



Hero Name _____

Identity _____ ☐ Secret ☐ Public Player _____

Gender _____ Age _____ Height _____ Weight _____ Eyes _____ Hair _____

Power Level _____ Power Points Earned _____ Power Points Spent _____

ABILITIES

Strength		Stamina	
Agility		Dexterity	
Fighting		Intellect	
Awareness		Presence	

POWERS

Name	Rank	Action	Range	Duration

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Name	Rank	Action	Range	Duration

Name	Rank	Action	Range	Duration

Name	Rank	Action	Range	Duration

DEFENSES

Dodge (Agility)		+10	Active Resistance
Parry (Fighting)		+10	
Fortitude (Stamina)			
Will (Awareness)			
Toughness (Stamina)			
Impervious Rank			

ATTACK BONUSES

Close	Fighting	+	Advantage	=	
Ranged	Dexterity	+	Advantage	=	

COMBAT

Initiative Dexterity + Advantage =

Hero Points

Bruises

Staggered ☐ Unconscious ☐

close: 10 damage

Conditions ranged: 8 damage

NB: Thermal's suit gives

him +5 Toughness.

Cost: 5 points.

ADVANTAGES

Name	Rank	Benefit	Name	Rank	Benefit

COMPLICATIONS

Motivation _____

Other _____

EQUIPMENT

EQUIPMENT POINTS SPENT

ORIGIN

NOTES

CHARACTER PORTRAIT

SKILLS

	Total	=	Ability	+	Ranks	+	Other	Usable Untrained?
Acrobatics		=	Agl	+		+		N
Athletics		=	Str	+		+		Y
Close Combat	Choose Specialisation							
		=	Fgt	+		+		Y
		=	Fgt	+		+		Y
		=	Fgt	+		+		Y
Deception		=	Pre	+		+		Y
Expertise	Choose Specialisation							
		=	Int	+		+		N
engineering,		=	Int	+		+		N
		=	Int	+		+		N
Insight		=	Awe	+		+		Y
Intimidation		=	Pre	+		+		Y
Investigation		=	Int	+		+		N
Perception		=	Awe	+		+		Y
Persuasion		=	Pre	+		+		Y
Ranged Combat	Choose Specialisation							
		=	Dex	+		+		Y
		=	Dex	+		+		Y
		=	Dex	+		+		Y
Sleight of Hand		=	Dex	+		+		N
Stealth		=	Agl	+		+		Y
Technology		=	Int	+		+		N
Treatment		=	Int	+		+		N
Vehicles		=	Dex	+		+		N
		=		+		+		
		=		+		+		
		=		+		+		

NOTES

This is a character sheet created by a guy named Dave for use with Mutants & Masterminds 3rd edition
If you paid for this you got ripped off