

MUTANTS & MASTERMINDS

ADVANTAGES

Beginner's Luck

Luck (Rank 3)

Improved Defense

Attractive (Rank 2)

Ultimate Effort (Persuasion)

COMPLICATIONS

Motivation: thrills

Complication: accident

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

17

7

10

17

7

10

17

7

10

17

7

10

14

7

7

SERIES: _____ GAMEMASTER: _____

INFORMATION

NOTES: _____

