

PROFESSOR FATHOM, SYLPH, PYRE & GRANITE! TRANSFORMED BY THE MYSTICAL POWER OF THE FABLED PRIME ELEMENT STONES, DR. RICHARD CALUMUS AND HIS TEAM OF SCIENTIFIC EXPLORERS BECAME THE LIVING EMBODIMENTS OF EARTH'S FOUR ELEMENTS: WATER, WIND, FIRE, AND STONE! UNABLE TO RETURN TO THEIR HUMAN FORMS, THEY BECAME THE FEARSOME FOES OF FREEDOM CITY'S ATOM FAMILY, SELLING THEIR ASTOUNDING POWER TO THE HIGHEST BIDDER AS:

# FACTOR FOUR



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FEAST YOUR EYES ON THIS PULSE-POUNING PREVIEW OF JUST FOUR OF THE VILLAINOUS SCOUNDRELS PACKING THE PAGES OF *FREEDOM CITY*, THE NEWEST HARDBACK SUPPLEMENT FOR *MUTANTS & MASTERMINDS™* -- THE WORLD'S GREATEST SUPERHERO ROLEPLAYING GAME!

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# MUTANTS & MASTERMINDS

## PROFESSOR FATHOM

Dr. Richard Calumus was one of Dr. Atom's most brilliant students and an explorer at heart like his teacher. Unfortunately, he was solely interested in satisfying his own curiosity, greed, and need for achievement rather than furthering the reach of science or improving the lot of humanity. Richard's discoveries were for sale to the highest bidder, and he cared nothing for preserving unique or historical finds. For many years, Calumus and his crew of assistants were the Atom Family's rivals, trying to exploit the hidden wonders of the world.



Calumus' luck ran out when he discovered the location of the reputedly mystical Prime Elements, fabulous gemstones representing each of the four ancient elements. Calumus had little interest in the stones' supposed powers, but knew they would command a tremendous price on the market. He and his associates discovered the resting place of the stones, but Dr. Atom and his grandchildren intervened and something unexpected happened. In a blast of magical power, the Prime Elements bonded to each of the four would-be thieves, transforming them into elemental beings.

At first, the Factor Four reveled in their newfound powers, until they discovered that they couldn't entirely control them and that their inhuman transformations were apparently permanent. Since then, Calumus (now known as Professor Fathom) has been working on means to allow him and his associates to return to their human forms (preferably while retaining their elemental power). The Factor Four also continues to explore, looking for new resources to help restore their humanity or simply fund their search. They sometimes work as mercenaries to raise funds.

**Professor Fathom:** PL 11; Init +3 (Dex); Defense 19 (16 flat-footed); Spd 30 ft.; Atk +9 melee (DC 21, suffocation), +9 ranged (+11S, water blast); SV Dmg +2, Fort +2, Ref +5, Will +4; Str 12, Dex 16, Con 14, Int 20, Wis 14, Cha 15.  
**Skills:** Bluff +7, Repair +12, Science (engineering) +13, Search +10, Sense Motive +8.

**Feats:** Attack Finesse, Expertise, Extra Limbs, Improved Grapple, Iron Will, Leadership, Lightning Reflexes, Underwater Combat.

**Powers:** Alternate Form +11 (liquid) [Extra: Suffocation; Power Stunt: Energy Blast; Flaw: Permanent; Source: Mystical; Cost: 6 pp], Super-Intelligence +3 [Source: Training; Cost: 2 pp].

## THE FACTOR FOUR

The Factor Four are long-time foes of the Atom Family. Originally rival explorers during the 1970s, they acquired superhuman powers using a set of mystical artifacts and have become dangerous criminals. Their primary goals are profit and finding a means to control their powers so they can enjoy their ill-gotten gains.

Professor Fathom's obsessive quest for knowledge can unearth any number of things that are better left hidden, or at least kept out of the hands of someone like him. Heroes can prevent the Factor Four from stealing valuable artifacts, arcane lore, scientific discoveries, or from kidnapping scholars and scientists. They may also encounter the supervillains working for various employers for the money that they need, or stealing to support Professor Fathom's research.

## SYLPH

Sylvia McAllister always had a tendency to get mixed up with the wrong sort of men, and her worst move was when she got involved with Richard Calumus. She was drawn to his intellect, his natural charisma, and particularly to the way he went after whatever he wanted. Sylvia became Dr. Calumus' assistant and eventually his lover. She was transformed along with Calumus and his other associates. Her relationship with Professor Fathom is no longer physical, but Sylvia is even more dependent on him.



**Sylph:** PL 9; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (14 flat-footed); Spd 30 ft. (fly 50 ft.); Atk +7 melee (DC 19, suffocation); SV Dmg +0, Fort +0, Ref +2, Will +0; Str -, Dex 15, Con 10, Int 11, Wis 11, Cha 14.

**Skills:** Bluff +10, Diplomacy +10, Hide +12, Innuendo +9, Profession (technician) +5, Search +8, Spot +8.

**Feats:** Attractive, Attack Finesse, Improved Initiative, Surprise Strike.

**Powers:** Alternate Form +9 (gaseous) [Flaw: Permanent; Source: Mystical; Cost: 5 pp].

## COMING IN JANUARY! FREEDOM CITY

A *Mutants & Masterminds* Sourcebook

Written by Steve Kenyon  
GRR2002  
MSRP: \$32.95

Design by Super Unicorn  
ISBN: 0-9723599-4-X  
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Players of *Mutants & Masterminds* were introduced to the bustling metropolis of *Freedom City* in the rulebook's introductory adventure! Explore additional superhero action with this full-color four-color campaign setting for city-based superhero adventure! *Freedom City* includes a detailed history, an overview of the city's diverse neighborhoods, scores of locations and backdrops, a cast of supporting characters, three complete hero teams, and dozens of villains, all ready to use! Richly detailed and lavishly illustrated in full color, *Freedom City* is the ideal companion book to the *Mutants & Masterminds* Roleplaying Game!

## PYRE

Jack Connors was always a hotshot when it came to anything that moved fast: planes, cars, or women. He hooked up with Dr. Calumus when he needed a driver and pilot able to handle any vehicle and go anywhere. The money was good, and Jack didn't particularly care where it came from or what he had to do to get it. He just liked the lifestyle that it gave him. Things changed when Jack was infused with elemental energies of fire and became Pyre, the Master of Flame.



**Pyre:** PL 10; Init +3 (Dex); Defense 19 (16 flat-footed); Spd 30 ft. (fly 50 ft.); Atk +7 melee (+1S, punch, +10S, energy field), +9 ranged (+10L, fire blast); SV Dmg +1, Fort +1, Ref +5, Will +1; Str 12, Dex 17, Con 12, Int 11, Wis 12, Cha 12.  
**Skills:** Bluff +4, Drive +8, Pilot +8, Repair +4, Sense Motive +4, Taunt +7.

**Feats:** Attack Focus (energy blast), Lightning Reflexes, Point Blank Shot, Power Attack, Talented (Drive and Pilot).

**Powers:** Fire Control +10 [Extras: Amazing Save (Damage), Dazzle, Energy Field, Flight, Immunity; Flaw: Permanent; Source: Mystical; Cost: 7 pp].

## GRANITE

Bill Cole has always been a tough guy, now more than ever. When he first began working for Dr. Calumus, Cole was just a bruiser, in charge of lifting heavy things and removing obstacles (living or otherwise) from the doctor's way. Cole knew how to take orders from his military days and how to handle himself in a fight. He liked the money and he liked Sylvie McAllister a lot, although he knew that she was Dr. Calumus' girl, so he kept his distance. The power of the Prime Earth transformed Cole into a hulking creature of solid rock with the strength and endurance of a mountain. Although he's stronger and tougher than ever, Granite is isolated beneath his rocky exterior, but he keeps following Professor Fathom's orders like a good soldier, knowing that his boss will take care of everything eventually.



**Granite:** PL 8; Init +0; Defense 16; Spd 30 ft.; Atk +11 melee (+13S, punch), +5 ranged; SV Dmg +4, Fort +6, Ref +0, Will +0; Str 20, Dex 11, Con 18, Int 8, Wis 10, Cha 10.

**Skills:** Climb +13, Intimidate +8, Jump +13, Listen +5, Profession (soldier) +8, Spot +5.

**Feats:** Attack Focus (unarmed), Great Fortitude, Improved Pin, Power Attack, Takedown Attack.

**Powers:** Alternate Form +8 (solid) [Extras: Immovability, Shockwave, Thunderclap; Flaw: Permanent; Source: Mystical; Cost: 8 pp].

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