**D&D20 Character Sheet**

**Character Name:** Peter Parker, “Spider-Man” [Alignment / Allegiances](#_Alignments_and_Allegiances): Neutral/Good

GM Scenario Levels: Arcane: 5 Divine: 0 Heroic: 5 Mutation: 5 Psionic: 5 Tech: 6

[Race](#_Chapter_II:_Races) ([Level Modifier](#_Racial_Ability_Adjustments,)): Human Mutation (+7 for 70 MP) [Age](#_Age) / [Sex / Height / Weight](#_Height_and_Weight): 18 / Male / 5’ 9” / 145 lb.

[Effective Character Level](#_Effective_Character_Level) / Class(es) and Level(s): [Reputation](#_Reputation): +0 Experience: 0

ECL 10th level; Strong 1 / Fast 1 / Smart 1 Super-Hero

[**Attributes**](#_Chapter_I:_Attributes)**:**

[Strength](#_Strength_(Str)): 25 Str. Modifier: +7 [Intelligence](#_Intelligence_(Int)): 17 Int. Modifier: +3

[Dexterity](#_Dexterity_(Dex)): 30 Dex. Modifier: +10 [Wisdom](#_Wisdom_(Wis)): 8 Wis. Modifier: -1

[Constitution](#_Constitution_(Con)): 11 Con. Modifier: +0 [Charisma](#_Charisma_(Cha)): 12 Cha. Modifier: +1

[**Combat Modifiers**](#_Chapter_VII:_Combat)**:**

[Total Hit Points](#_Hit_Points) / Current HP: 57 / 57 [Action Points](#_Action_Points) (AP)/Level (- [Fate Points](#_Fate_Points)): 6 ( -0 ) Current AP: 6

[Base Attack](#_Attack_Bonus): +1 Melee: +8 Ranged: +11 [Defense Bonus](#_Defense_Bonus): +4 [Dodge](#_Dodge): +16 [Parry](#_Parry): +12

[Initiative](#_Initiative) Modifier: +10 [Saving Throws](#_Saving_Throws): +1 (Resistance) [Fortitude](#_Fortitude_Saves:): +2 [Reflex](#_Reflex_Saves:): +11 [Will](#_Will_Saves:): +1

Touch [Armor Class](#_Armor_Class) / Total AC: 25 / 25 [Flat-Footed](#_Flat-Footed) AC: 10 Dodge AC Mod.: +1 Other:

Armor ([Type](#_Armor_Classifications)): None Armor Equipment AC: -- Armor Hardness: -- Armor HP:

[**Racial Abilities**](#_Chapter_II:_Races)**:** Human Mutant (Bonus Feat: Heroic Surge, +1 skill pt./lvl, Mutation: 70 MP)

[**Starting Occupation**](#_Starting_Occupations)**:** Student (Knowledge: Physical Sciences, Knowledge: Technology, Research)

[**Class Abilities**](#_Choosing_a_Starting)**:** Strong Hero 1 (Talent: Extreme Effort), Fast Hero 1 (Talent: Evasion), Smart Hero 1 (Talent: Savant [Craft: Chemical])

[**Chosen Feats**](#_Chapter_V:_Feats)**:** Heritage Feat: Supernatural Mutation, 1st level: Dodge, 3rd: Combat Martial Arts

[**Skills**](#_Chapter_IV:_Skills)**:** Balance (Dex) , Climb (Str) , Computer Use (Int) , Craft: Chemical (Int) , Disable Device (Int) , Gather Information (Cha) , Jump (Dex) , Knowledge: Physical Sciences (Int) , Knowledge: Technology (Int) , Profession: Reporter (Wis) ,Repair (Int) , Research (Int) , Tumble (Dex)

[**Spells / Powers**](#_Chapter_VIII:_Spells)**:** 70 Mutation Points; **Supernatural Dexterity +20** (20 MP), **Supernatural Strength +16** (14 MP), **Extraordinary Intelligence +4** (2 MP), **Danger Sense** (6 MP; Buff), **Spider Climb** (4 MP; Buff), **Multi-Talented: Melee Smash** (2 MP), **Super-Talent: Supreme Effort** (2 MP), **Super-Talent: Super Smash** (8 MP), **Super-Talent: Preternatural Reflexes** (10 MP), **Resistance** (1 MP; Buff)

[**Equipment**](#_Chapter_VI:_Equipment)**: Web-Slingers** (As Grappling Tether or Web Spell, 20 shots per slinger, 40 total before refills required), 4 Web-Slinger refills, Camera

**Combat Modifiers**: “Fisticuffs”, Combat Martial Arts (+8 to hit, 1d6+9 damage)

**Initial Stats**: Str 9, Dex 10, Con 11, Int 13, Wis 8, Cha 12 “Non-Elite” array as per Monster Manual 3.5 pg. 6

As you can see, there is a lot to do with my Mutation Point system (expanded out of d20 Future to include supernatural powers and abilities like those listed above). I also have rules for Dodging and Parrying in combat, thus those bonuses are on the character sheet above as well, but they can be disregarded easily enough (however my group really enjoys the control over their fates offered with dodge and parry options, as well as with the Action Points). Also, to explain briefly, the Supernatural Mutation heritage feat is required to spend Mutation Points (MP) on super-powers.

Below is a copy of my various Mutant rules, including the rules for the super-talents “Supreme Effort”, “Super-Smash”, and “Preternatural Reflexes”. Danger Sense is out of the Expanded Psionics Handbook (basically makes Peter immune to surprise and being caught flat-footed), as is Jump, Spider Climb is out of the Player’s Handbook, Web spell for the Web Slingers is from the Player’s Handbook, and the Grappling Tether is from the d20 Future. The Talents are from d20 Modern, and I include them here for completeness. I didn’t spend any skill points, as I figured you know Peter as well as I do to spend the points as you see fit. A “Buff” power is one that is always in effect on the character.

**Mutant**

 Mutant is a subtype that can be added to any creature type except Construct, Elemental, Outsider, or Undead. Constructs and Undead can’t be mutated because they have no Constitution, so no living function to mutate, and Elementals and Outsiders can’t be mutated for the same reason they can’t be resurrected, because they are representative of extraplanar forces as opposed to having biological systems capable of mutation.

The Mutant racial subtype can be added to any creature that does not already have the Mutant subtype (referred to hereafter as the “base creature”). A Mutant uses all the base creature’s statistics and special abilities except as noted here.

**Mutant Racial Abilities**

* Size and Type: The creature’s type does not change, except for gaining the “Mutant” subtype.
* Mutation(s): The character is either a minor Mutant, a moderate Mutant, a major Mutant, or a Mega-Mutant. However, only mutants with the Supernatural Mutation feat can use their Mutation Points (MP) on Super-Powers; otherwise characters must spend their MP on Advantages in the Mutations section. Minor Mutants receive 2 MP; they require a minimum Mutation Level 1 scenario. Moderate Mutants receive 10 MP; they require a minimum Mutation Level 2 scenario. Major Mutants receive 20 MP; the require a minimum Mutation Level 3 scenario. Mega-Mutants have 30 or more MP; they require a minimum Mutation Level 6 scenario. Check with your GM for the Six Levels of your scenario to confirm Mutant availability.
* Unnatural Constitution: A Mutant receives additional HP equal to their Mutant racial level modifier (see below) times 5.
* Level Adjustment: Minor Mutant; +0. Moderate Mutant; +1. Major Mutant; +2. For Mega-Mutants, the level adjustment is +1 ECL for every 10 MP taken without corresponding Drawbacks. Mutant characters must also know their character’s Effective Manifester Level (EML). The character’s EML is equal to their character level plus their Level Adjustment from the Mutant subtype; no other ECL modifiers from race or any other source count towards a character’s EML.

As noted in the race description, Mutants are only used in Mutation Level 1 or higher scenarios, which would include any super-powered campaign; again, confirm with your GM whether Mutants are available, and to what degree. See the chapter on Mutations for more information on how to generate a Mutant character.

**Extraordinary and Supernatural Attributes**

 Mutation Points offer characters the possibility of attribute scores beyond the normal ken of their species. Given below are the MP costs to augment a character’s attribute scores.

**Extraordinary [Attribute]**

**MP Cost:** 2 MP.

**Benefit:** You get a +4 mutation bonus to the attribute of your choice.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different attribute. Note that, as a type of extraordinary bonus, this modifier is not suppressed by effects that suppress supernatural abilities.

**Supernatural [Attribute] I**

**MP Cost:** 3 MP.

**Prerequisite:** Extraordinary [Attribute] of the same attribute, Supernatural Mutation.

**Benefit:** You get a +4 supernatural bonus to the same attribute as your Extraordinary [Attribute], for a total modifier of +8 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different extraordinary attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

**Supernatural [Attribute] II**

**MP Cost:** 4 MP.

**Prerequisite:** Supernatural [Attribute] I of the same attribute.

**Benefit:** You get an additional +4 supernatural bonus to the same attribute as your Supernatural [Attribute] I, for a supernatural bonus of +8 to your Extraordinary [Attribute], and a total modifier of +12 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different supernatural attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

**Supernatural [Attribute] III**

MP Cost: 5 MP.

**Prerequisite:** Supernatural [Attribute] II of the same attribute.

**Benefit:** You get an additional +4 supernatural bonus to the same attribute as your Supernatural [Attribute] II, for a supernatural bonus of +12 to your Extraordinary [Attribute], and a total modifier of +16 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different supernatural attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

**Supernatural [Attribute] IV**

**MP Cost:** 6 MP.

**Prerequisite:** Supernatural [Attribute] III of the same attribute.

**Benefit:** You get an additional +4 supernatural bonus to the same attribute as your Supernatural [Attribute] III, for a supernatural bonus of +16 to your Extraordinary [Attribute], and a total modifier of +20 to the attribute.

**Special:** You can purchase this Mutation more than once; if you do, apply it to a different supernatural attribute. Note that, as a supernatural bonus, this modifier is suppressed by any effect that can suppress supernatural abilities.

**Extreme Effort Talent Tree (Strong Hero)**

These Strong Heroes can push themselves to make an extreme effort. The effort must relate either to a Strength check or a Strength-based skill check; this could include a subsequent melee attack roll or parry attempt. You must decide to use this ability before making the check.

**Extreme Effort:** The effort requires a full-round action and provides a +2 bonus on the check.

**Melee Smash Talent Tree (Strong Hero)**

The Strong Hero has an innate talent that increases melee damage.

**Melee Smash:** The Strong Hero receives a +1 bonus on melee damage.

**Defensive Talent Tree (Fast Hero)**

The Fast Hero gains the ability to improve his or her innate defensive talents as the hero attains new levels.

**Evasion:** If the Fast Hero is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Fast Hero suffers no damage if he or she makes a successful saving throw. Evasion can only be used when wearing light armor or no armor.

**Research Talent Tree (Smart Hero)**

The Smart hero has a natural aptitude for study and fact-finding. These talents can be selected in any order.

**Savant:** Select one of the skills listed in the following paragraph. The hero must have ranks in the skill if it is “Trained Only”. The Smart Hero gets to add a bonus equal to his or her Smart level (minimum +1) when making checks with that skill. A Smart Hero can take this talent multiple times; each time it applies to a different skill.

Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, Search.

**Preternatural Reflexes**: Prerequisites: Evasion, Supernatural Mutation, 10 MP. A Fast Hero with Preternatural Reflexes receives Improved Evasion, only taking ½ damage even on a failed Reflex save. The character also receives one free Dodge or Parry each round, declared as an immediate free action against any attack roll that they are aware of. Finally, the Fast super-hero with Preternatural Reflexes no longer needs to spend an Action Point to use Defensive Roll or Opportunist.

**Super-Smash**: Prerequisites: Melee Smash, Supernatural Mutation, 8 MP. Instead of the Melee Smash modifiers, the Super-Strong Hero receives a +5 bonus to melee damage for each tier of Melee Smash; +5 bonus for Melee Smash, +10 bonus if the character has Improved Melee Smash, +15 bonus if the character has Advanced Melee Smash. The character’s Carrying Capacity is also increased by x4, and they are considered one size category larger for purposes of their natural attack damage dice, grappling, and the Jump skill.

**Supreme Effort**: Prerequisites: Extreme Effort, Supernatural Mutation, 2 MP. The Super-Strong Hero’s effort requires a move action and provides a +5 bonus on the check for every tier of Extreme Effort; a +5 bonus with Extreme Effort, +10 bonus if character has Improved Extreme Effort, or a +15 bonus if the character has Advanced Extreme Effort. During a Supreme Effort the character’s Carrying Capacity is increased by x4, and they are considered one size category larger for purposes of their natural attack damage dice and the Jump skill.

With the Super-Strong rules I’ve established, Peter has a 25 Strength, but with his Super-Smash he has the carrying capacity of Strength 35 (3,200 lb. max. heavy load), and when he uses his Supreme Effort he can lift 12,800 lb., over 6 tons!

Once my rulebook is prepared for publication (weeks now at the most) I’ll be launching it on Kickstarter, if you’re interested in knowing more let me know and I can keep you in the loop. Hope this helps, enjoy!

Adam Bilodeau