

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 85 • ADVANTAGES 3 • SKILLS 16 • DEFENSES 10 = 150

STRENGTH 12 AGILITY 1 FIGHTING 6 AWARENESS 1
 STAMINA 14 DEXTERITY 1 INTELLECT 0 PRESENCE 1

OFFENSE

INITIATIVE +1

Throw	+8	Ranged, Damage 12 (Toughness Resistance check DC 27)
Unarmed	+8	Close, Damage 12 (Toughness Resistance check DC 27)

DEFENSE

DODGE (AGL) 6

PARRY (FGT) 6

FORTITUDE (STA) 14

TOUGHNESS (STA) 14

WILL (AWE) 6

NOTES & CONDITIONS

HERO POINTS

POWER POINTS EARNED

POWER POINTS SPENT

POWERS & DEVICES

*Shockwave: Burst Area Damage 10, Limited: Both you and targets must be touching the ground. Targets within 30 ft of you make a DC 20 Dodge Resistance check. Failure make DC 25 Toughness, success make DC 20.

*Ground Strike: Burst Area Affliction 10, Instant Recovery, Limited Degree, Limited: Both you and targets must be touching the ground. Targets within 30 ft of you must make a DC 20 Dodge Resistance check. Failure make DC 20 Fortitude, success DC 15. Failure one degree on 2nd check = vulnerable. Two degrees = defenseless.

*Leaping: 10 You can leap up to a mile and take no damage.

*Super Stamina: Enhanced Stamina 10, Immunity 12 (cold & heat damage, fatigue, pressure), Impervious Toughness 12 (Ignore Damage Rank 6 and below)

*Super Strength: Enhanced Strength 8 plus Enhanced Strength 4 Limited to Lifting. When you lift an object your Strength is 16 which means you can lift 1,600 tons.

CHARACTER ILLUSTRATION

MUTANTS & MASTERMINDS

ADVANTAGES

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

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

*Ultimate Effort (Toughness checks): You can spend a hero point on a Toughness check and treat the roll as 20.

COMPLICATIONS

*Acceptance: You feel different or isolated and do good to gain the trust and acceptance of others.

*Phobia: You're irrationally afraid of something. When confronted with it you have to fight to control your fear, causing you to hesitate, flee, or act irrationally.

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

ACROBATICS

TOTAL

ABILITY

RANKS

OTHER

ATHLETICS

CLOSE COMBAT

Unarmed

DECEPTION

EXPERTISE

Criminal

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

Throwing

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

8

6

2

6

6

8

1

7

6

1

5

8

1

7

SERIES: _____ GAMEMASTER: _____

NOTES: Powerhouse

INFORMATION