



GREEN RONIN
PUBLISHING

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	$\times \frac{1}{16}$
Fine	+8	1"-6"	$\frac{1}{16}$ – $\frac{1}{8}$ lb.	$\times \frac{1}{8}$
Diminutive	+4	6"-12"	$\frac{1}{8}$ lb.–1 lb.	$\times \frac{1}{4}$
Tiny	+2	1'-2'	1 lb.–8 lb.	$\times \frac{1}{2}$
Small	+1	2'-4'	8 lb.–60 lb.	$\times \frac{3}{4}$
Medium	0	4'-8'	60 lb.–500 lb.	0
Large	-1	8'-16'	500 lb.–4,000 lb.	$\times 2$
Huge	-2	16'-32'	4,000 lb.–32,000 lb.	$\times 4$
Gargantuan	-4	32'-64'	32,000 lb.–250,000 lb.	$\times 8$
Colossal	-8	64'-128'	250,000 lb.–2,000,000 lb.	$\times 16$
Awesome	-16	128' or more	2,000,000 lb. or more	$\times 32$

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 ($\frac{1}{4}$ 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

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

CON

CONSTITUTION

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

INT

INTELLIGENCE

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

WIS

WISDOM

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

CHA

CHARISMA

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

SAVING THROWS

DAMAGE

CONSTITUTION

TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	TEMPORARY SCORE

FORTITUDE

CONSTITUTION

TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	TEMPORARY SCORE

REFLEX

DEXTERITY

TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	TEMPORARY SCORE

WILL

WISDOM

TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	TEMPORARY SCORE

DEFENSE

TOTAL	DEX MODIFIER	SIZE MODIFIER	POWER MODIFIER	BASE	FLAT FOOTED

ATTACKS

BASE ATTACK

BONUS

MELEE

ATTACK BONUS

TOTAL	BASE MODIFIER	STR MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

RANGED

ATTACK BONUS

TOTAL	BASE MODIFIER	DEX MODIFIER	POWER MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

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 ☐

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	SKILL RANK	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIER
ACROBATICS	DEX	_____	= _____	+ _____	+ _____	+ _____
BALANCE	DEX	_____	= _____	+ _____	+ _____	+ _____
BLUFF	CHA	_____	= _____	+ _____	+ _____	+ _____
CLIMB	STR	_____	= _____	+ _____	+ _____	+ _____
COMPUTERS	INT	_____	= _____	+ _____	+ _____	+ _____
CONCENTRATION	WIS	_____	= _____	+ _____	+ _____	+ _____
CRAFT	INT	_____	= _____	+ _____	+ _____	+ _____
DEMOLITIONS	INT	_____	= _____	+ _____	+ _____	+ _____
DIPLOMACY	CHA	_____	= _____	+ _____	+ _____	+ _____
DISABLE DEVICE	INT	_____	= _____	+ _____	+ _____	+ _____
DISGUISE	CHA	_____	= _____	+ _____	+ _____	+ _____
DRIVE	DEX	_____	= _____	+ _____	+ _____	+ _____
ESCAPE ARTIST	DEX	_____	= _____	+ _____	+ _____	+ _____
FORGERY	INT	_____	= _____	+ _____	+ _____	+ _____
GATHER INFORMATION	CHA	_____	= _____	+ _____	+ _____	+ _____
HANDLE ANIMAL	CHA	_____	= _____	+ _____	+ _____	+ _____
HIDE	DEX	_____	= _____	+ _____	+ _____	+ _____
INNUENDO	CHA	_____	= _____	+ _____	+ _____	+ _____
INTIMIDATE	CHA	_____	= _____	+ _____	+ _____	+ _____
JUMP	STR	_____	= _____	+ _____	+ _____	+ _____
KNOWLEDGE _____	INT	_____	= _____	+ _____	+ _____	+ _____
KNOWLEDGE _____	INT	_____	= _____	+ _____	+ _____	+ _____
KNOWLEDGE _____	INT	_____	= _____	+ _____	+ _____	+ _____
KNOWLEDGE _____	INT	_____	= _____	+ _____	+ _____	+ _____
KNOWLEDGE _____	INT	_____	= _____	+ _____	+ _____	+ _____
LANGUAGE	—	_____	= _____	+ _____	+ _____	+ _____
LISTEN	WIS	_____	= _____	+ _____	+ _____	+ _____
MEDICINE	WIS	_____	= _____	+ _____	+ _____	+ _____
MOVE SILENTLY	DEX	_____	= _____	+ _____	+ _____	+ _____
OPEN LOCK	DEX	_____	= _____	+ _____	+ _____	+ _____
PERFORM	CHA	_____	= _____	+ _____	+ _____	+ _____
PILOT	DEX	_____	= _____	+ _____	+ _____	+ _____
PROFESSION	WIS	_____	= _____	+ _____	+ _____	+ _____
READ LIPS	INT	_____	= _____	+ _____	+ _____	+ _____
REPAIR	INT	_____	= _____	+ _____	+ _____	+ _____
RIDE	DEX	_____	= _____	+ _____	+ _____	+ _____
SCIENCE	INT	_____	= _____	+ _____	+ _____	+ _____
SEARCH	INT	_____	= _____	+ _____	+ _____	+ _____
SENSE MOTIVE	WIS	_____	= _____	+ _____	+ _____	+ _____
SLEIGHT OF HAND	DEX	_____	= _____	+ _____	+ _____	+ _____
SPOT	WIS	_____	= _____	+ _____	+ _____	+ _____
SURVIVAL	WIS	_____	= _____	+ _____	+ _____	+ _____
SWIM	STR	_____	= _____	+ _____	+ _____	+ _____
TAUNT	CHA	_____	= _____	+ _____	+ _____	+ _____

SKILLS IN ITALICS ARE TRAINED ONLY

SUPER FEATS

[illegible]

FEATS

[illegible]

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				
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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				
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FLAWS				
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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
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WEAKNESS NAME
EFFECT
DESCRIPTION

DEVICES

POWER NAME	RANK	SAVE DC	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

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12)
13)
14)
15)

SCALE: 2"IN = 5 FEET

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

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ORIGIN STORY

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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

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SUPPORTING CHARACTERS

CHARACTER NAME

RELATIONSHIP

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SUPPORTING CHARACTERS

CHARACTER NAME

RELATIONSHIP

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SUPPORTING CHARACTERS

CHARACTER NAME

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RELATIONSHIP

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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

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TEAMMATE

TEAM ROLE

NOTES

TEAMMATE

TEAM ROLE

NOTES

TEAM TACTICS

MANEUVER NAME

DESCRIPTION

MANEUVER NAME

DESCRIPTION

MANEUVER NAME

DESCRIPTION

MINIONS

NAME		
STR STRENGTH	INT INTELLIGENCE	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 INTELLIGENCE	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 INTELLIGENCE	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 INTELLIGENCE	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

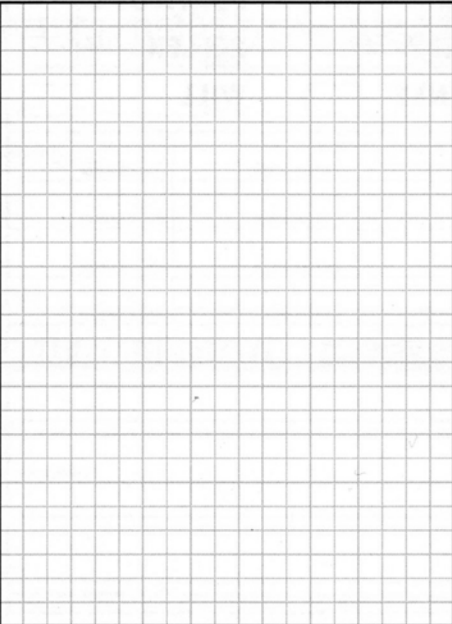
LOCATION

POWER LEVEL

CONCEALMENT DC

SECURITY DC

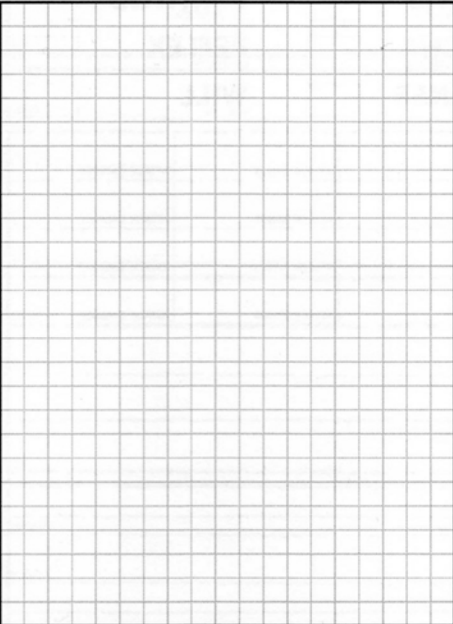
HEADQUARTERS EXTERIOR



- 1)
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SCALE: .25IN = 10 FEET

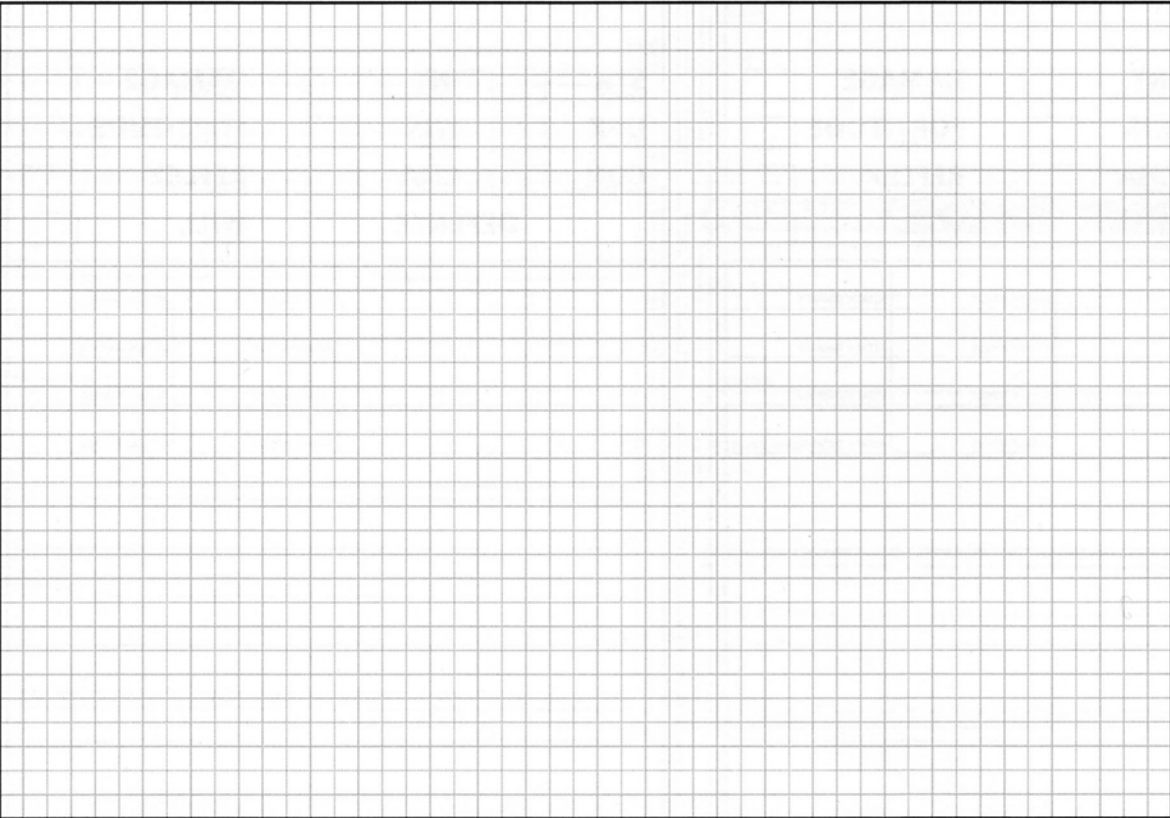
HEADQUARTERS LOCATION



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SCALE: .25IN = 50 FEET

HEADQUARTERS INTERIOR



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- 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

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HEADQUARTERS FEATURES

FEATURE NAME

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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)
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- 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	
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FILE NAME	DATE
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OUTCOME	
FOLLOW-UP	

CRIME FILES

FILE NAME	DATE
EVENTS	
OUTCOME	
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FILE NAME	DATE
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FILE NAME	DATE
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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
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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

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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

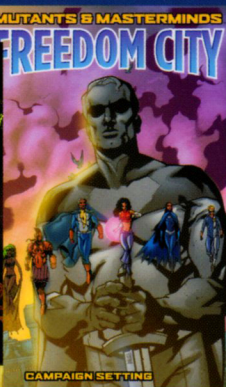
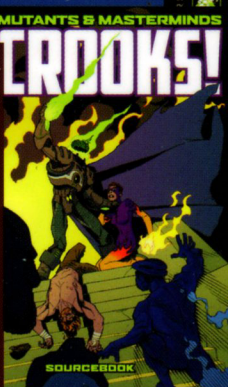
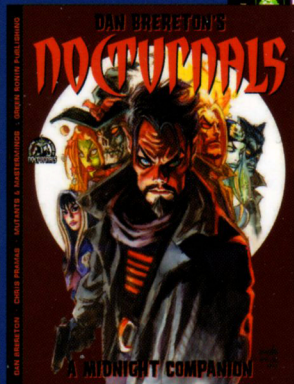
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