

MUTANTS & MASTERMINDS

HERO: Kid Flash

PLAYER: _____ IDENTITY: Wally West SECRET PUBLIC

GENDER: Male AGE: 15 HEIGHT: 5' 7" WEIGHT: 140 lbs EYES: Green HAIR: Red

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

POWER POINT TOTALS: ABILITIES 32 + POWERS 38 + ADVANTAGES 4 + SKILLS 15 + DEFENSES 31 = 120

STRENGTH 1 AGILITY 4 FIGHTING 4 AWARENESS 0
 STAMINA 1 DEXTERITY 3 INTELLECT 4 PRESENCE 2

DEFENSE
 DODGE (AGL) 13
 PARRY (FGT) 13
 FORTITUDE (STA) 7
 TOUGHNESS (STA) 3
 WILL (AWE) 7

OFFENSE INITIATIVE 4

Superspeed punch	+8	Close, Damage 4, Selective, Multiattack/Burst Area/Line Area
Superspeed throw	+5	Ranged, Damage 2, Selective, Multiattack, Burst Area

NOTES & CONDITIONS

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

POWERS & DEVICES

Speedster:
 Fast Defenses: Enhanced Dodge 9, Enhanced Parry 9
 Super-Speed:
 Enhanced Initiative 3
 Quickness 8
 Speed 10 (2000 mph)
 Wall-running: Movement 2, limited to while moving
 Water-running: Movement 1, limited to while moving

Speedster Attack:
 Damage 3 (Strength-based, Multiattack, Selective)
 Alt: Damage 3 (Strength-based, Burst Area, Selective)
 Alt: Damage 3 (Strength-based, Line Area, Selective)
 Alt: Ranged Damage 1 (Strength-based, Multiattack, Burst Area, Selective)

CHARACTER ILLUSTRATION



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ADVANTAGES

Defensive Roll 2: +2 to Toughness (factored in)
 Move-by Action: move before and after standard action
 Instant Up: go from prone to standing as a free action

COMPLICATIONS

Motivation: Thrills
 Hatred: Artemis

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS ^T	6	4	2	
ATHLETICS	5	1	4	
CLOSE COMBAT				
unarmed	8	4	4	
	4	4		
	4	4		
DECEPTION	2	2		
EXPERTISE ^T				
science	12	4	8	
law enforcement	6	4	2	
		4		
		4		
INSIGHT	0	0		
INTIMIDATION	2	2		
INVESTIGATION ^T		4		
PERCEPTION	2	0	2	
PERSUASION	2	2		
RANGED COMBAT				
thrown	5	3	2	
	3	3		
	3	3		
SLEIGHT OF HAND ^T		3		
STEALTH	4	4		
TECHNOLOGY ^T	10	4	6	
TREATMENT ^T		4		
VEHICLES ^T		3		

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.