

# ROGUES GALLERY: DOCTOR TECTONIC



**MUTANTS &  
MASTERMINDS**  
THIRD EDITION

# DOCTOR TECTONIC

**REAL NAME:** Dr. Montgomery Horowitz

**OCCUPATION:** Full-time supervillain, formerly seismologist

**BASE:** A secret laboratory in the Atlas Mountains

Doctor Montgomery Horowitz was once a respected seismologist, concerned with predicting and defending against tectonic disasters. He designed a suit of armor to act as a personal deep-burrowing device. The armor was designed to protect him from extreme heat, pressure, and anything else the lower crust could throw at him. He also equipped it with swarms of nanobots that can control massive amounts

of earth and stone, eliminating the need for assistants (or additional suits of the expensive armor) in the field.

Dr. Horowitz tested his invention by burrowing deep into the San Andreas Fault to conduct tests. Catastrophe struck as a strange radiation interfered with his nanobots and caused them to malfunction. The swarm of tiny machines returned to Dr. Horowitz's suit and burrowed into him, fusing with his body and brain. The nanobots twisted his mind and he began to believe organic life was a plague upon the Earth. His damaged mind

"told" him that organic life, especially human life, was a defect in the natural order of things, and that he needed to do something about it.

Dr. Horowitz abandoned his seismologist position and fled north to the Atlas Mountains. Using the nanobots he cleared out an underground laboratory and modified his suit for destructive purposes. He has since taken the name Doctor Tectonic and vowed to correct the "mistake" that is organic life. He knows someday he will achieve his goal of turning Earth into a perfect, quiet hunk of rock drifting in space.



## PERSONALITY

Doctor Tectonic is an unstable individual with a damaged brain full of malfunctioning robots. He continuously mutters to himself, holding conversations with the other voices in his head. He does not enjoy the company of other organic creatures and tends to keep to himself, when he's not trying to destroy life on Earth.

## POWERS & ABILITIES

Doctor Tectonic is a force of nature on the battlefield, combining geokinetics and technology into an unstoppable force. He can manipulate the earth beneath his enemies to create autonomous golems, trigger massive earthquakes, and shield himself from harm. He wields a modified excavation energy lance

## DOCTOR TECTONIC

PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
9	6	1	2	4	7	2	0

## POWERS

**Deep-Earth Exploration Pod:** Device (133 points), Removable (-33 points)

**Create Stone Golems:** Summon 6 (90-point minions), Active, Controlled, Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice, Quirk: Requires rock or stone • 67 points

**Deep-Earth Protective Systems:** Immunity 10 (Life Support) • 10 points

**Geo-Nanobots:** Dynamic Array (42 points)

- **Earth Manipulation:** Ranged Movable Create 12, Innate, Subtle 1, Dynamic, Quirk: Requires Rock or Ground, Permanent • 42 points
- **Earthquake:** Ranged Burst Area 2 (60 feet) Damage 10, Dynamic, Limited: Targets Must Be on the Ground • 2 points
- **Rock Toss:** Ranged Multiattack Damage 10, Accurate 2, Dynamic, Quirk: Requires Rock or Ground • 2 points
- **Stone Prison:** Ranged Cumulative Affliction 14, (Resisted by Dodge, Overcome by Damage; Hindered, Immobile, Paralyzed), Dynamic, Limited: Requires Rock or Ground • 2 points

**Large Mech Suit:** Growth 4, Innate, Permanent • 9 points

**Reinforced Armored Plating:** Impervious Protection 10 • 20 points

**Servo Motors:** Enhanced Strength 4 • 8 points

**Stone Dais:** Flight 4 (30 MPH), Platform • 4 points

**Excavator:** Device (25 points), Easily Removable (-18 points)

**Energy Lance:** Strength-based Damage 3 • 3 points

**Tunneling:** Ranged Burrowing 7 (8 MPH), Penetrating, Affects Others, Dynamic • 28 points

**Disrupted Terrain:** Continuous Environment 6 (900 ft. radius; Impede Movement (2 ranks)), Limited: Only Affects Those on the Ground • 12 points

**Nanobot-Infused Mind:** Enhanced Trait 30 (Dodge 9, Parry 6, Perception 3 (+6), Close Attack 2, Eidetic Memory, Fearless, Precise Attack (All), Ranged Attack 4) • 30 points

## SKILLS

Close Combat: Excavator 6 (+10). Expertise: Seismology 12 (+19), Insight 2 (-4), Intimidation 8 (+10\*), Perception 0 (+8\*), Ranged Combat: Geo-Nanobots 4 (+6), Stealth 0 (-3\*), Technology 8 (+15)

*There is something perfect in the silence of stone. Stone only speaks when it acts, grinding against itself to create a more perfect shape. Organic life is so noisy. They run around, laugh, and cry simply for the sake of making noise. That is what infuriates me most about these imperfect life-forms. They don't realize that they are merely arrogant carbon, screaming out into a universe whose only answer is silence. Through their extinction, I will bring peace ... and quiet to this world.*

—MONTGOMERY HOROWITZ

## POTENTIAL NEMESSES

Doctor Tectonic functions as an excellent villain for heroes that consider themselves to be nature's protectors. He is a walking cautionary tale for what happens when eco-friendly philosophies are taken to the extreme. He could also make a good recurring villain for construct/robotic heroes, especially if they're made of stone. Perhaps the good doctor believes the hero could be converted to his side with the proper persuasion ... or tampering.

in melee combat to devastating effect and relies on his advanced battlesuit to augment his strength and defenses. Note that while Doctor Tectonic hates organic life, he's still a normal human, so he requires sustenance, which forces him out of his armor regularly to maintain his health.

## ALLIES

Doctor Tectonic usually works alone, relying on his golems for assistance. He refuses to work with organic super criminals on principle, but he isn't opposed to the idea of working alongside a like-minded mechanical comrade.

## ENEMIES

Doctor Tectonic targets urban centers in geologically unstable areas hoping to cause as much damage as possible. This has made him very unpopular with super heroes and super villains alike, and he has no shortage of enemies to choose from.

## HOOKS

**Underworld:** The heroes receive a message from the Seismological Society of America. The scientists there have been picking up some weird signals on their equipment and believe Doctor Tectonic is making a move for the San Andreas Fault. The good doctor is trying to return to the fault line and trigger an earthquake that could wipe out the West Coast. The SSA volunteers their newest Deep Earth Pod prototype to assist the heroes, but it hasn't been field tested yet. The heroes have to brave the intense heat and pressure in the experimental pod while battling Doctor Tectonic and his army of Stone Golems.

**Stone City:** A large earthquake rumbles through Emerald City. Buildings crumble and streets buckle as the ground

shakes. Citizens, left without power and shelter, descend into chaos. First responders are stretched thin and hope seems lost. Whole city blocks have fallen into subterranean caverns, or have been severely damaged. It falls to the heroes to aid in the rescue efforts while investigating the cause of the calamity. They find a clue at the epicenter that leads them to Doctor Tectonic's lair in the Atlas Mountains. The only issue is Doctor Tectonic claims he wasn't responsible and that another super villain set him up.

## STONE GOLEMS

This stat block represents a typical golem created by Doctor Tectonic to assist him in combat. They're carved into a roughly human shape, but their stone bodies are large and heavy. In combat they rely on their strength and mass to overwhelm and separate the heroes from Doctor Tectonic.

### STONE GOLEM

### PL6 MINIONS

**STR 8 STA 6 AGL 0 DEX 0 FGT 0 INT 0 AWE 0 PRE 0**

**Powers:** **Inhuman Physiology** (Immunity 40, Life Support, Will Effects); **Large** (Growth 4, Density Growth 2, Innate, Permanent); **Made of Stone** (Protection 6)

**Advantages:** Close Attack 4, Improved Hold, Ranged Attack 4

**Skills:** Athletics 4 (+12)

**Offense:** Initiative +0, Throw +4 (Ranged Damage 8), Unarmed +4 (Close Damage 8)

**Defense:** Dodge 0, Parry 0, Fortitude 6, Toughness 12, Will Immune

**Complications:** **Powered by Nanobots:** The stone golems require direction from Doctor Tectonic to function, despite his belief that the golems are sentient. **Weakness:** The golems take one extra degree of damage from sonic attacks when they fail a Toughness save against them.

**Totals:** Abilities 4 + Powers 59 + Advantages 9 + Skills 2 + Defenses 0 = 74

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