

ROGUES GALLERY: ARCTIC FOX



**MUTANTS &
MASTERMINDS**
THIRD EDITION

THE ARCTIC FOX

REAL NAME: Vasili Barinov

OCCUPATION: Mercenary

BASE: Emerald City

Vasili Barinov has not led a kind life. In 1936 his parents sold him to the Soviet government, who in turn shipped him off to a Siberian *nauka gorod*, or science city, facility dedicated to creating the perfect soldier. Vasili and five hundred other children from across the USSR were crammed into camps where they were brutally disciplined, experimented upon, and subjected to a rigorous training regimen. All of the candidates either starved to death, succumbed to the freezing temperatures, or were murdered by their peers. All except for Vasili, the program's only survivor and only success.

The Soviet scientists had turned the young man into a living weapon. The chemicals and conditions he'd been exposed to pushed Vasili to the peak of human ability. He was physically perfect, incredibly intelligent, exceptionally trained, and ruthless. The program was a success.

Vasili chose the code name Arctic Fox for himself and was given his first mission: to eliminate *all* evidence of the camp he had been raised in, so that no one could replicate the process. The Arctic Fox was then handed off to the Red Army where he made his debut on the blood-stained battlefields of World War II. Vasili was instrumental in pushing the Nazis out of his Motherland, winning battle after battle against the fascist horde.

After the war, Vasili became an agent for the fledgling KGB and embarked on a storied career. The Arctic Fox popped up in Cold War hotspots around the globe. He performed assassinations, led revolts in capitalist nations, facilitated defections, and sabotaged American military operations whenever he could. Vasili worked for decades, aging very slowly thanks to his chemical modifications. He eventually took a wife and fathered a son. He was a national hero and for a time he was happy.

Unfortunately the Arctic Fox attracted the ire of Dmitri Bratislav: a power member of the Communist Party. Dmitri was jealous of Vasili's fame and succeeded in framing him as a traitor to the party. The KGB tried to kill Vasili on a mission in Vietnam, but he survive their betrayal and fought his way back to his family. His home had been burned to the ground, his wife had been murdered, and his son was being taken to Moscow for reeducation. Vasili rescued his son and the two of them fled to America.

The son blamed Vasili for the death of his mother and refused to stay with Vasili once they arrived in Emerald City. Vasili kept his distance from his son, but vowed to provide for him all the same. The Arctic Fox set up shop in Emerald City as a mercenary and has taken a few jobs in the last thirty years in order to keep himself, his son, and his granddaughter comfortable.

PERSONALITY

Vasili Barinov is a grim man, as cold and uninviting as the Siberian tundra that created him. He has never gotten over his nation's betrayal and finds it difficult to trust anyone. He is in his late eighties and has a lifetime of experience that he can call upon in the field. There are very



THE ARCTIC FOX

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	4	10	7	13	5	6	6

POWERS
Genetic Modifications <ul style="list-style-type: none">Healing Factor: Regeneration 5 • 5 pointsHomeostasis: Immunity 3 (Aging, Disease, Poison) • 3 points Helmet: Device, Removable (-2 points) • 8 points <ul style="list-style-type: none">Optical Enhancements: Senses 4 (Darkvision, Infravision, Tracking)Sensory Filtration: Immunity 5 (Sensory Affliction Effects)Rebreather: Feature Portable Blizzard Generator: Environment 5 (Cold (Extreme), Impede Movement, Visibility -2), Radius: 500 feet, Selective, Easily Removable (-10 points) • 15 points Uniform: Device, Removable (-2 points) • 7 points <ul style="list-style-type: none">Armored Plating: Protection 3Brass Knuckles: Strength-based Damage 2Cape: Movement (Safe Fall)Insulation: Immunity 1 (Cold)Voice Modulator: Feature Wrist-Mounted Projectile Launchers: Removable Array (15 points) <ul style="list-style-type: none">Bolos: Ranged Cumulative Affliction 5 (Resisted by Dodge, Overcome by Damage or Sleight of Hand; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree • 15 pointsExploding Disks: Ranged Burst Area Damage 5 • 1 pointFlash-Bang: Ranged Cumulative Burst Area Affliction 5 (Resisted and Overcome by Fortitude; Visual and Hearing Impaired, Disabled, Unaware), Unreliable (5 uses) • 1 pointTaser Darts: Ranged Affliction 5 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Multiattack • 1 pointMachine Gun: Ranged Damage 5, Multiattack • 1 point

EQUIPMENT
Audio Recorder, Binoculars, Commlink, Concealable Microphone, Lock Release Gun, Mini-tracer, Multi-tool, Restraints, and 14 points of additional equipment
HEADQUARTERS: THE FOX'S DEN • 23 POINTS
Size: Large Tou: 12 Features: Combat Simulator, Communications, Computer, Concealed 3 (+20 to DC), Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System 3 (DC 30), Workshop

few things that he hasn't seen and he usually works an anecdote into conversations with his adversaries. The Arctic Fox doesn't let anything get in the way of his mission once he's accepted it.

POWERS & ABILITIES

The Arctic Fox is a master mercenary with decades of field experience and superhuman physical abilities. He is proficient with all manner of weaponry, explosives, and martial arts. The Arctic Fox has a healing factor that allows him to

SKILLS
Acrobatics 4 (+14), Athletics 5 (+10), Deception 8 (+14), Insight 4 (+10), Intimidation 6 (+12), Investigation 6 (+11), Perception 7 (+13), Ranged Combat: Wrist-Mounted Projectile Launchers 8 (+15), Sleight of Hand 6 (+13), Stealth 6 (+16), Technology 4 (+9), Treatment 3 (+8), Vehicles 7 (+14)

ADVANTAGES
Accurate Attack, All-out Attack, Benefit 2 (Cipher), Benefit (Well-off), Chokehold, Connected, Contacts, Defensive Attack, Diehard, Equipment 9, Evasion, Extraordinary Effort, Fast Grab, Favored Environment (Cold), Great Endurance, Hide in Plain Sight, Improved Critical (Wrist-Mounted Projectile Launchers), Improved Disarm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Instant Up, Jack-of-all-trades, Languages 3 (Chinese, English, German, Spanish, Russian native), Move-by Action, Power Attack, Prone Fighting, Quick Draw, Seize Initiative, Skill Mastery (Intimidation, Stealth), Takedown 2, Tracking, Uncanny Dodge, Well-informed

OFFENSE
INITIATIVE +10
Bolos +15 Ranged, Cumulative Affliction 5, Dodge DC 15
Brass Knuckles +13 Close, Damage 7
Exploding Disks — Ranged, Burst Area Damage 5
Flash-Bang — Ranged, Cumulative Burst Area Affliction 5, Fort. DC 15
Machine Gun +15 Ranged, Multiattack Damage 5
Taser Darts +15 Ranged, Multiattack Affliction 5 Dodge DC 15
Throw +7 Ranged, Damage 5
Unarmed +13 Close, Damage 5

DEFENSE
DODGE 13 FORTITUDE 9
PARRY 13 TOUGHNESS 7
WILL 11

POWER POINTS
ABILITIES 112 SKILLS 37
POWERS 53 DEFENSES 13
ADVANTAGES 48 TOTAL 263

COMPLICATIONS
Flashbacks: Vasili suffers from crippling flashbacks to his terrifying childhood in KGB custody.
Motivation—Responsibility: Vasili wants to provide for his estranged son and granddaughter using the only skills he has, even if that means not being a part of their lives.

regenerate from even the most grievous of injuries and keeps him looking roughly half his actual age. He wields a pair of sophisticated wrist-mounted launchers that fire

AEGIS SECURE SYSTEM
DISTRICT 5

19:45 - PST

MERRIWETHER, LUCAS
CLEARANCE RED+

RETURN TO MAIN DATABASE

FROM:	Peyton Ramos	<PeytonRamos1@AEGIS.emerald.pac.net>
TO:	Lucas Merriweather	<MerriweatherLucas@AEGIS.emerald.pac.net>
SUBJECT:	Threat Report — "Arctic Fox"	

THE CONTENTS OF THIS FILE ARE CLASSIFIED AS Yellow/Restricted

Sir, I did in, fact find the the reference you remembered reading in the Liberty League Mission Logs. It was in one of the ones from their Eastern Front activities:

"We encountered a new player on the battlefield today. The League and I were protecting a squad of G.I.s who were pinned down by German machinegunners. Things were looking grim until this burly beast of a Russian came out of nowhere. He was fast, brutal, and tough ... even by Russian standards. He was gone almost as quickly as he arrived and we didn't get look at him. One of the Krauts we captured said his name was the Arctic Fox. Whoever he is, I'm glad he's on our side."

With all due respect sir, this can't be the same guy can it? That was seventy years ago, he can't still be that spry. Can he?

a wide variety of projectiles and he uses his portable blizzard generator to make any terrain feel like home. He is a master tactician who can turn any situation to his advantage, and if things go against him, he's smart enough to know when retreat is the wisest option.

ALLIES

The Arctic Fox doesn't really have allies per say. He has respect for other mercenaries and has a long list of underworld clients and associates. Those he considers his real friends are his comrades from operations in WWII and the Cold War, but most of them are dead or dying.

ENEMIES

The United States government and its agencies are on the lookout for the Arctic Fox because of his long history confounding their own efforts overseas, but they have no idea the former KGB agent is operating on their soil with impunity. If they knew, they'd certainly make attempts to

bring him in. The Arctic Fox butted heads (not publicly) with the Liberty League decades ago, and he's very unpopular with the remaining Nazi super villains.

HOOKS

One Last Ride: A retired mentor of one of the heroes approaches the team saying that he has located the Fox's Den. He wants to come out of retirement for one last hurrah, but he hasn't aged as gracefully as his old nemesis the Arctic Fox. The mentor needs the help of the heroes to take the Fox down, but retirement has made the mentor rusty.

Peacekeeping: An elderly Dmitri Bratislav is coming to the United Nations to accept a commendation for his peace-time work. The Russian statesman has asked for heroes to be his bodyguards, because he knows the Arctic Fox is in the States and won't be able to miss the chance to get at Bratislav. AEGIS informs the heroes that if they accept this mission they will have to defend Dmitri despite his history of alleged war crimes from decades past.

MUTANTS &
MASTERMINDS

CREDITS & LICENSE

MUTANTS & MASTERMINDS ROGUES GALLERY #8: THE ARCTIC FOX

Design and Writing: Alexander Thomas

Editing and Development: Jon Leitheusser

Art Direction and Graphic Design: Hal Mangold

Interior Art: Domenico Neziti

Publisher: Chris Pramas

Green Ronin Staff: Joe Carriker, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz, and Barry Wilson

Mutants & Masterminds Rogues Gallery #8: The Arctic Fox is © 2015 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-powered by

M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

Green Ronin Publishing

3815 S. Othello St., Suite 100 #304

Seattle, WA 98118

Email: custserv@greenronin.com

Web Sites: www.greenronin.com

www.mutantsandmasterminds.com



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Red-man, Charles Ryan, Eric Cagle, David Noonan, Stanl, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Freedom City, Copyright 2003, Green Ronin Publishing; Author: Steve Kenson

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

Freedom City, Second Edition, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.

Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.

Mutants & Masterminds Rogues Gallery #8: The Arctic Fox, Copyright 2015, Green Ronin Publishing, LLC; Author Alexander Thomas.