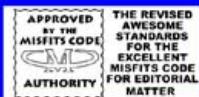




#2

STEVEN
TRISTRUM

METAHUMAN MYSTICS & SUPERNATURAL SUPERS



THE REVISED AWESOME STANDARDS FOR THE EDITORIAL MISFITS CODE FOR EDITORIAL MATTER

MIS5009

**M&M
SUPERLINK**

METAHUMAN MYSTICS SUPERNATURAL & SUPERS

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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.

FLAWS

REQUIRES (SKILL) CHECK (-1 MODIFIER/STEP)

Select a skill when this flaw is applied to the power. Use of the power requires a check for this chosen skill against the same DC as is used for the power check in order to determine how well the power works. If a power check is also required, it too is rolled; a skill check is always rolled, regardless of whether or not a power check is called for. The -1 penalty is based on a skill that requires a standard action to use; increase this flaw's value by an additional -1 per step longer on the **Time and Value Progression** table that the skill requires for a check. Skill checks that take the same time or less than is needed to activate the power remain a -1 modifier. Alternatively, an ability check can be required instead of a skill.

Although choosing to take 20 for the skill check does indeed take more time, the flaw's value does not increase for doing so because this is not the default time required to use the skill but rather is a voluntary choice on the part of the character to use more time for an increased chance of success. This trade off negates any increased detriment for taking more time.

Alternatively, a Gamemaster may allow this flaw to be applied with a +0 modifier if it entirely replaces the normal power check. In such cases, use the skill's regulations regarding taking 10 and 20 and the like when used for power checks instead of the latter's normal rules. The DC for this application of the flaw is also changed from the

normal power check DC. The more ranks in the power, the more skilled the character needs to be to properly carry out the power's use, but this is balanced against the fact that the character has more control over how good they can become at the requisite skill when compared to a normal power check.

Skill Check for Using Powers = d20 + skill rank + ability modifier + miscellaneous modifiers vs. Difficulty class + power rank

DRAWBACKS

TIMED

Most often used in conjunction with the Normal Identity drawback, Timed is a power drawback that only allows the power to operate for a limited amount of time, after which it typically requires a period of downtime before it may be used again. The operational time chosen for the drawback must be less than the power's or identity's usual duration. To determine this drawback's intensity, use the following table to calculate a total by adding the modifier listed for the power's operational duration with its downtime duration.

A power that can be turned off early while reducing its downtime by the same ratio applies a -3 modifier. For example, a power with an operational duration of 20 minutes and downtime duration of 1 hour would only be inaccessible for 15 minutes (three-quarters of the latter) if the power was active for 5 minutes (three-quarters of the former.)

A total value of -3 to 0 indicates a minor drawback, 1 to 7 a moderate drawback and 8 or higher is a major drawback. A value of -4 or less is a complication and not a drawback.

This drawback's value cannot be lower than +0, no matter what options are selected.

DURATION	OPERATIONAL	DOWNTIME
3 seconds (1 action)	+10	-10
6 seconds (1 round)	+8	-7
1 minute (10 rounds)	+6	-3
5 minutes	+3	+0
20 minutes	+1	+1
1 hour	+0	+3
5 hours	-3	+6
1 day	-7	+8
1 week or longer	-10	+10

Avatar			PL 10		
STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	+0	+2	+2
14	12	16	10	14	15

TOUGH +3/+10	Skills: Bluff 4 (+6), Concentration 8 (+10), Craft (select one) 6 (+6), Diplomacy 6 (+8), Intimidate 8 (+10), Knowledge (select one, typically related to patron Force) 8 (+8), Notice 8 (+10), Profession (select one) 6 (+8), Search 6 (+6), Sense Motive 4 (+6)
FORT +8	
REF +6	Feats: Beginner's Luck, Diehard, Eidetic Memory, Endurance, Fascinate (select one) 5, Favored Opponent (avatars of opposing Force) 4, Improved Initiative, Inspire 5, Luck 3, Startle
WILL +4	Powers: Core Power (Select one of the listed core powers, as befitting the avatar's patron Force; 20 PP), Immunity 9 (Life support), Protection 7 (Magic), Regeneration 8 (Con checks +2, recovery rate 4 [6 sec.], ability damage 2 [hour]; Power Feats: Persistent, Regrowth; Flaws: Does not work against polar opposite Force), Secondary Power (Select one of the listed secondary powers, as befitting the avatar's patron Force; 10 PP), Super-Senses 8 (Detect patron Force [free action, ranged]; Detect polar opposite Force [free action, ranged]; Normal sight, smell and hearing are extended; Awareness [patron Force])

Combat: Attack +5, Damage +2 (unarmed), Defense +6, Initiative +5

Drawbacks: Noticeable (reads as Force type; uncommon, moderate; -2 PP), Vulnerable (polar opposite Force; uncommon, moderate; -2 PP)

Abilities 21 + Skills 16 (64 ranks) + Feats 23 + Powers 60 + Combat 22 + Saves 12 - Drawbacks 4 = 150

CONCEPT

The avatar is the mortal manifestation of a mystical, supernatural or preternatural Force. An avatar is no mere servant to this Force, but more of an extension to work her benefactor's will (so far as some such things may be said to have a will), much as a hand serves the mind—remaining apart yet joined at the same time. Common Forces that use avatars include gods and primal aspects of the cosmos (an element, life, time, death, magic itself, etc.) Some of these Forces may further be broken down, such as time having separate avatars for the past, present or future, while others lose the strength of their meaning if they are diluted beyond their base meaning.

Whether or not the avatar is aware of their powers' source is key to the character's understanding of themselves and their role in the game. Even those who know where their powers come from may not subscribe to the ideals they are meant to embody—a dedicated and empathetic surgeon who realizes he was born to be an avatar of death, for example, would make for an interesting, conflicted character. Regardless, the avatar feels a greater awareness tingling at the edges of their own consciousness, creating a definite sense they are but a small part of something much bigger than they alone could ever be.

ORIGINS

There are a number of ways an avatar may gain her abilities. She can be born with them as part of a legacy, or perhaps they are passed on to her by a mentor or loved one who has secretly been preparing her to be their successor. Some avatars are also created entirely to serve and are not true mortals at all. Such beings may be given false memories to make them believe they are a normal person charged with a great responsibility, or the avatar can be fully aware she is a living construct meant to embody the Force she serves.

At her core, an avatar is a tool of her benefactor, but just how many similar instruments may be in play at any one time will vary. Deities will rarely field more than one avatar (because it taxes their strengths or maybe they simply desire to keep their servants few so they are easier to keep tabs on), while primal Forces almost certainly possess deep reservoirs of energy that allow them to create more than one at a time. For the most part, how many avatars any given Force may simultaneously have active depends almost entirely on the Gamemaster's wishes and the core concept around which the avatar is built.

POWERS

An avatar's powers will vary widely but will be intrinsically tied to her benefactor's nature. Avatars of death, for instance, may wield abilities that allow them control over the dead while avatars of a god would possess powers that are shadows of that which are the deity's command. As an extension of what their benefactor embodies, avatars should also possess senses related to their benefactor. A death avatar can sense when someone is about to die whereas Thor's avatar will possess great strength and control lightning.

Normal Identity, Timed, Vulnerable and Weakness are all common drawbacks for avatars. Normal Identity suits an avatar that is only able to access her powers by transforming into a new mortal shell and is a perfect fit for Timed, indicating an inability to tap her Force for too long. Both Vulnerable and Weakness will almost certainly represent things that affect the avatar because they are the polar opposite of her Force—Heal may actually cause damage to a death avatar, for instance.

Noticeable is also pretty much required; the avatar is not just given a portion of a Force's power—she *is* a portion of that power. She radiates energy that makes her detectable as an aspect of her related Force rather than as someone who merely wields it. For example, an avatar of magic would read as magic to someone able to detect the arcane rather than as someone who *uses* magic.

CORE POWER EXAMPLES (ALL ARE MAGIC; 20 PP)

Avatar of Death: Strike 10 (Death touch; Death Force; *Extras*: Alternate Save [Fortitude], Poison; *Flaws*: Only versus organics)

Avatar of Life: Healing 9 (Healing touch; *Power Feats*: Affects Insubstantial, Persistent; *Extras*: Action [standard action]; *Flaws*: Does not work on self)

Avatar of Magic: Magic 8 (Spellcraft; choose five power feats)

Avatar of Space: Spatial Control 9 (Fold space; *Power Feats*: Alternate Powers—Elongation, Speed)

Avatar of Time: Paralyze 10 (Slow time bubble; *Extras*: Burst [50 ft.]; *Flaws*: Slow)

Avatar of Thor: Blast 10 (Lightning strike; *Extras*: Line, Contagious; *Flaws*: Not against grounded or non-conductive, Only works outside)

SECONDARY POWER EXAMPLES (ALL ARE MAGIC; 10 PP)

Any Avatar: Enhanced Ability 10 (Select one or more ability that most suits the avatar's Force and divide this power amongst them)

Avatar of Death: Paralyze 3 (Rigor mortis touch; Death Force; *Power Feats*: Innate; *Extras*: Alternate Save [Fortitude])

Avatar of Life: Mental Blast* 2 (Joy of life; Life Force; *Power Feats*: Alternate Power—Dazzle* [visual], Drain [Wisdom]; *Extras*: Burst [10 ft.]; *Flaws*: Nonlethal Damage Only, Affects Sentient Creatures Only) *Dynamic

Avatar of Magic: Nullify 10 (All magical powers at once; *Flaws*: Touch)

Avatar of Space: Deflect 5 (All ranged)

Avatar of Thor: Dazzle 10 (Thunder punch; auditory; *Extras*: Explosion; *Flaws*: Only On Successful Punch)

Avatar of Time: Super-Movement 10 (Slow Fall; Temporal Movement [any time, *Power Feats*: Progression—5 tons])

IMPROVEMENT

Because an avatar's powers are almost entirely defined by an external concept—the Force to which they are bound—the directions her powers may expand in are limited. While further exploring new facets of the benefactor

is typical, improving the character's core abilities as a way of representing their strengthening ties to their Force is far more common. Choosing new powers will likely seem to spread the avatar's powers comparatively thin, a result that is contrary to the Force selecting the individual to be their representative. Devotion to the core concept without sacrificing functionality is important if the character is to remain useful as an avatar.

VARIATIONS

The following are some possible variations of the avatar archetype.

AVATAR OF BALANCE

Instead of being an avatar of a single Force, the character represents the balance between two polar extremes. For example, she could be an avatar of the universal necessity to strike a balance between life and death or matter and anti-matter. An avatar of balance does not work when applied to a far more specific Force, such as that of a deity, because the Force is too narrow to allow variance. What would the balance be between, say Loki and Thor? Most likely another god (if anything), which would mean the character isn't really an avatar of balance but merely the avatar of a god that represents the gray area between two (or more) opposed deities.

Avatars of balance must have powers drawn from the opposing Forces and, to truly represent such a balance, they should be purchased on a 1-for-1 basis (or, if you want to be a real stickler, split the points allotted between the two evenly.) Carrying the concept of balance even further, the avatar's powers should be paired to have an opposite. For instance, an avatar of balance between life and death could heal with her right hand while dealing death with the left. Favoring one Force over the other, either in terms of the amount of powers or their strengths, runs contrary to being an avatar of balance, a concept that must be foremost in your mind in all regards concerning the character concept and implementation.

POLYTHEISM

Rather than acting as avatar for just one god, the character represents an entire pantheon. Such a character concept requires a reason why all the deities would band together and create a mortal representation of their united power. Perhaps they are of a faith lost to time and myth and now seek to gather followers in the modern age, or maybe belief in the pantheon never left entirely, but their followers face such peril as to require the creation of an avatar that represents them as a united power.

Polytheistic avatars should spread their representative abilities across the pantheon as much as possible. This will be difficult for beginning characters with comparatively

few points if the pantheon is especially large, but further improvement down the road will allow new abilities to be added, allowing the player to explain away these additions as the avatar coming into her own. Each god of the pantheon should be represented by at least one ability before the character manifests more than one power of the same god. If the avatar does not represent all the gods, then she isn't truly polytheistic and will likely come to resemble the avatar of the player's favored deity(s) rather than remaining true to the character's concept.

LOST IDENTITY

Not all avatars truly combine the world of mortal man and the raw power of a cosmic Force. Indeed, some mortals merely act as shells within which the avatar's power hides until such time as it is needed. Such a character is two beings sharing a single form, with one playing the role of (unwitting?) host and the other acting as the servant of something far greater than mortal man.

Both the Normal Identity and Separate Personality drawbacks are a necessity to this avatar variation. It is also entirely likely the mortal host isn't even aware of what's going on—she may believe herself subject to unexplained physiological or psychological periods of blacking out, or may even believe herself to be outright insane! Such characters certainly offer plenty of role-playing opportunities that go beyond the scope of a typical superhero.

"Don't fear your end, for Life is not yet done with you."



Panacea			PL 12		
STR	DEX	CON	INT	WIS	CHA
+2	+1	+3	+0	+2/+4	+2/+5
14	12	16	10	14/19	15/20
TOUGH +3/+11	Skills: Bluff 4 (+6/+9), Concentration 8 (+10/+12), Craft (chemical) 6 (+6), Diplomacy 6 (+8/+11), Intimidate 10 (+12/+15), Knowledge (streetwise) 8 (+8), Notice 10 (+12/+14), Profession (assassin) 6 (+8/+10), Search 10 (+10), Sense Motive 4 (+6/+8)				
FORT +8	Feats: Attack Focus (ranged) +2, Beginner's Luck, Contacts, Diehard, Eidetic Memory, Evasion 3, Endurance, Fascinate (select one) 5, Favored Opponent (avatars of Death) 4, Improved Aim, Improved Initiative, Inspire 5, Luck 3, Startle				
REF +8	Powers: Enhanced Charisma 5, Enhanced Wisdom 5, Healing 9 (Healing touch; <i>Power Feats</i> : Affects Insubstantial, Persistent; <i>Extras</i> : Action [standard action]; <i>Flaws</i> : Does not work on self), Immunity 9 (Life support), Mental Blast* 2 (Joy of life; Life Force; <i>Power Feats</i> : Alternate Power—Dazzle* [visual], Drain [Wisdom]; <i>Extras</i> : Burst [10 ft.]; <i>Flaws</i> : Nonlethal damage only, Only affects sentient creatures), Protection 8 (Magic), Regeneration 10 (Con checks +4, recovery rate 4 [6 sec.], ability damage 2 [hour]; <i>Power Feats</i> : Persistent, Regrowth; <i>Flaws</i> : Does not work against attacks with Death Force descriptor), Super-Senses 4 (Detect Life [free action, ranged]; Detect Death [free action, ranged]; Normal sight, smell and hearing are extended; Awareness [patron Force])				
WILL +7/+9	Combat: Attack +5, +7 (ranged), Damage +2 (unarmed), Defense +6, Initiative +5				
	Drawbacks: Noticeable (reads as Force type; uncommon, moderate; -2 PP), Vulnerable (polar opposite Force; uncommon, moderate; -2 PP)				

* Dynamic

Born in the slums of Rio de Janeiro, Suza Santos was an orphan turned to a life of thievery while most other children were playing hide-and-go-seek and going to school. It didn't take long for her to move up to drug dealing and then contract killing just to keep from being swept aside by the deluge of crime growing throughout the city. Despite being a waif, Suza displayed a frightening knack for taking human life, allowing her to become an infamous assassin feared throughout South America before her twentieth birthday. The years went by and her reputation grew to be world-renowned until an event came along that changed her life.

Following a hit gone bad that left her barely conscious and slowly sinking to the bottom of a river, her life's blood flowing into the water through over a dozen bullet and stab wounds, Suza's parent came back to claim her. A voice in her head informed her that she had been born for greater things

and was no mere human. "You are a splinter of the very essence of the concept and realization of life given mortal form" the voice informed her. She was never meant to be left on her own, uninformed of her true nature, but a miscalculation during her ... birth ... had scattered her across the cosmos and left that which bore her unable to track her down. Until now.

At some level Suza had always known she was different, possibly to the extent of realizing what she was, which is why her mortal mind rejected the enormity of what its cosmic subconscious was telling it, leading her to choose a life that was the anathema of everything she was created to represent. With her conscious mind opened to the truth, Suza accepted what she was meant to do and has since undertaken the role of Earth's Panacea in an attempt to live up to her parent's expectations and make up for all the lives she's undone.

Houngan			PL 10		
STR	DEX	CON	INT	WIS	CHA
+0	+1	+2	+1	+3	+2
11	12	14	12	16	14

TOUGH
+2

FORT
+8

REF
+5

WILL
+8/+10

Skills: Bluff 8 (+10), Concentration 12 (+15), Craft (artistic) 10 (+11), Craft (chemical) 12 (+13), Gather Information 4 (+6), Knowledge (arcane lore) 14 (+15), Knowledge (theology and philosophy) 11 (+12), Language (Creole, French), Medicine 4 (+7), Notice 12 (+15), Perform (oratory) 11 (+13), Perform (dance) 6 (+8), Sense Motive 6 (+9), Sleight of Hand 10 (+11)

Feats: Artificier, Benefit (Houngan) 2, Favored Opponent (spirits/Loas) 4, Fearsome Presence 3, Luck 3, Minions (Met Tet) 4, Ritualist, Second Chance (Magic, voodoo) 3, Skill Mastery (Craft [chemical], Knowledge [arcane lore], Medicine, Sleight of Hand), Trance, Ultimate Effort (Fort Save, Will Save) 2

Powers: **Comprehend** 1 (Spirit talk/medium), **Concealment** 6 ("He came out of nowhere!", all visual and auditory; *Power Feats*: Close Range; *Flaws*: Blending, Passive), **Invisibility** 1 (All visual senses; *Flaws*: Concentration, Only versus spirits/Loas), **Magic** 8 (Voodoo magic; choose seven power feats), **Mind Shield** 5 (*Flaws*: Only against Possession and spirits/Loas), **Super-Senses** 2 (Awareness [spirits/Loas], mental; Low-Light Vision)

Combat: Attack +4, Damage +0 (unarmed), Defense +4 (+8 versus spirits/Loas), Initiative +1

Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells; -1 PP)

Abilities 19 + Skills 30 (120 ranks) + Feats 25 + Powers 41 + Combat 20 + Saves 16 - Drawbacks 1 = 150

CONCEPT

The Houngan (or mambo, if female) is a high priest of the Vodoun (Voodoo) religion that worships the cre-

ator god, Bondye. Bondye is too great and powerful to be concerned with the mortal world and so He/She/It is beyond man's ken and ability to communicate with or touch. Instead, Loas were created to act on His/Her/Its behalf and there are more of these spirits, which range in purpose from good to evil to indifferent, than there are combined living or dead souls of humanity.

A Met Tet ("master of the head"), the Vodoun equivalent of a guardian angel, looks after the Houngan. It acts as a connection to Bondye and can be fickle in its services if it isn't treated well or supplicated properly. If kept in a good mood and respected, the Met Tet will do what it can to protect its Houngan and expand his wisdom and power. The following is an example Met Tet

The biggest misconception about the belief system is that Vodoun is inherently evil, and thus only villains can practice it. This will often work against the character, likely making all but the most open-minded and loyal of allies retain some suspicions and doubt will constantly be cast upon his methods and intentions.

ORIGINS

Houngan are traditionally of the Haitian culture, although general acceptance of less orthodox religions has seen increasingly more coming from other regions and walks of life. Although the Houngan must be initiated into the priesthood by an existing priest in order to gain this official status, the cultural and geographical splintering Vodoun has suffered since its origins in slavery allows a character to assume the mantle and power even if he has not officially earned the right to do so.

These days, just about anyone can be a Houngan so long as they legitimately follow the faith (although there are many who claim the title out of personal greed first without earning it), although what this means exactly remains to be seen considering so many of this sort of priest consider adapting to the modern world as inevitable. Amongst staunch traditionalists, however, this new generation is as much in the wrong as someone who misappropriates the title of Houngan for personal gain. To those who follow the oldest, most devote faith, the old ways are the *only* ways.

A legacy is likely the easiest route into the archetype, as it requires the least amount of explaining, regardless of the character's actual backstory. Haitian characters or those of other Creole-based cultures (such as may be found in New Orleans) will likely come from a background rooted in the Voudon faith; if one (or both) the character's parents weren't in the priesthood, at the very least they had strong ties to the faith.

Or perhaps the character's family rejected Voudon as a vile, twisted thing and the character is directly opposing this viewpoint through his own faith. Obviously, this would almost certainly lead to a great deal of conflict between the Houngan and his family and/or friends. This will prove es-

pecially problematic if the Houngan focuses on utilizing the energies and influence of his ancestors' spirits to aid him. His family is unlikely to view such a thing in a favorable light, even if their own beliefs view it as nothing more than a delusion—the fact that the Houngan thinks he can use the dead in this way would be an insult that may further drive a wedge between the character and his loved ones.

POWERS

The Houngan typically divides his powers between spells (the Magic power), and application of Voodoo rituals (the Ritualist feat) along with fetishes and charms (the Artificer feat.) An aspect of Voudon only briefly touched upon in the archetype is the use of ancestors and their spirits, an element of the faith that is very important and can open up a good deal of options if the character chooses to tie new powers into such a resource (as is hinted at with such spells as **ancestral might**.)

VOODOO SPELL EXAMPLES (ALL ARE VOODOO MAGIC; 16 PP)

Consider adding flaws such as Requires Perform (dance) or the like to spells to further immerse them in Voodoo atmosphere.

Ancestral Might: Enhanced Strength 8 (*Extras: Affect Others, Touch; Flaws: Full-round action*)

Bind Loa: Paralyze 7 (*Power Feats: Affects Insubstantial, Progression (save every 10 rounds); Extras: Concentration [Lasting]; Flaws: Only affects spirits/Loas*)

Call on Sango: Weather Control 5 (*Distraction [precipitation]; Power Feats: Alternate Powers—Air Control, Dazzle [auditory and visual, thunder and lightning], Obscure [visual, fog], Cold, Hamper Movement [icy/slick surfaces], Heat; Extras: Burst [25 ft.]; Flaws: Full-round action*)

Cure: Healing 8 (Assign ranks as desired when first selected)

Harm Loa: Blast 7 (*Power Feats: Affects Insubstantial, Subtle; Extras: Concentration; Flaws: Only affects spirits*)

VOODOO RITUAL EXAMPLES (BUILT USING THE RITUALIST FEAT)

Consider adding flaws such as Requires Perform (dance) or the like to rituals to further immerse them in Voodoo atmosphere.

Exorcism: Nullify 10 (*Extras: Concentration; Flaws: Versus Possession only, Requires Perform [oratory] check, Touch; 10 PP*)

Summon Loa, Lesser: Summon 6 (*Extras: Spirits/Loas; Flaws: Tiring; 18 PP*)

Trance Medium: ESP 5 (*All senses, 5 miles; Flaws: Requires Possession by spirit/Loas, Tiring; 10 PP*)

Met Tet			PL 3 / Minion Rank 4		
STR	DEX	CON	INT	WIS	CHA
0 (-5)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)
SAVES	TOUGH +0/+2	FORT +2	REF +2	WILL +5	

Skills: Concentration 4 (+6), Knowledge (arcane lore) 4 (+4), Notice 4 (+6), Search 4 (+4)

Powers: **Communications 2** (Spirit voice; *Flaws:* Only with those who can talk with spirits/Loas), **Comprehend 2** (Spirits/Loas, Languages), **Immunity 9** (Life support), **Insubstantial 4** (*Power Feats:* Innate; *Flaws:* Permanent), **Invisibility 1** (All visual senses; *Power Feats:* Innate; *Flaws:* Permanent), **Protection 2**, **Super-Senses 4** (Awareness [magic], mental; Danger Sense; Darkvision)

Combat: Attack +2, Defense +2

Abilities -4 + Skills 4 (16 ranks) + Powers 45 + Combat 8 + Saves 7 = 60

VOODOO CHARMS AND FETISHES EXAMPLES (BUILT USING THE ARTIFICER FEAT OR ADDED AS A DEVICE)

Fortifying Oil (Device 2; 6 PP): Boost Fortitude Save 10; rubbed upon the body, this oil aids in fighting off disease or illness. 10 PP.

Good Luck Gris-Gris (Device 1; 3 PP): Luck 5; a bag, doll or similar fetish meant to bring the wearer/carrier good luck. 5 PP.

Healing Gris-Gris (Device 1; 3 PP): Regeneration 5 (Con checks +3, recovery rate 1 [20 min.], ability damage 1 [5 hours]); a bag, doll or similar fetish meant to expedite the wearer's/carrier's healing from wounds and recovery from disease or illness. 5 PP.

Protective Gris-Gris (Device 2; 6 PP): Mind Shield 10 (*Flaws:* Only against Possession and spirits/Loas); a bag, doll or similar fetish meant to protect the wearer/carrier from harmful spirits/Loas. 10 PP.

Tarot Deck (Device 2; 6 PP): Super-Senses 8 (Postcognition; Precognition.) 8 PP.

Zombi Powder (Device 5; 15 PP): Drain 10 (Wisdom; *Extras:* Poison x2 [three saves]; *Flaws:* Must be ingested, Full-round action), **Mind Control 8** (*Power Feats:* Slow Fade [1 month], Triggered by Wisdom reaching 3 or less; *Extras:* Continuous [Lasting]; *Flaws:* Touch, Must be ingested, Full-round action); a powder that saps the will and turns the subject into a living zombi. Typically only left-handed Houngan employ this powder. 22 PP.

Lesser Loas			PL 3 / Minion Rank 5		
STR	DEX	CON	INT	WIS	CHA
0 (-5)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	12 (+1)
SAVES	TOUGH +0/+2	FORT +2	REF +2	WILL +6	

Skills: Concentration 4 (+6), Knowledge (arcane lore) 4 (+4), Notice 4 (+6), Search 4 (+4)

Powers: **Communications 2** (Spirit voice; *Flaws:* Only those who can talk with spirits/Loas), **Comprehend 2** (Spirits/Loas, Languages), **Insubstantial 4** (*Power Feats:* Innate; *Flaws:* Permanent), **Invisibility 1** (All senses; *Power Feats:* Innate; *Flaws:* Permanent), **Possession 3**, **Protection 2**, **Super-Senses 3** (Awareness [magic], mental; Darkvision)

Combat: Attack +2, Defense +2

Abilities -4 + Skills 4 (16 ranks) + Powers 59 + Combat 8 + Saves 8 = 75

This is the lesser version of the common Loa.

Greater Loas			PL 7 / Minion Rank 10		
STR	DEX	CON	INT	WIS	CHA
0 (-5)	14 (+2)	10 (+0)	12 (+1)	14 (+2)	(+)
SAVES	TOUGH +0/+6	FORT +6	REF +8	WILL +10	

Skills: Concentration 4 (+6), Knowledge (arcane lore) 4 (+5), Notice 4 (+6), Search 4 (+5)

Feats: Fearless, Improved Initiative

Powers: **Communications 2** (Spirit voice; *Flaws:* Only those who can talk with spirits/Loas), **Comprehend 2** (Spirits/Loas, Languages), **Emotion Control 3**, **Environmental Control 5** (Choose one type at 2 PP per rank), **Insubstantial 4** (*Power Feats:* Innate; *Flaws:* Permanent), **Invisibility 1** (All senses; *Power Feats:* Innate; *Flaws:* Permanent), **Possession 6**, **Protection 6**, **Super-Senses 3** (Awareness [magic], mental; Darkvision), **Telekinesis 8** (Str 40; *Power Feats:* Alternate Power—Blast)

Combat: Attack +5, Damage +8 (TK blast), Defense +5, Initiative +6

Abilities 2 + Skills 4 (16 ranks) + Feats 2 + Powers 102 + Combat 20 + Saves 20 = 150

This is the greater version of the common Loa. More powerful and specialized Loa certainly exist and should be customized to suit the circumstances.

IMPROVEMENT

Aside from the obvious strengthening of existing powers, the Houngan can explore new ways of communicating



with and manipulating Loas. A few ranks of Emotion Control can be used to represent the Houngan's ability to manipulate others through his presence and Enhanced Ability, and other powers can indicate growing ties to the character's ancestors. Increasing one's Knowledge (arcane lore) is also important for the sake of employing the Ritualist feat more extensively and successfully. Taking a few ranks of Quickness will also aid in speeding up the Ritualist and Artificer feats, making them a far more practical part of the character's arsenal. And, of course, the various items and rituals presented here (along with others of your own devising) may become permanent traits, allowing the Houngan to employ them with regularity and reliability.

Optionally, the Houngan may also seek to make his Met Tet more powerful by pumping more into the Minions feat (or, alternatively, he may bind more Loas to him as additional Met Tet.) Aside from the obvious improvements of new powers and more potent abilities, a Met Tet can also be made to have greater interaction with the mortal world, such as adding Possession, Telekinesis and the like.

VARIATIONS

The following are some possible variations of the Houngan archetype.

GRIS-GRIS MAN

Rather than spreading his abilities across the various areas of the Houngan's art, a Gris-Gris man focuses on

creating an arsenal of fetishes and charms. Perhaps a past experience has made the Houngan avoid calling upon the aid of Loas or perhaps it is a simple matter of having a knack for creating and using such items rather than the ways of ritual and spell. Regardless, the Gris-Gris man adorns himself in the tools of his trade and relies upon them to work his magic.

Such characters will either make extensive use of the Artificer feat or will begin to develop their powers as devices. The type of power can, for the most part, remain as wide open as that of any other Houngan, although charms tend to be more reactive and preventative than most abilities of the traditional Voudon priest.

LEFT-HANDED SORCERER

The character is not out for the betterment of man but is out for himself, whether as an out-and-out villain or merely a self-interested practitioner of the black (left-handed) side of Voudou: a Bokor. The Bokor is at best a mercenary who only benefits others when there is some gain to be had, such as when charging money for healing or dealing with a disgruntled Loa. At his worst, a Bokor will be a despicable fiend who twists the ways of Voudon to his own designs and selfish goals, using what he has learned to evil ends.

Few players will be able to pull off a Bokor amongst a group of heroic characters without coming into direct conflict, which is why most left-handed sorcerers are villains, but it is not impossible. It could be the character is an anti-hero who doesn't advocate evil but also doesn't see anything wrong with getting a little (or a lot) of something for his trouble. After all, if there really is trouble at hand, is the character not risking his life and resources? Does that not earn some kind of compensation? It's up to the Gamemaster and player to work together to create a comfortable medium between the conflicts of a Bokor's personal goals versus the general purpose of superheroes.

URBAN HOUNGAN

Most traditionalist followers of Voudon consider nature to be Bondye's domain, with those regions paved over by man being soulless, concrete voids lacking His/Her/Its touch. Among the new priests, however, there is a growing belief that the asphalt and rebar forests are merely a new extension—an evolution—designed by Bondye, just as the Earth has changed into something new countless times before. These modern Houngan commune with the Loas of streets and alleys rather than rivers and forests and find prophecy in the crackling of neon signs rather than amongst the stars.

ZOMBIE LORD

Instead of making living zombi with powders, a zombie lord has powers to raise deceased as the walking dead. Corpses animated by this version of the Houngan

are mindlessly loyal, requiring their master's will to direct them. Although most cultures would see a person who uses the dead in this way as inherently evil, it need not necessarily be so. In the Voudon faith, once a person dies they become Loas and their body is nothing more than an empty shell, and so, depending on how the zombie is used, it could be seen as little more than a tool, like any other. This requires an *incredibly* open mind (and let's face it, it's a rare mind that is open enough to see nothing wrong with using the dead in this manner) and even most Houngan do not see the distinction and avoid it.

Papa Crâne			PL 13		
STR	DEX	CON	INT	WIS	CHA
+1/+3	+1	+2	+2	+4	+2
12/16	12	14	15	18	14
TOUGH			Skills: Bluff 8 (+10), Concentration 16 (+20), Craft (artistic) 10 (+12), Craft (chemical) 12 (+14), Gather Information 4 (+6), Knowledge (arcane lore) 17 (+19), Knowledge (theology and philosophy) 15 (+17), Language (Creole, French), Medicine 4 (+8), Notice 15 (+19), Perform (oratory) 11 (+13), Perform (dance) 10 (+12), Sense Motive 8 (+12), Sleight of Hand 9 (+10), Survival 3 (+7)		
+2					
FORT			Feats: Artificer, Benefit (Houngan) 2, Contacts, Defensive Roll 3, Favored Opponent (spirits/Loas) 4, Fearsome Presence 5, Luck 5, Minions (Met Tet) 6, Ritualist, Second Chance (Magic, voodoo) 6, Skill Mastery (Craft [chemical], Knowledge [arcane lore], Medicine, Sleight of Hand), Trance, Ultimate Effort (Tough, Fort , Ref, Will) 4		
+9					
REF			Powers: Comprehend 1 (Spirit talk/medium), Concealment 6 ("He came out of nowhere!", all visual and auditory; Power Feats: Close Range; Flaws: Blending, Passive), Enhanced Strength 12 (Ancestral strength; Flaws: Move Action, Sustained), Invisibility 1 (All visual senses; Flaws: Concentration, Only versus spirits/Loas), Magic 12 (Voodoo magic; choose nine power feats), Mind Shield 10 (Flaws: Only against Possession and spirits/Loas), Super-Senses 2 (Awareness [spirits/Loas], mental; Low-Light Vision)		
+5					
WILL			Combat: Attack +5, Damage +1/+3 (unarmed), Defense +5 (+9 versus spirits/Loas), Initiative +1		
+9/13					
Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells; -1 PP)			Abilities 25 + Skills 36 (144 ranks) + Feats 40 + Powers 55 + Combat 24 + Saves 16 - Drawbacks 1 = 195		

"I do be tinkin' dis no be written good fo' you in da stars, mes amis."

Papa Crâne has also improved his Men Tet.

Born and raised in Haiti by a father who was a powerful Houngan in his own right, Zeus "Papa Crâne" Boulmor's mother died giving birth to him, requiring he be cut from her womb. His father said this left Zeus touched by the Loas, more so than was he, a Voudon priest. In fact, Zeus' Met Tet was already looking over him and subtly reaching out to the child's subconscious while he was still in his crib to the extent where the spirit saved the infant's life on one occasion by alerting his father that Zeus had stopped breathing. Yes, Zeus definitely had potential.

As a teen, Zeus exhibited extraordinary empathy for the world around him and would go to great lengths to protect strangers and loved ones alike. This often brought him into conflict with other children his age, a trend that resulted in the death of Zeus' best friend as retaliation for an imagined slight. In an uncharacteristic fit of rage, Zeus gave himself over to the power he'd not yet tapped and violently unleashed a number of Loas upon the offending teens. When



the spirits were released from the youth's anger, all the murders were themselves dead and Zeus found himself turned from his father's home in disgrace.

Fleeing his beloved Haiti, Zeus found his way to New Orleans where he apprenticed to a reclusive Houngan hiding deep in the swamps. Zeus' mentor helped the young man come to terms with what he had done while also molding the young man into a fine priest. When the time came, Zeus was initiated as a Houngan and yet he still found himself feeling empty, his belief being that he had yet to pay sufficient recompense for his past crime. To make up for it, Zeus took the role of Houngan far beyond the norm by entering a much wider world where evil was a tangible thing that could not only be touched, but fought and defeated. As Papa Crâne, Zeus would appease the dead by taking a direct hand in protecting life.

Papa Crâne's Met Tet			PL 4 / Minion Rank 6		
STR	DEX	CON	INT	WIS	CHA
0 (-5)	14 (+2)	10 (+0)	12 (+1)	16 (+3)	12 (+1)
SAVES	TOUGH +0/+4	FORT +2	REF +4	WILL +6	
Skills: Concentration 4 (+7), Knowledge (arcane lore) 4 (+5), Notice 4 (+7), Search 4 (+5)					
Feats: Fearless, Second Chance (Removal of Possession) 2					
Powers: Communications 1 (Spirit voice; <i>Flaws:</i> Only with those who can talk with spirits/Loas), Comprehend 2 (Spirits/Loas, Languages), Environmental Control 2 (Extreme cold), Immunity 9 (Life Support), Insubstantial 4 (Power Feats: Innate; <i>Flaws:</i> Permanent), Invisibility 1 (All senses; Power Feats: Innate; <i>Flaws:</i> Permanent), Protection 4 , Possession 1 (<i>Flaws:</i> Houngan only), Protection 6 (<i>Extras:</i> Affects Others [not you], Impervious; <i>Flaws:</i> Houngan only, Concentration), Super-Senses 4 (Awareness [magic], mental; Danger Sense; Darkvision)					
Combat: Attack +3, Defense +3					
Abilities 4 + Skills 4 (16 ranks) + Feats 3 + Powers 60 + Combat 12 + Saves 7 = 90					

Hybrid Vampire						PL 10						
STR	DEX	CON	INT	WIS	CHA							
+4	+3	+4	+0	+1	+2							
18	16	18	10	12	14							
TOUGH	Skills: Acrobatics 8 (+11), Climb 8 (+12), Concentration 4 (+5), Escape Artist 6 (+9), Intimidate 8 (+10), Investigate 6 (+6), Knowledge (arcane lore) 6 (+6), Knowledge (streetwise) 6 (+6), Notice 4 (+5), Search 4 (+4), Stealth 6 (+9), Survival 2 (+3)											
+4/+10												
FORT	Feats: All-Out Attack, Animal Empathy, Endurance, Equipment 8, Evasion, Favored Opponent (vampires) 2, Fearless, Fearsome Presence 2, Improved Initiative, Rage 3 (+6 Strength, +3 Fortitude and Will; 10 rounds; only when denied blood for extended period or through blood loss), Second Chance (mind controlled), Uncanny Dodge											
+10												
REF												
+10												
WILL												
+4												
Powers: Drain Constitution 1 (Blood drain), Leaping 2 (5x distance), Protection 6 (<i>Extras:</i> Impervious; <i>Flaws:</i> Limited against blessed, silver, or magical weapons), Regeneration 10 (Con checks +4, recovery rate 3 [1 min.], ability damage 3 [20 min.]), Super-Movement 1 (Sure-footed), Super-Senses 8 (Acute olfactory; acute visual; extended sight; extended darkvision, tracking [scent])												
Combat: Attack +10, Damage +4 (unarmed), Defense +10, Initiative +7												
Drawbacks: Weakness (sunlight in unprotected eyes, minor, 20 minutes; -3 PP)												
Complications: Addiction (fresh blood)												
Abilities 28 + Skills 17 (68 ranks) + Feats 23 + Powers 29 + Combat 40 + Saves 18 - Drawbacks 3 = 150												

CONCEPT

Vampires are creatures that resonate with both the greatest fears and utmost desires of the human psyche. They have the gift of eternal life but are cursed with feeding upon humanity and are forever banished into darkness. They are human and monster in one.

Because vampires are likely going to be employed as villains with an inflated sense of superiority in most superheroic campaigns, a hybrid is most likely going to despise their supernatural kin and actively hunt them (if not, replace Favored Enemy 2 with other feats.) It is also possible that vampire society is as varied as that of man, meaning the hybrid character may be mistaken in their belief that all vampires deserve killing (if they are even aware of this aspect of undead culture.)

Of course, the character may not even care about what vampires do or how they live. Instead, she may simply accept her gifts (and curse) for what they are and move on with her life. For such a character, a vampire heritage is little more than a means to an end—a plot device that won't lend too much to sub-plots involving vampires as will most other character concepts. This is fine so long as her vampire nature doesn't blend too far into the game's background and become a complete non-issue. Being a crossbreed is central to the character, no matter what path is taken, and should not be pushed to aside as a footnote.



ORIGINS

There are several obvious ways to explain how the undead can create a living hybrid, although the one you choose will most likely be decided by how vampires are handled in your campaign. Are vampires merely an off-shoot of humanity and thus not truly undead, just humans that have been infected with some manner of unknown (and/or mystical) virus? Are they able to propagate their kind through procreation as well as the usual bite-on-the-neck method? Do they suffer from the usual weaknesses of myth or are those just trumped up fantasies to give humanity hope? The answers to such questions lead us further into the character's life. Was the character born of a mother

partially through the transition into becoming a vampire or was one parent mortal and the other vampire, combining to make a child the old fashioned way? It's also possible the character was an experiment—be it mystical or scientific—to purposely create such a crossbreed.

This all ties in to another question: whether or not the character is the only (known?) hybrid vampire. If not, how many more are there and are they of sufficient numbers to create their own sub-culture of which the character may or may not be a part? If we're talking about the traditional vampire that births its kind by biting on the neck and draining blood, does this ability pass on to a hybrid? If so, this means it is possible for the character to be the "child" of another hybrid vampire rather than of the real thing. Would such a dilution from the source result in a far weaker character or does this not matter? Once these questions are answered, the character concept will be more easily designed.

POWERS

Just about everyone is familiar with at least one approach to the vampire mythology, so the player should have a good idea of the sort of powers the archetype will have and why. Mainly, the vampire's heritage has enhanced the character's potential to levels well beyond a typical person, while leaving the vampire's thirst for blood. If archetype is altered to retain more of the vampire's traits, the line between monster and man is further blurred and the player may want to apply limitations to these powers to distinguish the character's mortal side. Turning gaseous, for example, may cause fatigue or have side effects.

A big question that will need answering is whether or not the character will be affected by the vampire's weaknesses and vulnerabilities and, if so, how many and to what extent? The archetype presented here merely has light sensitive eyes that result in progressively worsening conditions the longer the hybrid's eyes are left exposed. This isn't too bad, all things considered. The archetype also retains the limitations applied to the vampire's Protection power, although this is only versus attacks and there are no related drawbacks concerning blessed objects or silver.

IMPROVEMENT

Many hybrid vampires will want to buy off their drawbacks as soon as possible. This makes sense in the context of most character concepts and plots; not only will players typically want to get rid of that which holds their characters back, but from the story's perspective a hybrid will almost certainly be on a constant quest to become more human and less monstrous. A Gamemaster should be careful with this, however, and should be sure the loss

of drawbacks is justified by the story. Perhaps the most sensible and practical method, both in terms of the story and game itself, is to only allow this if the character actually fulfills such a quest and finds the answers they need. It is quite possible the Gamemaster will rule that no such cure exists, thus forcing the character to keep its drawbacks.

Unlocking more of their vampiric heritage is another possibility. This could mean strengthening their existing abilities or gaining entirely new powers more akin to those of the vampire. Unless the Gamemaster is willing to stray far from the path, however, the character will always remain limited to abilities related to their vampiric nature and should not be allowed to surpass a vampire's own abilities in most respects—there has to be a very good reason why diluted blood would allow something greater than is afforded by a creature purely of such a nature.

VARIATIONS

The following are some possible variations of the hybrid vampire archetype.

BLOODLINE

The character is but one of a family that has blood ties to the vampire. At some point in the past (distant or near), the blood of the undead mixed with that of the character's mortal family (as previously outlined, just how this happened depends on how vampires are handled in the campaign.) What this leads to is up to the Gamemaster and player. Is the character the only one to display special abilities thus far and, if so, is this a matter of genetic dice rolling or was the whole thing the result of an insidious vampire breeding program? Is everyone in the family equipped with special abilities or maybe just a few? Are there other families out there with similar stories and, if so, how do they all fit into the bigger picture (if any)?

Another important question in need of an answer is if the blood thins with each new generation, resulting in weaker powers the farther from the moment the mingling took place. If so, does the hybrid keep to herself in an attempt to end the bloodline immediately, does she not care because she knows the blood will thin too far one day anyway and take care of itself, or does she see value in or need for her powers and look for some way to keep them strong in her descendants?

CHANGING THE MIX

The hybrid vampire archetype is built on the assumption that the character is a mix of human and bloodsucker, but what if you want to mix the undead with something else? Is it possible to mix the vampire up with something else, say an alien or werewolf? What if your campaign has other terrestrial races, such as humanoids living deep in the bowels of the Earth? Can they become hybrid vampires?

If this approach is used, the Gamemaster and player will have to decide where the split between the different races'

abilities is to be found. With humans things are fairly simple because they do not inherently possess any special abilities or powers. Aliens, subterranean races, other supernatural creatures and the like, however, bring their own gifts to the mix that must then be balanced out against those of the bloodsuckers. Special care must be given to races that offer the same power but from a different angle. For instance, if an alien has Protection that doesn't work against lasers, would such a hybrid then have a Protection power that doesn't work against blessed, silver or laser weapons or would either the vampire's or alien's version win out over the other? Ensure that both aspects of the character's heritage are represented so as to be recognizable, but balance will likely work best rather than allowing one to overshadow the other.

DRINKER

There are actually two ways to go about handling a drinker. One is the character isn't actually a mix of vampire and human at all but is just a normal human that has learned how to transmute vampire blood into an elixir that grants her the abilities listed for this archetype. As such, she hunts vampires to gain their blood—possibly the blood is its own end or is just a necessary evil the character sees as unavoidable if she is to continue on with her goals.

The second type of drinker is a hybrid mix of vampire and mortal that must feed on blood to retain her powers. Without the blood a number of things can happen at the Gamemaster's and/or player's discretion: she could become a mindless, bloodthirsty killing machine (much like how the Rage feat has been modified to work for this archetype, only worse—perhaps forcing the character into a monstrous, alternate form?), or maybe her powers disappear forever or just until more blood is ingested. Whatever is decided, drinking vampire blood is central to the character being able to perform as the hybrid vampire archetype is written.

Regardless of which type of drinker is used, the archetype must be altered so that all of its superior traits reflect this need to drink vampire blood.

"Your kind did this to me, imprisoning me in a living hell. I'm here to return the favor."

Of unknown parentage, the vampire hunter now known to the world as "Crimson Day" hails from a German orphanage where the unimaginative nuns originally named the foundling Mary Day. Mary's early years were like most other children in her situation: at first she desperately hoped for parents to take her away but, as she got older, that hope turned to resignation and despair. The course of her life left Mary thinking there was absolutely nothing special about her and so she would forever be stuck living the life of the unwanted and mediocre. She was only half right.

When puberty came calling, Mary soon learned not all women react the same way. Some become incredibly moody (or worse) while others suffer no or little perceptible

Crimson Day			PL 12		
STR	DEX	CON	INT	WIS	CHA
+5	+4	+5	+1	+1	+2
20	18	20	12	12	14

TOUGH	Skills: Acrobatics 10 (+14), Climb 10 (+15), Craft (mechanical) 8 (+9), Concentration 4 (+5), Escape Artist 8 (+12), Intimidate 8 (+10), Investigate 10 (+11), Knowledge (arcane lore) 6 (+7), Knowledge (streetwise) 8 (+9), Notice 6 (+7), Search 8 (+9), Stealth 8 (+12), Survival 6 (+7)
+5/+11	
FORT	
+11	
REF	
+11	
WILL	
+4	
	Feats: All-Out Attack, Animal Empathy, Endurance, Equipment 9, Evasion, Favored Opponent (vampires) 3, Fearless, Fearsome Presence 2, Improved Initiative, Rage 3 (+6 Strength, +3 Fortitude and Will; 10 rounds; only when denied blood for extended period or through blood loss), Second Chance (mind controlled), Uncanny Dodge
	Powers: Drain Constitution 1 (Blood drain), Leaping 2 (5x distance), Protection 7 (Extras: Impervious; Flaws: Limited against blessed, silver, or magical weapons), Regeneration 10 (Con checks +4, recovery rate 3 [1 min.], ability damage 3 [20 min.]), Super-Movement 1 (Sure-footed), Super-Senses 8 (Acute olfactory; acute visual; extended sight; extended darkvision, tracking [scent])
	Combat: Attack +12, Damage +4 (melee), Defense +12, Initiative +7
	Drawbacks: Weakness (sunlight in unprotected eyes, minor, 1 hour; -2 PP)
	Complications: Addiction (fresh blood)
	Abilities 36 + Skills 25 (100 ranks) + Feats 25 + Powers 30 + Combat 48 + Saves 18 - Drawbacks 2 = 180

changes to their personality. Some begin to see rapid and drastic changes in their body's shape while others change only a little. Nobody else, Mary quickly learned, began to get stronger, sensitive to daylight, or feel herself nearly overwhelmed with a desire to literally rip the throats out of the other girls with their bared teeth. Mary had learned that she was special after all and most definitely not mediocre, but that revelation meant that she would indeed forever be alone.

Mary has never learned anything about her parents or how she came to be a vampire hybrid, but her travels since fleeing the orphanage out of fear of harming someone have taught her much about what sort of monster resides within her. She has seen the evil that sets her apart from other humans and she recognizes it as something that must be destroyed. In accepting this mission, she has totally placed aside her old life and now answers only to her hunter's name, the name of a killer of killers: Crimson Day.

Necromancer			PL 10		
STR	DEX	CON	INT	WIS	CHA
+0	+1	+2	+2	+3	+1
10	12	14	14	16	12

TOUGH	Skills: Concentration 12 (+15), Craft (chemical) 8 (+10), Investigate 4 (+6), Knowledge (arcane lore) 12 (+14), Knowledge (history) 10 (+12), Notice 10 (+13), Profession (choose one) 4 (+7), Search 4 (+6)
+2/+8	
FORT	
+5	
REF	
+3	
WILL	
+10	
	Feats: Critical Strike (undead), Diehard, Favored Environment (burial grounds) 5, Favored Opponent (undead) 5, Fearsome Presence 2, Ritualist
	Powers: Communication 10 (Mental; Extras: Burst [25 ft.]; Flaws: Concentration, Spirits only), Concealment 4 (All visual senses; Power Feats: Close Range; Flaws: Only in burial grounds), Magic 10 (Necromancy; choose eight power feats), Mind Control 10 (Necromancy; Power Feats: Mental Link; Flaws: Undead only), Mind Shield 10 (Extras: Burst [50 ft.]; Flaws: Only against Possession), Protection 6 (Flaws: Only versus undead), Regeneration 10 (Patch undead; recovery rate 5 [1 action.], ability damage 5 [1 minute]; Extras: Affects Others; Flaws: Undead only), Super-Senses 5 (Darkvision; Detect undead [Free Action, Ranged])
	Combat: Attack +3, Damage +0 (unarmed), Defense +4, Initiative +1
	Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells; -1 PP)
	Abilities 18 + Skills 16 (64 ranks) + Feats 15 + Powers 76 + Combat 14 + Saves 12 - Drawbacks 1 = 150

CONCEPT

Necromancers are mystics who specialize in all things pertaining to death, especially the deceased or undead. Death being the polar opposite of life, some necromancer abilities also take on robbing the life force from the living or otherwise manipulating it, sometimes going so far as to pass it along to the necromancer.

Much of a necromancer's magical arsenal requires a raw resource: the dead. For the villain, this is no big problem once they get the ball rolling with an innocent victim here and slain bystander there, but, for the hero or anti-hero, mining burial sites is their most common recourse and likely won't do much to endear them to the public. As such, a heroic necromancer had better find some way to work around this if he is at all concerned with not being despised as the foes he pits himself against (if not, he can feel free to treat cemeteries as one stop shopping bonanzas.) A hero that functions

using the remains of once-living people is going to be a constant factor in plot and character interaction for these characters with few ways to avoid the issue.

ORIGINS

The character's story is likely going to be built around two central questions: just why does someone specialize in a type of magic that emphasizes acquaintance with the dead and how did he go about learning it? It is almost certain the character learned his art from someone else. This means explaining the circumstances of finding a master and the reasons for studying necromancy rather than a more (excuse the pun) ... lively ... form of the arcane arts.

What in their life took them to the point where necromancy was the right direction to take? Did they undertake such study in the hopes of defeating death, either for their own good or for the sake of someone else, such as a loved one? Did they feel it was the key to the locked door of immortality? Is it merely a means to an end, like any other type of magic (and hey, it's not like the dead need those bodies anymore)? Are your goals the same as the person who taught you and, if not, where do your interests divide and why (and are you still in touch and to what degree, for that matter)?

The more rooted in darkness a character's powers are, the more in-depth their story is likely to be in order to explain why it is that the character can tread the shadows without succumbing to the darkness.

POWERS

A necromancer's primary strengths rest in his ability to manipulate the dead to his needs and enact effort to bring the living into such a state. This does create a rather blatant liability for most of their functionality, though: they typically need corpses or similar raw materials to work with. This should be a limitation placed on most of their magic considering very few powers/spells will work directly on themselves.

The following are examples of necromantic powers/spells (20 PP.)

Bone Burst: Strike 10 (*Extras: Explosion, Contagious; Flaws: Only affects the dead or undead*); causes the corpse's bones to explode.

Death Touch: Drain 10 (*Con; Extras: Vampiric*); drains the target's life force and temporarily bestows benefits upon the necromancer.

Field of Bones: Snare 9 (*Power Feats: Indirect, Reversible*); skeletal hands rise from the ground to grab the target.

Haunt Person: Environmental Control 10 (*Distraction, DC 10*); invokes invisible spirits to create distractions, such as pulling hair, blowing in ears and on eyelashes, etc.

Raise Zombie Army: Summon Zombie 1 (*Power Feats: Extended Reach [60 feet], Progression [250 zombies]; Extras: Line, Horde; Flaws: Only to raise existing corpses with most of their flesh remaining, Tiring; "summons" zombies from corpses, limiting the maximum to 250 or however many bodies are available, whichever is lower.*

Rot Flesh: Corrosion 10

Siphon Soul: Drain 10 (*Wis; Extras: Vampiric*); drains the target's will.

Skeletal Horde: Summon Skeleton 2 (*Power Feats: Extended Reach [60 feet], Progression [50 skeletons]; Extras: Line, Horde; Flaws: Only to raise existing corpses with most of their flesh gone, Tiring; "summons" skeletons from corpses, limiting the maximum to 50 or however many bodies are available, whichever is lower.*

Strengthen Undead: Boost Strength 10 (*Extras: Burst [50 ft.], Total Fade; Flaws: Undead only*); boosts the Strength of the undead touched, as well as those nearby.

Whither: Strike 10 (*Extras: Concentration, Free Action; Flaws: Only affects flora*); damages plant life you come in contact with.

IMPROVEMENT

The most likely way a necromancer will try to improve his powers is to increase the number of corpses or undead he may influence, control or create at any given time. Alternatively, he may wish to alter and improve the way that he influences, controls or creates them.

A necromancer may also expand his realm of expertise to take a different approach to his fascination with death: that is the defeating of it. Rather than merely using the dead, the necromancer focuses on attaining magic and powers that transform the living into the dead (or undead)—expediting the process to raw materials or granting a form of immortality (among other possibilities.) Such abilities can quickly become powerful and dangerous if sufficiently pursued, but care must be taken to always keep the idea of necromancy alive (excuse the pun) or the character risks becoming just a plot-based variation on another, less stylized archetype.

Necromancers are likely to focus on spells, but they can also take a number of other traits and define them differently. Traits in the form of magical devices that affect the undead are possible, as are non-spell magical effects that work as powers separate from Magic (Lord Bones utilizes several such examples.) Either way, some may only be pursued so far before they begin to lose any real meaning.

Look at the Raise Zombies and Skeletal Horde spells as examples of spells pushing the boundaries of function in



order to meet the archetype's Magic rank requirements for its 20 point spells. Both use the required amount of points to suit the Magic power's ranks, but in doing so they require some exceptionally orchestrated conditions to ever reach their full potential—in truth, both have been pushed beyond a practical level to meet their necessary rank requirement (although this is by design on the writer's part in these particular cases.) Many necromancer spells will likely fall into this same pitfall without careful thought, although one solution is to develop a second instance of the Magic power with fewer ranks for the purpose of managing such spells.

VARIATIONS

The following are some possible variations of the necromancer archetype.

CORPSE-CUTTER

This type focuses less on spell magic and more on how best to utilize physical parts of the dead and undead to augment his traits. They may opt to purchase a number of separate powers, each with a limitation requiring a particular part of the corpse, or they can write up a number of artifacts (made with the Artificer feat), each of which is an arcane device that requires similar components.

More grisly corpse-cutters wrap themselves in such

ghoulish pieces as much as a matter of practicality (everything is in easy reach) as for the sake of showmanship. The more discerning and subtle corpse-cutter will instead keep his trinkets in pouches or similar conveyances where they won't draw attention until needed. Regardless of how they are carried, the processes by which they are gathered and utilized makes these necromancers amongst the least likely to be pure heroes unless some cultural quirk or the like concerning the dead makes their methods relatively less atrocious.

FEEDER

Not merely content to work magic focusing upon death, a feeder has devised a way to draw power by eating the dead. How a feeder works in game terms can vary from temporarily acquiring powers from the undead through the act of consuming—gaining Con drain by consuming a vampire's teeth, for example, or using Boost with the limitation that it only works in relation to the amount of dead or undead flesh eaten.

It should be obvious that this sort of character is more than a bit on the darker side of the superhero genre and will be a difficult fit for a traditional, four-color game style.

SHADE

This sort of necromancer is actually himself part undead. This seems a contradiction seeing as how the undead already take on the semblance of the living, being walking corpses and all, which brings up the question of how this can be. The difference is best understood by thinking of it this way: if undead are the deceased with a foot still clinging to the land of the living, then a shade is someone firmly rooted in life but with a foot through the door into the realm of the dead. Through circumstance or design, a shade walks a thin line between life and death that is the mirror opposite of undeath.

Such characters often function best in darker campaigns where the divide between life and death is a serious matter of mystery and horror rather than a mere prop for a more traditional four color sort of game. While a shade can work with different game types, in such cases their nature quickly falls into the background and can too easily be seen as something not at all odd or out of the ordinary. That can be all well and good, but it will also push many of this variation's more interesting opportunities to role-play to the side.

"Do you know what I like about the dead? They don't talk back."

Lord Bones			PL 12							
STR	DEX	CON	INT	WIS	CHA					
+0	+1	+2	+2	+4	+1					
10	12	14	14	19	12					
TOUGH +2/+8	Skills: Concentration 16 (+20), Craft (chemical) 8 (+10), Drive 4 (+5), Investigate 4 (+8), Knowledge (arcane lore) 16 (+18), Knowledge (business) 8 (+10), Knowledge (history) 10 (+12), Notice 10 (+14), Profession (financier) 12 (+16), Search 4 (+6)									
FORT +5	Feats: Critical Strike (undead), Diehard, Favored Environment (burial grounds) 5, Favored Opponent (undead) 5, Fearsome Presence 2, Ritualist									
REF +5	Powers: Communication 10 (Mental; <i>Extras</i> : Burst [25 ft.]; <i>Flaws</i> : Concentration, Spirits only), Concealment 5 (All visual senses, ability to detect life; <i>Power Feats</i> : Close Range; <i>Flaws</i> : Only in burial grounds), Confuse 3 (Confuses undead; <i>Extras</i> : Cone [30 ft.]; <i>Flaws</i> : Only against undead), Immunity (Partially dead; disease, starvation and thirst, need for sleep; <i>Power Feats</i> : Innate), Magic 12 (Necromancy; choose eight power feats), Mind Control 10 (Necromancy; <i>Power Feats</i> : Mental Link; <i>Flaws</i> : Undead only), Mind Shield 10 (<i>Extras</i> : Burst [50 ft.]; <i>Flaws</i> : Only against Possession), Protection 6 (<i>Flaws</i> : Only versus undead), Regeneration 10 (Patch undead; recovery rate 5 [1 action.], ability damage 5 [1 minute]; <i>Extras</i> : Affects Others; <i>Flaws</i> : Undead only), Super-Senses 5 (Darkvision; Detect undead [Free Action, Ranged])									
WILL +11	Combat: Attack +5, Damage +0 (unarmed), Defense +5, Initiative +1									
Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells; -1 PP)										
Abilities 21 + Skills 23 (92 ranks) + Feats 15 + Powers 88 + Combat 20 + Saves 14 - Drawbacks 1 = 180										

Born to wealthy Boston socialites, Derek Crewshaw III was never an easy child to please. Even with the best toys and his parents' millions to fuel his desires, young Derek easily grew bored and his combination of caustic intelligence and bountiful money made it difficult for him to gain friends. When time came for him to attend the Harvard Business School with the ultimate goal of taking over his father's corporation, Derek was just as bored as he'd been with everything else he'd undertaken in life. Eventually, that would change.

During a fateful meeting at a campus pub late one night, Derek became associated with a number of students who

dabbled in the occult out of boredom and a desperate need to rebel against everything their parents represented. Derek thought it would be an interesting diversion (not to mention some of the co-eds felt that scant clothing somehow made them all that more authentic.) He was even granted the moniker "Lord Bones" by the coven because of his penchant for hanging out at the medical school to secretly experiment on cadavers. But what was just a lark for others soon became the one thing Derek was missing in his life: a focus.

Derek soon found himself opening dark secrets and uncovering hidden mysteries of necromancy, laying groundwork that would go beyond graduation and inheriting his father's company. Even after finding true love and marrying, Derek couldn't break away from his obsession until, in a fit of desperation, his wife killed herself in a final attempt to get his attention. It worked.

Realizing his mistakes too late, Derek turned his vast fortune towards unlocking a necromantic secret that would give him his wife back. He got what he wanted, but not as he expected. He was only able to bring her back from beyond the veil as a foul, rotten thing of dark power—a mockery of all that she had been—and he was forced to destroy the evil he had created after it had fed upon the life force of over a hundred innocents, but only by taking in much of the creature's essence and making himself partially undead in the process. Since then, Derek has found a new obsession and focus to his life: penance in the form of using what he found in darkness to bring others into the light.



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