

Mutants & Masterminds Tryout

Hi, this is Jon Leitheusser, the M&M Line Developer. We're on the hunt for more freelancers for M&M and our other game lines, so I've put together this collection of statblock templates we typically use when writing for M&M.

Since you're reading this, you must be interested in trying your hand at writing for Green Ronin. Look over the templates below, which I'll explain in a second, and write up a character (hero or villain) along with a background for that character.

Feel free to draw on the Freedom City, Emerald City, or Earth-Prime setting for your character, but that doesn't matter as much as showing off your skill and accuracy with the M&M system and being able to write well.

The templates look much worse than they really are. They're broken up into three sections:

Stat blocks with my comments: Read through the comments, paying attention to what the comment is referring to. There are three different statblocks, one for a fully fleshed-out character, one for a less important character (or when we want to save space), and a minion statblock.

Stat blocks sans my comments: Use this series of "clean" statblocks to create your characters and accompanying minion. You can do this in this document or copy and paste into a new document.

Sample stat blocks that are all filled out: These are for your to refer to if you have a question about how to proceed.

When you're done, email me a single rich text format (.rtf) document with the title "MnM_Tryout_Character_WRITERNAME" (putting your name where it says WRITERNAME). Be sure to include your name, address, and email address in the document and send it to: jon@greenronin.com

Good luck!

--Jon Leitheusser

FULL STAT BLOCK SAMPLE

`<entry>`

`<statblock>`

`<h2>Character Name` `PL#`

Abilities

STRENGTH # FIGHTING #

STAMINA # INTELLECT #

AGILITY # AWARENESS #

DEXTERITY # PRESENCE #

Powers

Name of Simple Power: Effect Name #, Extra Name, Flaw Name • ## points

Name of Simple Power: Effect Name (Info) #, Extra Name, Flaw Name • ## points

Jon 6/14/10 8:13 PM

Comment [1]: This notation should appear at the beginning of every entry whether it be a single character or a team. Also, at the end of every entry this should appear `</entry>`. This tells the graphic designer when an entry starts and ends.

Jon 3/6/10 9:02 AM

Comment [2]: Note *no* space between PL and the number.

Jon 3/6/10 9:02 AM

Comment [3]: If a character doesn't have any powers, don't include this section.

Jon 3/5/10 10:51 PM

Comment [4]: Every power, equipment, advantage, skill, and complication should be listed under their appropriate heading in alphabetical order. This is true of the shorter stat-blocks, too.

Name of Power With Multiple Effects: Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name • ## points

Name of Power With Multiple Effects: Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name • ## points

Power Array Name: Array (## points), Flaw Name (-# points)

Name of Simple Power: Effect Name #, Extra Name, Flaw Name • ## points

- **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 point
- **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 points

Equipment

Name of Simple Equipment: Effect Name #, Extra Name, Flaw Name • ## points

Equipment Array Name: Array (## points), Flaw Name (-# points)

Name of Simple Power: Effect Name #, Extra Name, Flaw Name • ## points

- **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 point
- **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 points

Headquarters: Name of Headquarters • ## points

Size; Tou #, *Features:* Feature1, Feature2 (info), Power1 (Effect #, Extra, Flaw)

Vehicle: Name of Vehicle • ## points

Size; Str #, Speed #, Def #, Tou #, *Features:* Feature1, Feature2 (info), Power1 (Effect #, Extra, Flaw)

Advantages

Advantage, Advantage #, Advantage (Specialty), Advantage

Skills

Skill # (+#), Skill # (+#), Skill # (+#), Skill: Specialty # (+#), Skill: Specialty # (+#)

Offense

Initiative +#

Attack1 +# Range, Damage #

Attack2 +# Range, Damage # or other effects

Defense

Dodge # Fortitude #

Parry # Toughness #/#*

Will #

*Without Something.

Power Points

Abilities # Skills #

Jon 3/3/10 7:44 PM

Comment [5]: The number of points available to powers within the Array, *not* the cost of the Array.

Jon 3/3/10 7:49 PM

Comment [6]: This should be the most expensive power in the Array -- with a cost equal to the number above, after the word Array.

Jon 2/27/90 12:04 PM

Comment [7]: Each Alternate Effect is only 1 point (unless it's Dynamic, in which case it's 2 points).

Jon 3/3/10 7:50 PM

Comment [8]: If a character doesn't have any Equipment, don't include this section.

Jon 3/3/10 7:52 PM

Comment [9]: If a character has no Advantages, drop this section.

Jon 3/3/10 7:54 PM

Comment [10]: Number of ranks, if ranked. If it's only one rank, don't note that.

Jon 3/3/10 8:10 PM

Comment [11]: Yes, capitalized.

Jon 3/5/10 10:53 PM

Comment [12]: List Advantages from an Enhanced Advantage effect under the Advantages section in italics. See the Flash for an example.

Jon 3/3/10 7:54 PM

Comment [13]: Ranks

Jon 3/3/10 7:55 PM

Comment [14]: Total of Ranks + Appropriate stat.

Jon 3/3/10 7:56 PM

Comment [15]: Touch, Close, Ranged, Perception, etc.

Jon 3/3/10 7:57 PM

Comment [16]: Used for an Array which deals damage and has effects that blind or ensnare or whatever else.

Jon 2/28/90 6:16 PM

Comment [17]: Only include this if the Defense changes due to an Advantage or power that doesn't always apply.

Jon 7/19/14 2:17 PM

Comment [18]: Note when the defense in question is lowered. Delete this note if there's nothing to explain.

Mutants & Masterminds Character Templates

Powers # **Defenses** #
Advantages # **TOTAL** #

Complications

Complication Name: Info.

Complication Name: Info.

</statblock>

<h3>History

Body text.

<h3>Personality

Body text.

<h3>Powers & Abilities

Body text.

<h3>Allies

Body text.

<h3>Enemies

Body text.

</entry>

Jon 3/6/10 9:04 AM

Comment [19]: Always include all of these headers even if a characters hasn't spent points in one or more of them. In which case list the cost as 0.

Jon 7/19/14 2:17 PM

Comment [20]: Every character should have a Motivation and at least one other complication.

SAMPLE SHORT-FORM STAT BLOCK

<statblock>

<h2>Character Name

PL# • # points

Abilities STR # STA # AGL # DEX # FGT # INT # AWE # PRE #

Powers Power Name (Effect(s)), Power Name (Effect(s))

Equipment Equipment Name, Equipment Name, (Effect(s))

Advantages Advantage Name, Advantage Name #, Advantage Name (Specialty) #, etc.

Skills Skill Name # (+#), Skill Name (Specialty) # (+#), etc.

Offense Initiative +#, Attack Name +# (Effect #), Attack Name +# (Effect #)

Defense Dodge #, Parry #, Fortitude #, Toughness #, Will #

Totals Abilities # + Powers # + Advantages # + Skills # + Defenses # = #

Complications: **Complication Name:** Text. **Complication Name:** Text.

Body text.

Jon 7/19/14 2:50 PM

Comment [21]: If a short-form character doesn't have one of the categories of abilities (such as powers, advantages, or skills), delete that section. The same is true for minions, below.

Jon 7/19/14 2:49 PM

Comment [22]: Generally this text is much shorter than the information for a character with a full statblock.

</statblock>

SAMPLE MINION STAT BLOCK

<statblock>

<h2>Character Name

PL# Minions • # *points*

Abilities STR # STA # AGL # DEX # FGT # INT # AWE # PRE #

Powers Power Name (Effect(s)), Power Name (Effect(s))

Equipment Equipment Name, Equipment Name, (Effect(s))

Advantages Advantage Name, Advantage Name #, Advantage Name (Specialty) #, etc.

Skills Skill Name # (+#), Skill Name (Specialty) # (+#), etc.

Offense Initiative +#, Attack Name +# (Effect #), Attack Name +# (Effect #)

Defense Dodge #, Parry #, Fortitude #, Toughness #, Will #

Totals Abilities # + Powers # + Advantages # + Skills # + Defenses # = #

Complications: **Complication Name:** Text. **Complication Name:** Text.

Body text.

</statblock>

FULL STAT BLOCK SAMPLE

<entry>

<statblock>

<h2>Character Name **PL#**

Abilities

STRENGTH # FIGHTING #

STAMINA # INTELLECT #

AGILITY # AWARENESS #

DEXTERITY # PRESENCE #

Powers

Name of Simple Power: Effect Name #, Extra Name, Flaw Name • ## points

Name of Simple Power: Effect Name (Info) #, Extra Name, Flaw Name • ## points

Name of Power With Multiple Effects: Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name • ## points

Name of Power With Multiple Effects: Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name; Effect Name #, Extra Name, Flaw Name • ## points

Power Array Name: Array (## points), Flaw Name (-# points)

Name of Simple Power: Effect Name #, Extra Name, Flaw Name • ## points

• **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 point

• **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 points

Equipment

Name of Simple Equipment: Effect Name #, Extra Name, Flaw Name • ## points

Equipment Array Name: Array (## points), Flaw Name (-# points)

Name of Simple Power: Effect Name #, Extra Name, Flaw Name • ## points

• **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 point

• **Name of Simple Power:** Effect Name #, Extra Name, Flaw Name • 1 points

Headquarters: Name of Headquarters • ## points

Size; Tou #, *Features:* Feature1, Feature2 (info), Power1 (Effect #, Extra, Flaw)

Vehicle: Name of Vehicle • ## points

Size; Str #, Speed #, Def #, Tou #, *Features:* Feature1, Feature2 (info), Power1 (Effect #, Extra, Flaw)

Advantages

Advantage1, Advantage2 #, Advantage3 (Specialty), *Advantage4*

Skills

Mutants & Masterminds Character Templates

Skill # (+#), Skill # (+#), Skill # (+#), Skill: Specialty # (+#), Skill: Specialty # (+#)

Offense

Initiative +#

Attack1 +# Range, Damage #

Attack2 +# Range, Damage # or other effects

Defense

Dodge # Fortitude #

Parry # Toughness #/#*

Will #

*Without Something.

Power Points

Abilities # Skills #

Powers # Defenses #

Advantages # TOTAL #

Complications

Complication Name: Info.

Complication Name: Info.

</statblock>

<h3>History

Body text.

<h3>Personality

Body text.

<h3>Powers & Abilities

Body text.

<h3>Allies

Body text.

<h3>Enemies

Body text.

</entry>

SAMPLE SHORT-FORM STAT BLOCK

<statblock>

<h2>Character Name **PL# • # points**

Abilities STR # STA # AGL # DEX # FGT # INT # AWE # PRE #

Powers Power Name (Effect(s)), Power Name (Effect(s))

Equipment Equipment Name, Equipment Name, (Effect(s))

Advantages Advantage Name, Advantage Name #, Advantage Name (Specialty) #, etc.

Skills Skill Name # (+#), Skill Name (Specialty) # (+#), etc.

Offense Initiative +#, Attack Name +# (Effect #), Attack Name +# (Effect #)

Defense Dodge #, Parry #, Fortitude #, Toughness #, Will #

Totals Abilities # + Powers # + Advantages # + Skills # + Defenses # = #

Complications: **Complication Name:** Text. **Complication Name:** Text.

Body text.

</statblock>

SAMPLE MINION STAT BLOCK

<statblock>

<h2>Character Name **PL# Minions • # points**

Abilities STR # STA # AGL # DEX # FGT # INT # AWE # PRE #

Powers Power Name (Effect(s)), Power Name (Effect(s))

Equipment Equipment Name, Equipment Name, (Effect(s))

Advantages Advantage Name, Advantage Name #, Advantage Name (Specialty) #, etc.

Skills Skill Name # (+#), Skill Name (Specialty) # (+#), etc.

Offense Initiative +#, Attack Name +# (Effect #), Attack Name +# (Effect #)

Defense Dodge #, Parry #, Fortitude #, Toughness #, Will #

Totals Abilities # + Powers # + Advantages # + Skills # + Defenses # = #

Complications: **Complication Name:** Text. **Complication Name:** Text.

Body text.

</statblock>

Example in practice:

<entry>

<statblock>

<h2>**Black Manta** **PL10**

Abilities

STRENGTH	8	FIGHTING	6
STAMINA	3	INTELLECT	2
AGILITY	4	AWARENESS	2
DEXTERITY	3	PRESENCE	2

Powers

Diving Suit: Enhanced Strength 5, Protection 5, Swimming 7(60 MPH), Removable (-4 points) • 13 points

Gill Implants: Immunity 2 (Drowning, Pressure), Movement 1 (Environmental Adaptation – Aquatic) • 4 points

Helmet: Immunity 5 (telepathic powers), Removable (-1 point) • 4 points

Weapons: Array (20 points), Removable (-4 points)

Electrical Blasters: Ranged Damage 10 (electrical) • 20 points

- **Blades:** Strength-Based Damage 2 • 1 point.
- **Helmet Eye-beams:** Ranged Damage 10 (laser) • 1 point
- **Mini-Torpedoes:** Ranged Damage 8, Homing 4 • 1 point

Equipment

Vehicle: Manta-Sub • 35 points

Gargantuan; Str 13, Speed 7, Def 6, Tou 11, *Features:* Navigation System, Smokescreen (ink cloud), Torpedoes (Ranged Damage 8 Burst Area 5), Towing Cables

Advantages

Agile Feint, Defensive Attack, Equipment 7, Improved Aim, Minions, Move-by Action, Precise Attack (Ranged, Cover)

Skills

Athletics 6 (+9), Close Combat: Blades 4 (+10), Close Combat: Unarmed 6 (+12), Ranged Combat: Weapons Array 6 (+10), Technology 8 (+10)

Offense

Initiative +4

Blades +10 Close, Damage 10

Electrical Blasters +10 Ranged, Damage 10

Helmet Eye-beams +10 Ranged, Damage 10

Mutants & Masterminds Character Templates

Mini-Torpedoes +10 Ranged, Damage 8
Unarmed +12 Close, Damage 8

Defense

Dodge 12 Fortitude 10
Parry 12 Toughness 8/3*
Will 9

*Without Diving Suit.

Power Points

Abilities 50 Advantages 12
Defenses 28 Powers 40
Skills 15 TOTAL 145

Complications

Enemy: Aquaman.

Obsession: Black Manta is obsessed with defeating Aquaman and claiming the treasures of Atlantis for himself.

</statblock>

<h3>History

The modern-day pirate known as Black Manta suffered from an unusual form of autism as a child. He was comfortable in freezing cold water, but found softer and warmer textures painful. Subjected to experimental treatments to cure him, the young man turned violent, murdering the scientist who treated him before escaping.

He later appeared, wearing an advanced black wetsuit with a specialized helmet, as head of a criminal gang. Using an advanced submarine, the Black Manta became feared as scourge of the Seven Seas. After clashing with Aquaman on several occasions, Black Manta learned of the underwater civilization of Atlantis, and became obsessed with conquering it and plundering its treasures and secrets.

After years of defeat at the hands of Aquaman, Manta sought revenge by murdering the Sea King's son, Arthur, Jr. by imprisoning him in an air-filled sphere so he would suffocate. Aquaman nearly killed Black Manta in retaliation, but showed him mercy. The villain later sold his soul to the demon Neron, who transformed him into a manta-human hybrid creature. Aquaman once again showed his old foe mercy, using the mystic power granted to him by the Lady of the Lake to not only reverse Manta's transformation, but also rewire his brain for normal functioning.

Unfortunately, Black Manta remained a murderous criminal. He betrayed and nearly killed Aquaman, and continues to plague his old foe, seeking to claim the Seven Seas and their treasures for himself alone. To achieve his goals, Manta has worked with other criminals from time to time. He was an agent of O.G.R.E. (Organization for General Revenge and Enslavement) a terrorism-for-hire group and an ally of Aquaman's brother, Ocean Master. He has also been a member of the Injustice League and the Secret Society.

<h3>Powers & Abilities

Mutants & Masterminds Character Templates

Originally, Black Manta possessed no superhuman powers, relying entirely on his specialized diving suit. The suit provides oxygen and pressure support underwater, and grants Black Manta considerable strength and toughness. It is equipped with jet propulsion and an array of weapons, including blades, electrical blasters, and miniature torpedoes. His helmet contains a telepathic scrambler (able to block Aquaman's telepathy) and its lenses can project powerful energy beams ("manta-rays"). Manta later underwent surgery to implant artificial gills like those of his Manta-Men, allowing him to breathe underwater without his suit.

<sidebar>

<hsb>Manta-Men

PL4 Minions • 30 points

Abilities STR 1 STA 1 AGL 0 DEX 0 FGT 0 INT 0 AWE 0 PRE 0

Powers Gill-implants (Immunity 1 – Drowning), Movement 1 (Environmental Adaptation 1 – Aquatic)

Equipment Commlink, Diving Suits (Protection 2, Swimming 3 (4 MPH)), Goggles (Senses 1 – Low-Light Vision), Spear-gun (Ranged Damage 4)

Advantages Equipment 3

Skills Athletics 4 (+5), Close Combat (Unarmed) 4 (+4), Ranged Combat (Spear-Guns) 4 (+4)

Offense Initiative +0, Spear-gun +4 (Damage 4), Unarmed +4 (Damage 1)

Defense Dodge 4, Parry 4, Fortitude 4, Toughness 3, Will 3

Totals Abilities 4 + Powers 3 + Advantages 3 + Skills 6 + Defenses 14 = 30

Complications: Motivation – Loyalty: The Manta-Men are loyal to Black Manta.

Black Manta's henchmen are equipped with underwater gear, including gill-implants, allowing them to breathe while submerged. They crew the Manta-Sub and board vessels at their boss' command, as well as dealing with interloping heroes while Black Manta prepares a counterattack or a quick escape.

</sidebar>

</entry>

<statblock>

<hsb>Kamandi, The Last Boy on Earth

PL6 • 104 points

Abilities STR 4 STA 4 AGL 5 DEX 4 FGT 6 INT 4 AWE 4 PRE 3

Equipment Pistol (Damage 4), Knife (Strength-Based Damage 1), plus 1 point of miscellaneous equipment

Advantages Agile Feint, Benefit (Pre-Catastrophe Knowledge), Defensive Roll 2, Equipment 2, Improved Initiative, Ranged Attack 2

Skills Acrobatics 6 (+11), Athletics 6 (+10), Expert (History) 4 (+8), Insight 4 (+8), Intimidation 3 (+6), Perception 6 (+10), Sleight of Hand 4 (+8), Stealth 5 (+10), Technology 4 (+8), Vehicles 2 (+6)

Offense Initiative +9, Knife +6 (Close, Damage 5), Pistol +6 (Ranged, Damage 4), Unarmed +6 (Close, Damage 4)

Defense Dodge 6, Parry 6, Fortitude 6, Toughness 6/4*, Will 6

Mutants & Masterminds Character Templates

Totals Abilities 68 + Powers 0 + Advantages 9 + Skills 22 + Defenses 5 = 104

* Without Defensive Roll.

Complications Enemies: Various intelligent animal raiders and warlords. **Prejudice:** Humans are looked-down upon in Kamandi's era, treated as beasts. **Motivation – Responsibility:** To his fellow humans and animal allies. **Temper:** Kamandi does not like to see humans mistreated or enslaved.

Kamandi, the last boy on Earth runs around in a loincloth and fights intelligent animals for fun.

</statblock>