NAME:	
TYPE:	
GOAL:	

QUALITY LIST	MASTER [+6]	EXPERT [+4]	GOOD [+2]	AVERAGE [0]	POOR [-2]	ZEROED
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	
QUALITY	O	O	O	O	O	

	MONKEY	NINJA	PIRATE	ROBOT	ALIEN
MOJO					
CHALLENGE RECORD (defeated foes)					
MISCELLANY					

MNPR:RPG MASTER CHART

LEVEL	*As Quality Rank*	MODIFIER TO 2D6 ROLL	*As Difficulty Rank*	TARGET NUMBER
Poor	Notably Inept.	-2	A trivial task.	5
Average	Typical human capability.	0	Straightforward task.	7
Good	Better than usual; most professionals or talented newcomers.	+2	Complex task, requiring attention to detail.	9
Expert	Noted/famed professional; talent with skill to back it up.	+4	Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average).	11
Master	Acclaimed genius: talent with substantial skill behind it.	+6	Extremely difficult task, hard for most professionals in the field (Good).	13

UNIVERSAL MOJO POWERS

- **ATOMIC!** 2 Mojo *before* = +1d6 any roll.
- **BOUNCY!** 1 Mojo = Recover 1d6 Damage/Failure Ranks.
- **DISCO!** 2 Mojo *after* = +1d6 any roll.
- **KUNG-FU!** 1 Mojo *after* = + 1 Damage/Failure Rank.
- **LASER!** 1 Mojo = Next action, all targets are Near.
- **MAGNETIC!** 1 Mojo = Sense nearest character of Type.
- **MUTANT BRAIN!** 4 Mojo = Ask the GM yes-no question.
- **SCRAM!** 1 Mojo = Block a character from using Mojo.
- **SUPER!** 1 Mojo = An Upshift on any action.
- **ZOOM!** 2 Mojo = *Doubles* a character's speed.

FLAVORED MOJO POWERS

POWER NAME	EFFECT	TYPE	MOJO COST