suit's other capabilities were specifically designed to make it as light and maneuverable as possible and allow it to operate underwater. It's armor is reinforced by a thin force field which is airtight and capable of withstanding extremes of temperature and pressure. It's also equipped with sonar (Ranged Accurate Radius Ultra-Hearing) that makes it possible for Ultramarine to perceive her surroundings even in complete darkness. Specially constructed turbine engines allow her to fly and move through the water with ease, although Veronica wants to boost their power as soon as possible.

ENEMIES

Ultramarine's step-brother Brad is the armored villain Steelhead. Brad stole an earlier aquatic armor prototype from Veronica's father and accidentally killed him. Veronica won't be happy until Brad is behind bars and Brad won't be happy until he can prove he's better than Veronica—and has the Ultramarine armor for himself.



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Mutants & Masterminds The Sentinels: Ultramarine

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

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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



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