



ACCESSORY

GRR2009

MUTANTS & MASTERMINDS

CHARACTER RECORD FOLIO



CHARACTER NAME:

HERO POINT TRACKER

Use a paperclip to track expended hero points

ATTACK BONUS

Your attack bonus with a melee attack is:

Base attack bonus + Strength modifier + size modifier.

Your attack bonus with a ranged attack is:

**Base attack bonus +
Dexterity modifier + size modifier - range penalty.**

DEFENSE

Calculate your defense as follows:

**Defense = 10 + base Defense bonus
+ Dexterity modifier + size modifier.**

TABLE 7-4: SIZE MODIFIERS

| Attack/Defense | | | | |
|----------------|----------|--------------|---------------------------|--------------------------------|
| Size | Modifier | Dimensions | Weight | Multiplier |
| Miniscule | +16 | 1" or less | 1 oz. or less | x ¹ / ₁₆ |
| Fine | +8 | 1"-6" | 1/16-1/8 lb. | x ¹ / ₈ |
| Diminutive | +4 | 6"-12" | 1/8 lb.-1 lb. | x ¹ / ₄ |
| Tiny | +2 | 1'-2' | 1 lb.-8 lb. | x ¹ / ₂ |
| Small | +1 | 2'-4' | 8 lb.-60 lb. | x ¹ / ₄ |
| Medium | 0 | 4'-8' | 60 lb.-500 lb. | 0 |
| Large | -1 | 8'-16' | 500 lb.-4,000 lb. | x2 |
| Huge | -2 | 16'-32' | 4,000 lb.-32,000 lb. | x4 |
| Gargantuan | -4 | 32'-64' | 32,000 lb.-250,000 lb. | x8 |
| Colossal | -8 | 64'-128' | 250,000 lb.-2,000,000 lb. | x16 |
| Awesome | -16 | 128' or more | 2,000,000 lb. or more | x32 |

TABLE 8-8: ATTACK ROLL MODIFIERS

| Circumstance | Melee | Ranged | Dodge Bonus? |
|---|--------------------------|--------|--------------|
| Attacker flanking defender | +2 | — | Yes |
| Attacker on higher ground | +1 | 0 | Yes |
| Attacker fallen | -4 | 0 | Yes |
| Attacker concealed | +2 | +2 | No |
| Defender sitting or kneeling | +2 | -2 | Yes |
| Defender fallen | +4 | -4 | Yes |
| Defender stunned, cowering, or off balance | +2 | +2 | No |
| Defender climbing | +2 | +2 | No |
| Defender surprised or flat-footed | +0 | +0 | No |
| Defender sprinting | +0 | -2 | No |
| Defender grappling (attacker not) | +0 | +0* | No |
| Defender pinned | +4 | -4 | No |
| Defender has cover | —See Cover— | | |
| Defender concealed | —See Concealment— | | |
| Defender helpless (such as bound or sleeping) | —See Helpless Defenders— | | |

*Roll randomly to see which grappling combatant you strike.
That defender loses any dodge bonus to Defense.

TABLE 8-2: DAMAGE SAVING THROWS

| -----Result----- | | |
|-----------------------|---------------|---------------|
| Saving Throw... | Stun Attack | Lethal Attack |
| Succeeds | No Effect | No Effect |
| Fails | Bruised (Hit) | Injured (Hit) |
| Fails by more than 5 | Stunned | Stunned |
| Fails by more than 10 | Unconscious | Disabled |

TABLE 2-1: ABILITY MODIFIERS

| Score | Modifier | Score | Modifier | Score | Modifier |
|-------|----------|-------|----------|-------|----------|
| 1 | -5 | 8-9 | -1 | 16-17 | +3 |
| 2-3 | -4 | 10-11 | +0 | 18-19 | +4 |
| 4-5 | -3 | 12-13 | +1 | 20 | +5 |
| 6-7 | -2 | 14-15 | +2 | | |

TABLE 8-4: COMMON ACTIONS IN COMBAT

| Action | Type | 5-foot step? |
|-------------------------------|-----------|--------------|
| Attack (single) | Half | Yes |
| Charge | Full | No |
| Climb (1/4 speed) | Half | No |
| Coup de grace | Full | Yes |
| Delay* | No action | Yes |
| Disarm** | Varies | Maybe |
| Draw or holster a weapon | Half | Yes |
| Drop an item | Free | Yes |
| Drop prone | Free | Yes |
| Feint (see Bluff) | Half | Yes |
| Full attack | Full | Yes |
| Grapple** | Varies | Maybe |
| Load a weapon | Half | Yes |
| Miscellaneous activity | Varies | Maybe |
| Move a heavy object | Half | Yes |
| Move your speed | Half | No |
| Open a door | Half | Yes |
| Pick up an item | Half | Yes |
| Ready* | Half | Yes |
| Refocus* | Full | No |
| Retrieve a stored item | Half | Yes |
| Speak | Free | Yes |
| Sprint | Full | No |
| Stand up from fallen position | Half | Yes |
| Strike an object** | Half | Yes |
| Sustain a power | Free | Yes |
| Total defense | Half | Yes |
| Trip** | Varies | Maybe |
| Use a skill or feat | Varies | Usually |

*See "Special Initiative Actions." **See "Advanced Maneuvers."

TABLE 8-9: COVER

| Degree of Cover | Example | Cover Defense Bonus | Cover Reflex Save Bonus |
|-----------------|--|---------------------|-------------------------|
| One-quarter | A Human standing behind a three-foot-high wall | +2 | +1 |
| One-half | Fighting from around a corner; standing at an open window; behind a character of the same size | +4 | +2 |
| Three-quarters | Peering around a corner | +7 | +3 |
| Nine-tenths | Standing at a narrow opening; behind a door that's slightly ajar | +10 | +4 |
| Total | On the other side of a solid wall | — | — |

TABLE 8-10: CONCEALMENT

| Concealment | Example | Miss Chance |
|----------------|--|--|
| One-quarter | Light fog; moderate darkness; light foliage | 19 |
| One-half | Dense fog at 5 feet; precipitation | 17 |
| Three-quarters | Dense foliage | 15 |
| Nine-tenths | Near total darkness | 13 |
| Total | Total darkness; invisibility; attacker blind; dense fog at 10 feet | 11 (and must guess target's location) |

INTRO BLOCK

CHARACTER NAME

ALTERNATE IDENTITY

ALIASES

BASE OF OPERATIONS

GROUP AFFILIATION

POWER LEVEL

FIRST APPEARANCE

STARTING POWER POINTS

EARNED POWER POINTS

UNSPENT POWER POINTS

TOTAL POWER POINTS

CHARACTER LOGO

MOVEMENT

MOVEMENT TYPE

SPEED

HUSTLE

SPRINT

CARRYING CAPACITY

LIGHT LOAD

MAX LOAD

HEAVY LOAD X2

MEDIUM LOAD

LIFT OFF GROUND

MAX LOAD X2

HEAVY LOAD

PUSH OR DRAG

HEAVY LOAD X5

HERO POINTS

CURRENT

HERO POINTS

TOTAL

HERO POINTS

You can spend a Hero Point to:

- Re-roll a die roll and take the better of the two results. If both results are below 10, treat your roll as a 10. You must spend the Hero Point and re-roll before the GM announces the success or failure of your roll.
- Improve your Defense by 5 until the beginning of your next action.
- Decrease your current stun hits by 5, giving yourself a second wind.
- Immediately shake off a stunned condition.
- Get an immediate check to recover from being unconscious or disabled. This check is made normally, the Hero Point just allows you to make it in addition to your normal recovery check.
- Ignore fatigue: Any time you would be fatigued by taking an action, including extra effort, you can spend a Hero Point to ignore the fatigue result.
- Overcome injury: If you are disabled (see Damage and Injury, M&M p. 128), a Hero Point allows you to take a strenuous action for one round without your condition worsening to dying.
- Escape death: A Hero Point to automatically stabilizes a dying hero, although this doesn't protect against further damage.

ABILITY SCORES

STR

STRENGTH

SCORE TOTAL ABILITY MODIFIER POWER MODIFIER MISC MODIFIER TEMPORARY MODIFIER TEMPORARY SCORE

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

SAVING THROWS

DAMAGE

CONSTITUTION

FORTITUDE

CONSTITUTION

REFLEX

DEXTERITY

WILL

WISDOM

DEFENSE

ATTACKS

BASE ATTACK

BONUS

MELEE

ATTACK BONUS

RANGED

ATTACK BONUS

ATTACK NAME

ATTACK BONUS

SAVE DC

EFFECT/NOTES

ATTACK NAME

ATTACK BONUS

SAVE DC

EFFECT/NOTES

ATTACK NAME

ATTACK BONUS

SAVE DC

EFFECT/NOTES

ATTACK NAME

ATTACK BONUS

SAVE DC

EFFECT/NOTES

ATTACK NAME

ATTACK BONUS

SAVE DC

EFFECT/NOTES

CONDITION

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☒ INDICATES A STUN HIT. STUN HITS IMPOSE A CUMULATIVE -1 MODIFIER TO ALL FURTHER STUN DAMAGE SAVES
☒ INDICATES A LETHAL HIT. LETHAL HITS IMPOSE A CUMULATIVE -1 MODIFIER TO ALL FURTHER LETHAL AND STUN DAMAGE SAVES

STUNNED ☐ DISABLED ☐ UNCONSCIOUS ☐ DYING ☐ DEAD ☐

POWERS

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

POWERS

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
|--------------|------|---------|------|----------|
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

POWERS

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| | | | | |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| | | | | |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| | | | | |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| | | | | |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| | | | | |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

WEAKNESSES

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

| |
|---------------|
| WEAKNESS NAME |
| EFFECT |
| DESCRIPTION |

DEVICES

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

DEVICES

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

| | | | | |
|--------------|------|---------|------|----------|
| POWER NAME | RANK | SAVE DC | COST | PAGE NO. |
| EXTRAS | | | | |
| POWER STUNTS | | | | |
| FLAWS | | | | |
| POWER SOURCE | | | | |
| DESCRIPTION | | | | |

DEVICE SCHEMATICS

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)
- 11)
- 12)
- 13)
- 14)
- 15)

SCALE: .25IN = 5 FEET

DESCRIPTION

| | | | |
|---------------------------|--------|------------|-----------|
| HEIGHT | WEIGHT | HAIR COLOR | EYE COLOR |
| ETHNICITY | | SEX | |
| NATIONALITY | | | |
| PLACE OF BIRTH | | BIRTHDATE | AGE |
| DISTINGUISHING FEATURES | | | |
| COSTUME DESCRIPTION | | | |
| SPECIAL EFFECTS OF POWERS | | | |

CHARACTER SKETCH

PERSONALITY

| |
|---------------------|
| GENERAL DESCRIPTION |
| MOTIVATION |
| PERSONAL STRENGTHS |
| PERSONAL FLAWS |

BACKGROUND AND HISTORY

[illegible]

ORIGIN STORY

[illegible]This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

SUPPORTING CHARACTERS

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

SUPPORTING CHARACTERS

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

SUPPORTING CHARACTERS

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

SUPPORTING CHARACTERS

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

CHARACTER NAME

RELATIONSHIP

FIRST APPEARANCE

CURRENT STATUS

NOTES

TEAM

TEAM NAME

TEAM ROLE

DATE JOINED

TEAM HEADQUARTERS

LOCATION

POWER LEVEL

FEATURES

TEAM ROGUES GALLERY

NAME

FIRST APPEARANCE

NOTES

NAME

FIRST APPEARANCE

NOTES

NAME

FIRST APPEARANCE

NOTES

NAME

FIRST APPEARANCE

NOTES

NAME

FIRST APPEARANCE

NOTES

TEAMMATES

TEAMMATE

TEAM ROLE

NOTES

TEAMMATE

TEAM ROLE

NOTES

TEAMMATE

TEAM ROLE

NOTES

TEAMMATE

TEAM ROLE

NOTES

TEAMMATE

TEAM ROLE

NOTES

TEAM TACTICS

MANEUVER NAME

DESCRIPTION

MANEUVER NAME

DESCRIPTION

MANEUVER NAME

DESCRIPTION

MINIONS

| | | |
|----------------------------|-----------------------------|----------------------------------|
| NAME | | |
| STR STRENGTH | INT INTELLEIGENCE | DAMAGE CONSTITUTION |
| DEX DEXTERITY | WIS WISDOM | FORTITUDE CONSTITUTION |
| CON CONSTITUTION | CHA CHARISMA | REFLEX DEXTERITY |
| DEFENSE | | WILL WISDOM |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| SKILLS | | |
| FEATS | | |
| POWERS | | |
| WEAKNESSES | | |

| | | |
|----------------------------|-----------------------------|----------------------------------|
| NAME | | |
| STR STRENGTH | INT INTELLEIGENCE | DAMAGE CONSTITUTION |
| DEX DEXTERITY | WIS WISDOM | FORTITUDE CONSTITUTION |
| CON CONSTITUTION | CHA CHARISMA | REFLEX DEXTERITY |
| DEFENSE | | WILL WISDOM |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| SKILLS | | |
| FEATS | | |
| POWERS | | |
| WEAKNESSES | | |

MINIONS

| | | |
|----------------------------|-----------------------------|----------------------------------|
| NAME | | |
| STR STRENGTH | INT INTELLEIGENCE | DAMAGE CONSTITUTION |
| DEX DEXTERITY | WIS WISDOM | FORTITUDE CONSTITUTION |
| CON CONSTITUTION | CHA CHARISMA | REFLEX DEXTERITY |
| DEFENSE | | WILL WISDOM |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| SKILLS | | |
| FEATS | | |
| POWERS | | |
| WEAKNESSES | | |

| | | |
|----------------------------|-----------------------------|----------------------------------|
| NAME | | |
| STR STRENGTH | INT INTELLEIGENCE | DAMAGE CONSTITUTION |
| DEX DEXTERITY | WIS WISDOM | FORTITUDE CONSTITUTION |
| CON CONSTITUTION | CHA CHARISMA | REFLEX DEXTERITY |
| DEFENSE | | WILL WISDOM |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| ATTACK | ATTACK BONUS | ATTACK DAMAGE |
| SKILLS | | |
| FEATS | | |
| POWERS | | |
| WEAKNESSES | | |

HEADQUARTERS

| | | | |
|----------|-------------|----------------|-------------|
| LOCATION | POWER LEVEL | CONCEALMENT DC | SECURITY DC |
|----------|-------------|----------------|-------------|

HEADQUARTERS EXTERIOR

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)
- 11)
- 12)
- 13)

SCALE: .25IN = 10 FEET

HEADQUARTERS LOCATION

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)
- 11)
- 12)
- 13)

SCALE: .25IN = 50 FEET

HEADQUARTERS INTERIOR

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)
- 11)
- 12)
- 13)
- 14)
- 15)
- 16)

SCALE: .25IN = 5 FEET

HEADQUARTERS FEATURES

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

HEADQUARTERS FEATURES

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

FEATURE NAME

DC/BONUS

DESCRIPTION

VEHICLES

| | | |
|---------------|-------------|------------|
| VEHICLE NAME | | |
| VEHICLE TYPE | SIZE | POINT COST |
| MOVEMENT RANK | ARMOR BONUS | HARDNESS |
| FEATURE NAME | | |
| DC/BONUS | | |
| DESCRIPTION | | |

| | | |
|---------------|-------------|------------|
| VEHICLE NAME | | |
| VEHICLE TYPE | SIZE | POINT COST |
| MOVEMENT RANK | ARMOR BONUS | HARDNESS |
| FEATURE NAME | | |
| DC/BONUS | | |
| DESCRIPTION | | |

| | | |
|---------------|-------------|------------|
| VEHICLE NAME | | |
| VEHICLE TYPE | SIZE | POINT COST |
| MOVEMENT RANK | ARMOR BONUS | HARDNESS |
| FEATURE NAME | | |
| DC/BONUS | | |
| DESCRIPTION | | |

VEHICLES

| | | |
|---------------|-------------|------------|
| VEHICLE NAME | | |
| VEHICLE TYPE | SIZE | POINT COST |
| MOVEMENT RANK | ARMOR BONUS | HARDNESS |
| FEATURE NAME | | |
| DC/BONUS | | |
| DESCRIPTION | | |

| | | |
|---------------|-------------|------------|
| VEHICLE NAME | | |
| VEHICLE TYPE | SIZE | POINT COST |
| MOVEMENT RANK | ARMOR BONUS | HARDNESS |
| FEATURE NAME | | |
| DC/BONUS | | |
| DESCRIPTION | | |

| | | |
|---------------|-------------|------------|
| VEHICLE NAME | | |
| VEHICLE TYPE | SIZE | POINT COST |
| MOVEMENT RANK | ARMOR BONUS | HARDNESS |
| FEATURE NAME | | |
| DC/BONUS | | |
| DESCRIPTION | | |

VEHICLE DIAGRAM

- 1)
- 2)
- 3)
- 4)
- 5)
- 6)
- 7)
- 8)
- 9)
- 10)
- 11)
- 12)
- 13)
- 14)
- 15)

SCALE: .25IN = 1 FOOT

CRIME FILES

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

CRIME FILES

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

| | |
|-----------|------|
| FILE NAME | DATE |
| EVENTS | |
| OUTCOME | |
| FOLLOW-UP | |

ADVANCEMENT PLAN

| | | |
|------------------|-------------|-------------|
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |
| POWER POINT COST | POWER LEVEL | IMPROVEMENT |

CREDITS

Designer: Rick Achberger

Developer: Steve Kenson

Cover Art: Ramón Pérez

Executive Producer: Chris Pramas

Green Ronin Staff: Nicole Lindroos, Hal Mangold, Chris Pramas, and Evan Sass

Special Thanks: Chris McGlothlin, Jason Orman and Theo Wiersma.

The Mutants & Masterminds Character Record Folio is Copyright 2004 Green Ronin Publishing, LLC. All rights reserved. Mutants & Masterminds, Green Ronin, and their respective logos are Trademarks of Green Ronin Publishing, LLC. Power Points, Hero Points, and Villains Points are Product Identity of Green Ronin Publishing, LLC. All text herein is designated as Open Game Content.

Printed in the USA

Green Ronin Publishing

P.O. Box 1723

Renton, WA 98057-1723

www.greenronin.com

www.mutantsandmasterminds.com

Email: custserv@greenronin.com

OPEN GAME LICENCE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE
Open Game License v 1.0, Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Mutants & Masterminds RPG, Copyright 2002, Green Ronin Publishing; Author Steve Kenson

Mutants & Masterminds Character Record Folio, Copyright 2004, Green Ronin Publishing; Developer Steve Kenson

BALANCE CHECKS FOR PRECARIOUS SURFACES*

| DC | Surface |
|----|-------------------------------------|
| 10 | Uneven floor |
| 10 | 7–12 inches wide (building ledge) |
| 15 | 2–6 inches wide (balance beam) |
| 20 | Less than 2 inches wide (tightrope) |
| +5 | Surface angled |
| +5 | Surface slippery |

*Walking along precarious surfaces is a half action. A successful check allows you to move at half speed. Success by 5 or more allows you to move at normal speed. Failure means you can't move at all that round. Failure by 5 or more means you slip and fall.

BLUFF CHECK CIRCUMSTANCE MODIFIERS

| Sense Motive Modifier | Circumstances |
|-----------------------|---|
| -5 | Target wants to believe you. |
| 0 | The bluff is believable but doesn't affect the target much. |
| +5 | The bluff is a little hard to believe or puts the target at risk. |
| +10 | The bluff is hard to believe or puts the target at serious risk. |
| +20 | The bluff is outlandishly hard to believe, almost too incredible to consider. |

CLIMB CHECK DCs BY SURFACE*

| DC | Surface |
|-----|--|
| 0 | A slope too steep to walk up, a knotted rope with a wall to brace against. |
| 5 | A rope with a wall to brace against or a knotted rope. |
| 10 | A surface with ledges or handholds. |
| 15 | A surface with handholds or footholds such as a natural rock wall, a tree, or an unknotted rope. |
| 20 | An uneven surface with narrow handholds or footholds. |
| 25 | A rough surface (like a brick wall), an overhang, or ceiling with handholds but not footholds. |
| -10 | A shaft narrow enough to brace against both sides (reduces DC by 10). |
| -5 | A corner in which you can brace against perpendicular walls (reduces DC by 5). |
| +5 | Surface is slippery (increases DC by 5). |
| – | A perfectly smooth, flat, vertical surface cannot be climbed without the Clinging power. |

*A successful Climb check each round allows you to move up, down, or across a slope or wall at one-half your speed as a full action or one-quarter your speed as a half action. Success by 5 or more allows full speed as a full action or half speed as a half action. A failed Climb check prevents movement that round. Failure by 5 or more causes you to fall. Appropriate climbing gear grants a +2 bonus to Climb checks.

TABLE 5-2: DOUBLING VALUES

| Power Rank | Multiplier |
|------------|------------|
| 1 | x2 |
| 2 | x4 |
| 3 | x8 |
| 4 | x16 |
| 5 | x32 |
| 6 | x64 |
| 7 | x128 |
| 8 | x256 |
| 9 | x512 |
| 10 | x1,024 |
| 11 | x2,048 |
| 12 | x4,096 |
| 13 | x8,192 |
| 14 | x16,384 |
| 15 | x32,768 |
| 16 | x65,536 |
| 17 | x131,072 |
| 18 | x262,144 |
| 19 | x524,288 |
| 20 | x1,048,576 |

TABLE 3-1: SKILLS

| Skill Name | Key Ability |
|-----------------------|--------------|
| Acrobatics | Dexterity |
| Balance | Dexterity |
| Bluff | Charisma |
| Climb | Strength |
| Computers | Intelligence |
| Concentration | Wisdom |
| Craft | Intelligence |
| Demolitions | Intelligence |
| Diplomacy | Charisma |
| Disable Device | Intelligence |
| Disguise | Charisma |
| Drive | Dexterity |
| Escape Artist | Dexterity |
| Forgery | Intelligence |
| Gather Information | Charisma |
| Handle Animal | Charisma |
| Hide | Dexterity |
| Innuendo | Charisma |
| Intimidate | Charisma |
| Jump | Strength |

CONCENTRATION DISTRACTION DCs

| DC | Distraction |
|-------------------|--|
| 10 + damage bonus | Injury or failed saving throw |
| 5 | Minor distractions: high winds, driving rain, loud noises, etc. |
| 10 | Moderate distractions: vigorous motion, driving hail, raging fires, etc. |
| 15 | Serious distractions: violent motion, raging storms, deafening noise, etc. |
| 20 | Massive distractions: earthquakes and other disasters |

DEMOLITIONS SET EXPLOSIVE DEVICE DCs

| DC | Damage Bonus Increase | Penalty to Reflex Save |
|----|-----------------------|------------------------|
| 10 | +0 | 0 |
| 15 | +2 | -2 |
| 20 | +4 | -4 |
| 30 | +6 | -6 |

ESCAPE ARTIST CHECK DCs

| Escape from... | DC |
|-----------------------|--------------------------|
| Ropes | 20 |
| Handcuffs or manacles | 30 |
| Tight space | 30 |
| Snare | 10+ Snare's bonus |
| Grappler | Grappler's grapple check |

JUMP CHECK DISTANCES

| Type of Jump | Min. Distance | Additional Distance | Max. Distance |
|--------------------|---------------|--------------------------|---------------|
| Running jump | 5 ft. | +1 ft./1 point above 10 | Height x6 |
| Standing jump | 3 ft. | +1 ft./2 points above 10 | Height x2 |
| Running high jump | 2 ft. | +1 ft./4 points above 10 | Height x1½ |
| Standing high jump | 2 ft. | +1 ft./8 points above 10 | Height |
| Jump back | 1 ft. | +1 ft./8 points above 10 | Height |

OPEN LOCK DCs

| Lock | DC | Lock | DC |
|------------------|----|--------------|----|
| Very simple lock | 20 | Good lock | 30 |
| Average lock | 25 | Amazing lock | 40 |

TAUNT RESULTS*

- The target loses his dodge bonus to Defense against your next attack due to the distraction.
- The target takes some action you're encouraging (such as charging you).
- The target suffers a -4 penalty on his attack rolls or skill checks (your choice) for the next round.

*Taunt opponents as a half action. Opponents resist Taunt checks with Sense Motive or Taunt checks of their own. If you win the opposed role, choose one of the above effects. If the opponent wins an opposed Taunt check, he has successfully taunted you, and may choose one of the above effects.

| Knowledge | Intelligence |
|------------------------|--------------|
| Language | – |
| Listen | Wisdom |
| Medicine | Wisdom |
| Move Silently | Dexterity |
| Open Lock | Dexterity |
| Perform | Charisma |
| Pilot | Dexterity |
| Profession | Wisdom |
| Read Lips | Intelligence |
| Repair | Intelligence |
| Ride | Dexterity |
| Science | Intelligence |
| Search | Intelligence |
| Sense Motive | Wisdom |
| Sleight of Hand | Dexterity |
| Spot | Wisdom |
| Survival | Wisdom |
| Swim | Strength |
| Taunt | Charisma |

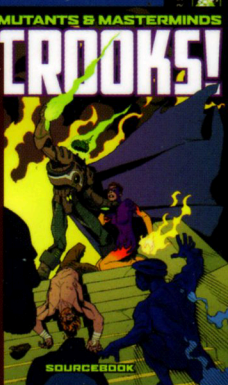
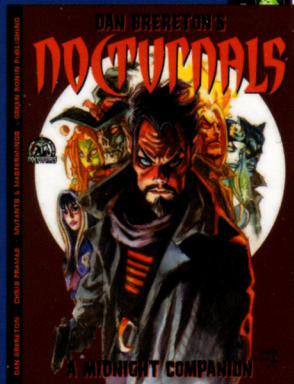
Skills in bold are trained only

A Super Sheet For Your Superhero!



Your mighty superhero deserves deluxe treatment and that's where the Mutants & Masterminds Character Record Folio comes in. Say goodbye to cramming your notes and super powers onto a single character sheet, the folio is designed to handle your superhero for the entire campaign. Its 16 beautifully designed pages include great add-ons like record sheets for your minions, vehicles, and headquarters, plus Crime Files that let you track important events and NPCs. The M&M Character Record Folio is good for any character, from a street-level vigilante to a being of cosmic power.

Doesn't Your Character Deserve the Very Best?



MUTANTS & MASTERMINDS



Green Ronin Publishing

P.O. Box 1723

Renton, WA 98057-1723

www.greenronin.com

www.mutantsandmasterminds.com

ISBN: 1-932442-21-9

OTHER MUTANTS & MASTERMINDS TITLES FROM GREEN RONIN



50495



9 781932 442212

GRR2009 • \$4.95 US