

# MUTANTS & MASTERMINDS

HERO: Robin

PLAYER: \_\_\_\_\_ IDENTITY: Dick Grayson  SECRET  PUBLIC

GENDER: Male AGE: 13 HEIGHT: 5' 2" WEIGHT: 100 lbs EYES: Blue HAIR: Black

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

POWER POINT TOTALS: ABILITIES 62 + POWERS 12 + ADVANTAGES 13 + SKILLS 20 + DEFENSES 13 = 120

STRENGTH 0 AGILITY 7 FIGHTING 10 AWARENESS 5  
 STAMINA 0 DEXTERITY 6 INTELLECT 5 PRESENCE 3

OFFENSE		INITIATIVE
Escrima stick	+12 Close, Damage 4	7
Taser knuckles	+12 Close, Damage 2	
Batarang	+8 Ranged, Damage 2	

DEFENSE

DODGE (AGL) 12  
 PARRY (FGT) 12  
 FORTITUDE (STA) 4  
 TOUGHNESS (STA) 3  
 WILL (AWE) 8

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

## NOTES & CONDITIONS

## POWERS & DEVICES

- Armored Costume: Impervious Protection 2
- Night-vision Mask: Senses 2 (Darkvision, Removeable)
- Grapple Gun: Movement 1 (Swinging)
- Escrima Sticks/Staff: Damage 4 (Easily removeable)  
 Alt: Taser knuckles: Damage 2 (electrical, removeable)
- Utility Belt: Variable 1 (Equipment only)
  - wrist computer
  - batarang
  - smoke pellet
  - bolo
  - explosive pellet
  - tracking device

## CHARACTER ILLUSTRATION



# MUTANTS & MASTERMINDS

## ADVANTAGES

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

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

Hide in Plain Sight: hide without Deception check or other diversion

Assessment: quickly size up an opponent's combat capabilities

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

Quickdraw: draw a weapon or item as a free action

Move-by Action: move before and after standard action

Eidetic Memory: perfect recall of everything you've experienced

Taunt: demoralize an opponent with Deception

Instant Up: go from prone to standing as a free action

Agile Feint: use Acrobatics to feint in combat

Well-informed: Investigation check when you first encounter something

## COMPLICATIONS

Motivation: Justice

Power Loss: Utility Belt

## EQUIPMENT, VEHICLES, AND HEADQUARTERS

## SKILLS

	TOTAL	ABILITY	RANKS	OTHER
<b>ACROBATICS</b> <sup>T</sup>	11	7	4	
<b>ATHLETICS</b>	4	0	4	
<b>CLOSE COMBAT</b>				
sticks	12	10	2	
	10	10		
	10	10		
<b>DECEPTION</b>	7	3	4	
<b>EXPERTISE</b> <sup>T</sup>				
criminal underworld	9	5	4	
		5		
		5		
		5		
<b>INSIGHT</b>	9	5	4	
<b>INTIMIDATION</b>	3	3		
<b>INVESTIGATION</b> <sup>T</sup>	11	5	6	
<b>PERCEPTION</b>	9	5	4	
<b>PERSUASION</b>	3	3		
<b>RANGED COMBAT</b>				
thrown	8	6	2	
	6	6		
	6	6		
<b>SLEIGHT OF HAND</b> <sup>T</sup>	10	6	4	
<b>STEALTH</b>	15	7	8	
<b>TECHNOLOGY</b> <sup>T</sup>	13	5	8	
<b>TREATMENT</b> <sup>T</sup>		5		
<b>VEHICLES</b> <sup>T</sup>	8	6	2	

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.