

MONGREL

REAL NAME: Michael Morgan

OCCUPATION: Paramedic

BASE: Emerald City

Michael Morgan moved to Emerald City a few years ago to take a job as a paramedic. He wanted the challenge of working in a large city. In the years that followed, he got plenty of challenge from the violence and corruption the city is known for, but he also learned a lot about the city, its neighborhoods, and the people who lived there.

One night, he was called to the scene of an accident just outside the city. The roads in the area twisted through the thick and hilly forest, so accidents here weren't uncommon. Michael began treating one of the victims. Some of his injuries didn't seem to be the result of the car accident, but he couldn't worry about that; the man had lost a lot of blood. As Michael set to work, the victim regained consciousness and began to struggle. In his panic he even bit Michael on the arm, not badly, but enough to break the skin, then the man collapsed and died.

Michael didn't think much of the incident and moved to help his partner with the other victim. Afterward he cleaned his wound, filed his report, and went home. The next few days were fine, but he felt more ill with each

passing day until he just couldn't go in to work. Late one night he woke up feeling great. His fever had broken, the soreness in his joints was gone, he didn't have a headache, but when he turned on the light he discovered he'd turned into some sort of beast-man! After his initial shock he learned he could control his transformation, shifting between his human and bestial forms at will. He spent a few more days on "sick leave" while he investigated his new abilities and even stopped some muggings, fights, and other street crimes. He'd always liked that he was smart and quick-witted enough to be a good paramedic, but now with these powers he could help people in ways he never could before. For the last few weeks, the new hero Mongrel has been on the streets, making a name for himself as Emerald City's newest protector.

PERSONALITY

Michael Morgan is a likable and responsible guy; attentive, well-intentioned, and serious about his job. He would like to believe Mongrel is the same, but he's becoming aware that he's more aggressive, fun-loving, and a bigger risk-taker in his heroic identity. He's unsure if that's simply because he feels freer as Mongrel or if his transformation is more than merely physical.

USING MONGREL AS A VILLAIN

Instead of being in full control of himself, Mongrel is truly bestial. As Michael Morgan, he's haunted by Mongrel's actions and dealing with his condition has caused him to lose his job, friends, and home. Now he wanders the streets of Emerald City desperately searching for a way to control the beast inside him that emerges each night to hunt in the urban jungle.

POWERS & ABILITIES

Mongrel's powers all stem from his bestial nature. He's stronger, faster, has more endurance, and is more aware of his surroundings in addition to being able to perceive in ways he can't in his human form. In both forms he recovers faster than he did before he gained his powers and seems to have a closer connection with animals.



MONGREL

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	6	7	4	7	2	5	4

POWERS

Bestial Form: Activation (Move action, -1 point) • 112 points

- **Animalistic Senses:** Enhanced Skill 2 (Perception +4), Senses 4 (Danger Sense, Extended Hearing, Infravision, Tracking) • 6 points
- **Beastlike:** Enhanced Agility 6, Enhanced Awareness 3, Enhanced Dexterity 3, Enhanced Fighting 6, Enhanced Presence 4, Enhanced Stamina 4, Enhanced Strength 4 • 60 points
- **Claws:** Enhanced Advantages 1 (Improved Critical (Unarmed)), Movement 1 (Wall-Crawling) • 3 points
- **Instincts:** Enhanced Advantages 9 (Chokehold, Evasion, Improved Initiative, Instant Up, Move-by Action, Power Attack, Precise Attack 1 (Close; Concealment), Takedown, Uncanny Dodge), Enhanced Defenses 20 (Dodge 7, Fortitude 6, Parry 7), Enhanced Skills 10 (Acrobatics +7, Athletics +5, Close Combat: Unarmed +6, Stealth +2) • 39 points
- **Pounce:** Leaping 2 (30 feet), Speed 3 (16 MPH) • 5 points

Quick Recovery: Regeneration 1 • 1 point

SKILLS

Acrobatics 0 (+14*), Athletics 2 (+12*), Close Combat: Unarmed 2 (+15*), Expertise: Paramedic 4 (+6), Expertise: Streetwise 2 (+4), Intimidation 2 (+6), Perception 3 (+12*), Persuasion 4 (+8), Stealth 3 (+12*), Treatment 4 (+6), Vehicles 2 (+6)

ADVANTAGES

Animal Empathy, *Chokehold*, *Diehard*, *Evasion*, *Improved Critical (Unarmed)*, *Improved Initiative*, *Instant Up*, *Move-by Action*, *Power Attack*, *Precise Attack 1 (Close; Concealment)*, *Takedown*, *Uncanny Dodge*

OFFENSE

INITIATIVE +11

Unarmed +15

Close, Damage 5, Crit. 19-20

DEFENSE

DODGE 14 **FORTITUDE** 12

PARRY 14 **TOUGHNESS** 6

WILL 6

POWER POINTS

ABILITIES 20 **SKILLS** 14

POWERS 113 **DEFENSES** 1

ADVANTAGES 2 **TOTAL** 150

COMPLICATIONS

Identity: Mongrel keeps his identity as Michael Morgan a closely-guarded secret.

Motivation – Responsibility: Mongrel believes he has a responsibility to use his abilities to help however he can.

MICHAEL MORGAN

PL3 • 38 POINTS

Abilities Str 1, Sta 2, Agl 1, Dex 1, Fgt 1, Int 2, Awe 2, Pre 0

Powers Quick Recovery: Regeneration 1

Advantages Animal Empathy, Diehard

Skills Athletics 2 (+3), Close Combat: Unarmed 2 (+3), Expertise: Paramedic 4 (+6), Expertise: Streetwise 2 (+4), Intimidation 2 (+2), Perception 3 (+5), Persuasion 4 (+4), Stealth 3 (+4), Treatment 4 (+6), Vehicles 2 (+3)

Offense Initiative +1, Unarmed +3 (Damage 1)

Defense Dodge 1, Parry 1, Fortitude 2, Toughness 2, Will 3

Totals Abilities 20 + Powers 1 + Advantages 2 + Skills 14 + Defenses 1 = 38

MUTANTS & MASTERMINDS

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