

INTRO BLOCK			ABILITIES		
CHARACTER NAME				MODIFIER SCOL	
ALTERNATE IDENTITY		SECRET PUBLIC	STRENGTH		
ALIASES			DEXTERITY		
BASE OF OPERATIONS	GROUP AFFILIATION		CONSTITUTION		
POWER LEVEL	FIRST APPEARANCE		INTELLIGENCE		
STARTING POWER POINTS EARNED POWE	ER POINTS UNSPENT POWER POINTS	TOTAL POWER POINTS	WISDOM		
HEIGHT WEIGHT	HAIR COLOR	EYE COLOR	CHARISMA		=+
ETHNICITY	GENDER		SAVING THRO	)WS	
NATIONALITY				BAS TOTAL MODI	
PLACE OF BIRTH	BIRTHDATE	AGE	TOUGHNESS		+ CON +
DISTINGUISHING FEATURES			FORTITUDE		+ CON +
			REFLEX	=	+ DEX +
			WILL	=	+ WIS +
			COMBAT		
			CUFIDAI	DEFENSE DOD	GE SIZE FLAT-
			DEFENSE		
COSTUME DESIGN				DE TOTAL MODI	X POWER FEAT FIER MODIFIER MODIFIER
			INITIATIVE	=	+ +
			HERO POINTS		]
			ATTACKS		
SPECIAL EFFECTS OF POWERS					ATTACK BONUS
			GRAPPLE	] KNOCKBAC	
			ATTACK NAME	MODIFIER	TACK BONUS SAVE DC
			EFFECT/NOTES		
			ATTACK NAME	1	TTACK BONUS SAVE DC
				AI	TACK BUINDS SAVE DC
HERO POINTS			EFFECT/NOTES		
			ATTACK NAME	AT	TACK BONUS SAVE DC
			EFFECT/NOTES		
YOU CAN SPEND A HERO P	OINT TO:		ATTACK NAME	ΓΑ	TTACK BONUS SAVE DC
	e-roll any die roll and take the	e better of the two	EFFECT/NOTES		
	cond roll if it is 10 or less. Teat your character doesn't alre	eady have.			
• Dodge: Double your char	racter's dodge bonus for one r	ound.	DAMAGE CONDI	TIONS	
<ul> <li>Instant Counter: Attem ter as a reaction.</li> </ul>	pt to counter a power used ag	gainst your charac-	BRUISED		
• Cancel Fatigue: Reduc	e the amount of fatigue you	r character suffers	INJURED		
from an action by one lev • <b>Recover:</b> Make an immed	<i>v</i> el. diate recovery check for your c	haracter.			
• Escape Death: Immedia	tely stabilize a dying characte		FATIGUE CONDI		
<ul> <li>Inspiration: Get a clue of</li> </ul>	or hint from the Gamemaster.		FATIGUED	EXHAUSTED	

SKILLS				MAX RANKS		FEATS		
	KEY ABILITY	SKILL BONUS	SKILL RANK	ABILITY MODIFIER	MISC. MODIFIER	FEAT	BENEFIT	
ACROBATICS <sup>†</sup>	DEX _	=		+	+			
BLUFF	CHA .	=		+	+	FEAT	BENEFIT	
CLIMB	STR _	=	=	+	+			
COMPUTERS <sup>†</sup>	INT _	=		+	+	FEAT	BENEFIT	
CONCENTRATION	WIS	=	=	+	+			
CRAFT <sup>†</sup>	INT .	=		+	+	FEAT	BENEFIT	]
CRAFT <sup>†</sup>	_ INT _	=	=	+·	+			
CRAFT <sup>†</sup>	_ INT _	=		+	+	FEAT	BENEFIT	]
CRAFT <sup>†</sup>	_ INT _	=	=	+	+			
DIPLOMACY	CHA _	=		+	+	FEAT	BENEFIT	
DISABLE DEVICE <sup>†</sup>	INT _	=		+	+			
DISGUISE	CHA .	=		+·	+	FEAT	BENEFIT	]
DRIVE <sup>†</sup>	DEX _	=		+	+			
ESCAPE ARTIST	DEX .	=		+·	+	FEAT	BENEFIT	
GATHER INFORMATION	CHA _	=		+	+	FEAI	DEINEFII	
HANDLE ANIMAL	CHA .	=		+·	+			
INTIMIDATE	CHA _	=		+	+	FEAT	BENEFIT	
INVESTIGATE <sup>†</sup>	INT .	=		+	+			]
KNOWLEDGE <sup>†</sup>	_ INT _	=		+	+	FEAT	BENEFIT	
KNOWLEDGE <sup>†</sup>	_ INT _	=	=	+	+			I
KNOWLEDGE <sup>†</sup>	_ INT _	=		+	+	FEAT	BENEFIT	
KNOWLEDGE <sup>†</sup>	_ INT _	=		+	+			
KNOWLEDGE <sup>†</sup>	_ INT _	=		+	+	FEAT	BENEFIT	
language <sup>†</sup>		=		+	+			
MEDICINE	WIS _	=		+	+	FEAT	BENEFIT	
NOTICE	WIS _	=		+·	+			
perform <sup>†</sup>	_CHA _	=		+	+	FEAT	BENEFIT	]
PERFORM <sup>†</sup>	_CHA _	=		+	+			
pilot†	DEX _	=	=	+	+	FEAT	BENEFIT	]
PROFESSION <sup>†</sup>	WIS _	=	=	+	+			
ride†	DEX	=		+	+	FEAT	BENEFIT	
SEARCH	INT .	=	=	+	+			
SENSE MOTIVE	WIS _	=		+	+	FEAT	BENEFIT	
SLEIGHT OF HAND <sup>†</sup>	DEX	=	=	+	+	1241	DENETT	
STEALTH	DEX	=		+	+			
SURVIVAL	WIS	=	=	+·	+	FEAT	BENEFIT	
SWIM	STR _	=		+·	+			
				† TR/	AINED ONLY	FEAT	BENEFIT	
DRAWBACKS						FEAT	BENEFIT	
						FEAT	DEINEFII	
NAME	FREQUENCY	( IN	TENSITY	POINT	VALUE	FEAT	BENEFIT	
EFFECT								
NAME	FREQUENCY	r IN	TENSITY	POINT	VALUE	FEAT	BENEFIT	
EFFECT								
						FEAT	BENEFIT	]
NAME	FREQUENCY	í IN	TENSITY	POINT	VALUE			
EFFECT						FEAT	BENEFIT	]
NAME	FREQUENCY	r IN	TENSITY	POINT	VALUE			
EFFECT						FEAT	BENEFIT	]

POWERS/DEVICES				
	RANK	ACTION	RANGE	DURATION
	L	ļ.	1	L
NAME	RANK	ACTION	RANGE	DURATION
NAME	RANK	ACTION	RANGE	DURATION
NAME	RANK	ACTION	RANGE	DURATION
	TUTUR .	ACTION	INNOL	DORMON
NAME	RANK	ACTION	RANGE	DURATION
NAME	RANK	ACTION	RANGE	DURATION
			1	
NAME	RANK	ACTION	RANGE	DURATION
			I	
NAME	RANK	ACTION	RANGE	DURATION

POWERS/DEVICES				
NAME	RANK	ACTION	RANGE	DURATION
	1		1	
NAME	RANK	ACTION	RANGE	DURATION
	19 811	, ion in the second sec	19 1102	
NAME	RANK	ACTION	RANGE	DURATION
NAME	RANK	ACTION	RANGE	DURATION
				<u> </u>
				I
NAME	RANK	ACTION	RANGE	DURATION
NAME	RANK	ACTION	RANGE	DURATION
	1		1	
NAME	RANK	ACTION	RANGE	DURATION
L				
NAME	RANK	ACTION	RANGE	DURATION

## **DEVICE SCHEMATICS**

		+++++++++++++++++++++++++++++++++++++++	
	+++++++++++++++++++++++++++++++++++++++		
	+++++++++++++++++++++++++++++++++++++++		
	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	
	+++++++++++++++++++++++++++++++++++++++		
		+++++++++++++++++++++++++++++++++++++++	
	+++++++++++++++++++++++++++++++++++++++		
	+++++++++++++++++++++++++++++++++++++++	+++++++++++++++++++++++++++++++++++++++	
	+++++++++++++++++++++++++++++++++++++++		
	+++++++++++++++++++++++++++++++++++++++		
1) 4)	7)	10) 13)	16)
2) 5)	8)	11) 14)	17)
3) 6)	9)	12) 15)	18)

SUPPORTING CHARACTERS			
ЛАМЕ	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		I	I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES	REPARONSHIT		514105
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES	•	•	•
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			<u> </u>
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
		FIRST APPEARANCE	STATUS
NAME NOTES	RELATIONSHIP	FIRST APPEARANCE	STATUS
L			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
ЛАМЕ	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			

SUPPORTING CHARACTERS			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		I	I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES	I	1	I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		I	I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		<b>I</b>	I
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		•	
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		•	·
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES		•	·

M	N	IN	N۲
		IV	NÐ

MINIONS						
NAME RELATIONSHIP	FIRST APPEARANCE	STATUS	NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
STR INT		TOU 🔲	STR 🗌			
STRENGTH INTELLIGENCE		CONSTITUTION	STRENGTH			
DEX DEXTERITY WISDOM			DEX DEXTERITY	WISDOM		
		DEXTERITY		CHARISMA		
DEFENSE		DEXTERITY WILL WISDOM	DE	FENSE	J	DEXTERITY WILL WISDOM
ATTACK	ATTACK BONUS	ATTACK DAMAGE	ATTACK		ATTACK BONUS	ATTACK DAMAGE
АТТАСК	ATTACK BONUS	ATTACK DAMAGE	ATTACK		ATTACK BONUS	ATTACK DAMAGE
ATTACK	ATTACK BONUS	ATTACK DAMAGE	ATTACK		ATTACK BONUS	ATTACK DAMAGE
ATTACK	ATTACK BONUS	ATTACK DAMAGE	ATTACK SKILLS		ATTACK BONUS	ATTACK DAMAGE
FEATS			FEATS			
POWERS			POWERS			
WEAKNESSES			WEAKNESSES			
NAME RELATIONSHIP	FIRST APPEARANCE	STATUS	NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
	<u> </u>				FIRST APPEARANCE	
			STR STRENGTH		FIRST APPEARANCE	
STRENGTH INTELLIGENCE				INT INTELLIGENCE WISDOM		
STRENGTH DEX DEXENTY CON CONSTITUTION			STRENGTH DEX DEXTERITY CONSTITUTION	INTELLIGENCE WISDOM CHARISMA		
STRENGTH DEXEX DEXENTY CON CONSTITUTION DEFENSE		TOU CONSTITUTION FORT CONSTITUTION REF DEXTERITY WILL WISDOM	STRENGTH DEXTERITY CONSTITUTION DECONSTITUTION	INT INTELIGENCE WIS WISDOM CHA		TOU CONSTITUTION FORT CONSTITUTION REF DEXTERITY WILL WISDOM
STRENGTH DEX DEXTENTY CONSTITUTION DEFENSE	ATTACK BONUS	TOU CONSTITUTION FORT CONSTITUTION REF DEXTERITY WISDOM	STRENGTH DEX DEXTERITY CONSTITUTION DE ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS	
ATTACK	ATTACK BONUS	TOU CONSTITUTION FORT CONSTITUTION REF DEXTERITY WISDOM ATTACK DAMAGE	STRENGTH DEX DEXTERITY CONSTITUTION DE ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS	TOU CONSTITUTION FORT CONSTITUTION REF DEXTERITY WILL WISDOM
STRENGTH DEX DEXTENTY CONSTITUTION DEFENSE	ATTACK BONUS	TOU CONSTITUTION FORT CONSTITUTION REF DEXTERITY WISDOM	STRENGTH DEX DEXTERITY CONSTITUTION DE ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS	CONSTITUTION FORT CONSTITUTION REF DEXTERITY WISDOM ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	STRENGTH DEXTERITY CONSTITUTION ATTACK ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK ATTACK FEATS	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK ATTACK FEATS POWERS POWERS	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK ATTACK ATTACK SKILLS FEATS POWERS	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK ATTACK FEATS	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE
ATTACK ATTACK FEATS POWERS POWERS	ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WIDDM ATTACK DAMAGE ATTACK DAMAGE	ATTACK ATTACK ATTACK SKILLS FEATS POWERS	INTELLIGENCE WISDOM CHARISMA	ATTACK BONUS ATTACK BONUS ATTACK BONUS	TOU CONSTITUTION FORT DEXTERITY WISDOM ATTACK DAMAGE ATTACK DAMAGE

VEHICLES			
VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES	, <b>I</b>	<u> </u>	
VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES	_1	1	
VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES			
VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES	•		·
VEHICLE SCHEMATICS			
			1)
			2)
			3)
			4)
			5)
			6)
			7)
			8)
			9)

13) 14) 15)

TEAM	
TEAM NAME TEAM ROLE	TEAMMATES
DATE JOINED	ТЕАММАТЕ
HEADQUARTERS	TEAM ROLE NOTES
LOCATION	TEAMMATE
POWER LEVEL FEATURES	TEAM ROLE
	NOTES
	TEAMMATE TEAM ROLE
TEAM TACTICS	NOTES
LOCATION	теаммате
POWER LEVEL	TEAM ROLE NOTES
FEATURES	теаммате
LOCATION	TEAM ROLE
POWER LEVEL	NOTES
FEATURES	TEAMMATE TEAM ROLE
LOCATION	NOTES
POWER LEVEL	теаммате
FEATURES	TEAM ROLE
	NOTES

### **ROGUE'S GALLERY**

NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			
NUTES			
NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES	•	•	•
 NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
	RELATIONSHIP	FIRST APPEARANCE	STATUS
	 RELATIONSHIP	FIRST APPEARANCE	STATUS
NAME NOTES	 RELATIONSHIP	FIRST APPEARANCE	STATUS
	RELATIONSHIP	FIRST APPEARANCE	STATUS
	 RELATIONSHIP	FIRST APPEARANCE	STATUS
	 RELATIONSHIP	FIRST APPEARANCE	STATUS

# HEADQUARTERS LOCATION POWER LEVEL CONCEALMENT DC SECURITY DC **HEADQUARTERS EXTERIOR HEADQUARTERS LOCATION** 3) 3) 1) 4) 4) **HEADQUARTERS LOCATION** 7) 11) 4) 8) 12) 6) 10)

HEADQUARTERS FEATURES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	I
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	I
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	DC BOIRDS
	los rours
FEATURE NAME DESCRIPTION/NOTES	DC/BONUS
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	
FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

CRIME FILES	
FILE NAME	DATE
EVENTS	I
OUTCOME	
FOLLOW-UP	
FILE NAME	DATE
EVENTS	I
оитсоме	
FOLLOW-UP	
FILE NAME	DATE
EVENTS	
Pollonium	
Follow-up	
FILE NAME	DATE
EVENTS	I
OUTCOME	
Follow-UP	
FILE NAME	DATE
EVENTS	I
ОЛТСОМЕ	
Follow-up	
	DATE
EVENTS	
OUTCOME	
FOLLOW-UP	

### **BACKGROUND & HISTORY**

### ORIGIN

### PERSONALITY

#### **ADVANCEMENT PLAN**

IMPROVEMENT	POWER POINT COST
IMPROVEMENT	POWER POINT COST

#### **OPEN GAME LICENSE**

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 at and any addi-tional 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) "Lse", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h)

 Your "rour" your means the license 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 Came 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.
- entation 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.
- 6. 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 copyring, 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. 7. 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 chal-lenge 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.

- Blentification: If you distribute Open Game Content You must clearly indicate their you can be obtained on 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.
- 12. 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.
  13. 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 14. 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
- 15. COPYRIGHT NOTICE
  - Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Modern System Reference Document, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stanl, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Mutants & Masterminds, Copyright 2002, Green Ronin Publishing: Author Steve Kenson. Advanced Player's Manual, Copyright 2005, Green Ronin Publishing: Author Skip Williams

Silver Age Sentinels, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Mutants & Masterninds, Second Edition, Copyright 2005, Green Ronin Publishing: Author Steve Kenson. Mutants & Masterninds, Character Record Folio, Second Edition, Copyright 2005, Green Ronin Publishing.

### CREDITS

Designer: Marc Schmalz loper: Steve Kensor e Producer: Chris Pramas

Original Design: Rick Achberger

Ronin Staff: Steve Kenson, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Marc Schmalz, Robert J. Schwalb

The Mutants & Masterminds Character Record Folio is Copyright 2005 Green Ronin Publishing, LLC. All rights reserved. Mutants & Masterminds, M&M Superlink, Green Ronin, and their respective logos are Trademarks of Green Ronin Publishing, LLC. Power points and hero points are Product Identity of Green Ronin Publishing, LLC. All other text herein is designated as Open Game ntent. Made in the USA

#### Green Ronin Publishing

P.O. Box 1723 Renton, WA 98057-1723 www.greenronin.com v.mutantsandmasterminds.com



### CHARACTER SKETCH