

Ultramarine

Female; Age: 30; Height: 5' 9"; Weight: 170 lb.

Eyes: Green; Hair: Dark Brown

Power Level 10, 150 PP; Abilities 36 + Powers 78 + Advantages 8 +

Skills 20 (40 ranks) + Defenses 8

Abilities

| | | | | | | | |
|----------|----|-----------|---|-----------|---|-----------|---|
| Strength | 10 | Agility | 2 | Fighting | 4 | Awareness | 2 |
| Stamina | 8 | Dexterity | 2 | Intellect | 4 | Presence | 2 |

Offense

Initiative: +2

Attack Name

Attack Bonus & Resistance DC

Notes

Blue-Green Laser: +10, DC 25 250/500/1000 ft., Crit 20

Throw +8, DC 25 Bludgeon, Crit 20

Unarmed +10, DC 25 Bludgeon, Crit 20

Powers

ü **Ultramarine Armor** (78 PP)

Removable

ü **Armament** (22 PP)

Blue-Green Laser: Damage 10 (1 PP)

DC 25; Increased Range: ranged (Standard - Ranged, 250/500/1000 ft. - Instant)

Netline: Cumulative Affliction 6 (20 PP)

1st degree: Hindered, Vulnerable, 2nd degree: Defenseless, Immobile, DC 16; Accurate 2: +4, Alternate Resistance (Dodge), Cumulative, Extra Condition, Increased Range: ranged; Limited Degree (Standard - Ranged, 150/300/600 ft. - Instant)

ü **Strength Booster: Enhanced Strength 10** (1 PP)

+10 STR (Free - Personal - Sustained)

ü **Computer Controls: Enhanced Trait 16** (16 PP)

Traits: Dodge +4 (+8), Parry +4 (+8), Advantages: Close Attack 4, Ranged Attack 4 (Personal - Sustained)

ü **Force-Field Enhanced Armored Exoskeleton** (25 PP)

ü **Conceals Identity: Feature 1** (1 PP)

(Personal - Permanent)

ü **Enhanced Ability: Enhanced Stamina 6** (12 PP)

+6 STA (Free - Personal - Sustained)

ü **Impervious Defense: Impervious Toughness 8** (8 PP)

(Free - Personal - Continuous)

ü **Protection: Protection 4** (4 PP)

+4 Toughness (Personal - Permanent)

ü **Multi-Environment Turbines** (15 PP)

Flight: Flight 7 (14 PP)

Speed: 250 miles/hour, 0.5 miles/round (Free - Personal - Sustained)

Swimming: Swimming 7 (1 PP)

Speed: 60 miles/hour, 900 feet/round (Free - Personal - Sustained)

ü **Sealed Systems** (11 PP)

ü **Immunity: Immunity 9** (9 PP)

Disease, Environmental Conditions (All), Poison, Suffocation (All) (Personal - Permanent)

ü **Movement: Movement 1** (2 PP)

Environmental Adaptation: Aquatic (Free - Personal - Sustained)

ü **Sensors: Senses 9** (9 PP)

Accurate: Ultra-Hearing, Direction Sense, Low-light Vision, Radio, Radius: Ultra-Hearing, Ranged: Ultra-Hearing, Time Sense, Ultra-hearing (Personal - Permanent)

Advantages

Benefit, Wealth 3 (millionaire) Gain a significant perk or fringe benefit.

Close Attack 4 +1 bonus to close attack checks per rank.



Defenses

Dodge 8/4

Parry 8/4

Fortitude 8

Toughness 12

Impervious: +8

Will 8

Hero Points: 1

Damage

☐

Bruises

☐

Dazed

☐

Staggered

☐

Incapacitated



Advantages

- Interpose** Take an attack meant for an ally.
- Inventor** Use Technology to create temporary devices.
- Ranged Attack 2** +1 bonus to ranged attack checks per rank.
- Ranged Attack 4** +1 bonus to ranged attack checks per rank.
- Teamwork** +5 bonus to support team checks.

Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Flight: Flight 7** - Speed: 250 miles/hour, 0.5 miles/round
- Movement: Movement 1** - Environmental Adaptation: Aquatic
- Routine Jump Distance** - Running jump: 24 ft.; standing: 12 ft.; vertical: 4.8 ft.; standing vert.: 2.4 ft.
- Swimming: Swimming 7** - Speed: 60 miles/hour, 900 feet/round
- Throwing Distance** - Throw 100 tons 6 feet; throw 25 tons 30 feet; throw 6 tons 120 feet

Complications

- Enemy** The smuggler, pirate, and illegal salvage operator known as Steelhead is actually Ultramarine's step-brother Brad. The two hate each other and their meetings never end well.
- Identity** Ultramarine keeps her identity a secret, and has designed the armor to disguise both her voice and the fact that she's a woman.
- Motivation: Responsibility** Veronica wants to live up to the ideals instilled in her by her father, an ex-Navy man who believed the more one could do, the more one should do.
- Relationship** In her normal identity, Ultramarine has a large group of friends, including some her age as well as old Navy men who were friends of her father.

Skills

| | Total | Ranks | Ability | Other |
|---|-------|-------|---------|-------|
| Acrobatics | - | - | 2 | |
| Athletics | +14 | 4 | 10 | |
| Close Combat: Unarmed | +6 | 2 | 4 | |
| Deception | +2 | - | 2 | |
| Expertise: Navy | +5 | 1 | 4 | |
| Expertise: Science | +10 | 6 | 4 | |
| Expertise: West Coast | +10 | 6 | 4 | |
| Insight | +2 | - | 2 | |
| Intimidation | +2 | - | 2 | |
| Investigation | - | - | 4 | |
| Perception | +8 | 6 | 2 | |
| Persuasion | +2 | - | 2 | |
| Ranged Combat: Battlesuit Armament | +4 | 2 | 2 | |
| Sleight of Hand | - | - | 2 | |
| Stealth | +2 | - | 2 | |
| Technology | +13 | 9 | 4 | |
| Treatment | +5 | 1 | 4 | |
| Vehicles | +5 | 3 | 2 | |

Validation Report

Validation Report (0 issues): Nothing identified

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Background Information

Languages: Native Language

Real Name: Veronica Steele

Occupation: Entrepreneur

Base: Emerald City

Personality

Ultramarine is driven and serious-minded. She's always working through one problem or another in her head to find the best solution, which makes her seem somewhat distracted even at the best of times. She was very close to her father and still mourns his loss. His old Navy buddies mean a lot to her and she can often be found sharing a drink with them and listening to their stories. The rest of the time she's in her workshop, tinkering with the Ultramarine armor or some other gadget.

Powers & Abilities

Ultramarine's powers all come from her battlesuit which was designed and refined over years of hard work. The suit is capable of boosting her strength, firing powerful blue-green lasers, and launching what she calls a netline, capable of adhering to nearly any surface and entrapping its target. However, all those systems are tied to the same power source and she hasn't figured out how to make the boost to her strength permanent, which she thinks would be very useful.

The suit's other capabilities were specifically designed to make it as light and maneuverable as possible and allow it to operate underwater. It's armor is reinforced by a thin force field which is airtight and capable of withstanding extremes of temperature and pressure. It's also equipped with sonar (Ranged Accurate Radius Ultra-Hearing) that makes it possible for Ultramarine to perceive her surroundings even in complete darkness. Specially constructed turbine engines allow her to fly and move through the water with ease, although Veronica wants to boost their power as soon as possible.

Enemies

Ultramarine's step-brother Brad is the armored villain Steelhead. Brad stole an earlier aquatic armor prototype from Veronica's father and accidentally killed him. Veronica won't be happy until Brad is behind bars and Brad won't be happy until he can prove he's better than Veronica and has the Ultramarine armor for himself.

History

The history of Ultramarine began decades ago with Veronica Steele's father, Capt. Gil Steele. Gil was a Navy diver for years before he retired and began work as a salvage operator and inventor. Both endeavors proved quite successful and he and his family were able to travel the world (on salvage jobs) while still maintaining a permanent home in Emerald City.

Due to his interest in diving, he began innovating designs for diving suits. It started simply enough, slight adjustments and additions to a standard wetsuit, but then he began developing specialized pieces of equipment that allowed divers to stay under longer, dive deeper, lift more, and on and on. This process took years, during which he and his wife Marcia had a daughter, Veronica. When Veronica was only ten years old, Marcia died in an accident during a salvage operation. Gil and Veronica were devastated, but Gil surprised everyone by marrying Elene Kostas within a year of Gail's death. Elene's son Bradford, two years younger than Veronica, happily accepted Gil as his step-father.

Veronica never really forgave her father for her mother's death or for remarrying so quickly. Gil, in turn, had a difficult time showing his feelings for Veronica. He always pushed her with his stories about responsibility; that those with greater capabilities also had a greater duty. He wanted the best for her. Her step-mother Elene was a weak and dependent woman compared to her mother, even more so after she fell ill and it became Veronica's responsibility to hold the whole family together and to look after her younger step-brother, Brad.

Brad idolized his step-father, but was always being reminded how Veronica was his superior in every way: "Listen to your sister" ... "Why can't you be more like Veronica" and so on. She was the better swimmer, the better student, the ideal. When Brad's mother passed away, he tried even harder to win his stepfather's approval, but Veronica was always there first. The discipline she chafed under, he craved. As a teenager, Brad acted out and got into trouble to get attention, and Veronica was always the one to bail him out of it.

So, when Veronica earned college scholarships in engineering, she couldn't wait to leave home and finally have a life of her own, out from under her father's expectations and her step-brother's screw-ups. Brad enlisted in the Navy to impress Gil and managed to earn nothing more than a dishonorable discharge within two years. Veronica, on the other hand, blossomed in her studies, graduated magna cum laude, and went on to grad school. Her visits home became less and less frequent.

On one such visit, Veronica found her father hard at work on his diving suit design, as always. He'd taken on Brad as an assistant, although he commented that his stepson was nowhere near as capable as Veronica. Her father's work had taken on an unusual sense of urgency. Veronica learned Gil Steele's company w