

MUTANTS & MASTERMINDS

HERO: Artemis

PLAYER: _____ IDENTITY: Artemis Crock SECRET PUBLIC

GENDER: Female AGE: 15 HEIGHT: 5' 4" WEIGHT: 104 lbs EYES: Gray HAIR: Blonde

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

POWER POINT TOTALS: ABILITIES 52 + POWERS 5 + ADVANTAGES 17 + SKILLS 31 + DEFENSES 15 = 120

STRENGTH 1 AGILITY 5 FIGHTING 5 AWARENESS 4
 STAMINA 2 DEXTERITY 7 INTELLECT 1 PRESENCE 1

DEFENSE
 DODGE (AGL) 10
 PARRY (FGT) 10
 FORTITUDE (STA) 6
 TOUGHNESS (STA) 6
 WILL (AWE) 7

OFFENSE

Bow	+11	Ranged Damage 5	INITIATIVE 9
Unarmed	+9	Close Damage 1	

NOTES & CONDITIONS

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

POWERS & DEVICES

Urban Acrobat:
 Leaping 1 (15 ft)
 Movement 2 (Safe fall, Swinging)

Trick Arrows:
 Bolo Arrow: Snare 3
 Shock Arrow: Affliction 3 (Ranged)
 Flashbang Arrow: Dazzle 3 (sight, hearing)
 Sleep Arrow: Sleep 5
 Smoke Arrow: Concealment 1 (visual, Burst Area, Ranged Atk)
 Explosive Arrow: Ranged Damage 3 (Burst Area)
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CHARACTER ILLUSTRATION



MUTANTS & MASTERMINDS

ADVANTAGES

Defensive Roll 4: +4 to Toughness (factored in)

Precise Attack 2 (Ranged): ignore attack penalties from cover, concealment

Improved Critical (Bow): score critical on 19 - 20

Improved Initiative: +4 to initiative (factored in)

Improved Defense: +2 to active defenses when defend action used

Quickdraw: draw a weapon or item as a free action

Uncanny Dodge: not vulnerable when surprised or caught off-guard

Connected: can call in such favors by making a Persuasion check

Evasion: +2 circumstance bonus to Dodge checks to avoid area effects

Equipment 5: 25 points of equipment (factored in)

COMPLICATIONS

Motivation: Justice

Enemy: League of Shadows

EQUIPMENT, VEHICLES, AND HEADQUARTERS

Bow: Ranged Damage 5 (Multiattack)

Trick Arrows (w/Multiattack) (10 types)

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS ^T	11	5	6	
ATHLETICS	7	1	6	
CLOSE COMBAT				
unarmed	9	5	4	
	5	5		
	5	5		
DECEPTION	7	1	6	
EXPERTISE ^T				
bow	5	1	4	
underworld	5	1	4	
		1		
		1		
INSIGHT	8	4	4	
INTIMIDATION	3	1	2	
INVESTIGATION ^T		1		
PERCEPTION	10	4	6	
PERSUASION	1	1		
RANGED COMBAT				
bow	11	7	4	
	7	7		
	7	7		
SLEIGHT OF HAND ^T	13	7	6	
STEALTH	11	5	6	
TECHNOLOGY ^T		1		
TREATMENT ^T		1		
VEHICLES ^T	11	7	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.