

Enigma

Male; Age: 34; Height: 5' 10"; Weight: 180 lb.

Eyes: Brown/Red; Hair: Black

Power Level 10, 192 PP, **4 PP left to spend** ; Abilities 48 + Powers 98 + Advantages 13 + Skills 12 (24 ranks) + Defenses 21

Abilities

Strength	2	Agility	3	Fighting	6	Awareness	6
Stamina	-	Dexterity	5	Intellect	4	Presence	3

Offense

Initiative: +7

Attack Name

Attack Bonus & Resistance DC

Notes

Blaster Vision, Offensive: Blast 11 +9, DC 26 275/550/1100 ft., Crit 20

Conical Blaster Vision: Cone Area Damage 10 DC 25 Crit 20

Pyro Vision: Damage 7 DC 22 Heat, Crit 20

Throw +6, DC 17 Bludgeon, Crit 20

Tractor Vision: Move Object 7 DC 17 Crit 20

Unarmed +10, DC 17 Bludgeon, Crit 20

Powers

ü **Ectoplasmic Body: Protection 4** (4 PP)

+4 Toughness (Personal - Permanent)

ü **Hero Vision** (29 PP)

Blaster Vision, Offensive: Blast 11 (23 PP)

DC 26; Variable Descriptor: close group - Electromagnetic (Standard - Ranged, 275/550/1100 ft. - Instant)

Conical Blaster Vision: Cone Area Damage 10 (1 PP)

DC 25; Cone Area: 60 feet cone, DC 20, Variable Descriptor: close group - Electromagnetic (Standard - Close - Instant)

Cryo Vision: Create 10 (1 PP)

Ice, Volume: 1000 cft., DC 20; Innate, Stationary; Permanent (Standard - Ranged, 250/500/1000 ft. - Permanent)

Defensive Blaster Vision: Deflect 13 (1 PP)

(Standard - Ranged, 325/650/1300 ft. - Instant)

Gamma Vision: Senses 21 (1 PP)

Counters All Concealment: Vision, Counters Illusion: Vision, Distance Sense, Extended: Vision 3: x1k, Infravision, Microscopic Vision 3: molecule-size, Penetrates Concealment: Vision, Tracking: Vision 1: -1 speed rank, Ultravision (Personal - Permanent)

Pyro Vision: Damage 7 (1 PP)

Heat, DC 22; Increased Range 2: perception, Penetrating 2 (Standard - Perception - Instant)

Tractor Vision: Move Object 7 (1 PP)

3 tons; Increased Range: perception (Standard - Perception - Sustained)

ü **It's A G-G-G-Ghost** (64 PP)

ü **Immortality 2** (2 PP)

Return after 1 week; Limited: Only returns to ghost state, not to full life (Personal - Permanent)

ü **Immunity 30** (30 PP)

Fortitude Effects (Personal - Permanent)

ü **Insubstantial 4** (16 PP)

Incorporeal; Limited: Automatically switches to solid when using Hero Vision powers, Notes: Insubstantial is default, solid is sustained (Free - Personal - Sustained)

Teleport 7 (16 PP)

0.5 miles in a move action, carrying 50 lbs. (Move - Rank - Instant)

Flight 7 (alternate)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

Movement 2 (alternate)

Dimensional: Mystic Realms 2: group, 50 lbs. (Free - Personal - Sustained)

MUTANTS & MASTERMINDS

HERO LAB

Defenses

Dodge 13

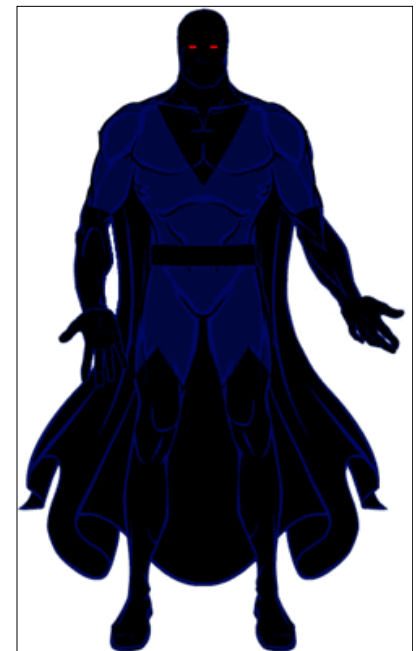
Parry 13

Fortitude Immur

Toughness 7/4

Will 10

Hero Points: 1



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Powers

ü Speed Reading: Senses 1 (1 PP)
Rapid: Vision 1 (Personal - Permanent)

Advantages

Beginner's Luck Spend a hero point to gain 5 temporary ranks in a skill.
Defensive Roll 3 +1 active defense bonus to Toughness per rank.
Eidetic Memory Total recall, +5 circumstance bonus to remember things.
Equipment 1 5 points of equipment per rank.
Improved Initiative +4 bonus to initiative checks per rank.
Improvisation 2 Custom advantage.
Languages 2 Speak and understand additional languages.
Ranged Attack +1 bonus to ranged attack checks per rank.
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)
Flight 7 - Speed: 250 miles/hour, 0.5 miles/round
Movement 2 - Dimensional: Mystic Realms 2: group, 50 lbs.
Routine Jump Distance - Running jump: 14 ft.; standing: 7 ft.; vertical: 2.8 ft.; standing vert.: 1.4 ft.
Teleport 7 - 0.5 miles in a move action, carrying 50 lbs.
Throwing Distance - Throw 800 lbs. 6 feet; throw 200 lbs. 30 feet; throw 50 lbs. 120 feet

Equipment

B.A.D.A.S.S. Communicator (embedded in his ectoplasm) 2, Commlink

Complications

Confusion Enigma, although certain he's a ghost, doesn't have an identity of his own
Power Limit Gamma Vision is unable to penetrate particularly dense materials. He can see through Lead, Gold, and even Plutonium. Anything denser, such as Platinum, Osmium, or Iridium, he cannot see through it.
Redemption Enigma is certain there are deeds in his past he must atone for.
Vulnerability Ghosts and spirits have a peculiar weakness to salt. When laid in a fully-enclosed circle, salt can trap them. Likewise, if used as a power descriptor, it adds +2 damage to the attack.
Weakness Weapons coated in ectoplasm are usable against Enigma, making him tangible to whatever is coated in it.

Skills

	Total	Ranks	Ability	Other
Acrobatics	+4	1	3	
Athletics	+4	2	2	
Close Combat: Unarmed	+10	4	6	
Deception	+3	-	3	
Expertise: Science	+10	6	4	
Insight	+7	1	6	
Intimidation	+3	-	3	
Investigation	+5	1	4	
Perception	+7	1	6	
Persuasion	+3	-	3	
Ranged Combat: Hero Vision	+8	3	5	
Sleight of Hand	+6	1	5	
Stealth	+4	1	3	
Technology	+6	2	4	
Treatment	+5	1	4	
Vehicles	-	-	5	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Supernatural Handbook: Supernatural Handbook Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment; Optional Rules: Hide Default Power Name; Output Options: No Damage / Fatigue Trackers

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Background Information

Languages: English, Latin, Spanish

Enigma is the soul of the clone of Glenn Ferguson who was killed at Bronson Tower in Philadelphia during the Crusader-Havok Incident. As the soul of a clone, particularly one who was pretending to be someone else, this soul is identityless.