

# FIRST APPEARANCES

As part of the MUTANTS & MASTERMINDS 10th Anniversary Edition Kickstarter, we offered the opportunity for backers to feature their characters in an official M&M "First Appearance"

from Green Ronin. Here we present those characters, complete with game information for the third edition of M&M, ready for their "first appearance" in your own game!

## BLINDSPOT

**Real Name:** Roberta "Bobbi" Chase

**Identity:** Unknown to the general public

**Occupation:** F.B.I. Agent

**Blindspot created by Matthew Wang**

Roberta "Bobbi" Chase is the daughter of a famous American adventurer, Jack Chase, and a Filipino crime queen, Maria Villaneuva. Her parents were initially enemies from prestigious adventuring and criminal families, but over time they fell in love and Bobbi was born.

Bobbi was raised by her father until she was 12 when he mysteriously disappeared and was presumed dead. Her

mother was in no position to raise her, so her father's relatives sent her to the best boarding schools. At school, her teleportation abilities emerged and she secretly trained with her father's former teammates, practicing with her abilities when she could.

After graduating from Columbia College, Bobbi joined the F.B.I.. Due to how effective her ability to teleport made her, she rose through the ranks quickly until he reached her current rank of special investigator for the F.B.I.

Secretly she misses her father and in her free time, she searches for clues as to his whereabouts and what happened to him. She also keeps tabs on her mother, but keeps her distance.

## BLINDSPOT

## PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
3	3	6	6	7	6	6	6

### POWERS

**"Chaser" Gun:** Ranged Damage 8, Easily Removable (-5 points), Indestructible • 11 points

**Mental Defenses:** Immunity 5 (Mental Damage) • 5 points

**Teleport:** Teleportation 1 (60 feet), Change Direction, Change Velocity, Turnabout • 5 points

**Trained Fighter:** Strength-based Damage 2 • 2 points

**Trained Senses:** Senses 3 (Danger Sense (Hearing), Tracking 2 (Sight)) • 3 points

### EQUIPMENT

5 points of spy equipment

### SKILLS

Athletics 6 (+9), Close Combat: Unarmed 4 (+11), Deception 4 (+10), Insight 4 (+10), Investigation 4 (+10), Perception 4 (+10), Ranged Combat: Guns 6 (+12), Stealth 4 (+10), Technology 2 (+8)

### ADVANTAGES

Benefit (Security Clearance), Benefit (Daughter of Famous Adventurers), Close Attack 4, Connected, Contacts, Defensive Roll 3, Equipment, Evasion 2, Hide in Plain Sight, Improved Critical (Unarmed), Improved Critical (Chaser Gun), Jack-of-all-trades, Precise Attack 4 (Close and Ranged; Concealment and Cover), Quick Draw, Uncanny Dodge, Well-informed

### OFFENSE

#### INITIATIVE +6

"Chaser" Gun +12 Ranged, Damage 8, Crit. 19-20

Unarmed +15 Close, Damage 5, Crit. 19-20

### DEFENSE

**DODGE** 14 **FORTITUDE** 8

**PARRY** 14 **TOUGHNESS** 3/6\*

**WILL** 10 \*With Defensive Roll.

### POWER POINTS

**ABILITIES** 86 **SKILLS** 19

**POWERS** 26 **DEFENSES** 24

**ADVANTAGES** 25 **TOTAL** 180

### COMPLICATIONS

**Motivation—Responsibility:** Bobbi feels an overwhelming need to atone for all the crimes and bad deeds her mother Maria committed during her criminal career. Bobbi feels that her work with the FBI is both a way for her to "balance the scales" and help her find her missing father.

**Obsession:** Blindspot spends much of her free time, and even some of her work time, searching for her father.

She carries her father's signature "Chaser" gun, a family heirloom from her grandfather's "pulp hero" days. It fires blasts of cosmic energy and appears to be indestructible..

# BLINDSPOT

like ray gun with Tesla steam punk elements.

## PERSONALITY

Bobbi is no nonsense, driven, and very analytical in her approach to all aspects of her life. She a bit too serious at times, but sometimes smiles—usually when she sees a daughter playing with her father.

## POWERS & ABILITIES

Blindspot is a skilled marksman when using her "Chaser" gun. The gun looks like a cross between a Flash Gordon-

weaknesses. She combines her martial arts skills with her teleportation power to surprise and unnerve opponents. She frequently teleports in mid-combat to readjust her position and minimize any advantages her opponent may have.

At a young age, Blindspot's father helped hone her senses with training and now she has the ability to sense danger, track people, and resist mental/psychic attacks.

No one knows how she developed these abilities, but it has been theorized they are due to her family lines, which both have history of extraordinary abilities of mystical and natural origins.

# MASSIVE DEFENDER

**Real Name:** Clark Whippleman

**Occupation:** Comic book store clerk at Stanley's Kwality Comix, owned and operated by Stanley King (secretly the original Captain Decency).

**Massive Defender Created by Ethan Parker.  
Art by Darren M. A. Calvert.**

Clark lived in the Toronto area all his life—all his boring, everyday, nondescript life. Clark was content with his life and enjoyed his mundane existence. He grew up much like any other nerdy child. He was the occasional target of bullying, rarely had the courage to speak to girls, and took every opportunity to lose himself in his favorite pastime: comics.

Throughout his childhood, Clark loved reading the adventures of his favorite comic book characters, which he considered "modern mythology." The stories contained within the pages of his comics engaged his imagination and sang to him tales of adventure, excitement, and daring! Comics were his greatest love.

His parents didn't really mind—he was reading, after all—and Clark did, eventually graduate from reading comics exclusively to reading more contemporary literature. He exercised his mind throughout his years in school, not excelling at anything in particular, but always aware of how comic books had colored his perception of the universe.

Clark has a simple view on life—there were a moral rights and wrongs that drove the actions of people; there were bad guys, and there were good guys. Comic books taught him shades of gray didn't exist if one simply boiled down circumstances and situations to the core.

Clark wasn't blessed with a large stature—he was wiry and thin, short for his age, and had to wear thick glasses since he was just a boy. Being scrawny and loving things

like comic books didn't make him one of the popular kids, but Clark didn't care. He was happy to escape into a world of capes and cowls periodically and have grand adventures in his imagination.

It was while Clark was attending secondary school that he landed his dream job—working as the lone clerk at his favorite comic book store, Stanley's Kwality Comix. He had been a constant fixture at the store since he was big enough to walk there as a boy, and the owner, Stanley King had more or less watched him grow up.

Stanley never had any employees at the store before, and was a private man, but one day, seemingly out of the blue, he asked Clark if he wanted a job. Clark blinked at him in disbelief—the only person to ever be behind the counter at Stanley's Kwality Comix was Stanley King himself! It was like the Forbidden Zone, *Gorffwysfa*, or, even more appropriately, the Baxter Building itself!

Stanley didn't interact with Clark much, but subtly guided him when necessary. He encouraged Clark to finish school and go to college, and to strive to be whatever it was he wanted to be.

Clark graduated from the University of Toronto with a degree in Ethics, Society, and Law, still an avid reader of comic books, and still an employee at Stanley's Kwality Comix. He was content to keep working for Stanley King, riding his bike from his small apartment to the hole-in-the-wall shop almost every day of the week.

Then, one day, everything changed.

On his way home from work one evening, Clark turned a corner on his bike and skidded to a stop when he saw a frail, old man lying in the middle of the sidewalk. Clark looked around, and he was appalled to see that no one stopped to see if the man was all right.

Clark hopped off his bike, ran to the man's side. The old man stirred, looked up at Clark's unimpressive frame, and seemed surprised Clark could see him. Clark knelt down beside him, cradled his head in his lap, and started to call for help when the man raised a hand to Clark's face and said in a fading, cracked voice, "You... are... the one... I've been... searching for?"

Clark stared down at the man, trying to calm him with soothing words, but the man continued, "I had given up hope... that someone would see me... again... it is you!" The old man weakly cupped Clark's cheek, and Clark reeled, his heart thrummed unnaturally, like a slow-motion jackhammer. He fell backwards and let the old man fall from his grasp. Clark felt like his heart would burst from his chest. He could hear the blood pumping through his veins, rushing through his body like a freight train, and then, the world went dark.

When Clark came to, he found himself lying on the pavement of an alley not far from where he found the old man. He blinked, bleary-eyed and searched for the old man, who was nowhere to be found. Disoriented and shaken, Clark rose, retrieved his bicycle from the curbside and staggered home with a sense that something was... off. Regardless, he guided his small bike home and collapsed.

Clark awoke he stumbled into the bathroom, flipped on the light and gawked at what stared back at him from the mirror. He had grown almost three feet in height and, instead of a wiry, scrawny frame, he was a muscular titan! His clothes were tattered and torn and what was once a bony, five-and-a-half foot tall blonde kid from East York was now an eight-foot-tall, brawny behemoth.

Staring at himself in the mirror, Clark snapped, his view of the world shattered and was replaced with what his new reality. He had been given a gift, a gift so that he could be what he'd always wanted to be—a hero. He had the power to stand up for the weak and defenseless, to be the example like Captain Decency had been in years past, to become a symbol for truth and justice for the Canadian people, no, the world!

Everything was clear for Clark now, he had a purpose, a meaning to his life. He consulted his library of knowledge—his comic books—and knew he had to make a costume, then start a crusade against crime and become the



hero the world needed. By day, he would be Clark Whippleman, clerk at Stanley's Kwality Comix, and by night, he would be Massive Defender, defender of truth, justice, and the Canadian way!

## PERSONALITY

Clark is delusional. Since he became Massive Defender, he firmly believes he is living in a comic book—or at least a comic book universe—even to the point that he refers to things being "out of frame."

He's not completely out of touch with reality, he does, after all, recognize the different between right and wrong, and that bills need to be paid, etc. However, everything he does or sees is done through a Silver Age lens.

As Massive Defender, Clark feels it is his duty and responsibility to be a role-model. He is prone to long-winded speeches that ultimately boil down to, "bad things are bad, and good things are good." Clark firmly believes the platitudes he spouts and often banters with villains (and even other heroes) about the "rightness" or "wrongness" of their actions.

Things that don't conform to his world view simply do not exist to Clark. He either ignores or dismisses outright things that don't live up to his worldview. He doesn't pay heed to detractors or people who criticize him for being naive and "out-of-touch" with reality—in fact, to Clark, these people simply don't exist or speak mumbling nonsense.

His friends in the superhero community know this about him, but have given up trying to explain how things "really work" to Massive Defender. Some of his friends theorize, that the nature of Massive's severe weakness to mental domination is a product of his altered mental state—when his will is overridden, his brain shuts down and Massive becomes a super-powered puppet capable of toppling the CN Tower (which he has done on more than one occasion).

## POWERS & ABILITIES

Massive Defender possesses the mythical strength passed down from heroes from long ago. His strength is the strength of Hercules and Sampson. It is a power that grows and burns within its host until there is nothing left. One day, many year from now, Massive Defender will have to pass this power to another. He doesn't know this yet, but at the appropriate time in the future, he will realize it's

## MASSIVE DEFENDER

PL13

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15*	15*	3	3	5	3	4	3

## POWERS

**Everything is Normal:** Feature 1 (Despite his large appearance, while in his secret identity, no one recognizes that Clark Whippleman is obviously Massive Defender) • 1 point

**Ground Smash:** Burst Area 3 (120 feet) Affliction 12 (Mystic; Resisted by Dodge; Hindered, Prone), Instant Recovery, Limited: Massive Defender and targets must be on the same surface, Limited Degree • 12 points

- **Crack the Ground:** Line Area Affliction 7 (Mystic), Limited: Massive Defender and targets must be on the same surface, Quirk 2: Creates Fissures in the Ground • 1 point

- **Thunderclap:** Cone Area 2 (120 feet) Affliction 12 (Mystic; Resisted by Dodge; Hindered, Prone), Instant Recovery, Limited: Airborne Targets Only, Limited Degree • 1 point

**Immunity 2** (Disease, Poison) • 2 points

**Impervious Toughness 15** (Mystic) • 15 points

**Mythical Strength and Stamina:** Array (30 points)

- **Enhanced Stamina 30**, Dynamic • 61 points
- **Enhanced Strength 30**, Dynamic • 2 points
- **Leaping 10** (1 mile) • 1 point

## SKILLS

Athletics 4 (+19), Close Combat: Unarmed 2 (+7), Deception 2 (+5), Expertise: Comic Books 13 (+16), Insight 5 (+9), Intimidation 8 (+11), Investigation 4 (+7), Perception 4 (+8), Persuasion 8 (+11), Ranged Combat: Throw 4 (+7), Stealth 2 (+5), Technology 2 (+5), Treatment 2 (+5), Vehicles 2 (+5)

## ADVANTAGES

All-out Attack, Chokehold, Close Attack 4, Connected, Contacts, Daze (Intimidation), Diehard, Evasion, Fascinate (Persuasion), Fast Grab, Fearless, Great Endurance, Improved Grab, Improved Hold, Improved Initiative 2, Improved Smash, Improved Trip, Improved Weapon 2, Inspire 5, Instant Up, Interpose, Leadership, Power Attack, Prone Fighting, Set-up 5, Startle, Takedown 2, Taunt, Teamwork, Throwing Mastery 2, Well-informed

time to find his successor, someone worthy of possessing the power. Until that day, however, Massive Defender is content to dole out punishment in the name of justice to all the nefarious miscreants he can find.

Massive's powers are very straight-forward. He hits things, and he hits things hard. He's had some training as a professional wrestler (when he had to go "undercover" at a crooked wrestling organization), and therefore has some unarmed and grappling skill. Despite his size, Massive often fights like a Mexican *luchador*, jumping around and doing high-risk, acrobatic maneuvers that should be nearly impossible for a man his size.

Collateral damage is the norm when Massive Defender is fighting. With his ability to slam the ground hard enough to create fissures, he has been known to trap opponents in the cracks, then give them a solid boot to the head. His Ground Pound and Thunderclap abilities give him the op-

## OFFENSE

## INITIATIVE +11

Throw +7 Ranged, Damage 17\*

Unarmed +11 Close, Damage 15\*

## DEFENSE

**DODGE** 8 **FORTITUDE** 15

**PARRY** 9 **TOUGHNESS** 15\*

**WILL** 5

\*Assumes Mythical Strength and Stamina array set at 15 ranks each.

## POWER POINTS

**ABILITIES** 42 **SKILLS** 31

**POWERS** 96 **DEFENSES** 10

**ADVANTAGES** 46 **TOTAL** 225

## COMPLICATIONS

**Fame:** Massive Defender is the modern face of superheroes in Canada. His enthusiasm, respectability, and wholesome values have mass appeal, making him the idol of millions.

**Motivation—Justice:** Massive truly believes (to a delusional degree) he's living in the Silver Age—bad guys get arrested and go to prison and justice prevails. When strange things happen, it's best to roll with it and defeat whatever nefarious plot comes along.

**Motivation—Responsibility:** Massive feels that he can be an inspiration to those who need a symbol. He is especially thrilled to inspire children, and feels it is his duty as the defender of Canada's values to be a role-model.

**Reputation:** Massive is well known for his even-handedness and a belief in a black-and-white justice system. He strictly adheres to the law, to the point of scolding jaywalkers and telling kids not to do drugs. The criminal community commonly refers to him as a "boy scout" or "goody-two-shoes" and similar terms, while parents and morality-driven groups appreciate and revere him for his dedication to what's "right."

**Weakness:** Massive Defender is vulnerable to mental assaults and mind control. If he is the target of mind control, he automatically fails his resistance checks against them. Massive Defender forgets any actions he undertakes which don't conform to his "Silver Age" interpretation of the world.

tion of knocking people over or dropping them from the sky in order to dispense his "hands-on" method of justice, neither of which cause too much collateral damage, surprisingly. He's also been known to leap at his opponents and bring them down to street level for a beating.

Massive has the ability to sacrifice his stamina and physical resilience to increase his strength, and vice versa. He's been known to do this when a situation is dire and he needs to be extra resistant to damage or be able to dole out more hurt on especially tough bad guys... or when he needs to lift a mountain or something equally outrageous.

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