

# GAMMA HEROES

## The Visitor

by Caoimhe Ora Snow <[caoimhe.snow@gmail.com](mailto:caoimhe.snow@gmail.com)>

By now, everyone on the planet knows the story of The Visitor: Fleeing the destruction of his home planet, this strange alien with powers and abilities far beyond those of mortal men crashed on Earth and was taken in by friendly Earthlings who welcomed him. Living among humans as one of us, he fights a never-ending battle to right injustice, to right that which is wrong, and to serve all mankind as our mightiest super-hero.

You can use The Visitor in your Gamma Heroes campaign as a high-level opponent for your heroes, even though he's innately heroic. Maybe the heroes are mistaken for villains – or have been framed to look like the bad guys. The Visitor himself could be mind-controlled. Perhaps his imperfect clone Rotisiv (who has the same powers but an 8 Intelligence) has escaped his extragalactic prison, or the heroes have found themselves in an alternate timeline in which good and evil are reversed, and The Visitor himself is a villain – as indicated by his villainous goatee!

<b>The Visitor</b>	<b>Level 10 Solo Soldier</b>
Medium extraterrestrial humanoid (alien)	XP 2,500
<b>HP</b> 452; <b>Bloodied</b> 226	<b>Initiative</b> +17
<b>AC</b> 26; <b>Fortitude</b> 23; <b>Reflex</b> 22; <b>Will</b> 22	<b>Perception</b> +12
<b>Speed</b> 6, fly 12 (hover), overland flight 800 mph	Darkvision 20
<b>Immune</b> disease; <b>Resist</b> 25 physical, 15 cold, 15 fire, 15 electricity, 15 laser, 15 acid, 15 poison;	
<b>Vulnerability</b> 10 radiation	
<b>Saving Throws</b> +5	
<b>Traits</b>	
<b>Radiation Weakness</b>	
If The Visitor takes radiation damage, he is weakened, slowed, cannot shift until the end of his next turn, and his resistances drop to 0.	
<b>Action Recovery</b>	
Whenever The Visitor ends his turn, any dazing, stunning, or dominating effect on him ends.	
<b>Super-Speed</b>	
On an initiative of 10 + his initiative check, The Visitor can use a free action to shift up to his fly speed.	

### Standard Actions

#### ⊕ **Powerful Punch** (physical) • **At-Will**

*Attack:* Melee 1 (one creature); +17 vs. AC

*Hit:* 3d12 + 7 physical damage and the target is pushed 3 squares.

### Minor Actions

#### ↘ **Laser Eyes** (laser) • **At-Will**

*Attack:* Ranged 15 (one creature); +15 vs. Reflex

*Hit:* 2d10 + 5 laser damage.

#### ← **Forceful Breath** (physical) • **Encounter**

*Attack:* Close blast 5 (all creatures); +15 vs. Fortitude

*Hit:* 2d8 + 4 physical damage and the target is pushed 5 squares.

#### ← **Cold Breath** (cold) • **Encounter**

*Attack:* Close blast 5 (all creatures); +15 vs. Reflex

*Hit:* 1d10 + 8 cold damage and the target is immobilized (save ends).

#### **X-Ray Eyes** • **At-Will**

*Effect:* Until the end of his next turn, The Visitor can see through blocking terrain, his attacks are not affected by cover or concealment, including superior cover or total concealment, and he gets a +10 bonus on Perception checks.

### Free Actions

#### **Solo Action** • **Recharge** when first bloodied

*Requirements:* It is the Visitor's turn.

*Effect:* The Visitor takes an extra standard action during that turn.

### Triggered Actions

#### **Immovable Object** • **At-Will**

*Trigger:* The Visitor is pushed, pulled, or slid.

*Effect (Immediate Interrupt):* Negate the forced movement.

#### **Faster than a Speeding Bullet** • **At-Will**

*Trigger:* One of the Visitor's allies within 12 squares is hit by a ranged attack.

*Effect (Immediate Interrupt):* The Visitor shifts up to his fly speed to a square adjacent to the target, and becomes the new target of the triggering attack.

### **Skills** Interaction +14, Science +13

**Str** 35 (+17)

**Dex** 18 (+9)

**Wis** 15 (+7)

**Con** 25 (+12)

**Int** 16 (+8)

**Cha** 18 (+9)

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