



GREEN RONIN
PUBLISHING

ACCESSORY

GRR9003E

MUTANTS & MASTERMINDS

CHARACTER RECORD FOLIO



HERO NAME

INTRO BLOCK

CHARACTER NAME			
ALTERNATE IDENTITY		SECRET <input type="checkbox"/>	PUBLIC <input type="checkbox"/>
ALIASES			
BASE OF OPERATIONS		GROUP AFFILIATION	
POWER LEVEL		FIRST APPEARANCE	
STARTING POWER POINTS	EARNED POWER POINTS	UNSPENT POWER POINTS	TOTAL POWER POINTS
HEIGHT	WEIGHT	HAIR COLOR	EYE COLOR
ETHNICITY		GENDER	
NATIONALITY			
PLACE OF BIRTH		BIRTHDATE	AGE
DISTINGUISHING FEATURES			
COSTUME DESIGN			
SPECIAL EFFECTS OF POWERS			

HERO POINTS

CURRENT
HERO POINTS

TOTAL
HERO POINTS

YOU CAN SPEND A HERO POINT TO:

- **Improve Roll:** You can re-roll any die roll and take the better of the two rolls, adding 10 to the second roll if it is 10 or less.
- **Heroic Feat:** Perform a feat your character doesn't already have.
- **Dodge:** Double your character's dodge bonus for one round.
- **Instant Counter:** Attempt to counter a power used against your character as a reaction.
- **Cancel Fatigue:** Reduce the amount of fatigue your character suffers from an action by one level.
- **Recover:** Make an immediate recovery check for your character.
- **Escape Death:** Immediately stabilize a dying character.
- **Inspiration:** Get a clue or hint from the Gamemaster.

ABILITIES

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

MODIFIER	TOTAL SCORE	BASE SCORE	ENHANCED SCORE
<input type="text"/>	<input type="text"/> = <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/> = <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/> = <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>
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<input type="text"/>	<input type="text"/> = <input type="text"/> + <input type="text"/>	<input type="text"/>	<input type="text"/>

SAVING THROWS

TOUGHNESS
FORTITUDE
REFLEX
WILL

TOTAL	BASE MODIFIER	ABILITY MODIFIER	MISC. MODIFIERS
<input type="text"/>	<input type="text"/>	CON	<input type="text"/>
<input type="text"/>	<input type="text"/>	CON	<input type="text"/>
<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>
<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>

COMBAT

DEFENSE

TOTAL	DEFENSE BONUS	DODGE BONUS	SIZE MODIFIER	FLAT-FOOTED
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE

TOTAL	DEX MODIFIER	POWER MODIFIER	FEAT MODIFIER
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HERO POINTS

ATTACKS

ATTACK BONUS	RANGED ATTACK BONUS	MELEE ATTACK BONUS
<input type="text"/>	<input type="text"/>	<input type="text"/>
GRAPPLE BONUS	KNOCKBACK MODIFIER	
<input type="text"/>	<input type="text"/>	

ATTACK NAME	ATTACK BONUS	SAVE DC
<input type="text"/>	<input type="text"/>	<input type="text"/>
EFFECT/NOTES		

ATTACK NAME	ATTACK BONUS	SAVE DC
<input type="text"/>	<input type="text"/>	<input type="text"/>
EFFECT/NOTES		

ATTACK NAME	ATTACK BONUS	SAVE DC
<input type="text"/>	<input type="text"/>	<input type="text"/>
EFFECT/NOTES		

ATTACK NAME	ATTACK BONUS	SAVE DC
<input type="text"/>	<input type="text"/>	<input type="text"/>
EFFECT/NOTES		

DAMAGE CONDITIONS

BRUISED	STAGGERED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INJURED	DISABLED	DYING
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

FATIGUE CONDITIONS

FATIGUED	EXHAUSTED	UNCONSCIOUS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

11/11/2011

† TRAINED ONLY

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

NAME	FREQUENCY	INTENSITY	POINT VALUE
EFFECT			

[illegible]

POWERS/DEVICES

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

NAME	RANK	ACTION	RANGE	DURATION

POWERS/DEVICES

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NAME	RANK	ACTION	RANGE	DURATION
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SUPPORTING CHARACTERS

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SUPPORTING CHARACTERS

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NOTES			
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MINIONS

NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
<div>STR STRENGTH</div> <div>DEX DEXTERITY</div> <div>CON CONSTITUTION</div>	<div></div> <div></div> <div></div>	<div>INT INTELLIGENCE</div> <div>WIS WISDOM</div> <div>CHA CHARISMA</div>	<div></div> <div></div> <div></div>
DEFENSE			<div>TOU CONSTITUTION</div> <div>FORT CONSTITUTION</div> <div>REF DEXTERITY</div> <div>WILL WISDOM</div>
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	RELATIONSHIP	FIRST APPEARANCE	STATUS
<div>STR STRENGTH</div> <div>DEX DEXTERITY</div> <div>CON CONSTITUTION</div>	<div></div> <div></div> <div></div>	<div>INT INTELLIGENCE</div> <div>WIS WISDOM</div> <div>CHA CHARISMA</div>	<div></div> <div></div> <div></div>
DEFENSE			<div>TOU CONSTITUTION</div> <div>FORT CONSTITUTION</div> <div>REF DEXTERITY</div> <div>WILL WISDOM</div>
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	RELATIONSHIP	FIRST APPEARANCE	STATUS
<div>STR STRENGTH</div> <div>DEX DEXTERITY</div> <div>CON CONSTITUTION</div>	<div></div> <div></div> <div></div>	<div>INT INTELLIGENCE</div> <div>WIS WISDOM</div> <div>CHA CHARISMA</div>	<div></div> <div></div> <div></div>
DEFENSE			<div>TOU CONSTITUTION</div> <div>FORT CONSTITUTION</div> <div>REF DEXTERITY</div> <div>WILL WISDOM</div>
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ATTACK		ATTACK BONUS	ATTACK DAMAGE
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SKILLS			
FEATS			
POWERS			
WEAKNESSES			

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<div>STR STRENGTH</div> <div>DEX DEXTERITY</div> <div>CON CONSTITUTION</div>	<div></div> <div></div> <div></div>	<div>INT INTELLIGENCE</div> <div>WIS WISDOM</div> <div>CHA CHARISMA</div>	<div></div> <div></div> <div></div>
DEFENSE			<div>TOU CONSTITUTION</div> <div>FORT CONSTITUTION</div> <div>REF DEXTERITY</div> <div>WILL WISDOM</div>
ATTACK		ATTACK BONUS	ATTACK DAMAGE
ATTACK		ATTACK BONUS	ATTACK DAMAGE
ATTACK		ATTACK BONUS	ATTACK DAMAGE
ATTACK		ATTACK BONUS	ATTACK DAMAGE
SKILLS			
FEATS			
POWERS			
WEAKNESSES			

VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES			
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VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES			
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VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES			
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VEHICLE NAME			POINT COST
SIZE	STRENGTH	TOUGHNESS	SPEED
FEATURES			
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[illegible]

TEAM

TEAM NAME
TEAM ROLE
DATE JOINED

HEADQUARTERS

LOCATION
POWER LEVEL
FEATURES

TEAM TACTICS

LOCATION
POWER LEVEL
FEATURES

LOCATION
POWER LEVEL
FEATURES

LOCATION
POWER LEVEL
FEATURES

TEAMMATES

TEAMMATE
TEAM ROLE
NOTES

TEAMMATE
TEAM ROLE
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TEAMMATE
TEAM ROLE
NOTES

ROGUE'S GALLERY

NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			

NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			

NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			

NAME	RELATIONSHIP	FIRST APPEARANCE	STATUS
NOTES			

NAME	LOCATION	POWER LEVEL	CONCEALMENT DC	SECURITY DC
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HEADQUARTERS LOCATION

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1)	3)	5)
2)	4)	6)

HEADQUARTERS EXTERIOR

[illegible]

1)	3)	5)
2)	4)	6)

HEADQUARTERS LOCATION

[illegible]

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

HEADQUARTERS FEATURES

FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

FEATURE NAME	DC/BONUS
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FEATURE NAME	DC/BONUS
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FEATURE NAME		DC/BONUS
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DESCRIPTION/NOTES		

FEATURE NAME	DC/BONUS
DESCRIPTION/NOTES	

FEATURE NAME		DC/BONUS
DESCRIPTION/NOTES		

FEATURE NAME		DC/BONUS
DESCRIPTION/NOTES		

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	

FILE NAME	DATE
EVENTS	
OUTCOME	
FOLLOW-UP	

PERSONALITY

ADVANCEMENT PLAN

[illegible]

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Executive Producer: Chris Pramas
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CHARACTER SKETCH