

# MUTANTS & MASTERMINDS

HERO: Superboy

PLAYER: \_\_\_\_\_ IDENTITY: Connor Kent  SECRET  PUBLIC

GENDER: Male AGE: 16 HEIGHT: 5' 10" WEIGHT: 180 lbs EYES: Blue HAIR: Black

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

POWER POINT TOTALS: ABILITIES 68 + POWERS 28 + ADVANTAGES 6 + SKILLS 8 + DEFENSES 10 = 120

STRENGTH 10 AGILITY 2 FIGHTING 4 AWARENESS 1  
 STAMINA 10 DEXTERITY 3 INTELLECT 2 PRESENCE 2

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

**OFFENSE** INITIATIVE 2

Unarmed	+6	Close Damage 10
Thrown object	+5	Ranged Damage 10

NOTES & CONDITIONS

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

Super Strength: Enhanced Strength 8 (25 tons)

POWERS & DEVICES

Near Invulnerability: Enhanced Stamina 8 (Impervious 8)

Leaping 6 (500 ft)

Fast: Speed 4 (30 mph)

Regeneration 1

Immunity (aging, cold, heat, radiation, vacuum)

Super-Senses:

Extended vision, Infravision

Extended hearing, Ultrahearing

CHARACTER ILLUSTRATION



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# MUTANTS & MASTERMINDS

## ADVANTAGES

All-out Attack: with all-out attack, can take up to +5/-5

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

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

Interpose: 1/round place yourself between an attack and an ally, making you the target

Extraordinary Effort: with extra effort, gain two benefits

Diehard: automatically stabilize when dying

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## COMPLICATIONS

Motivation: Recognition

Temper

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## EQUIPMENT, VEHICLES, AND HEADQUARTERS

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## SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS <sup>T</sup>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
ATHLETICS	14	10	4	<input type="text"/>
CLOSE COMBAT				
unarmed	6	4	2	<input type="text"/>
_____	4	4	<input type="text"/>	<input type="text"/>
_____	4	4	<input type="text"/>	<input type="text"/>
DECEPTION	2	2	<input type="text"/>	<input type="text"/>
EXPERTISE <sup>T</sup>				
_____	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
_____	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
INSIGHT	1	1	<input type="text"/>	<input type="text"/>
INTIMIDATION	6	2	4	<input type="text"/>
INVESTIGATION <sup>T</sup>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
PERCEPTION	5	1	4	<input type="text"/>
PERSUASION	2	2	<input type="text"/>	<input type="text"/>
RANGED COMBAT				
thrown	5	3	2	<input type="text"/>
_____	3	3	<input type="text"/>	<input type="text"/>
_____	3	3	<input type="text"/>	<input type="text"/>
SLEIGHT OF HAND <sup>T</sup>	<input type="text"/>	3	<input type="text"/>	<input type="text"/>
STEALTH	2	2	<input type="text"/>	<input type="text"/>
TECHNOLOGY <sup>T</sup>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
TREATMENT <sup>T</sup>	<input type="text"/>	2	<input type="text"/>	<input type="text"/>
VEHICLES <sup>T</sup>	<input type="text"/>	3	<input type="text"/>	<input type="text"/>

SERIES: \_\_\_\_\_ GAMEMASTER: \_\_\_\_\_ INFORMATION

NOTES: \_\_\_\_\_

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## 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.