

## The Warden [deceased]

Male; Age: 25; Height: 5' 8"; Weight: 175 lb.  
Eyes: violet; Hair: black

Power Level 12, 196 PP; Abilities 52 + Powers 85 + Advantages 17 +  
Skills 22 (44 ranks) + Defenses 20

### Abilities

Strength	0	Agility	1	Fighting	2	Awareness	6
Stamina	1	Dexterity	2	Intellect	10	Presence	4

### Offense

Initiative: +14

Attack Name                      Attack Bonus & Resistance DC                      Notes

**Sidearm Blaster: Damage 14**    +10, DC 29    . . . . . 350/700/1400 ft., Crit 18-20

**Throw**    . . . . . +4, DC 15    . . . . . Bludgeon, Crit 20

**Unarmed**    . . . . . +2, DC 15    . . . . . Bludgeon, Crit 20

### Powers

#### Ü Cybernetic Enhancements (31 PP)

Advantages: Eidetic Memory, Improved Initiative, Jack-of-all-trades

#### Ü Comprehend: Comprehend 1 (1 PP)

Languages - Understand All; Limited: Only languages that are programmed into his Universal Translator Program (Personal - Permanent)

#### Ü Immunity: Immunity 3 (3 PP)

Ageing, Disease, Poison (Personal - Permanent)

#### Ü Mind Control: Cumulative Affliction 10 (20 PP)

3rd degree: Controlled, Resisted by: Will, DC 20; Cumulative, Increased Range 2: perception; Limited: Only usable on those with his cybernetic implants, Limited Degree (third only) (Standard - Perception - Instant)

#### Ü Regeneration: Regeneration 2 (2 PP)

Every 5 rounds (Personal - Permanent)

#### Ü Senses: Senses 2 (2 PP)

Direction Sense, Distance Sense (Personal - Permanent)

#### Ü Gadgets: Variable 4 (14 PP)

Easily Removable; Slow (Standard - Personal - Sustained)

#### Ü Personal Defense Projection System: Protection 14 (22 PP)

Removable, +14 Toughness; Impervious, Sustained (Free - Personal - Sustained)

#### Sidearm Blaster: Damage 14 (18 PP)

Easily Removable, DC 29, Advantages: Improved Critical 2; Increased Range: ranged (Standard - Ranged, 350/700/1400 ft. - Instant)

### Advantages

**Accurate Attack** Trade effect DC for attack bonus.

**All-out Attack** Trade active defense for attack bonus.

**Benefit, Security Clearance 3: US Government** Gain a significant perquisite or fringe benefit.

**Connected** Call in assistance or favors with a Persuasion check.

**Contacts** Make an initial Investigation check in one minute.

**Eidetic Memory** Total recall, +5 circumstance bonus to remember things.

**Equipment 4** 5 points of equipment per rank.

**Improved Critical 2: Sidearm Blaster: Damage 14** +1 to critical threat range with an attack per rank.

**Improved Initiative** +4 bonus to initiative checks per rank.

**Inventor** Use Technology to create temporary devices.

**Jack-of-all-trades** Use any skill untrained.

**Ranged Attack 2** +1 bonus to ranged attack checks per rank.



### Defenses

Dodge 7

Parry 7

Fortitude 6

Toughness 15

Impervious: +14

Will 10

Hero Points: 1

### Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

### Fatigue

- Fatigued
- Exhausted

Gen. Ulysses G. Shayman  
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Caswell, Kenneth G. Hallaron  
Updated 4/18/16

## Advantages

**Skill Mastery: Expertise: Cybernetics** Make routine checks with one skill under any conditions.

**Speed of Thought** Use Int for Initiative instead of Agi.

**Well-informed** Immediate Investigation or Persuasion check to know something.

## Movement

**Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

**Routine Jump Distance** - Running jump: 12 ft.; standing: 6 ft.; vertical: 2.4 ft.; standing vert.: 1.2 ft.

**Throwing Distance** - Throw 200 lbs. 6 feet; throw 50 lbs. 30 feet; throw 12 lbs. 120 feet

## Equipment

Various Equipment as needed 20

## Complications

**Megalomania** General Ulysses Shayman has delusional fantasies of power and greed, desiring to create his own new world order.

**Prejudice** Shayman believes that all parahumans are abominations that should either be turned into weapons or destroyed. He stands in opposition of the recent edicts passed down by Washington.

## Background Information

**Languages:** Native Language

The General is the Earth-W version of Ulysses Shamon.

### Additional Details

PP earned so far: 1

## Skills

	Total	Ranks	Ability	Other
<b>Acrobatics</b>	<b>+2</b>	1	1	
<b>Athletics</b>	<b>+2</b>	2		
<b>Close Combat: Unarmed</b>	<b>+2</b>	-	2	
<b>Deception</b>	<b>+10</b>	6	4	
<b>Expertise: Cybernetics</b>	<b>+14</b>	4	10	
<b>Expertise: Science</b>	<b>+12</b>	2	10	
<b>Insight</b>	<b>+8</b>	2	6	
<b>Intimidation</b>	<b>+12</b>	8	4	
<b>Investigation</b>	<b>+10</b>	-	10	
<b>Perception</b>	<b>+6</b>	-	6	
<b>Persuasion</b>	<b>+8</b>	4	4	
<b>Ranged Combat: Sidearm Blaster: Damage 14</b>	<b>+8</b>	6	2	
<b>Sleight of Hand</b>	<b>+3</b>	1	2	
<b>Stealth</b>	<b>+1</b>	-	1	
<b>Technology</b>	<b>+14</b>	4	10	
<b>Treatment</b>	<b>+12</b>	2	10	
<b>Vehicles</b>	<b>+4</b>	2	2	

## Validation Report

**Validation Report (0 issues):** Nothing identified

**Settings:** Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Supernatural Handbook: Supernatural Handbook  
Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment

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