MUTANTS & MASTERMINDS

CHARACTER RECORD

ISSUE #2

CODENAME

TRUE IDENTITY _____ ❑ Secret ❑ Public

ALTERNATE IDENTITY _____

ORIGIN _____

GROUP AFFILIATION _____

BASE OF OPPERATIONS _____

FIRST APPEARANCE _____

POWER LEVEL

POWER POINTS | STARTING | TOTAL | LEFT

ABILITIES

	STR	DEX	CON	INT	WIS	CHA
TOTAL SCORE						
ENHANCE BONUS						
BASE SCORE						
MOD						

INITIATIVE

[ ] = [ ] + [ ] + [ ]

TOTAL | DEX MOD | PWR MOD | MISC MOD

HERO PTS.

TOTAL	CURRENT

HEALTH

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
	❑	❑
	❑	❑
INJURED	DISABLED	DYING

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
❑	❑	❑

DEFENSE

10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ] = [ ]

DEFENSE BONUS | DODGE BONUS | SIZE MOD | ___ | ___ | ___ | TOTAL

[ ] FLAT-FOOTED ___

CONDITIONAL MODIFIERS

SAVES

	TOTAL		BASE MOD		ABILITY MOD		MISC MOD		TEMP MOD	TEMP SCORE
FORTITUDE (CON)		=		+		+		+		
REFLEX (DEX)		=		+		+		+		
WILL (WIS)		=		+		+		+		
TOUGHNESS (CON)		=	X	+		+		+		

CONDITIONAL MODIFIERS

COMBAT

	TOTAL		BASE ATT +		SIZE MOD		POWER MOD		MISC. MOD		TEMP MOD	TEMP SCORE
MELEE (STR)		=		+		+		+		+		
RANGED (DEX)		=		+		+		+		+		

GRAPPLE

[ ] = [ ]

TOTAL | STR+

[ ] + [ ] + [ ]

ATTK+ | SIZE+ | MISC+

WEAPONS

WEAPON	DAMAGE +	CRIT	TYPE	RANGE	SIZE	WT.	CONCEAL

AMMO

TYPE _____

❑❑❑❑❑❑❑❑❑❑

❑❑❑❑❑❑❑❑❑❑

❑❑❑❑❑❑❑❑❑❑

❑❑❑❑❑❑❑❑❑❑

CHARACTER

GIVEN NAME _____

*SEX _____ *AGE _____ *APPARENT AGE _____

*HEIGHT _____ *WEIGHT _____ *EYES _____ *HAIR _____

*SIDEKICK/MINION _____

*ARCH-NEMESIS _____

*RELATIVES _____

*BIRTHLACE/D.O.B. _____

*RELIGION/FAITH _____

*PERSONALITY/QUIRKS _____

*PERSONAL ETHOS _____

*LANGUAGES (NATIVE _____)

DRAWBACKS/COMPLICATIONS

FEATS

NAME	BENEFIT

SKILLS

SKILLS	Key Ability	SKILL MOD		ABL MOD		Ranks		Misc. MOD		Misc. MOD
ACROBATICS*	DEX		=		+		+		+	
BLUFF	CHA		=		+		+		+	
CLIMB	STR		=		+		+		+	
COMPUTERS*	INT		=		+		+		+	
CONCENTRATION	WIS		=		+		+		+	
DIPLOMACY	CHA		=		+		+		+	
DISABLE DEVICE*	INT		=		+		+		+	
DISGUISE	CHA		=		+		+		+	
DRIVE*	DEX		=		+		+		+	
ESCAPE ARTIST	DEX		=		+		+		+	
GATHER INFO	CHA		=		+		+		+	
HANDLE ANIMAL	CHA		=		+		+		+	
INTIMIDATE	CHA		=		+		+		+	
INVESTIGATE	INT		=		+		+		+	
LANGUAGE	------		=		+		+		+	
MEDICINE	WIS		=		+		+		+	
NOTICE	WIS		=		+		+		+	
PILOT*	DEX		=		+		+		+	
PROFESSION*	WIS		=		+		+		+	
RIDE	DEX		=		+		+		+	
SEARCH	INT		=		+		+		+	
SENSE MOTIVE	WIS		=		+		+		+	
SLEIGHT OF HAND*	DEX		=		+		+		+	
STEALTH	DEX		=		+		+		+	
SURVIVAL	WIS		=		+		+		+	
SWIM	STR		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	
_____	____		=		+		+		+	

VARIABLE SKILLS

SKILLS	Key Ability	SKILL MOD		ABL MOD		Ranks		Misc. MOD		Syn. MOD
CRAFT* _____	INT		=		+		+		+	
CRAFT* _____	INT		=		+		+		+	
CRAFT* _____	INT		=		+		+		+	
CRAFT* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
KNOW* _____	INT		=		+		+		+	
PERFORM* _____	INT		=		+		+		+	
PERFORM* _____	INT		=		+		+		+	

*TRAINED ONLY

GEAR & MOVEMENT

MOVEMENT*

ROUND	TACTICAL	SWIM	FLY
NORMAL			
ACCELERATED			
ALL OUT			

ENCUMBERANCE

WEIGHT TALLY

FROM ARMOR _____

FROM WEAPONS _____

FROM EQUIPMENT _____

CURRENT LOAD _____ lbs.

CARRYING CAPACITY*

LOAD	CARRIED	MAX DEX	Super STR+ CHECK	SPEED	Effective STR SPRINT
LT		NONE	0	NORM	NORM
MED		+3	-3	2/3	NORM
HVY		+1	-6	2/3	3/4
MAX		+0	--	5'	--
Push/ Drag		+0	--	1/2	--

*Refer to pages 33-36 of the *Mutants & Masterminds Second Edition* rulebook.

EQUIPMENT

ITEM	SIZE	LOCATION	WT.

ARMOR

ARMOR/SHIELD	BONUS	TRAITS	DEFLECT

WEAPONS

WEAPON	DAMAGE +	CRIT	TYPE	RANGE	SIZE	WT.	CONCEAL

EXPLOSIVES	EFFECT	RADIUS	REF DC	SIZE	WT.	CONCEAL

AMMO

TYPE _____

TYPE _____

TYPE _____

DRAMATIS PERSONÆ

ORIGIN

COSTUME DESIGN

TEAMMATES

CODENAME	REAL NAME	TEMPLATE	PLAYER

ALLIES

CODENAME	REAL NAME	TEMPLATE	PLAYER

CONTACTS

CODENAME	REAL NAME	TEMPLATE	STATUS

ENEMIES

CODENAME	REAL NAME	TEMPLATE	STATUS

POWERS/DEVICES

NAME REF: RANKS ACTION RANGE DURATION

POWER SOURCE: COST/RANK:

BASE COST

EXTRAS COST

FLAWS GAIN

POWER FEATS TOTAL

MISC. FINAL COST

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