MUTANTS & MASTERMINDS

CHARACTER RECORD SHEET

Character Name _____ Group Affiliation _____

Alternate Identity _____ Identity ☐Secret ☐Public

Base of Operations _____ First Appearance _____

Power Level/Max Power Rank _____ Size _____ Height _____

Sex _____ Age _____ Weight _____ Eyes _____ Hair _____

GAME STATISTICS

	SCORE	TOTAL		ABILITY MODIFIER		POWER MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER	TEMPORARY SCORE
STR STRENGTH			=		+		+		+		
DEX DEXTERITY			=		+		+		+		
CON CONSTITUTION			=		+		+		+		
INT INTELLIGENCE			=		+		+		+		
WIS WISDOM			=		+		+		+		
CHA CHARISMA			=		+		+		+		

SAVES

	TOTAL		ABILITY MODIFIER		POWER MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER	TEMPORARY SCORE
DAMAGE CONSTITUTION		=		+		+		+		
FORTITUDE CONSTITUTION		=		+		+		+		
REFLEX DEXTERITY		=		+		+		+		
WILL WISDOM		=		+		+		+		

	TOTAL		DEX MODIFIER		SIZE MODIFIER		POWER MODIFIER		BASE	FLAT-FOOTED
DEFENSE		=		+		+		+		

	TOTAL		DEX MODIFIER		POWER MODIFIER		MISC MODIFIER
INITIATIVE		=		+		+	

HERO POINTS _____ **SPEED** _____

ATTACKS

BASE ATTACK BONUS _____

	TOTAL		BASE BONUS		STR MODIFIER		POWER MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
MELEE ATTACK BONUS		=		+		+		+		+	
RANGED ATTACK BONUS		=		+		+		+		+	

DAMAGE CONDITIONS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

☑ INDICATES A STUN HIT. STUN HITS IMPOSE A CUMULATIVE -1 MODIFIER TO ALL FURTHER STUN DAMAGE SAVES.

☒ INDICATES A LETHAL HIT. LETHAL HITS IMPOSE A CUMULATIVE -1 MODIFIER TO ALL FURTHER LETHAL AND STUN DAMAGE SAVES.

STUNNED ☐ DISABLED ☐ UNCONSCIOUS ☐ DYING ☐ DEAD ☐

FEATS & SUPER-FEATS

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

SUPER-POWERS

NAME	RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE

ACTION ☐ NONE ☐ REACTION ☐ FREE ☐ HALF ☐ FULL
RANGE ☐ PERSONAL ☐ TOUCH ☐ NORMAL ☐ SIGHT ☐ SPECIAL
DURATION ☐ INSTANT ☐ CONCENTRATION ☐ SUSTAINED ☐ CONTINUOUS ☐ PERMANENT

POWER STUNTS, EXTRAS, & FLAWS

SPECIAL EFFECT

NAME	RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE

ACTION ☐ NONE ☐ REACTION ☐ FREE ☐ HALF ☐ FULL
RANGE ☐ PERSONAL ☐ TOUCH ☐ NORMAL ☐ SIGHT ☐ SPECIAL
DURATION ☐ INSTANT ☐ CONCENTRATION ☐ SUSTAINED ☐ CONTINUOUS ☐ PERMANENT

POWER STUNTS, EXTRAS, & FLAWS

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POWER STUNTS, EXTRAS, & FLAWS

SPECIAL EFFECT

NAME	RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE

ACTION ☐ NONE ☐ REACTION ☐ FREE ☐ HALF ☐ FULL
RANGE ☐ PERSONAL ☐ TOUCH ☐ NORMAL ☐ SIGHT ☐ SPECIAL
DURATION ☐ INSTANT ☐ CONCENTRATION ☐ SUSTAINED ☐ CONTINUOUS ☐ PERMANENT

POWER STUNTS, EXTRAS, & FLAWS

SPECIAL EFFECT

DEVICES

NAME	RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE

ACTION ☐ NONE ☐ REACTION ☐ FREE ☐ HALF ☐ FULL
RANGE ☐ PERSONAL ☐ TOUCH ☐ NORMAL ☐ SIGHT ☐ SPECIAL
DURATION ☐ INSTANT ☐ CONCENTRATION ☐ SUSTAINED ☐ CONTINUOUS ☐ PERMANENT

POWER STUNTS, EXTRAS, & FLAWS

SPECIAL EFFECT

NAME	RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE

ACTION ☐ NONE ☐ REACTION ☐ FREE ☐ HALF ☐ FULL
RANGE ☐ PERSONAL ☐ TOUCH ☐ NORMAL ☐ SIGHT ☐ SPECIAL
DURATION ☐ INSTANT ☐ CONCENTRATION ☐ SUSTAINED ☐ CONTINUOUS ☐ PERMANENT

POWER STUNTS, EXTRAS, & FLAWS

SPECIAL EFFECT

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CAMPAIGN INFORMATION

CAMPAIGN	GAMEMASTER
FELLOW HEROES	
SIDEKICKS OR MINIONS	ARCHENEMY

GEAR

LIGHT LOAD ☐ **MEDIUM LOAD** ☐ **HEAVY LOAD** ☐

LIFT OVER HEAD ☐ EQUALS MAX LOAD **LIFT OFF GROUND** ☐ 2 × MAX LOAD **PUSH OR DRAG** ☐ 5 × MAX LOAD

ORIGIN

WEAKNESSES

SKILLS

MAX RANKS

SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS MODIFIER		MISC MODIFIER
ACROBATICS	DEX		=		+		+	
BALANCE	DEX		=		+		+	
BLUFF	CHA		=		+		+	
CLIMB	STR		=		+		+	
COMPUTERS	INT		=		+		+	
CONCENTRATION	WIS		=		+		+	
CRAFT	INT		=		+		+	
DEMOLITIONS	INT		=		+		+	
DIPLOMACY	CHA		=		+		+	
DISABLE DEVICE	INT		=		+		+	
DISGUISE	CHA		=		+		+	
DRIVE	DEX		=		+		+	
ESCAPE ARTIST	DEX		=		+		+	
FORGERY	INT		=		+		+	
GATHER INFORMATION	CHA		=		+		+	
HANDLE ANIMAL	CHA		=		+		+	
HIDE	DEX		=		+		+	
INNUENDO	CHA		=		+		+	
INTIMIDATE	CHA		=		+		+	
JUMP	STR		=		+		+	
KNOWLEDGE _____	INT		=		+		+	
KNOWLEDGE _____	INT		=		+		+	
KNOWLEDGE _____	INT		=		+		+	
KNOWLEDGE _____	INT		=		+		+	
KNOWLEDGE _____	INT		=		+		+	
LANGUAGE	—		=		+		+	
LISTEN	WIS		=		+		+	
MEDICINE	WIS		=		+		+	
MOVE SILENTLY	DEX		=		+		+	
OPEN LOCK	DEX		=		+		+	
PERFORM	CHA		=		+		+	
PILOT	DEX		=		+		+	
PROFESSION _____	WIS		=		+		+	
READ LIPS	INT		=		+		+	
REPAIR	INT		=		+		+	
RIDE	DEX		=		+		+	
SCIENCE _____	INT		=		+		+	
SEARCH	INT		=		+		+	
SENSE MOTIVE	WIS		=		+		+	
SLEIGHT OF HAND	DEX		=		+		+	
SPOT	WIS		=		+		+	
SURVIVAL	WIS		=		+		+	
SWIM	STR		=		+		+	
TAUNT	CHA		=		+		+	

SKILLS IN BOLD ARE TRAINED ONLY

CHARACTER SKETCH

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