

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

AGILITY

FIGHTING

AWARENESS

STAMINA

DEXTERITY

INTELLECT

PRESENCE

DEFENSE

DODGE (AGL)

PARRY (FGT)

FORTITUDE (STA)

TOUGHNESS (STA)

WILL (AWE)

**HERO
POINTS**

**POWER POINTS
EARNED**

**POWER POINTS
SPENT**

POWERS & DEVICES

OFFENSE

INITIATIVE

NOTES & CONDITIONS

MUTANTS & MASTERMINDS

ADVANTAGES

COMPLICATIONS

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

TOTAL

ABILITY

RANKS

OTHER

SERIES: _____ GAMEMASTER: _____

NOTES:

INFORMATION