

ROGUES GALLERY: OSPREY



**MUTANTS &
MASTERMINDS**
THIRD EDITION

THE OSPREY

REAL NAME: Hjalmar Poelzig, alias Edgar Ulmer
OCCUPATION: Criminal predator
BASE: Lakeside, Emerald City

Austrian aristocrat Boris Poelzig fled the 1938 Nazi takeover of his homeland, bitterly vowing it would be the last time any Poelzig would be left powerless. Settling in Emerald City, Boris raised his son inspired by ospreys, which, according to legend, force their young to fly to the sun, then kill those too weak to reach it. The abuse he heaped on his son in an attempt to toughen him up eventually broke him, and left Boris guardian of his grandson Hjalmar, who embraced the philosophy of strength and flourished.



USING THE OSPREY

The Osprey is a special kind of villain, one who strikes at the heroes through their relationships and private lives (or secret identities). For some players, this will prove to be annoying and terrible, while to others it is a fun challenge. If you're planning to use The Osprey in your series, discuss whether or not your players will enjoy dealing with a villain that comes at them from other angles than a straight-up fight.

Hjalmar dedicated himself to eliminating false piety from a world grown too soft. He became a champion of lawlessness and predator of so-called "superheroes"—the Osprey who strikes down such unworthy weaklings.

The Osprey's initial target was the Adjuster, a new hero gaining in recognition. Over time, he uncovered the Adjuster's identity (millionaire Barry Warren), darkest secrets, and greatest fears. With this knowledge, the Osprey swindled Warren's fortune away from him and arranged for everyone close to him to be killed, maimed, disgraced, or falsely imprisoned, one by one. By the time they met face to face, Warren was emotionally broken, and the Osprey smiled as his first victim committed suicide before him. Now residing in Warren's mansion (renamed Marmarous), Poelzig bides his time, working to find worthy heroes to shatter.

PERSONALITY

The Osprey is calm, polite, confident, intelligent, worldly, cultured, witty, and charming. Only his victims know he is a genuinely evil, merciless sociopath.

POWERS & ABILITIES

The Osprey is a master manipulator, adept at discovering and exploiting his opponents' personal weaknesses. Nearly all traces of his existence have been systematically eliminated. Through intense training, he is preternaturally strong and agile, and specializes in a unique fighting technique encompassing killing and maiming strikes from various martial styles. He employs a variety of gadgets, including his signature Osprey Talons: long diamond-coated blades with a super-sharp monomolecular edge.

ALLIES

The wealthy Poelzig employs a number of highly skilled operatives—drivers, pilots, hackers, private investigators, thugs, courtesans, scientists, media figures—who aid him out of misplaced loyalty, greed, or blackmail. Inspired by Bowman, he contemplates taking on a protégé and eventual heir.

HOOKS

Prey: Terrible events happen to the characters' loved ones (Responsibility or Relationship complications) well beyond mere happenstance. Investigations are initially fruitless, confirming only the orchestrator's

THE OSPREY

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
4	4	6	6	6	7	6	7

POWERS

Glider Cape: Flight 3 (16 MPH), Device (Easily Removable, -2 points) • 4 points

EQUIPMENT

Concealed Headset: Feature (Cell Phone), Subtle • 2 points

Flash Goggles: Feature 1 (+5 resistance to visual Dazzle) • 1 point

Flashlight: Feature • 1 point

Night Vision Goggles: Senses 2 (Darkvision, -2 Perception penalty) • 1 point

Oxygen Mask: Immunity 2 (All Suffocation, one hour limit) • 2 points

Protective Suit: Protection 2, Subtle • 3 points

Swing Line: Movement 1 (Swinging) • 2 points

Tracer Bug: Feature 2 (audio and tracer) • 2 points

Utility Belt: Array (16 points) • 26 points

- **Osprey Talon Blades:** Ranged Strength-based Damage 2, Dangerous 3, Penetrating 5, includes Increased Range on 4 Strength • 16 points

- **Adaptable Multi-Tool:** Feature 2 • 1 point

- **Cutting Torch:** Precise Damage 1, Weaken Toughness 1 • 1 point

- **Digital Recorder:** Feature 2 (Full audio-video) • 1 point

- **Exploding Talon Grenades:** Ranged Burst Area Damage 5 • 1 point

- **Net Talons:** Ranged Affliction 8 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile; Extra Condition, Diminished Range, Limited Degree) • 1 point

- **Smoke Bombs:** Enhanced Advantage 1 (Hide in Plain Sight) • 1 point

Wrist-Comp: Feature 1 • 1 point

SKILLS

Acrobatics 14 (+20), Athletics 8 (+12), Close Combat: Unarmed 10 (+16), Deception 5 (+12), Insight 6 (+12), Intimidation 5 (+12), Investigation 9 (+16), Perception 7 (+13), Persuasion 5 (+12), Ranged Combat: Throw 10 (+16), Sleight of Hand 12 (+18), Stealth 14 (+20), Technology 7 (+14)

power and seeming invisibility. In time, they pick up on the broken fragments of Barry Warren's life, and from those who knew him—and still live—learn the terrible fate that awaits them. The heroes can then try to take the fight to the Osprey, complicated by the fact they know all but can legally prove nothing. Alternately, they can circle their wagons and defend what's dear to them against an opponent who knows all their vulnerabilities. Further complicating matters are the Osprey's long-term strategies: while the heroes await his next move, their normal responsibilities of catching crooks and protecting the city remain.

Defending the Nest: Alternately, the characters witness the events above happening to another hero who seeks their help. The Osprey takes notice of them as secondary targets in his current plans—soon to be primary if they thwart him.

ADVANTAGES

Agile Feint, Benefit 4 (Cipher), Benefit 4 (Multimillionaire), Close Attack 2, Connected, Contacts, Defensive Roll 5, Eidetic Memory, Equipment 8, Evasion, Great Endurance, *Hide in Plain Sight*, Improved Critical 4 (Unarmed), Improved Initiative, Ranged Attack 2, Uncanny Dodge, Well-informed

OFFENSE

INITIATIVE +10

Talon Blades +18 Range, Damage 6, Crit. 17-20

Exploding Talon Grenades — Range, Burst Area Damage 5

Net Talons +18 Range, Affliction 8, Dodge DC 18

Unarmed +18 Close, Damage 4, Crit. 16-20

DEFENSE

DODGE 14 **FORTITUDE** 12

PARRY 14 **TOUGHNESS** 11/*6

WILL 13 * Without Defensive Roll.

POWER POINTS

ABILITIES 92 **SKILLS** 56

POWERS 4 **DEFENSES** 31

ADVANTAGES 38 **TOTAL** 221

COMPLICATIONS

Motivation—Feeling Powerful: Feeling the rush of power drives the Osprey.

Soul of the Osprey: Destroying superheroes' lives is a game the Osprey's addicted to playing.

My wife is gone. I couldn't convince her the video was fake, and I wasn't cheating on her. She's been so fragile since the allergic reaction sent our daughter into a vegetative state. This might break her. My friends are dead, or convicted of trumped-up felony charges. Thanks to the doctored clips on social media, I can't become the Adjuster without the police hunting me. I can't help anyone. I can't even help myself.

Why all the details about things already well-documented? Because I now know the unfeeling bastard responsible for them all.

This "Osprey" is coming here tonight. I'd kill him if I had anything left to live for. So please, dear God if you exist, let him kill me.

—THE ADJUSTER, FINAL JOURNAL ENTRY.

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MUTANTS & MASTERMINDS ROGUES GALLERY #6: THE OSPREY

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