

HERO: _____

PLAYER: _____ IDENTITY: _____ SECRET PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 36 • POWERS 79 • ADVANTAGES 5 • SKILLS 15 • DEFENSES 15 = 150

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

DEFENSE

DODGE (AGL) 8

PARRY (FGT) 4

FORTITUDE (STA) 7

TOUGHNESS (STA) 12

WILL (AWE) 8

OFFENSE **INITIATIVE** +4

Energy Blast +8 Ranged, Damage 12 (Toughness Resistance check DC 27)

Energy Weapon +8 Close, Damage 12 Penetrating 12 (Toughness Resistance check DC 27)

_____ _____

_____ _____

NOTES & CONDITIONS

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

POWERS & DEVICES

*Energy Aura: Damage 3, Reaction. A creature who touches you must make a DC 18 Toughness Resistance check against damage.

*Energy Control

**Energy Blast: Ranged Damage 12

**Energy Burst: Ranged, Burst Area Damage 8 - Energy explodes in a 30-foot-radius area you choose. Creatures in the area make a DC 18 Dodge Resistance check. Failures make a DC 23 Toughness check and successes make a DC 19 Toughness check against damage.

**Environmental Control: Environment 12 - Within 8 miles you can create either extreme cold or extreme heat. You cannot change from cold or heat once you make the decision.

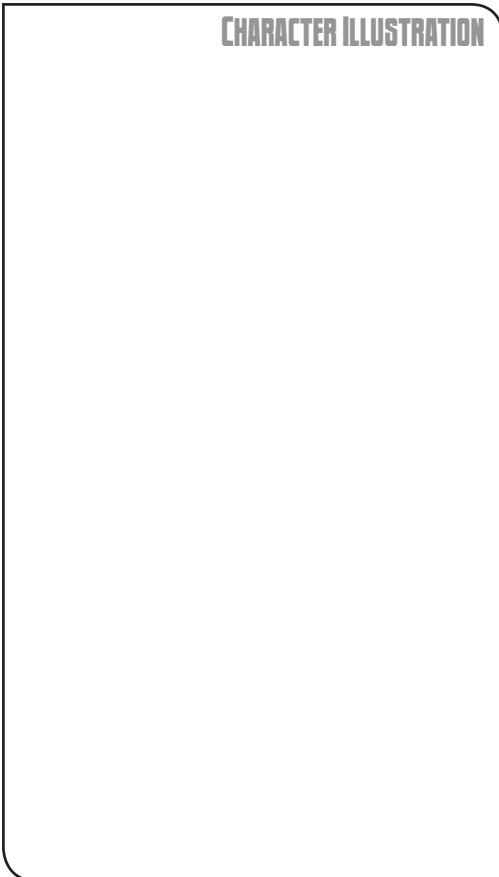
**Energy Weapon: Penetrating Damage 12

*Flight: Flight 7 (250 MPH)

*Force Field: Protection 10, Impervious, Sustained - Ignore Damage rank 5 and below

*Quick Change: Feature 1 (transform into costume as a free action)

CHARACTER ILLUSTRATION



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MUTANTS & MASTERMINDS

ADVANTAGES

*Accurate Attack: You can subtract up to 5 from your effect modifier to add the same number to your attack bonus.

*All-out Attack: You can subtract up to 5 from Dodge and Parry to add the same number to your attack bonus.

*Power Attack: You can subtract up to 5 from your attack bonus and add the same number to your effect bonus of the attack.

*Precise Attack (Ranged; Cover): Your ranged attacks ignore all cover but total cover.

*Taunt: You can demoralize an opponent with Deception rather than Intimidation.

COMPLICATIONS

*Thrills: For you the life of a superhero is all about excitement, thrills, danger, and challenge.

*Identity: You try to keep being a hero secret from friends and enemies alike.

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

TOTAL

ABILITY

RANKS

OTHER

10

4

6

ATHLETICS

CLOSE COMBAT

Energy Weapon

8

4

4

DECEPTION

EXPERTISE

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

Energy Control

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

9

2

7

6

2

4

6

2

4

8

3

5

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: Energy Controller