MASTERMINES
-------------

Character Name \_\_\_\_\_ Group Affiliation\_\_\_\_\_

Base of Operations \_\_\_\_\_\_ Unspent Power Points \_\_\_\_\_

Power Level / Max Power Rank \_\_\_\_\_\_ Size \_\_\_\_\_ Height \_\_\_\_\_

Sex	Age	Weight	Eyes	Hair

## Rebel Programmers Society CHARACTER RECORD SHEET v1.1

<b>STR</b> STRENGTH		DRES					POINT TOTAL		SUPER-PO
	SCORE	TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIE	TEMPORARY MODIFIER	TEMPORARY SCORE		
DEX [				]+	]+[	 ¬	[] []		ACTION NONE RANGE PERSONAL
				]+[	]+[	 ¬	[] []		
				]+[	]+[	 	[] []		EXTRAS
INTELLIGENCE						 	[] []		POWER STUNTS
			=	]+	]+	†[] 	L		SPECIAL EFFECTS AND COMMEN
CHARISMA (ABILITY SCORES CO	OST 1 POWE	R POINT TO	RAISE +1)	+	+	+[]	Lj		NAME
HERO PO	INTS			SP	EED				ACTION INONE RANGE PERSONAL
SAVES									DURATION INSTANT
DAMAGE		TOTAL	ABILITY MODIFIER	POWER MODIFIER	MISC MODIFIE	ER TEMPORARY MODIFIER	TEMPORARY SCORE		EXTRAS
	DE		_	]+[	]+[	ii ;;	L		POWER STUNTS
CONSTITUTION	_		_	]+[	]+[	 	LJ []		SPECIAL EFFECTS AND COMMEN
				]+[	]*[ ]+[	 ¬	[] []		NAME
WISDOM			-	+	] <sup>+</sup>		L	,	ACTION NONE RANGE PERSONAL
COMBA	11		DEX	POWER	MISC		POINT TOTAL		DURATION INSTANT
INITIATIV	E	TOTAL	=	+	+	ER			EXTRAS
BASE DEF	ENSE			BASE DEF	ENSE COSTS	5 2 POWER POIN	IS TO RAISE +1)		POWER STUNTS
DEFENSE		TOTAL	MODIFIER	MODIFIER		BASE DEFENSE	+ 10		SPECIAL EFFECTS AND COMMEN
FLAT-FOO	TED D	EFEN		]†[	]+[		10		NAME
BASE ATT	OR DODGE	MODIFIERS		 BASE ATT	ACK COSTS 3	3 POWER POINTS	TO RAISE +1)		ACTION NONE
30NUS		TOTAL	BASE BONUS	STR MODIFIER	POWER MODIFIE	R MISC R MODIFIER	TEMPORARY MODIFIER		DURATION INSTANT
MELEE ATTACK BONUS		TOTAL	BASE BONUS	+ MODIFIER	+ POWER MODIFIE	+ MISC MODIFIER	+ TEMPORARY		EXTRAS
			=	+	+	+	+		POWER STUNTS
DAMAG	<b>E C</b> ()	)NDI	TION	S					SPECIAL EFFECTS AND COMMEN
									NAME
INDICATES A STUN INDICATES A LETH DAMAGE SAVES.	i hit. Stun h Al hit. Letha	ITS IMPOSE A	CUMULATIVE - SE A CUMULATI	1 MODIFIER TO	ALL FURTHER S TO ALL FURTH	STUN DAMAGE SAVE ER LETHAL AND STU	s. N		ACTION NONE RANGE PERSONAL
_	DISABLED	UNCO	NSCIOUS		DEAD				DURATION INSTANT
FEATS 8	2 SU	DFR_	EEATG	(545)		2 POWER POINTS		БI	EXTRAS
				(EACH F	EAT COSTS .	2 POWER POINTS	POINT TOTAL		POWER STUNTS
									SPECIAL EFFECTS AND COMMEN
								.	NAME
									ACTION NONE RANGE PERSONAL
				<u> </u>				.	EXTRAS
				- <u></u>					EXTRAS POWER STUNTS

SUP	ER-POV	NERS					POINT TOTAL
							POINT TOTAL
NAME				RANKS SAVE DC	ATTACK BONUS	COST	PAGE
ACTION RANGE	NONE PERSONAL	REACTION	FREE		FULL SPECIAL		STUN DAMAGE
DURATION	INSTANT		SUSTAINED		PERMANENT		LETHAL DAMAGE
EXTRAS							
POWER STUP	NTS		l	FLAWS			
SPECIAL EFF	ECTS AND COMMEN	ITS					
					1	[]	[
NAME				RANKS SAVE DC		COST	PAGE
ACTION RANGE	NONE PERSONAL INSTANT		FREE		FULL  FULL  FULL  FEPMANENT		STUN DAMAGE
DURATION	INSTANT		SUSTAINED		PERMANENT		
EXTRAS							
POWER STUP	NTS		L	FLAWS			
SPECIAL EFF	ECTS AND COMMEN	ITS					
NAME				RANKS SAVE DC	•	COST	PAGE
ACTION RANGE DURATION	NONE     PERSONAL     INSTANT	REACTION     TOUCH     CONCENTRATION	FREE NORMAL SUSTAINED	HALF SIGHT	FULL SPECIAL PERMANENT		STUN DAMAGE
DUKANON							
EXTRAS							
POWER STU	- 1997			FLAWS			
POWER S.C.	115			FLAWS			
SPECIAL EFF	ECTS AND COMMEN	ITS					
				RANKS SAVE DC		соят	PAGE
ACTION RANGE DURATION	NONE     PERSONAL     INSTANT	REACTION     TOUCH     CONCENTRATION	FREE NORMAL SUSTAINED	HALF SIGHT	FULL SPECIAL PERMANENT		stun damage Lethal damage
DORALL	L 11000000				F Louis -		
EXTRAS							
POWER STU	MITC			FLAWS			
PUWL.	113			- FLAWS			
SPECIAL EFF	ECTS AND COMMEN	ITS					
NAME		REACTION	G FREE	RANKS SAVE DC	ATTACK BONUS	COST	PAGE STUN DAMAGE
ACTION RANGE DURATION	NONE     PERSONAL     INSTANT	REACTION     TOUCH     CONCENTRATION	FREE     NORMAL     SUSTAINED	SIGHT	FULL     SPECIAL     PERMANENT		STUN DAMAGE
EXTRAS							
POWER STUP	NTS			FLAWS			
SPECIAL EFF	ECTS AND COMMEN	ITS					
			_		T I	[	
NAME	□ NONE	REACTION	G FREE	RANKS SAVE DC	ATTACK BONUS	COST	PAGE STUN DAMAGE
RANGE DURATION	PERSONAL INSTANT		NORMAL	SIGHT	SPECIAL		LETHAL DAMAGE
EXTRAS			T				
POWER STUP	NTS			FLAWS			
			· · · ·				

	ORMATION		
GN	GAMEMASTER	FIRS	APPEARANCE
/ HEROES		1	
CKS OR MINIONS		ARCH ENEMY	
AR			
AN			
IT LOAD	MEDIUM LOAD	HEA	Y LOAD
	LIFT OFF GROUND	PUSH	OR DRAG
IGIN			
EAKNESSES	(EACH WEAKNESS GRAM	TTS 10 POWER POINTS)	
EAKNESSES	(EACH WEAKNESS GRAM	TTS 10 POWER POINTS)	
EAKNESSES	(EACH WEAKNESS GRAM	ITS 10 POWER POINTS)	PONT TODE
AKNESSES	(EACH WEAKNESS GRAM	ITS 10 POWER POINTS)	POINT TOTAL
AKNESSES	(EACH WEAKNESS GRAM	ITS 10 POWER POINTS)	POINT TOTAL
	(EACH WEAKNESS GRAM	ITS 10 POWER POINTS)	POINT TOTAL

SKILLS					
SKILL NAME	KEY ABILITY	POINT TOTAL SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER			
ACROBATICS	DEX				
BALANCE	DEX	= + +			
BLUFF	CHA	= + +			
CLIMB	STR	= + +			
COMPUTERS	INT	= + +			
CONCENTRATION	WIS	= + +			
CRAFT	INT	= + +			
DEMOLITIONS	INT	= + +			
DIPLOMACY	CHA	= + +			
DISABLE DEVICE	INT	= + +			
DISGUISE	CHA	= + +			
DRIVE	DEX	= + +			
ESCAPE ARTIST	DEX	= + +			
FORGERY	INT	= + +			
GATHER INFORMATION	CHA	= + +			
HANDLE ANIMAL	CHA	= + +			
HIDE	DEX	= + +			
INNUENDO	CHA	= + +			
INTIMIDATE	CHA	= + +			
JUMP	STR	= + +			
KNOWLEDGE	INT	= + +			
KNOWLEDGE	INT	= + +			
KNOWLEDGE	INT	= + +			
KNOWLEDGE	INT	= + +			
KNOWLEDGE	INT	= + +			
LANGUAGE	-	= + +			
LISTEN	WIS	= + +			
MEDICINE	WIS	= + +			
MOVE SILENTLY	DEX	= + +			
OPEN LOCK	DEX	= + +			
PERFORM	CHA	= + +			
PILOT	DEX	= + +			
PROFESSION	WIS	= + +			
READ LIPS	INT	= + +			
REPAIR	INT	= + +			
RIDE SCIENCE	DEX INT	= + +			
SCIENCE	INT	= + +			
SEARCH SENSE MOTIVE	WIS				
		= + +			
SLEIGHT OF HAND	DEX WIS	= + +			
SPOT	WIS	= + +			
SWIM	STR	= + +			
TAUNT	CHA	= + +			
SKILLS IN BOLD ARE TRAINED ONLY	CIA	EACH SKILL COSTS 1 POWER POINT TO RAISE +1			
SKILLS IN BULD ARE TRAINED ONLY		EACH SKILL COSIS I POWER POINT TO RAISE TT			
CHARACTER SKETCH					