MUTANTS & MASTERMINDS

Character Name _____ Group Affiliation _____

Alternate Identity _____ Identity ☐ Secret ☐ Public

Base of Operations _____ First Appearance _____

Power Level _____ Power Point Total _____ Size _____ Height _____

Gender _____ Age _____ Weight _____ Eyes _____ Hair _____

ABILITIES

	MODIFIER	TOTAL SCORE		BASE SCORE		ENHANCED SCORE
STRENGTH			=		+	
DEXTERITY			=		+	
CONSTITUTION			=		+	
INTELLIGENCE			=		+	
WISDOM			=		+	
CHARISMA			=		+	

ABILITIES

	TOTAL		BASE MODIFIER		ABILITY MODIFIER		MISC. MODIFIERS
TOUGHNESS		=		+	CON	+	
FORTITUDE		=		+	CON	+	
REFLEX		=		+	DEX	+	
WILL		=		+	WIS	+	

COMBAT

	TOTAL		DEFENSE BONUS		DODGE BONUS		SIZE MODIFIER		FLAT-FOOTED
DEFENSE		=		+		+			

	TOTAL		DEX MODIFIER		POWER MODIFIER		FEAT MODIFIER
INITIATIVE		=		+		+	

HERO POINTS _____

ATTACKS

ATTACK [ ] RANGED [ ] MELEE [ ]
BONUS   ATTACK BONUS   ATTACK BONUS

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
	☐	☐
	☐	☐
INJURED	DISABLED	DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
☐	☐	☐

POWERS/DEVICES

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

FEATS

NAME	BENEFIT	NAME	BENEFIT

CAMPAIGN INFORMATION

CAMPAIGN	GAMEMASTER	POWER POINTS
FELLOW HEROES		
SIDEKICKS OR MINIONS		ARCH ENEMY

EQUIPMENT

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LIGHT LOAD	☐	MEDIUM LOAD	☐	HEAVY LOAD	☐
LIFT OVER HEAD	☐	LIFT OFF GROUND	☐	PUSH OR DRAG	☐

ORIGIN

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DRAWBACKS & COMPLICATIONS

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SKILLS

MAX RANKS ☐

	KEY ABILITY	SKILL BONUS		SKILL RANK		ABILITY MODIFIER		MISC. MODIFIER
ACROBATICS†	DEX	_____	=	_____	+	_____	+	_____
BLUFF	CHA	_____	=	_____	+	_____	+	_____
CLIMB	STR	_____	=	_____	+	_____	+	_____
COMPUTERS†	INT	_____	=	_____	+	_____	+	_____
CONCENTRATION	WIS	_____	=	_____	+	_____	+	_____
CRAFT†_____	INT	_____	=	_____	+	_____	+	_____
CRAFT†_____	INT	_____	=	_____	+	_____	+	_____
CRAFT†_____	INT	_____	=	_____	+	_____	+	_____
CRAFT†_____	INT	_____	=	_____	+	_____	+	_____
DIPLOMACY	CHA	_____	=	_____	+	_____	+	_____
DISABLE DEVICE†	INT	_____	=	_____	+	_____	+	_____
DISGUISE	CHA	_____	=	_____	+	_____	+	_____
DRIVE†	DEX	_____	=	_____	+	_____	+	_____
ESCAPE ARTIST	DEX	_____	=	_____	+	_____	+	_____
GATHER INFORMATION	CHA	_____	=	_____	+	_____	+	_____
HANDLE ANIMAL	CHA	_____	=	_____	+	_____	+	_____
INTIMIDATE	CHA	_____	=	_____	+	_____	+	_____
KNOWLEDGE†_____	INT	_____	=	_____	+	_____	+	_____
KNOWLEDGE†_____	INT	_____	=	_____	+	_____	+	_____
KNOWLEDGE†_____	INT	_____	=	_____	+	_____	+	_____
KNOWLEDGE†_____	INT	_____	=	_____	+	_____	+	_____
KNOWLEDGE†_____	INT	_____	=	_____	+	_____	+	_____
LANGUAGE†	–	_____	=	_____	+	_____	+	_____
MEDICINE	WIS	_____	=	_____	+	_____	+	_____
NOTICE	WIS	_____	=	_____	+	_____	+	_____
PERFORM†_____	CHA	_____	=	_____	+	_____	+	_____
PERFORM†_____	CHA	_____	=	_____	+	_____	+	_____
PILOT†	DEX	_____	=	_____	+	_____	+	_____
PROFESSION†	WIS	_____	=	_____	+	_____	+	_____
RIDE†	DEX	_____	=	_____	+	_____	+	_____
SEARCH	INT	_____	=	_____	+	_____	+	_____
SENSE MOTIVE	WIS	_____	=	_____	+	_____	+	_____
SLEIGHT OF HAND†	DEX	_____	=	_____	+	_____	+	_____
STEALTH	DEX	_____	=	_____	+	_____	+	_____
SURVIVAL	WIS	_____	=	_____	+	_____	+	_____
SWIM	STR	_____	=	_____	+	_____	+	_____

† TRAINED ONLY

CHARACTER SKETCH