XEND

REAL NAME: Malak Krin/Kim Kamada **OCCUPATION:** Political dissident/biologist

BASE: Emerald City

The inhabitants of the planet Rulu IV (ROO-loo) were a peaceful people, just achieving spaceflight and exploring their solar system, when the shifting fronts of the centuries-old conflict between the Lor Republic and the Grue Unity came to their world. A Grue fleet surrounded the planet, and the Ruluan authorities surrendered after the invaders demonstrated their might by vaporizing a population center. So began what the Ruluans called the Occupation, and the formation of the Resistance.

Malak Krin joined the Resistance after Grue troopers killed one of her brothers and the other, a government minister and collaborator, chose to do nothing. Fighting against the telepathic- and shape-shifting Grue was a daunting task, even for a race like the Ruluans, possessed of considerable strength and energy projection abilities. Rebel scientists sought ways to neutralize the Grue's advantages or, at least, even the playing field. An isolation of Grue neoplasm had promising potential. Several rebels

volunteered to test it but, before they learned its effects, the Grue and Ruluan government forces raided their base. Many of the rebels were killed, while others were captured. All Malak can recall from that terrible day is the blaster fire, the screams and the smoke, the strange sensation of her body slipping away from her, terrible pain, and then long, deep darkness...

Biologist Kim Kamada didn't know what to make of the strange artifact at first, found embedded in the volcanic soil of a Pacific Northwest rainforest while she was investigating reports of mutated animals in the area. It was a metallic cylinder, similar in size and shape to a SCUBA tank, but covered with years of mineral deposits. She put it aside and notified the proper authorities, planning to investigate further. Then, during the night, she heard—or felt—it calling out to her. Almost in a trance, Kim touched the cylinder and received flashes of memories not her own: alien vessels skirting the mountains and forests, an overload rupturing a vital system, the offending part jettisoned into the night, crashing to Earth...

Light flared at her camp, and Kim squinted, blinded. Was it the Feds? The police?

"We'll take that," a voice said, weapons raised and trained at Kim. She ran, and they opened fire. One of the shots must have hit the cylinder, because it ruptured and burst. The attackers backed off as a humanoid shape unfolded from within. "The Xeno!" one of the men yelled, just before laser-like beams flared from the alien's dark eyes. The men fled, taking their injured with them and leaving behind a very confused visitor, and a mortally-wounded Kim Kamada.

Malak tried to save her but, when she did, she instead found her shifting, unstable form was merging with Kim's. Memories that were not her own flooded her mind and, suddenly, she was Kim Kamada. At least, she looked like her, sounded like her, and could remember her whole life. But inside, she was still Malak Krin, lost and alone and very far from home. Since then, Xeno has adopted Kim Kamada's identity and used it to get her bearings. She also uses her amazing abilities to aid the

USING XENO AS A VILLAIN

Malak Krin might not have been a well-intentioned rebel, but a terrorist seeking to overthrow her planet's government. Even if her intentions were good once, decades of imprisonment and the effects of the treatment used on her have warped her mind. She killed and replaced the human Kim Kamada who found and freed her from her prison and now intends to use her powers to conquer this backwater mudball of a planet, or at least cobble together sufficient resources to leave it behind and return to the rightful conquest awaiting her among the stars, ideally leaving the Earth a blasted wasteland behind her.

XENO PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
10	10	5	5	6	5	5	5

POWERS

Flight: Flight 7 (250 MPH) • *14 points* **Xenobiology:** Array (20 points)

- Eye Beams: Ranged Damage 8, Accurate 4 20 points
- Intangibility: Insubstantial 4 1 point
- Shapeshifting: Morph (Humanoid Forms), Continuous 1

Xenoform: Protection 4, Immunity 10 (Life Support) • 14 points

SKILLS

Close Combat: Unarmed 4 (+10), Expertise: Biology 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Technology 6 (+8)

ADVANTAGES

Extraordinary Effort, Interpose, Languages 1 (Ruluan), Move-by Action

OFFENSE

INITIATIVE +2

Eye Beam +10	Ranged, Damage 8
Unarmed +10	Close, Damage 10

people of her new home while searching for information about what has become of her homeworld, her people, and the Rebellion.

PERSONALITY

Xeno is a study in opposites. Quiet, cool, and reserved, she is also a fierce advocate of freedom and willing to fight to protect those in need. She believes in the peaceful ideals of her people, but also that there are things worth fighting to protect.

Xeno is also deeply conflicted as to her true nature: Is she truly Malak Krin, only possessed of the memories (and sometimes appearance) of the human Kim Kamada, or some merger of Kim and Malak into a new entity that is Xeno? Although Xeno has the complete memories of a

DEFENSE			
DODGE	6	FORTITUDE	10
PARRY	6	TOUGHNESS	14

POWER POINTS			
ABILITIES	72	SKILLS	14
POWERS	50	DEFENSES	10
ADVANTAGES	4	TOTAL	150

COMPLICATIONS

WILL

Identity: Xeno maintains a human identity as Kim Kamada and wants to protect both her own secret and the fact that the real Kim Kamada perished some time ago.

Motivation – Responsibility: Xeno strongly believes it is her responsibility to user her powers to help others.

Prejudice: Xeno's alien appearance and origins sometimes provoke mistrust and hostility.

Reputation: Malak Krin was a rebel on her homeworld, a history that may come back to haunt Xeno. Additionally, Xeno is an alien on Earth, and there may be those looking to capture and exploit her.

human life, she does not always understand them or have the same emotional connection to them. They are like someone else's experiences. This can make her interaction with humans difficult at times.

POWERS & ABILITIES

Xeno's is physically powerful, can fly, fire laser-like beams from her eyes, and is able to change her shape to take other humanoid forms, which she uses to assume her Kim Kamada form. She's also able to "shift" out of phase with reality to pass through physical objects.

Her flight, shapeshifting, and intangibility are apparently the result of the treatment Malak underwent with the Ruluan Rebellion, or later experimentation by the Grue. Xeno is not certain.



CREDITS & LICENSE

Mutants & Masterminds The Sentinels: Xeno

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: Xeno 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, Stanl, 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.

 ${\it Mutants~\&~Masterminds},~{\it Copyright~2002},~{\it Green~Ronin~Publishing};~{\it Author~Steve~Kenson}.$

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 Pub-lishing; Author Steve Kenson.

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

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