

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"/>

OFFENSE		INITIATIVE	<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"/>

DEFENSE

DODGE (AGL)

PARRY (FGT)

FORTITUDE (STA)

TOUGHNESS (STA)

WILL (AWE)

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

NOTES & CONDITIONS

POWERS & DEVICES

CHARACTER ILLUSTRATION

MUTANTS & MASTERMINDS

ADVANTAGES

COMPLICATIONS

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

TOTAL ABILITY RANKS OTHER

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

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.