

MUTANTS & MASTERMINDS

ADVANTAGES

Ultimate Effort (Perception)
Instant Up
Improved Smash
Move By
Close Attack (Rank 8)
Action

COMPLICATIONS

Motivation: Justice. You have been granted eternal life in order to mete out justice.
Problems may occur when your brand of
Complication: Temper. You were once advisor to the crown prince of Egypt, and expect to be treated as royalty. Problems may occur

EQUIPMENT, VEHICLES, AND HEADQUARTERS

SKILLS

	TOTAL	ABILITY	RANKS	OTHER
ACROBATICS	<input type="checkbox"/>	<input type="checkbox"/>	17	<input type="checkbox"/>
ATHLETICS	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
CLOSE COMBAT	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
DECEPTION	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
EXPERTISE	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
INSIGHT	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
INTIMIDATION	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
INVESTIGATION	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
PERCEPTION	<input type="checkbox"/>	<input type="checkbox"/>	17	<input type="checkbox"/>
PERSUASION	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
RANGED COMBAT	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
SLEIGHT OF HAND	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
STEALTH	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
TECHNOLOGY	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
TREATMENT	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
VEHICLES	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>

SERIES: *League of Extraordinary Felines* GAMEMASTER: *Edmund Metheny*

INFORMATION

NOTES: _____

