The Masked Adventurer was once a bored millionaire before he grew tired of high-society life and decided to put his wealth and talents to use fighting crime. He's not bulletproof, but he is a skilled amateur boxer and sleuth. There's also very little that happens in the city he doesn't know about, and the underworld has already learned to fear his trademark gas gun and mean left hook.

*Customization:* Rather than relying on a distinctive weapon like a gas gun, some Masked Adventurers count on their friends to help them out of a jam. Such characters can trade the Device 7 power for the feat Sidkick 7, which can be created using one of the handy archetypal Sidekicks in the Supporting Cast section as a starting point. They can also trade in their Intimidate skill for Diplomacy or Handle Animal, to better relate to their new partner.

Other Masked Adventurers are known for their rides, which are tricked out to be bulletproof, fly, swim, or just go really, really fast. These types can trade in the Device 7 power for 35 equipment points with which to build their dream car (or tank, or sub, or whatever). Since these gearheads need to get their hands dirty, they can also trade in the Knowledge (business) and Profession (businessman) skills for Craft (mechanical) and either Drive or Pilot (as appropriate).