

# ROGUES GALLERY: PURPLE HAZE & SCARLET MIST



**MUTANTS &  
MASTERMINDS**  
THIRD EDITION

# PURPLE HAZE & SCARLET MIST

**REAL NAMES:** Jordan and Holly Christopher  
**OCCUPATION:** Criminal hedonist and accomplice  
**BASE:** Freedom City

As SHADOW agents stole his teleportation experiments, brilliant physicist Brad Raymond was accidentally transformed into the gaseous-formed menace Mr. Mist. For years after, Raymond battled against his intermittent sanity and permanently desolid state to regain his humanity. With the Freedom League's help, Raymond eventually recovered his purloined notes and components from SHADOW, which enabled him to develop a cure for his condition.

The newly restored Raymond learned two young orphan twins, Jordan and Holly Christopher, were also rescued from SHADOW, having been used as test subjects for recreating Mr. Mist's abilities. SHADOW's trials suc-

ceeded, but left the siblings emotionally and physically traumatized. Feeling responsible for what had happened to them, Raymond tried and failed to remove the children's powers, and in time his increasing guilt led him to become their legal guardian. Noble as his intentions were, Raymond was incapable of both rebuilding his life and parenting disturbed, super-powered youngsters. When teenage Jordan finally ran away for good, Holly in tow, all Raymond could do was begin a still-fruitless search.

Jordan soon embraced a life of thievery, drugs, sex, and emotional sadism. Holly, unable to live without her wicked brother, clung to him and hoped in vain he'd change. Recently, Jordan's insatiable appetite for illicit delights brought him to Freedom City's infamous House of Usher, and he eagerly embarked on a life of true supervillainy as one of its enforcers. Jordan took the codename Purple Haze, with Holly as his reluctant accomplice Scarlet Mist.

While primarily a thief of cash, chemicals, and anything else that feeds his habits, Jordan is becoming increasingly pleased with the great rewards of hurting others for the House of Usher. Holly, as she has her entire life, simply goes along and hopes she will someday find peace, and her brother will be alive to share it.

## PERSONALITY

Jordan is a young, beautiful, demoniacally charismatic, laughing Pan, drawing many irresistibly to him and his personal gospel of indulgent freedom. He combines his "liberating" acts of debauchery with seemingly deep and serious spoken ruminations on how he's rebelling against the real evils of repression and hypocrisy while showing off his (broad but shallow) knowledge of poetry, music, literature, and other arts. So long as people are useful to his pursuit of selfish pleasures, this is the side of him they see.

The "useless" find Jordan is immature, petty, remorseless, and mockingly cruel. Even his seemingly deep love for Holly is partly a reflection of how her powers and loyalty are advantageous to him.



PURPLE HAZE

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	3	5	2	5	1	4	7

POWERS

**Gaseous Form:** Activation (Standard Action) • 67 points

- **All-Around Vision:** Senses 1 (Radius: Normal Sight)
- **Breathtaking:** Array (44 points)
  - **Suffocation:** Progressive Shapeable Area Affliction 11 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)
  - **Drug-Induced Hallucinations:** Shapeable Area Affliction 11 (Resisted and Overcome by Fortitude; Variable Condition (All))
- **Desolid:** Immunity 3 (All Suffocation, Starvation and Thirst), Insubstantial 2 (Gaseous)
- **Obscuring:** Shapeable Area Concealment Attack 4 (all visual senses), Partial
- **Riding the Wind:** Flight 1 (4 MPH)

SKILLS

Close Combat: Unarmed 5 (+10), Deception 5 (+12), Expertise: Art 3 (+4), Insight 5 (+9), Perception 5 (+9), Stealth 5 (+10)

ADVANTAGES

Attractive 2, Daze (Deception), Defensive Roll 5, Fascinate (Deception), Improvised Weapon, Taunt

Holly shares her twin’s innate personal magnetism, but is quiet, bright, sensitive, and sweetly cherubic. She craves a normal life nearly as much as Jordan hungers for venality, but he’s been her whole life for so long she feels secure with no one else. When Jordan is endangered, the child-like viciousness within her emerges as she defends him. She is the far more stable and strong willed of the two, but she refuses to abandon her brother.

POWERS & ABILITIES

Purple Haze can transform his body into a semi-opaque, amethyst-hued cloud of gas, rendering him as difficult to capture or harm as the air itself. He can force his gaseous self into the lungs of enveloped victims, and then asphyxiate them or (by altering his drug-laden body chemistry) flood their bloodstream with psychoactive substances. The specific hallucinations he chooses to induce are meant as ironic punishments, according to his twisted ideals.

Aided by his good looks, Purple Haze is a masterful deceiver. Since his powers preclude him from carrying weapons, he became a skilled brawler out of necessity, though using his fists remains a last resort.

Similarly, Scarlet Mist transmutes into a mass of blood-red mist, capable of drowning those compelled to breathe it in. Once victims are infiltrated, she can force the blood from their veins, producing tremendous pain, trauma, and (potentially) a grisly crimson arterial spray.

OFFENSE

INITIATIVE +5	
Suffocation —	Close, Progressive Shapeable Area Affliction 11
Drug-Induced Hallucinations —	Close, Shapeable Area Affliction 11
Improvised Weapon (Club) +10	Close, Damage 4
Unarmed +10	Close, Damage 2

DEFENSE

DODGE	12	FORTITUDE	10
PARRY	12	TOUGHNESS	8/3*
WILL	12	* Without Defensive Roll.	

POWER POINTS

ABILITIES	58	SKILLS	14
POWERS	67	DEFENSES	29
ADVANTAGES	11	TOTAL	179

COMPLICATIONS

**Motivation—Thrills:** Purple Haze is an unprincipled hedonist who uses his powers solely to feed his limitless appetite for money, sex, and drugs.

**Enemy:** Brad Raymond, the former Mr. Mist, works tirelessly to capture and cure his estranged wards.

**Weakness:** For some reason, direct exposure to salt burns Purple Haze while in his gaseous form. He resists this with Fortitude (rank depending on the amount of salt contacted), with failure leaving him stunned, dazed, or incapacitated.

ALLIES

In addition to his personality cult, Purple Haze is a regular patron and operative of the reborn House of Usher. Scarlet Mist has a number of admirers in many different walks of life, ready to do her favors out of sincere devotion and admiration.

ENEMIES

As a result of the childhood abuse inflicted upon them, both twins hate and fear SHADOW. Many people wronged by Purple Haze seek revenge. The well-meaning Brad Raymond still seeks to find and cure them.

HOOKS

**Angel, Angel Down We Go:** Any Freedom City hero with a Responsibility complication involving a youngster (son, daughter, niece, or nephew) faces the dreaded teenage rebelliousness eventually. Hero points aren’t earned for



SCARLET MIST

PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	2	6	3	2	3	5	5

**POWERS**

**Gaseous Form:** Activation (Standard Action) • 67 points

- **Blood Will Rise:** Flight 1 (4 MPH)
- **Blood Will Tell:** Senses 1 (Radius: Normal Sight)
- **Crimson Cloud:** Immunity 3 (All Suffocation, Starvation and Thirst), Insubstantial 2 (Gaseous)
- **Blood Drops:** Array (44 points)
  - **Drown in Blood:** Progressive Shapeable Area Affliction 11 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)
  - **Hemorrhage:** Concentration Shapeable Area Damage 11, Penetrating 11
- **Seeing Red:** Shapeable Area Concealment Attack 4 (all visual senses), Partial

**SKILLS**

Expertise: Art 4 (+7), Insight 5 (+10), Perception 5 (+10), Persuasion 5 (+10), Stealth 5 (+11)

**ADVANTAGES**

Attractive 2, Connected, Defensive Roll 6, Fascinate (Persuasion), Well-informed

**OFFENSE**

INITIATIVE +6	
Hemorrhage —	Close, Concentration Shapeable Area Damage 11
Drown in Blood —	Close, Progressive Shapeable Area Affliction 11
Unarmed +2	Close, Damage 0
Unarmed +10	Close, Damage 2

**DEFENSE**

<b>DODGE</b>	14	<b>FORTITUDE</b>	7
<b>PARRY</b>	11	<b>TOUGHNESS</b>	8/2*
<b>WILL</b>	15	* Without Defensive Roll.	

**POWER POINTS**

<b>ABILITIES</b>	52	<b>SKILLS</b>	12
<b>POWERS</b>	67	<b>DEFENSES</b>	32
<b>ADVANTAGES</b>	11	<b>TOTAL</b>	174

**COMPLICATIONS**

**Motivation—Responsibility:** Scarlet Mist survived her torturous early life only because of the inseparable bond forged with her brother, and protects him no matter what rather than risk losing him.

**Enemy:** Brad Raymond, the former Mr. Mist, works tirelessly to capture and cure his estranged wards.

**Weakness:** For some reason, direct exposure to salt burns Scarlet Mist while in her gaseous form. She resists this with Fortitude (rank depending on the amount of salt contacted), with failure leaving her stunned, dazed, or incapacitated.

problems that can be solved by grounding, and thus, in this case, the complication is likely to propel loved ones into the baleful orbit of Purple Haze. Purple Haze flaunts his control over people, and becomes insufferable when a hero's relative is under his sway. It takes the characters' time and effort to free loved ones from Purple Haze's enabling influence (boosted by Scarlet Mist's enticing, benign behavior). When Haze's true nature is revealed, he won't hesitate to use the hero's relatives as hostages and bargaining chips, putting the characters in a delicate position.

**Kiss From a Rose:** Through their usual channels, the player characters are contacted with a most unusual request: Scarlet Mist asks for their help. Purple Haze is planning a crime she believes he won't survive, even with her help, and she needs the heroes to save her brother from himself. The heroes quickly find why so many fall under the spell of the beautiful, insightful, poetic Scarlet Mist, and they see the sweetness and kindness she's capable of. However, the player characters must walk a fine line because the beguiling young woman is, beneath it all, a supervillainess. This becomes obvious once she leads them to her brother and they learn that while she wants them to stop her brother, she doesn't want them bring him to justice. When the heroes press the issue, they learn Scarlet Mist's only loyalty is to Purple Haze, and she is, as always, prepared to kill to safeguard him.

Elliot,  
I need your help.  
Someone's making the people of my city set themselves on fire. Or walk off ledges. Or skin themselves. Or make their arteries pop like water balloons.  
Normally, I'd handle this, but all my investigations keep turning up one name "Usher."  
It's bad enough if those monsters are back, but whoever's responsible also has a youth cult around him, thinking the whole thing is cool. It reminds me too much of Dad's stories about the Conqueror Worm, back in the day.  
Please call me.  
  
-Callie.

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## MUTANTS & MASTERMINDS ROGUES GALLERY #3:

### PURPLE HAZE & SCARLET MIST

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