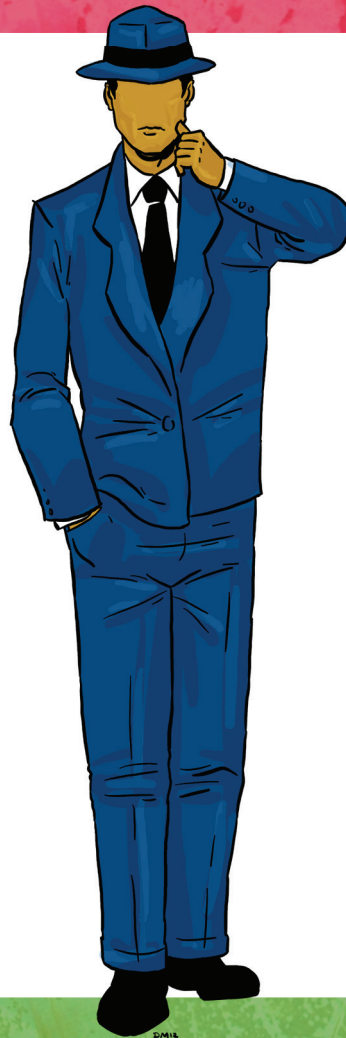
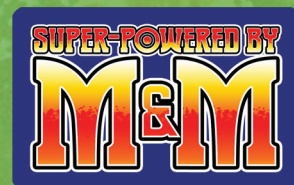


THE OBJECTIVIST

ANTIHERO OR VILLAIN?



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THE OBJECTIVIST

ANTIHERO OR VILLAIN?



Disclaimer: This book is
a work of fiction!

If you are too incompetent to figure that out, you
should seek professional help immediately.

Our apologies to the vast majority of people to
whom this message does not apply.

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Steve Ditko for creating enduring fedora-clad
heroes who see black and white in a world full of
grey.

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The Objectivist.

Is he a dedicated antihero with a brutal but firm concept of justice? Or is he a sociopathic serial killer who chooses criminals as his victims?

Ultimately we would like to leave that fine distinction up to you, dear reader. In this brief character dossier, we will provide a short overview of the history and complete game statistics for a vicious vigilante that goes by the name The Objectivist. With the information included in this document you will be able to insert the Objectivist directly into your M&M game, whether as an NPC or as a pregenerated player character. The point costs for creating the Objectivist have also been included to allow for easy customization should the GM or Player wish to alter his game stats or adjust his power level.

The format of this document is identical to that of our Superhero Support line of M&M Superlink books, which can be found for purchase at DriveThruRPG. If you enjoy The Objectivist, please check out our other Superhero Support books at http://rpg.drivethrustuff.com/index.php?cPath=559_8998



THE OBJECTIVIST

THE OBJECTIVIST

THE OBJECTIVIST (PP TOTAL: 135)							
Gender	M	Height	5'11	Identity	Charles Walters		
Age	27	Weight	197 lbs.	Base of Operations	Tiny apartment		
PL	9	Eyes	Brown	Group Affiliation	None		
Abilities (74 PP)							
STR	2	AGI	3	FIG	4	AWE	7
STA	3	DEX	2	INT	9	PRE	7
Offense (0 PP)							
Unarmed	10			Initiative	11		
Melee	4			Ranged	2		
Defense (9 PP)							
Toughness (STA)	3			Dodge (AGL)	3		
Fortitude (STA)	5			Parry (FGT)	4		
Will (AWE)				14			
Skills (45 PP)							
Close Combat (unarmed)						6 (10)	
Deception						6 (13)	
Expertise (criminal)						6 (15)	
Expertise (journalism)						6 (15)	
Expertise (philosophy)						6 (15)	
Expertise (streetwise)						6 (15)	
Insight						6 (13)	
Intimidation						12 (19)	
Investigation						10 (19)	
Perception						10 (17)	
Sleight of Hand						8 (10)	
Stealth						8 (11)	
Advantages (11 PP)							
Assessment, Chokehold, Contacts, Eidetic Memory, Fast Grab, Fearless, Grabbing Finesse, Improved Hold, Improved Initiative x2, Well-Informed							
Powers & Devices (6 PP)							
Grappling Gun (Movement (Swinging))						1	
-Blast						2	
Complications (-1 PP)							
Motivation: Justice. The Objectivist is obsessed with seeking just punishment for criminals. Reputation: The Objectivist has a reputation as a crazy. He is feared, distrusted and wanted by the authorities. Identity: The Objectivist maintains a secret identity, though he spends less and less time as Charles Walters these days. Grappling Gun is Removable 1.							
Equipment, Vehicles & Headquarters							
Headquarters: Apartment (Size: Diminutive, Toughness: 6, Features: Living Space, Secret, Cost: 0)							

THE OBJECTIVIST

Charles Walters was born in the worst neighborhood in the city. The son of a dockworker and an exotic dancer, Charles learned early on about the harsh realities of life on the wrong side of the tracks.

In elementary school, Charles was often mocked because the other children knew his mother's profession. This coupled with Charles's small stature and social awkwardness made him the target of several bullies. His father often encouraged Charles to stand up for himself, but Charles was always reluctant, claiming that he didn't want to hurt the other kids.

Once Charles hit the sixth grade, the bullying suddenly stopped. It seemed as if the other

children had become frightened of Charles overnight. Charles was simply thankful that he was no longer being harassed on a regular basis, so he never gave the issue of what had stopped the bullying much thought.

What Charles did not know was that his father had taken a job as a collector for a local loan shark. Word had gotten around that Mr. Walters was running with some shady folks and none of the bullies at school wanted to risk picking on Charles anymore for fear of retribution from his dad.

Things were peaceful for a while. The bullies had stopped, Charles's mom was able to quit dancing and there was more money around the house. Everything seemed to be coming together for the Walters family, until Charles's freshman year of high school.

A war between Mr. Walters's bosses and a new street gang that was trying to make a name for itself turned bloody and violent. One Saturday night, the violence spilled into Charles's livingroom. A group of gangbangers performed a home invasion, killing Charles's parents and beating him within an inch of his life.

As Charles recovered in intensive care, he sought comfort in the writings of author Ayn Rand. He was hurt and upset. He missed his parents terribly, but he was also incredibly angry at them for lying to him about their newfound prosperity. In his fragile state of mental and physical health, he began to latch firmly onto the philosophy of

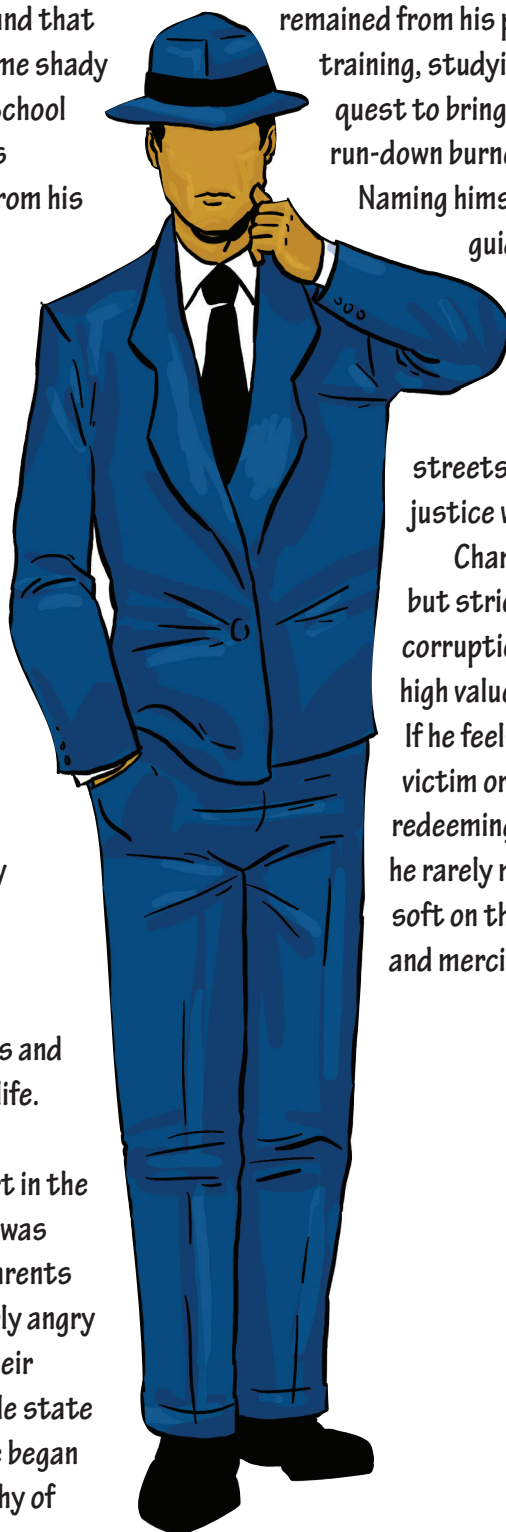
Objectivism, seeing the world in clear contrast of black and white, truth and lies, right and wrong. Having suffered the horrors of the gang war and the loss of his parents, it's no surprise that his opinion of the world grew grim.

Upon being released from the hospital, Charles took the life insurance money that remained from his parent's death and sunk it into training, studying and preparing himself for a quest to bring justice to the streets of his run-down burned out neighborhood.

Naming himself after the philosophy that guided him, Charles acquired

a rubber mask that gave him simple, plain features, dressed himself in a suit and fedora and took to the streets, dispensing brutal vigilante justice wherever he found wrongdoing.

Charles has a very skewed, but strict code of honor. He sees corruption as pervasive, but places a high value on innocence and redemption. If he feels that someone is an innocent victim or that they are capable of redeeming themselves (an assessment he rarely makes) he is likely to be a little soft on them. Otherwise he is vicious and merciless in his quest for justice.



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