



CYCLONE

BATTLESUIT

ARCHETYPE
ABILITIES

SAVES

KNOWN CHARACTERISTICS

STR 12 +1	DEX 12 +1	CON 12 +1	INT 18 +4	WIS 14 +2	CHA 10 +0
DAMAGE +3/+13 (ARMOR)	FORTITUDE +1 SAVE	REFLEX +7 SAVE	WILL +6 SAVE		

SKILLS

Computers +10, Craft (armor) +12, Disable Device +10, Repair +12, Spot +9.

FEATS

Aerial Combat, Attack Focus (Energy Blast), Lightning Reflexes, Power Attack, Talented (Craft and Repair), Toughness.

POWERS AND DEVICES

Amazing Save (Reflex) +4 [Extra: Will; Cost: 2 pp]
Armor +10 [Extras: Energy Blast, Flight, Immunity, Super-Strength; Power Stunts: Blind-Fight, Blindsight, Darkvision, Radio Broadcast, Radio Hearing, Super-Flight; Flaws: Device; Cost: 5 pp].

DESCRIPTION

The Battlesuit wears a sophisticated suit of powered armor, a shell of advanced alloys that grants protection from most attacks and a suite of powers.

QUOTE:

MY ARMOR'S SYSTEMS CAN HANDLE IT. STAND BACK.

MELEE +6 ATTACK BONUS	RANGED +6 ATTACK BONUS	INITIATIVE +1 (DEH)
DEFENSE 15/14 (FLAT-FOOTED)	SPEED 30/50 (FLIGHT)	HERO 5 POINTS

CUSTOMIZATION

Choose your hero's Energy Blast type (see **Energy Control**, p. 69, for energy types). You can substitute any of the following powers for Energy Blast: Dazzle, Fatigue, Snare, or Stun. You can substitute another movement power such as Swimming, Teleportation, or Tunneling for Flight and Super-Flight. Any of these powers also can be added to the Battlesuit as a power stunt (substituting for one of its current power stunts).



INFERNA

ELEMENTAL

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STR 10 +0	DEX 15 +2	CON 14 +2	INT 13 +1	WIS 12 +1	CHA 13 +1
DAMAGE +2/+12 (FORCE FIELD)	FORTITUDE +6 SAVE	REFLEX +6 SAVE	WILL +5 SAVE		

SKILLS

Acrobatics +9, Bluff or Taunt (choose one) +8, Concentration +8, Profession or Science (choose one) +7, Spot +7.

FEATS

Accurate Attack, Expertise, Identity Change, Point Blank Shot, Power Attack, Precise Shot.

POWERS

Amazing Save (Fortitude) +4 [Extras: Reflex, Willpower; Cost: 3 pp], plus choose one of the following:
1) Element Control +10 [Extras: Elemental Movement, Elemental Shield, Shape Element; Power Stunts: Two of Create Element, Destroy Element, Elemental Blast, Elemental Snare, Suffocate, or Super-Flight; Cost: 5 pp].
2) Energy Control +10 [Extras: Flight, Force Field, and one of Energy Absorption, Energy Field, or Energy

QUOTE:

YOU THINK YOU'RE SO TOUGH? LET'S SEE YOU STAND UP TO THIS!

MELEE +6 ATTACK BONUS	RANGED +8 ATTACK BONUS	INITIATIVE +2 (DEH)
DEFENSE 17/15 (FLAT-FOOTED)	SPEED 30/50 (FLIGHT)	HERO 5 POINTS

CUSTOMIZATION

Choose the element or energy that the Elemental commands (see Element Control and Energy Control in Chapter Five).

DESCRIPTION

The Elemental commands one of the primal forces of nature.

Shapes; Cost: 5 pp]. Add the Attack Focus (Energy Blast) and Aerial Combat or Super-Flight feats.
3) Plant Control +10 [Extras: Plant Sense, Pollen Cloud (Stun), and Regeneration; Power Stunts: Photosynthesis; Cost: 5 pp]. Add the Immunity (exhaustion) feat.
4) Weather Control +10 [Extras: Fog, Flight, Lightning; Power Stunts: Fatigue; Cost: 5 pp]. Add the Immunity (cold) feat.



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MINOTAUR

POWERHOUSE

STR 20 +5	DEX 14 +2	CON 20 +5	INT 10 +0	WIS 12 +1	CHA 12 +1
DAMAGE +4 SAVE	FORTITUDE +4 SAVE	REFLEX +2 SAVE	WILL +1 SAVE		

SKILLS

Intimidate +5, Listen +5, Profession (choose one) +5, Spot +5.

FEATS

Durability, Immunity (cold, exhaustion, heat, pressure).

POWERS AND DEVICES

Choose one of the following:

- 1) Super-Strength +10 [Extras: Leaping, Protection, Shockwave; Cost: 7 pp].
- 2) Growth +10 [Extras: Shockwave; Cost: 7 pp].

CUSTOMIZATION

You can drop Durability in favor of more Immunities (such as to starvation or suffocation), making the Powerhouse even tougher.

QUOTE:

WAS THAT *SUPPOSED* TO HURT?

MELEE +11 ATTACK BONUS	RANGED +8 ATTACK BONUS	INITIATIVE +2 (DEX)
DEFENSE 16/14 (FLAT-FOOTED)	SPEED 30/50 (LEAP)	HERO 5 POINTS

DESCRIPTION

A Powerhouse is simple and straightforward: tremendously strong and high invulnerable to injury. Powerhouses are like walking tanks. A Powerhouse may come from a different species with innate super-strength or may have been transformed by radiation, genetic engineering, magic, or by any number of other factors.

It's best to give them wide berth. Battles between multiple Powerhouses can topple entire city blocks!



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HEADCASE

PSYCHIC

STR 10 +0	DEX 12 +1	CON 14 +2	INT 14 +2	WIS 20 +5	CHA 14 +2
DAMAGE +2/+8 (EUSION)	FORTITUDE +2 SAVE	REFLEX +7 SAVE	WILL +11 SAVE		

SKILLS

Concentration +12, Diplomacy +8, Listen +10, Sense Motive +11, Spot +10.

FEATS

Evasion, Indomitable Will, Psychic Awareness.

POWERS AND DEVICES

Amazing Save (Reflex) +6 (Extra: Willpower; Cost: 2 pp), plus choose one of the following:

- 1) ESP +10 [Extras: Combat Sense, Precognition, Postcognition; Cost: 5 pp].
- 2) Telepathy +10 [Extras: Group Link, Mental Blast; Cost: 5 pp].
- 3) Telekinesis +10 [Extras: Energy Blast, Flight, Force Field; Cost: 5 pp].

QUOTE:

I sense powerful psionic forces gathering. *We must act quickly!*

MELEE +5 ATTACK BONUS	RANGED +6/+9* ATTACK BONUS	INITIATIVE +1 (DEX)
DEFENSE 18/17 (FLAT-FOOTED)	SPEED 30	HERO 5 POINTS

CUSTOMIZATION

If you prefer you can take two of the power sets below left at 5 ranks each rather than one at rank 10.

DESCRIPTION

The Psychic has extraordinary mental powers. The powers may involve reading and influencing minds (Telepathy), mind-over-matter (Telekinesis), or extra-sensory perception (ESP). These combine with the Psychic's formidable willpower and keen mind to make a powerful package.

*ATTACK BONUS REFLECTS MENTAL ATTACKS.