

MUTANTS & MASTERMINDS

HERO: _____

PLAYER: _____ IDENTITY: _____ SECRET PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: _____

POWER POINT TOTALS: ABILITIES _____ + POWERS _____ + ADVANTAGES _____ + SKILLS _____ + DEFENSES _____ = _____

STRENGTH	<input type="text"/>	AGILITY	<input type="text"/>	FIGHTING	<input type="text"/>	AWARENESS	<input type="text"/>
STAMINA	<input type="text"/>	DEXTERITY	<input type="text"/>	INTELLECT	<input type="text"/>	PRESENCE	<input type="text"/>

DEFENSE

DODGE (AGL)

PARRY (FGT)

FORTITUDE (STA)

TOUGHNESS (STA)

WILL (AWE)

OFFENSE

<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE

NOTES & CONDITIONS

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

POWERS & DEVICES

CHARACTER ILLUSTRATION

MUTANTS & MASTERMINDS

ADVANTAGES

COMPLICATIONS

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ATHLETICS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLOSE COMBAT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DECEPTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
EXPERTISE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INSIGHT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INTIMIDATION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INVESTIGATION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERCEPTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERSUASION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGED COMBAT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SLEIGHT OF HAND	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STEALTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TECHNOLOGY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TREATMENT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
VEHICLES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: _____

ACTIONS

ACTION	ATTACK	DEFENSE	TYPE	EFFECT
Aid	-	-	Std	Close; Attack check (DC 10), success grants +2 attack or defense, four degrees grants +5.
Aim	+5	-	Std	Close or Ranged; +2 bonus if longer than close range
Charge	-2	-	Std	Close; Speed rank in straight line, then attack
Defend	-	-	Std	Make an opposed check vs. attack, add 10 to roll of 10 or less
Disarm	-2	-	Std	Close; -5 at range; opposed check Damage vs. target's STR
Escape	-	-	Mve	Opposed Athletics or Sleight of Hand vs. opponent's routine STR or grab effect
Grab	-	-	Std	Attack check, if successful, target resists with STR or Dodge; see Grab p. 176
Recover	-	+2	Std	Remove highest level of damage or fatigue, or make resistance check; one per combat
Smash	-	-	Std	-5 attack if vs. a held object
Trip	-2	-	Std	Attack vs. Parry, if successful make opposed Acrobatics or Athletics vs. target's Acrobatics or Athletics; defender is prone

MANEUVERS

MANEUVER	ATTACK	DEFENSE	TYPE	EFFECT
Accurate Attack	+1 or 2	-	Std	-1 or 2 to Effect
All-out Attack	+1 or 2	-1 or 2	Std	
Defensive Attack	-1 or 2	+1 or 2	Std	
Finishing Attack	-	-	Std	Auto hit or attack vs. DC 10, if successful treat as a crit.
Power Attack	-1 or 2	-	Std	+1 or 2 to Effect
Slam Attack	-1 or 2	+1 or 2	Std	Charge, Damage is Damage or Speed ranks +1, full-speed is +2; you make Toughness check vs. 1/2 damage (round down)
Team Attack	-	-	Std	Must be simultaneous, must be vs. same defense, see page 179

BASIC CONDITIONS

Compelled: Single standard action determined by another.	Immobilized: Have no movement speed, cannot move, but can take actions. Supersedes hindered.
Controlled: Another character determines actions.	Impaired: -2 penalty on checks.
Dazed: May only take a single standard action.	Normal: Unaffected by other conditions.
Debilitated: One or more abilities at -5.	Stunned: Cannot take actions.
Defenseless: Active defenses equal 0, often prone. Supersedes vulnerable.	Transformed: Traits altered by an outside agent. Depends on effect.
Disabled: -5 penalty on checks. Supersedes impaired.	Unaware: Unable to make interaction or Perception checks or perform actions based on them.
Fatigued: Hindered, recover after 1 hour of rest.	Vulnerable: Active defenses are halved (round up).
Hindered: Move at -1 speed rank.	Weakened: Temporarily lost power points in a trait. Depends on effect.

COMBINED CONDITIONS

Asleep: Defenseless, stunned, and unaware.	Exhausted: Impaired and hindered, recover after 1 hour of rest. Incapacitated: Defenseless, stunned, and unaware. Usually prone.
Blind: Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.	Paralyzed: Defenseless, immobile, and physically stunned; may be able to take mental actions.
Bound: Defenseless, immobile, and impaired.	Prone: Hindered, -5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but -5 penalty to attacker's ranged attack checks. Move action to stand.
Deaf: Auditory unaware.	Restrained: Hindered and vulnerable, immobile if restraints are anchored.
Dying: Incapacitated. May die, see p. 19.	Staggered: Dazed and hindered.
Entranced: Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).	Surprised: Stunned and vulnerable.