

MUTANTS & MASTERMINDS

HERO: Aqualad

PLAYER: _____ IDENTITY: Kaldur'ahm SECRET PUBLIC

GENDER: Male AGE: 16 HEIGHT: 5' 8" WEIGHT: _____ EYES: Bright blue HAIR: Blond

GROUP AFFILIATION: The Team BASE OF OPERATIONS: Mount Justice POWER LEVEL: 8

POWER POINT TOTALS: ABILITIES 64 + POWERS 26 + ADVANTAGES 11 + SKILLS 11 + DEFENSES 8 = 120

STRENGTH 6 AGILITY 4 FIGHTING 6 AWARENESS 3
 STAMINA 4 DEXTERITY 4 INTELLECT 1 PRESENCE 3

OFFENSE		INITIATIVE
Water weapons	+10	Close Damage 6
Unarmed	+6	Close Damage 6

DEFENSE

DODGE (AGL) 6
 PARRY (FGT) 8
 FORTITUDE (STA) 8
 TOUGHNESS (STA) 6
 WILL (AWE) 6

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

NOTES & CONDITIONS

POWERS & DEVICES

Aquatic:

Immunity (drowning, high pressure)

Movement 1 (Elemental Adaptation: Aquatic)

Swimming 7 (60 mph)

Senses (low-light vision)

Electrical shock: Damage (electricity) 7

Water Constructs:

Create Water 7 (Impervious, Moveable, Tether; Touch, Removeable [water-bearers], Limited [water runs out])

CHARACTER ILLUSTRATION



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ADVANTAGES

Languages (Old Atlantean, New Atlantean)

Favored Environment (Aquatic): +2 to attack and active defenses

Accurate Attack: with accurate attack can take up to +5/-5

Agile Feint: use Acrobatics to feint in combat

Ritualist: use Expertise: Magic to cast magic rituals

Attractive: +2 to social checks with people who find your looks appealing

Defensive Roll 2: +2 to Toughness (factored in)

Power Attack: with power attack can take up to +5/-5

Leadership: can spend hero point to remove dazed, fatigued or stunned from ally

COMPLICATIONS

Motivation: Doing Good

Power Loss: Dehydration

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS ^T	6	4	2	
ATHLETICS	10	6	4	
CLOSE COMBAT				
water weapons	10	6	4	
_____	6	6		
_____	6	6		
DECEPTION	3	3		
EXPERTISE ^T				
magic	3	1	2	
tactics	5	1	4	
_____		1		
_____		1		
INSIGHT	7	3	4	
INTIMIDATION	3	3		
INVESTIGATION ^T		1		
PERCEPTION	7	3	4	
PERSUASION	3	3		
RANGED COMBAT				
_____	4	4		
_____	4	4		
_____	4	4		
SLEIGHT OF HAND ^T		4		
STEALTH	6	4	2	
TECHNOLOGY ^T		1		
TREATMENT ^T		1		
VEHICLES ^T		4		

SERIES: _____ GAMEMASTER: _____ INFORMATION

NOTES: _____

ACTIONS

ACTION	ATTACK	DEFENSE	TYPE	EFFECT
Aid	-	-	Std	Close; Attack check (DC 10), success grants +2 attack or defense, four degrees grants +5.
Aim	+5	-	Std	Close or Ranged; +2 bonus if longer than close range
Charge	-2	-	Std	Close; Speed rank in straight line, then attack
Defend	-	-	Std	Make an opposed check vs. attack, add 10 to roll of 10 or less
Disarm	-2	-	Std	Close; -5 at range; opposed check Damage vs. target's STR
Escape	-	-	Mve	Opposed Athletics or Sleight of Hand vs. opponent's routine STR or grab effect
Grab	-	-	Std	Attack check, if successful, target resists with STR or Dodge; see Grab p. 176
Recover	-	+2	Std	Remove highest level of damage or fatigue, or make resistance check; one per combat
Smash	-	-	Std	-5 attack if vs. a held object
Trip	-2	-	Std	Attack vs. Parry, if successful make opposed Acrobatics or Athletics vs. target's Acrobatics or Athletics; defender is prone

MANEUVERS

MANEUVER	ATTACK	DEFENSE	TYPE	EFFECT
Accurate Attack	+1 or 2	-	Std	-1 or 2 to Effect
All-out Attack	+1 or 2	-1 or 2	Std	
Defensive Attack	-1 or 2	+1 or 2	Std	
Finishing Attack	-	-	Std	Auto hit or attack vs. DC 10, if successful treat as a crit.
Power Attack	-1 or 2	-	Std	+1 or 2 to Effect
Slam Attack	-1 or 2	+1 or 2	Std	Charge, Damage is Damage or Speed ranks +1, full-speed is +2; you make Toughness check vs. 1/2 damage (round down)
Team Attack	-	-	Std	Must be simultaneous, must be vs. same defense, see page 179

BASIC CONDITIONS

Compelled: Single standard action determined by another.

Controlled: Another character determines actions.

Dazed: May only take a single standard action.

Debilitated: One or more abilities at -5.

Defenseless: Active defenses equal 0, often prone. Supersedes vulnerable.

Disabled: -5 penalty on checks. Supersedes impaired.

Fatigued: Hindered, recover after 1 hour of rest.

Hindered: Move at -1 speed rank.

Immobile: Have no movement speed, cannot move, but can take actions. Supersedes hindered.

Impaired: -2 penalty on checks.

Normal: Unaffected by other conditions.

Stunned: Cannot take actions.

Transformed: Traits altered by an outside agent. Depends on effect.

Unaware: Unable to make interaction or Perception checks or perform actions based on them.

Vulnerable: Active defenses are halved (round up).

Weakened: Temporarily lost power points in a trait. Depends on effect.

COMBINED CONDITIONS

Asleep: Defenseless, stunned, and unaware.

Blind: Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.

Bound: Defenseless, immobile, and impaired.

Deaf: Auditory unaware.

Dying: Incapacitated. May die, see p. 19.

Entranced: Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).

Exhausted: Impaired and hindered, recover after 1 hour of rest. Incapacitated: Defenseless, stunned, and unaware. Usually prone.

Paralyzed: Defenseless, immobile, and physically stunned; may be able to take mental actions.

Prone: Hindered, -5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but -5 penalty to attacker's ranged attack checks. Move action to stand.

Restrained: Hindered and vulnerable, immobile if restraints are anchored.

Staggered: Dazed and hindered.

Surprised: Stunned and vulnerable.