

MUTANTS & MASTERMINDS

HERO: Miss Martian/M'gann M'orzz

PLAYER: _____ **IDENTITY:** Megan Morse **SECRET** **PUBLIC**

GENDER: Female **AGE:** 16 **HEIGHT:** 5' 4" **WEIGHT:** 110 lbs **EYES:** Brown **HAIR:** Red

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

POWER POINT TOTALS: ABILITIES 32 + POWERS _____ + ADVANTAGES _____ + SKILLS 5 + DEFENSES 23 = 60

STRENGTH 0 **AGILITY** 2 **FIGHTING** 2 **AWARENESS** 5
STAMINA 0 **DEXTERITY** 2 **INTELLECT** 3 **PRESENCE** 2

OFFENSE		INITIATIVE
Telekinetically thrown object	+6 Ranged, Damage 5	2
Unarmed	+2 Close, Damage 0	

DEFENSE

DODGE (AGL) 8
PARRY (FGT) 8
FORTITUDE (STA) 4
TOUGHNESS (STA) 6
WILL (AWE) 12

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

NOTES & CONDITIONS

POWERS & DEVICES

Flight 3 (Subtle 1) (30 mph)

Telekinesis: Move Object 5 (Perception, Subtle 1) (1600 lbs)

Telekinetic Force Field 6 (Sustained, Subtle 1, Impervious 6)

Psychic Awareness: Mental Sense (Radius)

Telepathy:

Mental Communication 2 (Area, Selective) (1 mile)

Alt: Mind Reading 3 (Subtle 1, Concentration), Linked to Affliction 3 (daze, disable, incap) (Uncontrolled, Perception, Permanent)

Shapeshift: Morph 2 (roughly same size and gender; Perception check req)

Alt: Variable 1 (Immunity only)

Alt: Invisibilty (visual only, Precise)

CHARACTER ILLUSTRATION



MUTANTS & MASTERMINDS

ADVANTAGES

Equipment 6: 30 points of equipment (Martian bioship)

COMPLICATIONS

Motivation: Doing Good

Secret: White Martian

EQUIPMENT, VEHICLES, AND HEADQUARTERS

Martian bioship:

- Size Gargantuan
- Strength 12
- Speed 12
- Defense 2
- Toughness 10
- Cloaking Device (visual, auditory, radar)
- Remote Control (mental)

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS ^T	<input type="text" value=""/>	2	<input type="text" value=""/>	<input type="text" value=""/>
ATHLETICS	0	0	<input type="text" value=""/>	<input type="text" value=""/>
CLOSE COMBAT				
<hr/>	2	2	<input type="text" value=""/>	<input type="text" value=""/>
<hr/>	2	2	<input type="text" value=""/>	<input type="text" value=""/>
<hr/>	2	2	<input type="text" value=""/>	<input type="text" value=""/>
DECEPTION	2	2	<input type="text" value=""/>	<input type="text" value=""/>
EXPERTISE ^T				
biotechnology	9	3	6	<input type="text" value=""/>
<hr/>	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
<hr/>	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
<hr/>	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
<hr/>	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
INSIGHT	7	5	2	<input type="text" value=""/>
INTIMIDATION	2	2	<input type="text" value=""/>	<input type="text" value=""/>
INVESTIGATION ^T	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
PERCEPTION	7	5	2	<input type="text" value=""/>
PERSUASION	2	2	<input type="text" value=""/>	<input type="text" value=""/>
RANGED COMBAT				
telekinetic throw	4	2	2	<input type="text" value=""/>
<hr/>	2	2	<input type="text" value=""/>	<input type="text" value=""/>
<hr/>	2	2	<input type="text" value=""/>	<input type="text" value=""/>
SLEIGHT OF HAND ^T	<input type="text" value=""/>	2	<input type="text" value=""/>	<input type="text" value=""/>
STEALTH	2	2	<input type="text" value=""/>	<input type="text" value=""/>
TECHNOLOGY ^T	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
TREATMENT ^T	<input type="text" value=""/>	3	<input type="text" value=""/>	<input type="text" value=""/>
VEHICLES ^T	4	2	2	<input type="text" value=""/>

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.