

MASTERMIND

Identity: Jason Wyngarde
Group Affiliation: The Brotherhood of Evil Mutants, former member of Factor Three
Base of Operations: Mobile
Side: Evil
Sex: Male
Height: 5' 10" (real), 6' 2" (illusory)
Hair: Gray-Black (real), Brown (illusory)
Eyes: Black (real), Gray (illusory)
Level: 10th
Experience: 54,000
Training: Illusion Authenticity (5% Penalty to Saving Throw)



Powers:

- 1. Heightened Charisma A +6**
- 2. Heightened Endurance A +6**
- 3. Illusions (Type A):** Mastermind can create illusions with visual, audible, odor, and taste components. PR = 1 per illusion created (includes Training Bonuses). Requires one action per turn to maintain (with +1 Power cost each maintenance phase). Alterations cost movement only. Non-players save vs. Intelligence on d100 per clue with a -15% penalty per attempt (includes Training Bonuses) to determine whether the illusion is real or not.
- 4. Invisibility:** Requires one action to become invisible with a PR cost of 1 per hour.
- 5. Weakness (Prejudice):** Jason Wyngarde is a mutant and as such, he is feared and hated by the world around him. His actions as one of Magneto's Brotherhood of Evil Mutants doesn't help as well.

Weight: 140 lbs. (190 lbs - illusory)
Strength: 11
Agility: 12
Charisma: 26
Hit Mod. (1.0) (2.6) (1.3) (1.1) = 3.718
Damage Mod.: +1
Accuracy: +1
Carrying Capacity: 240 lbs.
Movement Rates: 44" ground.
Det. Hidden: 10%
Inventing Points: 14.0

Basic Hits: 3
Endurance: 21
Intelligence: 14
Reactions from: Good: -5 Evil: +5
Hit Points: 12
Healing Rate: 1.8
Power: 58
Basic HTH Damage: 1d4
Det. Danger: 14%
Inventing (42%):

Agility Mod: Nil

Knowledge Areas: Crime & Performing Arts (Carnival)

Origin and Background: (American) Jason Wyngarde is a member of Magneto's Brotherhood of Evil Mutants.

Training Bonuses: (2) Illusion Authenticity (5% Penalty to Saving Throw), (3) -1 Illusion PR Cost, (4) +1 Endurance, (5) Illusion Authenticity (5% Penalty to Saving Throw), (6) -1 Illusion PR Cost, (7) +1 Endurance, (8) Illusion Authenticity (5% Penalty to Saving Throw), (9) -1 Illusion PR Cost, (10) +1 Endurance.

To Hit (Unarmed HTH): +1

Damage (Unarmed HTH): 1d4 + 1

