

Countdown

A Cold War Mutants & Masterminds scenario for 6
players

By Micheal Calnan

System

Mutants & Masterminds is a variation of the True20 system, all each player and GM require is a single 20 sided dice

The Basic Mechanic

d20 + skill modifier versus difficulty class

DIFFICULTY CLASSES

DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very easy (0)	Notice something in plain sight (Notice)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching security guard (Notice)
Tough (15)	Disarm an explosive (Disable Device)
Challenging (20)	Swim against a strong current (Swim)
Formidable (25)	Break into a secure computer system (Computers)
Heroic (30)	Climb a slippery overhang (Climb); overcome a sophisticated security system (Disable Device)
Superheroic (35)	Convince the guards to let you into the building, even though you're not wearing an ID badge
Nearly impossible (40)	Track a commando through the jungle on a moonless night after 12 days of rainfall (Survival)

Combat

In combat you roll a d20 and add your attack modifier and if the result is higher than the opponents Defense then its a hit. Where M&M differs from other d20 systems is how it handles damage. Each attack has damage rating (eg +8)

Damage

When you hit with an attack, you may deal damage. Each attack has a *damage bonus*. For melee attacks, the damage bonus is your Strength bonus, plus any modifiers for powers like Strike. For ranged attacks the damage bonus is usually based on the attack's power rank. Melee Damage Bonus = Strength modifier + weapon damage.

Power Damage Bonus = power rank.

The player who has been hit then rolls a d20 + Toughness bonus and tries to overcome 15 + damage rating (eg 15+8 = 23)

TOUGHNESS SAVING THROW

SAVING THROW...	EFFECT
Succeeds	No Effect
Fails	Bruised
Fails by 5 or more	Stunned + Bruised
Fails by 10 or more	Staggered + Stunned
Fails by 15 or more	Unconscious

Bruised take -1 to future toughness saves (levels of bruise stacks)

Stunned Can't take any action this turn

Staggered Can either move or take an action not both (last until healed)

Criticals

When you make an attack roll and get a natural 20 (the d20 actually shows 20), you hit regardless of your target's Defense, and you score a *threat*. To find out whether it's a critical hit, determine if the attack roll total would have normally hit your opponent's Defense. If so, then it is a critical hit. If not, the attack still hits, but as a normal attack, not a critical.

A critical hit increases the attack's damage bonus by 5. A critical hit against a minion allows no saving throw; the minion is automatically knocked out or killed.

Saving throw

When you're subjected to a potentially harmful effect, you get a *saving throw* to avoid or reduce it.

d20 + base save bonus + ability modifier + miscellaneous modifiers

The Difficulty Class for a save is based on the attack itself. Generally, the DC for a save is 10 + the effect's bonus or rank, except for Toughness saves, which are DC 15 + the attacks damage.

Initiative

Initiative Check = d20 + Dex modifier + miscellaneous modifiers

Powers

Powers are used like skills with a skill modifier equal to their rank

Attack powers have a damage bonus equal to their skill rank

Some powers are always on and you don't need to roll to activate them eg flight

Player Characters

Chernoborg:

Slavic god of darkness and the underground, currently brainwashed by the KGB into helping the USSR.

Inspiration: Combines aspects of the Hulk and Thor with Hellboy.

Powers: enhanced strength, magical hammer and powers over darkness

Treat Chernobog's creations as walls (they provide cover but are destroyed after taking damage)

Champion:

Russian supersoldier created using a stolen American superhuman serum, however the serum invariably proves fatal to its subjects. As such the Champion identity is secretly passed down from soldier to soldier.

Inspiration: Obviously Captain America/Superman

Powers: Super-Strength, resistance to fire, cold, electricity

Calypso:

Voodoo priestess and mystic guardian of Cuba. Unsure about the whole Russian alliance. Would much rather not be involved but has found herself drafted

Inspiration: Scarlet Witch, Dr. Strange, Dr. Fate, Voodoo Lady

Powers: Magical spells and illusions

Nukleon:

Brilliant Russian nuclear engineer who is an expert on all things atomic. He is the only man suited to using his powered armour suit due to its micro reactor core producing dangerously high levels of radiation inside the suit (those outside the suit are safe).

Inspiration: Atom, Iron Man, Ant-man, Red Dynamo

Powers: Power armour, limited flight, atomic blast, radiation tracking

Jaguar:

Communist Revolutionary with specialising in stealth and assassination, possesses a magical amulet giving him enhanced strength and supersenses

Inspiration: Wolverine, Batman, Black Panther

Powers: Enhanced, Strength and Agility, and supersenses (is also very stealthy)

Plot

The Players consist of a team of superheros working for the USSR and its close ally Cuba at the height of the Cuban missile crisis. The missile crisis was narrowly averted when Khrushchev has ordered the missiles removed in return for undisclosed concessions from the Americans. However when the order to remove the missiles went out a top secret Russian military base in the northern mountains of Cuba went radio silent after a series of confused messages. Before the USSR could regain contact the Americans spotted the base and have accused the USSR of attempting to hide one last nuclear missile base. [The Americans only spotted the base as a result of a fire] The Americans have given a deadline of 24 hours to begin dismantlement of the base or face world war 3.

The base has been overrun by mutants created by the Russian scientist Karakov, he purposely infected the majority of the guards transforming them into his slaves and overrunning the base. Karakov attempted to gain control of the bases missiles. Forces still loyal to the government opposed him and were able to destroy part of the fuel depot (rendering the rockets useless) before being overrun. The ensuing explosion was what alerted the US to the presence of the base. Karakov's mutants quickly spread from the base destroying the local town of Celeste. Karakov's mad plan is to conquer earth with his radioactive mutants and in order to do so plans to start world war 3 to eliminate organised resistance. However with the fuel depot gone Karakov has had to craft a plan to smuggle a nuclear device into America using the players supersonic stealth plane.

In addition the US had sent their own team to investigate the only survivor being Patriot who has become little more than a mindless guard monster for the base, abandoned by those who plan who are stealing the plane

Players should realise all this after the fight with Patriot and attempt to intercept the warhead before it reaches its destination. They should arrive as the warhead is being loaded onto the plane and after a jeep chase get onboard to fight Karakov who has gained freakish mental powers as a result of experimentation on himself. (who used to be the head scientist).

Act 1

Scene 1: Sunny Cuba

The adventure opens with the PCs on a rocket plane (the X-12) flying from Havana to a remote airstrip in northern Cuba. The X-12 is one of the most advanced planes in the U.S.S.R., it can outrun anything the Americans can throw at it and is almost invisible to conventional radar. They are being briefed via wireless by Khrushchev himself. A projector displays relevant maps on the walls. The room is down in sixties style (all curves, plastics, blinking lights). The lights dim as Khrushchev's voice is projected through a speaker on the table.

*Greetings my esteemed Comrades, I wish I was speaking to you under less dire circumstances. As you may already know, my associates in the diplomatic core have struck a deal with the Americans to remove our missiles from Cuba in return for American concessions in Eastern Europe and an agreement never to invade Cuba again. Unfortunately, a number of hours ago an American spy plane identified one of our facilities in northern Cuba [*click* as the slide projected on the wall changes to a new image, a map of the northern Cuban mountains] They now claim we are in violation of the agreement and are threatening war! The base itself is not a missile base, however it is true that there are some short range, purely defensive missiles there. The Americans have*

given us a deadline to begin removal of those warheads, if we don't shut that base down within the next 24 hours they claim they will declare war. We have decided to yield to this demand in the name of peace and the base was commanded to be shut down immediately.

*However, soon after this order was given we lost contact with the base, all radio communication with the went dead, it is imperative that we get that base shut down before the foolhardy Americans start a World War. We have already sent a plan to investigate and it appears the base is in some distress [*click* as the slide projected on the wall changes to a new image, a plume of smoke rising from the Jungle]. In a few minutes this plane will touch down at an airstrip in a few hours travel from the base. Transport has been provided for you to the base and you are to proceed directly there and get that base shut down as quickly as possible. Am I understood?*

Let the players ask some questions

1) *Why can't we just fly there?*

The base is built in the remote mountains, the terrain made it impossible to land

2) *Why build a base there? What goes on in the base?*

The base is primarily concerned with research, particularly the effect of the local environment on the native species (further information is classified). Calypso and Jaguar know this is probably referring to local legends about monsters in the mountains

3) *What kind of transport is arranged*

Articulated trucks

4) *How will the Americans know we have dismantled the base?*

Normally the base would be dismantled by construction machinery, in this case a more direct approach is required. The base will be demolished by controlled detonation. Sufficient explosives are already present, the self destruct merely needs to be activated.

The the briefing over the rocket plane touches down at a Cuban airforce strip in mountainous northern cuba. Waiting for them are sturdy Jeeps and the road they are to follow snakes off into the mountains of the west.

Scene 2: The village of Celeste

Along the road

There is food still on the table, and the village seems remarkably untouched except one of the houses on the far side of the village, has been burned down. Use of the noticel skill will allow people to analyse the tracks (it hasn't rained since the attack on the village)

Result

dc15 – A heavy truck arrived in the village from the direction of the army bas, and left again

dc20 - Several large drag marks lead to a mass grave to the west of the village

The survival skill can be analysed to analyse the tracks

dc15 – The truck tracks are from a russian truck and there are tracks of standard issue russian boots in the village

dc 20 – The tracks are confused but some seem not quite deep, some are unusually deep

(indicating a heavy individual, others look like the tracks of some huge animal)

Jaguar can smell blood heavy in the air, two scents lead off, one to the north another to the west.

2a: The Western Trail

A mass grave is located on the outskirts of the town in the jungle. Half a dozen bodies have been piled in a hastily dug pit and dirt thrown on top.

Searching the bodies (dc15 – search) reveals 4 were burned to death, another half dozen were shot or impaled with weapons of some sort. The dead only account for a fraction of the village's supposed population though

Calypso can try to use magic to commune with the dead (this will cost her a hero point), but their ghosts are mad with fear, have her roll and add her magic score (12)

Failure – the spirits are too maddened with grief to give any intelligible answer

DC15 – ghosts are racked with fear and give unintelligible answers, ranting and raving about fire, men and trucks.

DC20 – yields a ghost who is wracked with fear but can give a rough account of what happened

DC25 – yields a coherent ghost, gives a more specific answers

What happened

The previous night the village was attacked late at night

The attackers were dressed in Russian and Cuban uniforms.

There was something horribly wrong about the soldiers,

The more lucid ghost identifies them as twisted men, with disfigured faces (like melted wax, and inhuman strength)

They circled around the village and ordered the villagers into the truck

They burned down one of the houses when its occupants tried to resist.

Some villagers made a run for it into the forest but were hunted down.

2b: The Northern Trail

The trail leads north into thick brush and undergrowth. DC20 notice or survival to notice that something was dragged. The trail ends in a clearing, a human body lies on the ground, it has clearly been eaten by wild animals (getting close to the body reveals that it is wearing the remains of a Russian sergeant's uniform) however if the characters step into the clearing they are attacked by a huge wild dog (dc25 not to be surprised and miss the first round). If only one player is present use one dog, 2 dogs for 3 or more and 3 dogs if the entire group is present. The dogs aren't a real threat but should allow the players to flex their muscles a bit. Close examination of the body indicates it was actually killed by a machete blow to the neck

[GM info: This is one of the soldiers sent to hunt down fleeing villagers. Eating the infected meat transformed the village dogs into the monsters the players fought]

Scene 3: The crash site

Just before the base the players notice a plume of smoke (dc10) coming from a clearing near the road. In the clearing they find a crashed plane. Several burned bodies have been dragged from the plane and laid out on the ground their eyes closed

Search/Notice

dc20 – one of the bodies is wearing American military dog tags (automatic success if the players actively search the bodies)

Knowledge (Technology)

dc15 - its not a russian or cuba plane

dc20 - its the remains of one of the latest american spy planes, its not too badly damaged either, with the right parts it could be fixed

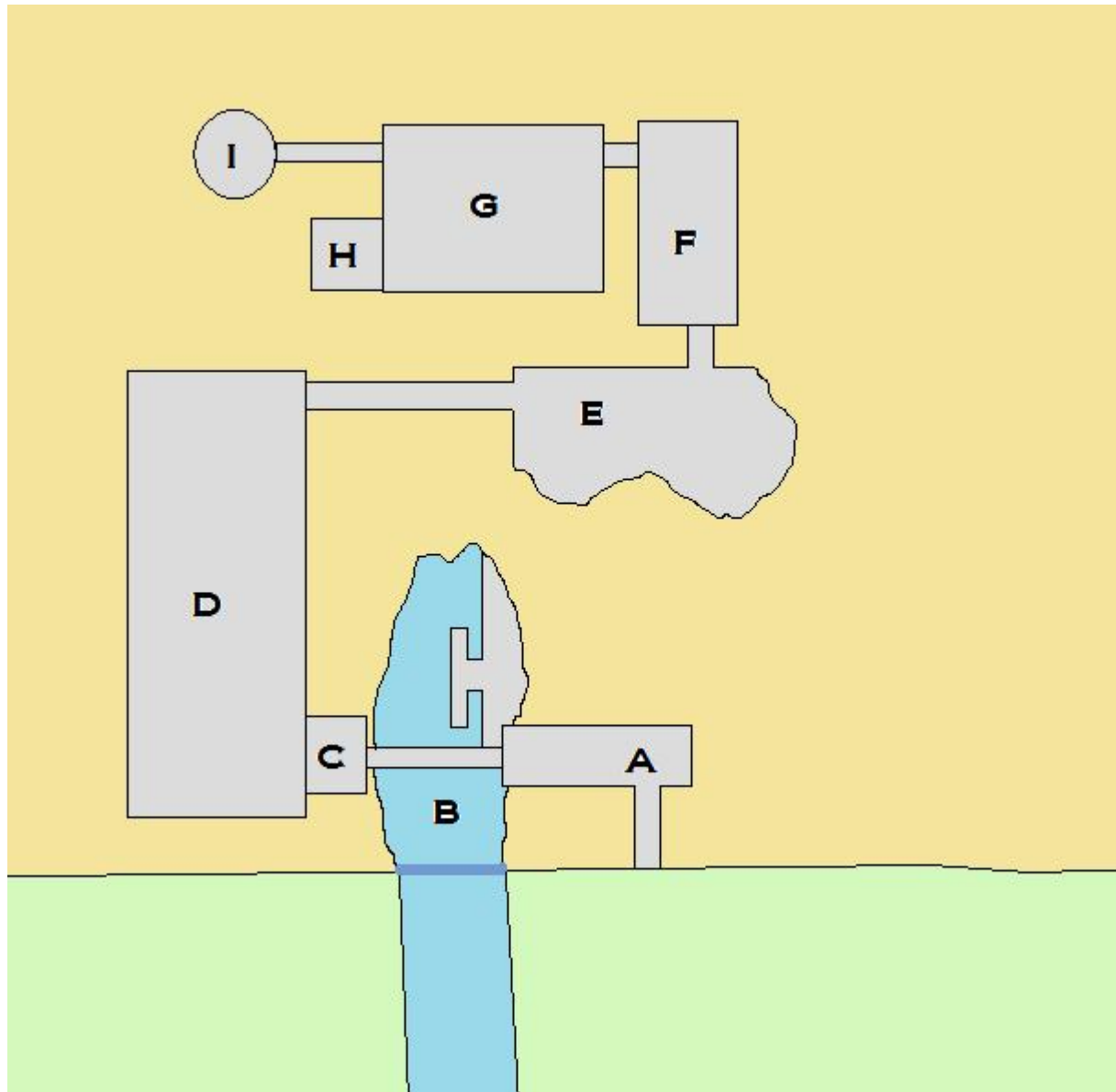
Survival

dc15 - There are bloody tracks leading from a smaller crater several hundred metres from the crash site before heading towards the army base

dc20 - Who ever it was, was probably a large muscled man with an injured leg and bleeding

Act 2 – The Base

The base is more like a bond villains secret lair than a traditional military base. It is even concealed behind a waterfall. Below is a rough map



Scene 4: The army base (secret entrance) Map key A

Cresting a rise the players can see a waterfall on the side of a cliff, part of the top of cliff has been blasted away and smoke is still pouring out of it *[This was the fuel depot]*

Near the base of the cliff, a camouflage net hiding an entrance into the cliff. DC20 to notice the entrance DC 25 to notice the guards. If the players approach they will be attacked by a patrol of mutated soldiers who guard the concealed entrance to the base, they look human at a distance, hats pulled low over faces, collars pulled up high. However once players get closer they realise that half the faces of the soldiers are horribly mutated and warped. They are armed with guns but up close rely on their super strength. There are 3 guards.

If the players fail to notice the entrance eventually the guards will come out and go on patrol

Map key B : The grotto

The path the soldiers are guarding travels into the cliff and passes through a large natural cavern behind the waterfall, the cave is lit dimly by flickering blue light reflected through the waterfall. At the waters edge is a dock for a large boat, currently empty. There is a bridge across the cavern. Waiting in the ceiling is a pair of lurkers who will jump down on the players as they cross the bridge (DC25 to notice them and avoid being surprised)

[GM note: the base is down to emergency lights (red lighting), the explosion has ruptured the ceiling and dripping water can be heard in the distance. Occasionally the PCs can hear the groaning of metal under stress]

Map key C : The Security door

The Door to the base is a fancy security door (similar to a bank vault) but has seem to be torn off its hinges, (notice dc20 its been torn off from the outside).

Map key D : The warehouse

The warehouse have clearly been the site of a recent battle, cargo crates are strewn everywhere. At one end of the room is a a heap of smashed boxes.

Notice DC15, someone was thrown with great force into the ground and boxes smashed into them

Survival DC20, the person was then dragged away

Map key E : The Depot

A rickety metal walkway without a railing leads the players into what was once a large cavern, the railing groans menacingly under the heavier characters but doesn't break. A sign at the door is covered in grime and ashes. Wiping away the soot reveals that this was the fuel depot and a no smoking area due to the explosion risk. The cavern is open to the air at the far end and beams of light lance through the smoky gloom. The metal stairs leading down to the depot floor end half way in twisted metal, the tanks themselves are blasted apart (pieces of shrapnel is embedded in the walls (in fact players will have to duck to avoid some of them).

GM: Note Depending on how fast the players are going this may be an opportunity to throw in an environmental puzzle, oil fires could still be raging in the room (no doubt left by Karakov on his way out). Champion is immune to flames but the rest of the party aren't working together the should be able to stop the fires (maybe triggering the fire suppressors, manually turning off the fuel lines or setting off an explosion that would choke the fire of oxygen. Once the fire is out players are free to make their way across the walkways. About halfway across roll a D6 on a 1, the floor gives way under Jaguar, on a 2 Champion on 3&4 Chernobog and 5&6 Nukleon DC 25 reflex save to leap out of the way a failed save means they take +14 falling damage.

Scene F : The Barracks

Five mutant guards lie in wait for the players, but not hiding particularly well. Use stats for door guards but point out to the players that these soldiers are far more mutated, having monster claws and chitinous plates on their bodies. Five guards, 2 behind overturned tables and 3 horribly mutated and closing to melee range to use their mutated limbs. Close examination of the bodies reveal that two mutants are dressed in the remains of civilian clothing [Karakov has been transforming the villagers into more soldiers]

The passage the pcs are walking on leads into the mess/assembly hall where the soldiers are waiting. After the guards have been defeated the pcs are free to explore the adjoining

rooms if they like, they find showers, bathrooms, sleeping quarters. The rooms of the barracks have clearly been disturbed by violence, more than one mattress is soaked in blood as its occupant was killed in their sleep. Among the wreckage the PCs find personal mementos, and letters home formerly belonging to the bases soldiers

Map key G : The Labs

Home to the research division, full of dead and dying biological experiments, many of the missing villagers can be found cut open on the the experimentation tables. Play up the gore and the horror of these rooms. Sobbing can be heard in the distance

Not every test subject in the labs is dead. On one table, partially vivisected (cut open while alive) is the base commander. He is a bloated monstrosity, his legs and left arm are twisted to uselessness, and he is wracked with painful convulsions. He will fill the players in on what happened to the base. Karakov was the chief scientist, working on a new supersoldier serum, he appears to be the leader of the mutants, he began converting soldiers into a mutants after a lab "accident". The commander believes Karakov released the biohazard protocols himself. The result was a pitched battle for control of the base. It was Karakov's men who destroyed the communication room, when the commander realised Karakov was after the nuclear missiles he ordered his men to detonate the the fuel depot preventing them from being launched. Karakovs was so angered that after killing his men he personally tortured the commander, experimenting on him. He tells the players where the prisoners are being kept and also (if asked) that he saw Karakov's men recently drag in a large man man dressed in the remains of an American flag and began the conversion process. When not experimenting on test subjects, Karakov has been spending his time in the nuclear silo.

Finally he asks that the players provide him with an honourable death

Map key H: The cells

The surviving villagers are being kept in a storage area off the labs.

Map key I : The Silo

The surviving American agent (Patriot) is in the silo, he has succumbed to the mutant infection, he has been left behind by Karakov. He is currently lurking in the rafters (DC25 notice check to see him as he leaps down) but wont attack the players until they get down to the silo floor. On the silo floor is the remains of a ICBM, DC 10 knowledge check to see its warhead has been removed. Once the players notice this Patriot attacks.

Patriot is under the mental control of Karakov, although he is attempting to fight the control. He will carry on two conversations with the players, once begging them to stop him and another gloating about how he is going to kill them. Defeating Patriot results in Karakov monologuing through Patriot, he warns the players they are too late, he has gone from the base. They may have stopped the surprise he left for them but it doesn't matter the war can't be stopped. He goes on to thank the players, without their help he could never bring his plan to fruition. The commanders actions only stalled the inevitable, without a missile he needed some other way to get the nuke past the american blockade. something the pcs provided, even as they speak he is approaching the airstrip. Karakov will start world war 3, and there will be no one left to stop the him inheriting the earth.

At this point the players will want to get back to the airstrip fast, the jeep will get them there just in time, however feel free to let the players come up with other solutions (a teleport spell, a crazy machine, or attempting to repair the american plane.

Act 3

Scene 1 : The Airstrip

The players arrive in the middle of a fullscale battle between loyal soldiers and the mutants [cue lots of explosions], the players rocketplane is taxi-ing onto the run way, since they are already in the jeep they can attempt to catch up on their jeep. To do this they need several success on a dc25 driving test to get close enough to jump onboard. Each driving roll take a round and meanwhile the pcs not driving can attempt to prevent the plane taking off.

Engines x2 [both engines need to be disabled to prevent takeoff]

Defense 12, Toughness 12

Injured (-1 to future toughness rolls)

Disabled (the engine fails and the plane can't take off)

Back Door

Defense 8, Toughness 10

Injured (-1 to future toughness rolls)

Disabled (the engine fails and the plane can't take off)

Scene 2 : The Explosive finale

A fight onboard the airplane with the sinister psychic Karakov, he will try to take mental control one of the players and fling objects at the rest using his telekinesis. As befits a supervillain he loves to rant. If the players ground the plane he activates the nukes timer himself, planning to take the pcs with him if nothing else

Cast

Mad Dogs PL9

A Giant wild dog 4 feet at the shoulder, dangerous but clearly sick. The dogs froth at the mouth and patches of fur falling away from its body

Str 21 Dex 17 Con 15 Int 2 Wis 12 Cha 6

Skills: Notice 4 (+5), Stealth 8 (+11)

Powers: Growth 4 (Power Feats: Innate; Flaws: Permanent), Protection 4, Super-Senses 2 (low-light vision, scent)

Combat: Attack +8 (includes -1 due to size), Damage +8 (claws), Defense +7

Saving Throws: Toughness +6, Fortitude +6, Reflex +7, Will +2

Infected PL9

Cuba or Russian Soldier infected by Karakovs Serum. Superstrong but many have been reduced to bestial intelligence. Some have misshapen claws, fangs or arms like massive crustaceans



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+0	+3
14	14	14	12	10	16

TOUGHNESS	FORTITUDE	WILL	REFLEX
+6/+4*	+10		+8
			+8

Combat: Attack +9, Grapple +8, Damage +7 (unarmed), Damage +4 (Submachine gun)
Damage +2 Club or claws, Defense +8 (+2 flat-footed), Initiative +2

Skills: Notice 8 (+8), Stealth 8 (+10)

Feats: Accurate Attack, All-Out Attack, Defensive Attack, Distract (Intimidate), Elusive
Target, Equipment: (Strike 2 [Power Feats: Mighty, Thrown (10 ft. range increment)]),

Lurker PL11

A specifically dangerous kind of infected, they shun the light. Stronger, faster and more dangerous than normal infected they cling to the ceiling and possess acid saliva



LURKER **POWER LEVEL 10**

Str 22 Dex 18 Con 16 Int 10 Wis 10 Cha 10

Skills: Notice 8 (+9) , Stealth 8 (+13), Survival 8 (+9), Climb 8 (+14)

Powers: Drain Strength 10 (Extras: Poison), Growth 8 (Power Feats: Innate;

Flaws: Permanent), Snare 9, Super-Movement 1 (wall-crawling), Super-

Senses 5 (darkvision, tremorsense)

Combat: Attack +11 (includes -2 due to size), Damage +6 (bite, plus poison),

Defense +11 (includes -2 due to size), Initiative +4

Saving Throws: Toughness +6, Fortitude +12, Reflex +9, Will +5

Stealthy: Attacks against an unaware target do +4 extra damage (+10in total)

Snare: The Lurker vomits a stream of glue like substance that ensnares victims.

Make a ranged attack roll. If successful, the target makes a Reflex saving throw (DC19).

On a failed save, the target is entangled, suffering a -2 penalty to attack rolls and

Defense, and a -4 penalty to Dexterity

Drain Strength: If bitten by a Lurker the victim needs to make a fortitude saving throwing dc21 or lose 10 points of strength (-5 damage to melee attacks) temporary

Patriot PL14

The lone survivor of an American team sent to the base, He made his way to the base and signs of his battle are everywhere. Eventually he was captured and infected by the mutation serum. He now is under Karakov's mental control. The Serum has caused him to mutate, his body has grown to massive proportions, bloated and twisted by the infection.



Str	Dex	Con	Wis	Int	Cha
+19	0	+14	0	+1	+1
48/18	10	42/18	10	12	12
Toughness	Fortitude	Reflex	Will		
+12	+23	+9	+6		
Skills					
Intimidate	+11	Search	+7	Acrobatics	+8
Notice	+9	Sense Motive	+8	Climb	+22
Survival	+6				
Feats					
Improved Pin		Power attack			
Powers					
Enhanced Constitution 20, Enhanced Strength 22, Growth 4 (innate), Immunity 12 (cold and heat damage, fatigue, pressure), Impervious Toughness 8, Leaping 9 (x1,000 distance), Super-Strength 7 (Heavy Load: 200 tons; Power Feats: Groundstrike, Thunderclap)					
Combat					
Attack +10, Damage +15 (unarmed), Defense +8, Grapple + 23, Initiative +0					

Groundstrike: strike the ground to create a tremor, players need to make a reflex save versus dc 24 to avoid being knocked prone

Thunderclap: clap hands together to make a deafening sound (dc24 reflex to avoid being deafened, if deafened dc 24 fortitude save to get back to normal (+1 for every round since being deafened)

Karakov PL16

Was the head scientist at the base, a sadist he personally performed many experiments on human test subjects, eventually he himself became infected when his experiments breached containment. He hid this from the others. He always had a god complex and quickly decided that who better than him to bring the perfection of his new supersoldiers to earth. He soon began infecting others secretly. His mental abilities allow him to control other mutants like pupets. When the order came to close down the base and remove the missiles he saw his chance to start World War 3, thus eliminating any organised resistance for his new world order. His particular mutation was that he telepathic and telekinetic abilities

Appearance: Mad scientist, bloodstained labcoat thrown open, he head has grown massive and bloated, veins popping out all over it

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+8	+5	+7
10	10	10	26	20	24
TOUGHNESS		FORTITUDE		REFLEX	
+13		+7		+9	
				WILL	
				+17	

Skills: Bluff 4 (+11), Diplomacy 6 (+13), Gather Information 6 (+13), Intimidate 4 (+11), Knowledge (Life Sciences) 8 (+16), Knowledge (Technology) 6 (+14), Medicine 6 (+5), Knowledge (behavioral sciences) 8 (+16), Notice 4 (+9), Sense Motive 8 (+13)

Powers:

Mind Control 10 (Extras: Continuous; Power Feats: Mental Link, Mind Blank, Subtle)

Forcefield 13

Telekinesis 12 (Extra: Damaging)

Combat: Attack +12, Damage +0 (unarmed), Damage +12 (telekinesis) Defense +3, Initiative +0

Mind Control: DC20 Will save to resist, Karakov attempts to control another characters mind confusing them into attacking their friends

Mental blast: +15 mental damage to single target (dc25 will save to half damage)

Telekinesis: Rips a container off the floor and hurls it at the players, will hit more than one player if they aren't careful +12 damage to multiple characters