



# MUTANTS & MASTERMINDS

## ADVANTAGES

## COMPLICATIONS

## EQUIPMENT, VEHICLES, AND HEADQUARTERS

## SKILLS

ACROBATICS

ATHLETICS

CLOSE COMBAT

DECEPTION

EXPERTISE

INSIGHT

INTIMIDATION

INVESTIGATION

PERCEPTION

PERSUASION

RANGED COMBAT

SLEIGHT OF HAND

STEALTH

TECHNOLOGY

TREATMENT

VEHICLES

TOTAL

ABILITY

RANKS

OTHER

## INFORMATION

SERIES: \_\_\_\_\_ GAMEMASTER: \_\_\_\_\_

NOTES: \_\_\_\_\_  
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## ACTIONS

ACTION	ATTACK	DEFENSE	TYPE	EFFECT
Aid	-	-	Std	Close; Attack check (DC 10), success grants +2 attack or defense, four degrees grants +5.
Aim	+5	-	Std	Close or Ranged; +2 bonus if longer than close range
Charge	-2	-	Std	Close; Speed rank in straight line, then attack
Defend	-	-	Std	Make an opposed check vs. attack, add 10 to roll of 10 or less
Disarm	-2	-	Std	Close; -5 at range; opposed check Damage vs. target's STR
Escape	-	-	Mve	Opposed Athletics or Sleight of Hand vs. opponent's routine STR or grab effect
Grab	-	-	Std	Attack check, if successful, target resists with STR or Dodge; see Grab p. 176
Recover	-	+2	Std	Remove highest level of damage or fatigue, or make resistance check; one per combat
Smash	-	-	Std	-5 attack if vs. a held object
Trip	-2	-	Std	Attack vs. Parry, if successful make opposed Acrobatics or Athletics vs. target's Acrobatics or Athletics; defender is prone

## MANEUVERS

MANEUVER	ATTACK	DEFENSE	TYPE	EFFECT
Accurate Attack	+1 or 2	-	Std	-1 or 2 to Effect
All-out Attack	+1 or 2	-1 or 2	Std	
Defensive Attack	-1 or 2	+1 or 2	Std	
Finishing Attack	-	-	Std	Auto hit or attack vs. DC 10, if successful treat as a crit.
Power Attack	-1 or 2	-	Std	+1 or 2 to Effect
Slam Attack	-1 or 2	+1 or 2	Std	Charge, Damage is Damage or Speed ranks +1, full-speed is +2; you make Toughness check vs. 1/2 damage (round down)
Team Attack	-	-	Std	Must be simultaneous, must be vs. same defense, see page 179

## BASIC CONDITIONS

<b>Compelled:</b> Single standard action determined by another.	<b>Immobile:</b> Have no movement speed, cannot move, but can take actions. Supersedes hindered.
<b>Controlled:</b> Another character determines actions.	<b>Impaired:</b> -2 penalty on checks.
<b>Dazed:</b> May only take a single standard action.	<b>Normal:</b> Unaffected by other conditions.
<b>Debilitated:</b> One or more abilities at -5.	<b>Stunned:</b> Cannot take actions.
<b>Defenseless:</b> Active defenses equal 0, often prone. Supersedes vulnerable.	<b>Transformed:</b> Traits altered by an outside agent. Depends on effect.
<b>Disabled:</b> -5 penalty on checks. Supersedes impaired.	<b>Unaware:</b> Unable to make interaction or Perception checks or perform actions based on them.
<b>Fatigued:</b> Hindered, recover after 1 hour of rest.	<b>Vulnerable:</b> Active defenses are halved (round up).
<b>Hindered:</b> Move at -1 speed rank.	<b>Weakened:</b> Temporarily lost power points in a trait. Depends on effect.

## COMBINED CONDITIONS

<b>Asleep:</b> Defenseless, stunned, and unaware.	<b>Exhausted:</b> Impaired and hindered, recover after 1 hour of rest. Incapacitated: Defenseless, stunned, and unaware. Usually prone.
<b>Blind:</b> Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.	<b>Paralyzed:</b> Defenseless, immobile, and physically stunned; may be able to take mental actions.
<b>Bound:</b> Defenseless, immobile, and impaired.	<b>Prone:</b> Hindered, -5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but -5 penalty to attacker's ranged attack checks. Move action to stand.
<b>Deaf:</b> Auditory unaware.	<b>Restrained:</b> Hindered and vulnerable, immobile if restraints are anchored.
<b>Dying:</b> Incapacitated. May die, see p. 19.	<b>Staggered:</b> Dazed and hindered.
<b>Entranced:</b> Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).	<b>Surprised:</b> Stunned and vulnerable.