

Mastermind

Description: Masterminds pride themselves on planning for every contingency, knowing their enemies' every strength and weakness, and learning to use both against them. Regardless of their physical power, Masterminds employ complex tactics, manipulation and mind games, and strategic thinking with military precision. Before they walk into a room, they have already played out every possible scenario in their minds and planned for them all. Masterminds are particularly good at either inspiring or terrorizing their lieutenants into serving them with unquestioning efficiency. They get especially good use out of abilities that provide helpers and servants (i.e., Ally, Connection, Grunt, Minion, Personal Assistant) or those that grant the ability to aid or inspire others in combat (Improved Team Player, Error: Reference source not found). Though the Mastermind may seem best suited as a villain, they can just as easily be inspirational leaders of men and women. The difference between Masterminds and Champions, though, is that Masterminds often will not stand shoulder-to-shoulder with their followers in battle, instead taking up a less glorious, but potentially more useful, position far behind the lines.

Sample Character: [Slag](#)

Hit Die: d6

Power Die: d10

Skill Points at 1st Level: (6 + Int per level) x4

Skill Point per Level: 6 + Int modifier

Class Skills: Bluff (Cha), Computers (Int), Craft (chemical, mechanical, pharmaceutical) (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Perception (Wis), Pilot (Dex), Profession (Int), Sense Motive (Wis), Sleight of Hand (Dex), Use Device (Cha).

Proficiencies: 3

Mastermind							
Level	Base Attack	Fort	Ref	Will	Def.	Rep.	Class Features
1	+0	+1	+0	+2	+1	+3	Brawl, Imposing Presence +2
2	+1	+1	+0	+3	+1	+4	Tactical Genius +2, Special Ability
3	+2	+2	+1	+3	+2	+4	Inspiring Presence +2
4	+3	+2	+1	+4	+2	+5	Bombastic Aura
5	+3	+3	+1	+4	+3	+5	Bonus Feat, Cross-Trained
6	+4	+3	+2	+5	+3	+6	Imposing Presence +4
7	+5	+3	+2	+5	+3	+6	Tactical Genius +4, Special Ability
8	+6/+1	+4	+2	+6	+4	+7	Inspiring Presence +4
9	+6/+1	+4	+3	+6	+4	+8	Inflexible Will, Bonus Feat
10	+7/+2	+5	+3	+7	+5	+9	Mind Expansion
11	+8/+3	+5	+3	+7	+5	+9	Imposing Presence +6, Special Ability
12	+9/+4	+6	+4	+8	+6	+10	Tactical Genius +6, Chutzpah! +2
13	+9/+4	+6	+4	+8	+6	+10	Inspiring Presence +6
14	+10/+5	+6	+4	+9	+6	+11	Bonus Feat, Special Ability
15	+11/+6/+1	+7	+5	+9	+7	+11	Mind Expansion

16	+12/+7/+2	+7	+5	+10	+7	+12	Imposing Presence +8, Chutzpah! +2
17	+12/+7/+2	+8	+5	+10	+8	+13	Tactical Genius +8
18	+13/+8/+3	+8	+6	+11	+8	+14	Inspiring Presence +8
19	+14/+9/+4	+9	+6	+11	+9	+14	Bonus Feat x2, Special Ability
20	+15/+10/+5	+9	+6	+12	+9	+15	Chutzpah! +2, Mind Expansion

Class Features

Brawl (Ex): At level 1, you get the Brawl feat for free because all superheroes need to throw the occasional punch.

Imposing Presence (Ex): At level 1, Masterminds receive a +2 competency bonus to all Bluff, Diplomacy, and Intimidate checks. The bonus increases by +2 at levels 6 (+4), 11 (+6), and 16 (+8).

Tactical Genius (Ex): At level 2, Masterminds can grant a +2 circumstance bonus to the skill checks and attack rolls of anyone who fights on their side and remains within 50'. This requires a move action to bark orders or otherwise direct their allies. Masterminds can do this three times per day. This effect lasts for a number of rounds equal to the Mastermind's Charisma modifier +2. The bonus increases by +2 at level 7 (to +4), 12 (to +6), and 17 (to +8).

Special Ability (Ex): At levels 2, 7, 11, 14, and 19, Masterminds can take one of the abilities listed below. They can take each ability only once, unless the text says otherwise. Unlike Class Features, Special Abilities that replicate feats require prerequisites, just like a normal feat.

- *Encyclopaedic Memory*: You can re-roll any failed Knowledge check once. You can do this twice per session.
- *Exhort Lieutenants*: By expending 1AP and a free action, you can grant a +1 bonus to the skill checks and saves of up to ten people at a time. The effect lasts a number of rounds equal to your Charisma modifier.
- *Bonus Feat*: You can pick a free feat from one of the following groups: Defensive, Saves, and Skills.
- *Opportunist*: Any time an opponent within your standard mêlée reach takes damage from someone else's attack, you can choose to make an Attack of Opportunity against that opponent. You can do so only once per round, even with Combat Reflexes, and this attack counts against your total number of Attacks of Opportunity.
- *Scare Tactics*: Once per day, Masterminds can roll two d20s for any Intimidate check and select the best result.
- *Slippery Mind* : If you fail a Will Save against a mind-affecting spell or power, you can re-roll that Will Save once, on your next turn.
- *Vanish Into Another Life*: Free 4CP Additional Identity, ready for use at all times.

Inspiring Presence (Ex): At level 3, Masterminds grant a +2 morale bonus to attack and damage rolls and Will saves against fear or charm effects to anyone who fights on their side and remains within 50 ft. This effect requires not effort on the Mastermind's part and lasts for as long as the Mastermind actively fights in the battle. This bonus increases at level 8 (to +4), 13 (to +6), and 18 (to +8).

Bombastic Aura (Su): At level 4, Masterminds become so magnificent, awesome, or scary that they add their Charisma modifier to their Defence as a insight bonus. This bonus affects only those who are within 30'. Anyone who is immune to fear and/or charm effects ignores this bonus.

Bonus Feat: At levels 5, 9 14, 19 Masterminds can take a feat

from one of the following [groups](#): Defensive, Saves, and Skills.

[Cross Trained](#) (Ex): At level 5, Masterminds gain this feat.

Inflexible Will (Ex): At level 9, Masterminds can Take 10 on any Will Save, but they must declare their intention to do so before they make their rolls.

Mind Expansion: At levels 10, 15, and 20, Masterminds apply a permanent +1 to either Intelligence, Wisdom, or Charisma (player's choice).

Chutzpah!: At levels 12, 16, and 20, Masterminds get a permanent +2 to Charisma.