

# DRAGONEYE

**REAL NAME:** Longwei "Larry" Chin

**OCCUPATION:** Magician

**BASE:** Emerald City

Dragoneye started life as Longwei Chin, the son of Chinese immigrants who came to America with their son to start a new life. They chose Emerald City because they had distant family who'd moved there years previously and they told the Chins the Chinese community there was well-established, well-respected, and mostly left to the residents to run. They were right. The Chins loved the city and lived there for years. Longwei took an Americanized name, Larry, and started working as a handyman as a teenager. He turned that into a full-time job when he left school and made a nice living serving the people of the Eastern District for the past decade. When his parents moved to Phoenix for his father's health, Larry got an apartment and continued to lead a comfortable, but unremarkable life.

Then he went to bed on the night of his 28th birthday and everything changed. In his dreams he found himself floating before an immense dragon that explained he'd been chosen to become the dragon's representative on Earth. The former representative had been his father's uncle, Uncle Zhi, a notorious gangster who led one of the larger

and more successful criminal organizations in Emerald City—the relative who'd told Larry's family to move to Emerald City years before. Uncle Zhi had died that night and the dragon found the nearest "worthy" blood relative to take his place. The dragon explained it didn't care what Larry did with the power, it was his to do with as he wished. Then he touched Larry's forehead and opened his Dragoneye. Knowledge and power flooded into him. He understood more about magic and the mystical world in an instant than he'd learned about anything else in his entire life. He knew the power he had, what others before him had done with it, and what he could do with it.

When he woke, his alarm was going off and he was lying in his bed dressed in a traditional ivory and gold silk suit with a golden dragon embroidered on it. The first thing he did was enter the astral plane to check on his Uncle Zhi. He had passed away late the night before and his men were on the lookout for the new Dragoneye, whom they feared would appear back in China. With that bit of news, Larry knew he had some thinking to do, so he canceled his business for the day and sat in contemplation. By the next morning he'd decided to use his powers not as his Uncle Zhi had, but to act as the protector of his people. Dragoneye made his debut in the city, quickly establishing himself as the guardian of the Eastern district.

Larry no longer works as a handyman, instead supported by the people of the Eastern District. He eats for free, is given clothing and housing, and wants for nothing. He repays his community by keeping them safe and using his magic to help them however he can. The sight of Dragoneye walking and floating around the neighborhood is a comfort to its people.

## PERSONALITY

Dragoneye is a genuinely kind and caring man who feels actions speak louder than words. He enjoys helping out the people of Emerald City, especially those in his home in the Eastern District. Since his transformation into the Dragoneye he's gained a quiet wisdom that's undeniable, but underneath he's still fun-loving, pragmatic Larry Chin, professional handyman.

## USING DRAGONEYE AS A VILLAIN

As a boy and then as a teenager, Uncle Zhi lavished Larry with attention, grooming him to become a member of his gang, and then eventually bringing him into the fold despite his parents' protests. When Uncle Zhi died and passed the powers of the Dragon on to Larry, he decided his uncle had the right idea and revealed his powers to the organization. He killed the men who thought they'd be running things with the Dragoneye as their lapdog (as if) and became the leader of the gang. Now he "protects" his people as he sees fit and they honor and fear him.



# DRAGONEYE

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	1	3	1	3	6	4

## POWERS

**Astral Projection:** Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2 • 32 points.

- **Levitation:** Flight 4 (30 MPH) and **Mystic Shield:** Protection 12, Impervious, Sustained • 1 point.

**Dragoneye Open:** Senses 2 (Magical Awareness, Radius) • 2 points.

**Dragon Channeling:** Array (24 points)

- **Dragon's Breath:** Ranged Damage 12 • 24 points
- **Dragon's Roar:** Cone Area Affliction 10 (Resisted by Will; Dazed, Stunned, Incapacitated) • 1 point
- **Dragon's Blessing:** Healing 6, Affects Objects, Energizing • 1 point
- **Dragon's Shield:** Deflect 8 • 1 point
- **Dragon's Will:** Create 8, Movable • 1 point
- **Dragon's Curse:** Nullify 8 Broad—All Magic Effects, Simultaneous • 1 point

## SKILLS

Expertise: Magic 10 (+13), Insight 6 (+12), Intimidation 4 (+8), Perception 4 (+10), Sleight of Hand 4 (+7)

## ADVANTAGES

Accurate Attack, Fearless, Languages 1 (Mandarin), Ranged Attack 5, Ritualist, Trance

## POWERS & ABILITIES

Dragoneye was given the ability to channel different aspects of the Dragon and manifest them as magical effects. In order to use his powers he has to be able to move freely. His ritual movements mimic the moves of dragon-style kung fu, but instead call on the power of the Dragon. With his powers, he's able to create a wide range of effects including firing goutts of flame, a deafening, overwhelming roar, a mystic shield, dispelling other magic, creating magical constructs, and the power to heal not only people, but to also repair non-living objects. In addition, he's able to astrally project, fly, and sense nearby magic.

In addition to the effects listed, Dragoneye can perform rituals (using his Ritualist advantage), and if it's an emergency he can spend a Hero Point to gain a different Alternate Effect for his Dragon Channeling.

## OFFENSE

INITIATIVE +1

Spellcasting +8 Ranged, Damage 12 plus others

Unarmed +1 Close, Damage 0

## DEFENSE

DODGE 8 FORTITUDE 8

PARRY 6 TOUGHNESS 12

WILL 12

## POWER POINTS

ABILITIES 36 SKILLS 14

POWERS 64 DEFENSES 26

ADVANTAGES 10 TOTAL 150

## COMPLICATIONS

**Motivation – Responsibility:** When Dragoneye accepted his powers he also accepted the role of servant and defender of his community.

**Enemy:** The gang the previous Dragoneye ran still exists and its new leaders are after Larry to convince him to join them or, if that fails, to kill him and recruit the next Dragoneye.

**Power Loss:** Dragoneye isn't able to use his Dragon Channeling powers if he's unable to speak or move his hands.

## ALLIES

In addition to the Sentinels, Dragoneye counts most of the people of the Eastern District among his allies. He holds a special place in the community and is treated as protector, adviser, and holy man.

## ENEMIES

Dragoneye is the most recent in a long line of Dragoneyes that go back for centuries. As such, he will no doubt be threatened by enemies of Dragoneyes past looking to revenge themselves upon the current Dragoneye. Additionally, the previous Dragoneye in Emerald City was a cruel, self-serving gangster who told his men to recruit the new Dragoneye or risk losing everything he'd built.

MUTANTS & MASTERMINDS

# CREDITS & LICENSE

**Mutants & Masterminds The Sentinels: Dragoneye**

**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](mailto:custserv@greenronin.com)

**Web Sites:** [www.greenronin.com](http://www.greenronin.com)  
[www.mutantsandmasterminds.com](http://www.mutantsandmasterminds.com)



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