

METAHUMAN MYSTICS & SUPERNATURAL SUPERS

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Author, Cover & Design: Steven Trustrum

Illustrator: Matthew Vasey; colors by Steven Trustrum

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INTRODUCTION

This work introduces a number of new character archetypes for use in the second edition of **M&M**. Each shares the common thread of having a mystical or supernatural nature.

NEW CHARACTER OPTIONS

This section includes new traits. Some are already employed by the included archetypes while others are here because they will likely be useful to such characters.

POWERS

IMMORTALITY

Effect: Immunity, Regeneration

Action: None (passive)

Range: Personal

Duration: Permanent

Saving Throw: None

Cost: 5 points

You are immune to aging, disease, and poisons. If your condition becomes dead, you can make a recovery check (DC 10) in a week's time, success means your condition becomes unconscious and disabled, from which you recover normally. Failure means you remain dead for another week. Then you get another recovery check, and so forth until you succeed on a check. This is Regeneration 1 effect assigned to Resurrection with the True Resurrection extra. To recover from death and injury faster, apply more ranks of Regeneration (see the Regeneration effect description in *M&M: UP* for details.)

SUPER-SENSES—PSYCHOMETRY (4 RANKS)

You can sense and read the psychic "fingerprints" left on objects by the emotions of those who owned, held or were around them. The stronger the emotions of the person or events and the greater the time spent in the object's presence, the easier it is to read what has been imprinted. The time since the event occurred will also be a factor, being easier the more recent the occurrence.

To understand what the imprint is telling you, make an Investigate or Wisdom check (whichever you prefer or, if the Gamemaster restricts you to one or the other, depending on the circumstances.) The base DC for this check is 15, as modified by the following conditions. (The DC cannot be reduced below 5.)

PSYCHOMETRY DC MODIFIERS

| CONDITIONS | DC MODIFIER |
|---|-------------|
| Time since event being read | Special * |
| Emotional strength of event ... | |
| ... insignificant (typical, everyday happenstance) | +10 |
| ... noteworthy (someone devoted emotional energy, but not much—perhaps only peripherally or as an afterthought) | +5 |
| ... minor (emotional release, but nothing out of the ordinary) | +0 |
| ... moderate (definite emotional investment, such as a symbol of true love) | -5 |
| ... major (something of great emotional significance, such as a vengeful murder) | -10 |
| ... extreme (something incredibly emotionally turbulence, such as genocide) | -15 |

* There is no time modifier if the event being read occurred within a time value one the Time and Value Progression Table equal to or less than your Wisdom bonus, with a minimum value of 1 (1 action.) For each step down on the Time and Progression Table beyond your Wisdom bonus since the event occurred the DC is increased by a +1 modifier. For example, if your Wisdom is 18 you have a +4 bonus. This means you suffer no DC modifier for reading events that occurred within 5 minutes. If the event you're trying to read happened a year ago, that would be 8 steps down the table, increasing the DC by +8.

Game Masters are encouraged to add their own modifiers if they feel the circumstances warrant it.

WHAT IS LEARNED?

How much is learned and about what is determined on the following random table (hey, reading emotions isn't exactly a science, no matter how powerful one's will to do so is!) Roll twice, once to indicate the subject of what has been read and again to indicate the degree of information. Two columns are presented for the subject: one is used if purposely seeking specific information (e.g., "who killed the woman who owned this comb?") and another for blindly probing the object in the search for any information at all without specifics in mind (e.g., "who has owned this comb I just found on the ground?")

Add to both rolls as a modifier the amount the Investigate or Wisdom check to use this power defeated the DC by. So, if the Investigate check to use Psychometry was against a DC of 20 and a 23 is rolled, a +3 bonus on these two rolls is gained.

PSYCHOMETRY OUTCOME TABLE.

| <i>ROLL</i> | <i>SUBJECT (PURPOSEFUL)</i> | <i>SUBJECT (RANDOM)</i> | <i>INFORMATION LEARNED</i> |
|-------------|--|--|--|
| 01-05 | Learn of something entirely unrelated to desired subject | Learn about event in most distant past | Brief, unclear flash of insight (i.e., it's barely helpful and very cryptic) |
| 06-10 | As 01-05 | As 01-05 | A single, brief moment caught in time (i.e., minor clue) |
| 11-14 | Learn of something peripherally related to desired subject | Learn about event in recent past | A small clip or scene of an "emotional movie" (i.e., helpful clue) |
| 15-18 | As 11-14 | Learn about event in immediate past | Entire scene plays out in jumpy, choppy flashes that may leave out important details (i.e., incredibly helpful clue) |
| 19+ | Learn of intended subject | Learn of most recent, most powerful possible subject | Entire scene plays out clearly, emotions and all (i.e., as good as being there) |

You may continue attempting to learn new information from the same object so long as you continue using this power on it.

EXTRAS

CONCUSSIVE (+1 MODIFIER/STEP)

The attack causes greater than usual knockback by applying a +2 modifier per step when determining knockback.

IMPERVIOUS (ADDENDUM)

This extra may be applied to the same appropriate power more than once. Each step beyond the first will counteract an additional step of an attack's Penetrating ability. There is no further affect beyond this counteraction—in other words, applying Impervious steps to the defense more times than the attack has applied steps of Penetrating does not further reduce the amount of operational Impervious Toughness lost to the Penetrating effect.

PENETRATING (ADDENDUM)

This extra may be applied to the same power more than once. Each step beyond the first will counteract an additional step of Impervious applied to the targeted defense. There is no further affect beyond this counteraction—in other words, applying more steps of Penetrating to the attack than the defense power has applied steps of Impervious does not further reduce the Impervious Toughness by any degree.

NEW COMPLICATIONS

ANTI-SOCIAL

The character possesses some form of anti- or counter-social behavior or attitude, such as feeling alienated from people who would otherwise be their peers or by being an active participant in a counter-culture movement.

NEW DRAWBACKS

LOSE CONTROL

A specific situation, substance, or the like causes the character to lose control of his actions and bring about some effect. This effect can be a type of behavior (e.g., entering a blind rage, as per the Rage feat, whenever around blood), activating a specific power (e.g., igniting an explosion centered on the character when wounded), or even the activation of another drawback (e.g., causing a Separate Personality to assume control if taunted, teased, or the like.)

The drawback's intensity determines the saving throw (usually Will) required to resist the effect's onset. Increasing the drawback's value by another 1 PP means another save versus the same DC is required to exit/turn off (or whatever) the drawback's resulting effect if it is of a sort that has a duration, or otherwise needs some sort of decision or action to recover from, either prematurely or ultimately. On the other hand, the drawback's value is reduced by 1 to 3 PP if the effect isn't all that debilitating or troublesome.

Powers with this drawback cannot also have the Uncontrolled Flaw.

REDUCED RANGE

This drawback reduces the number of range increments of a ranged effect, which normally has a maximum range of ten increments. For -1 point, it reduces the effect to half that, or five increments (the same as throwing range). For -2 points, it reduces the effect to two increments. A greater reduction should be handled by making the effect touch range, possibly with some measure of the Extended Reach feat, if necessary.