

MUTANTS & MASTERMINDS
- THIRD EDITION -

BASIC HERO'S HANDBOOK



GET MORE 
IN THE
GREEN RONIN
ONLINE STORE



**AN ESSENTIAL INTRODUCTION TO THE WORLD'S
GREATEST SUPERHERO ROLEPLAYING GAME!**

HERO NAME

HERO POINTS

COMPLICATIONS

pg 31

MOTTO

REAL NAME

PLAYER

HEIGHT

WEIGHT

EYES

HAIR

APPEARANCE

PHYSICAL ABILITIES

pg 37

SKILLS

pg 38

ADVANTAGES

pg 42

STR

STA

AGL

DEX

SKILL

RANKS

TOTAL

ADVANTAGE

PG

Close Damage

Toughness Defense, Fortitude Defense

Dodge Defense, Initiative Bonus

Ranged Attack Checks

MENTAL ABILITIES

pg 37

FGT

INT

AWE

PRE

Close Attack Checks, Parry Defense

Intelligence Checks

Will Defense

Presence Checks

POWERS & EFFECTS

pg 48

TYPE

RANGE

ACTION

DURATION

TYPE

RANGE

ACTION

DURATION

TYPE

RANGE

ACTION

DURATION

TYPE

RANGE

ACTION

DURATION

HEALTH & CONDITIONS

HITS

NOTES

HIT

Fail by 1-5

Cumulative -1 Penalty on Toughness Checks

DAZED

Fail by 6-10

-1 Penalty on Toughness Checks. Take Only a Move or Standard Action Until End of Next Turn

STAGGERED

Fail by 11-15

-1 Penalty on Toughness Checks. Take Only a Move or Standard Action. Move Half Speed

INCAP.

Fail by 15+

Defenseless, Stunned, and Unaware

DEFENSES

DEFENSE

DEFENSE CLASS

OFFENSES

INITIATIVE

TOUGHNESS

BASE +10

DODGE

BASE +10

PARRY

BASE +10

FORTITUDE

BASE +10

WILL

BASE +10

ATTACK

BONUS

SAVE

EFFECT