

MUTANTS & MASTERMINDS

ADVANTAGES

Ultimate Effort (Stealth)

Improved Trip

Improved Critical (4) Breath of the Bakeneko

Improved Critical (4) Strike of the Bakeneko

Move-by

Hide in Plain Sight

Action

COMPLICATIONS

Motivation: acceptance

Complication: prejudice

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS	17	7	10	
ATHLETICS	10	0	10	
CLOSE COMBAT				
DECEPTION				
EXPERTISE				
INSIGHT				
INTIMIDATION				
INVESTIGATION				
PERCEPTION				
PERSUASION				
RANGED COMBAT				
SLEIGHT OF HAND	17	7	10	
STEALTH	17	7	10	
TECHNOLOGY				
TREATMENT				
VEHICLES				

SERIES: *League of Extraordinary Felines*

GAMEMASTER:

Edmund Metheny

INFORMATION

NOTES: