MUTANTS & MASTERMINDS

DELUXE HERO'S HANDBOOK



SUPERHEROIC ROLEPLAYING

DESIGNED BY STEVE KENSON

2NGAW CHRIS

GREEN RONIN PUBLISHING

GRR5510

MUTANTS & MASTERMINDS

THIRD EDITION

WRITING AND DESIGN: STEVE KENSON

ADVENTURE DESIGN: SETH JOHNSON AND PROF.CHRISTOPHER MCGLOTHLIN, M. ED.

M&M HISTORY WRITING: STEVE KENSON, JON LEITHEUSSER, PROF.CHRISTOPHER MCGLOTHLIN, M. ED., HAL MANGOLD, CHRIS PRAMAS, PHIL REED, ERIC TRAUTMAN, AND RAY WINNINGER

CLASSIC CHARACTER WRITING: STEVE KENSON, ERIK MONA, SEAN GLENN, AND KYLE HUNTER

EDITING AND DEVELOPMENT: JON LEITHEUSSER **ADDITIONAL DESIGN: RAY WINNINGER** **PROOFREADER: GLENN HALL**

ART DIRECTION: HAL MANGOLD AND PAULINE BENNEY **GRAPHIC DESIGN: HAL MANGOLD**

COVER ART: IMAGINARY FRIENDS STUDIO **CARTOGRAPHY: PHILLIP LIENAU, SEAN MACDONALD, AND CHRISTOPHER WEST**

INTERIOR ART: JEFF CARLISLE, DARREN CALVERT, ADAM DEKRAKER, TALON DUNNING, TOM FEISTER, TARIQ HASSAN, STEVEN HOWARD, SCOTT JAMES, GEORGES JEANTY, ALEX JOHNS, LEIF JONES, JONATHAN KIRTZ, MK ULTRA STUDIO, OCTOGRAPHICS, TONY PARKER, RON RANDALL, ALEX SHEIKMAN, KEVIN STOKES, UDON W/CHRIS STEVENS, DEXTER VINES

CLASCIC CHARACTER ART: DENNIS CALERO, STORN COOK. JACOB ELIJAH, JASON MARTIN, HEATHER MARTIN, AND RAMON PEREZ

CLASCIC CHARACTER LOGOS: SEAN GLENN AND HAL MANGOLD

PUBLISHER: CHRIS PRAMAS

Green Ronin Staff: Pauline Benney, Bill Bodden, Joe Carriker, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Jack Norris, Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz

Playtesters: Jim Auwaerter, Rich Benson, Byron Blanchard, George Brown, Tony Brown, C.D. Ens-Butchino, D.T. Butchino, David Carriss, Austin Currier, Sara Dean, Ralph Duell, Tom Hackett, Rob Hall, Nathan Harwell, James Kavanagh, Des Kirkpatrick, Dave Laramie, Jim Long, Kerry Marley, Ian McCauley, Prof.Christopher McGlothlin, M. Ed., Glenn Myer, Ethan Parker, Shalea Rhodes, David Ridout, Chris Rodgers, Erin Sandercombe, Jerome Satterwhite, Aaron Sullivan, James Taylor, Derrick Thomas, Steve Trustrum, Johnathan Turner, Jeff Voreis, Tom Welch

Special thanks to the Atomic Think Tank members, especially Jameson, Psistrike, and mageofthesands, for help proofreading.

Extra-special thanks to Peter Adkison for video assistance and Sean Glenn for logo madness.



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Printed in the USA



GREEN RONIN PUBLISHING

3815 S. Othello St., Suite 100 #304
Seattle, WA 98118

Email: custserv@greenronin.com
Web Sites: www.greenronin.com
www.mutantsandmasterminds.com

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INTRODUCTION

WELCOME TO MUTANTS & MASTERMINDS!

Who hasn't wanted to be a superhero at one time or another? Who hasn't wanted amazing powers of super-strength, invulnerability, or—most of all—the power to fly? Superheroes have been a part of our culture for generations. They have become a kind of modern mythology — tales of champions and villains with powers and abilities beyond those of ordinary mortals, locked in a never-ending battle of good versus evil.

Superheroes have been a part of the world of roleplaying for quite some time, too. It's been decades since the release of the first superhero roleplaying games, which allowed players to create their own heroes and tell stories of their battles against the forces of evil. Mutants & Masterminds joined their ranks with its first edition in 2002, expanding the frontiers of d20-based roleplaying under the Open Game License. It was successful enough that a second edition of the game was released in 2005 and Green Ronin published over 25 support books for it over the ensuing five years.

Now this newest edition takes the game a step further. Whether you're a long-time fan or this is your introduction to the world of Mutants & Masterminds, you hold in your hands the key to limitless worlds of super-heroic adventure. All you need now are some dice, some friends, and your imagination to join the never-ending battle for justice!

You can get started with Mutants & Masterminds right away by taking a look at the **Secret Origins** chapter for different options on creating your own heroes, either from scratch using the game's system of power points, or working with one of the ready-made hero archetypes provided in that chapter. Gamemasters, you can check out the **Gamemastering** chapter to create your own adventures. Whole worlds of action and adventure are now in your hands!

WHAT IS A ROLEPLAYING GAME?

A **roleplaying game** (abbreviated "RPG") has players taking on the roles of specific characters in a story. In the case of Mutants & Masterminds it is superheroes in adventures like those in the comic books. In essence, it is like when you used to pretend to be a superhero as a kid, just with rules and dice, and sitting around a table with friends rather than running around in a homemade cape (although you can still wear the cape, if you *really* want to).

One participant in the game takes the role of **Gamemaster** ("GM" for short). The Gamemaster sets up the story, tells the other players what is happening, and controls the actions of the villains and supporting characters.

The other participants, the **players**, each take the role of a specific hero, the main characters of the story. Players choose their heroes' actions and reactions. Characters in the story controlled by the players are called **player characters** (or "PCs") while characters controlled by the Gamemaster are **non-player characters** (or "NPCs").

An RPG is a process of cooperative storytelling: the Gamemaster lays out a situation or scenario for the players, such as "you hear an alarm coming from the First National Bank!" The players then choose how their characters react ("We rush to the bank to see what's going on!"). Things proceed in a back-and-forth manner, with the GM explaining the unfolding story (how a supervillain is robbing the bank and trying to escape with his ill-gotten gains, etc.) and the players deciding what their characters will do (how one hero swoops in and stops the villain's getaway car and another tears off the car door, and so forth). In the process, the whole group creates an exciting story, just like you find in the comic books.

Like all games, roleplaying games have rules. The rules help determine what happens during the game: is the hero's attempt to stop the villain's getaway car successful? Is the hero strong enough to tear a car door off with her bare hands? With the game rules, the players and Gamemaster have a common frame of reference to decide how things go as the story progresses, hopefully helping to avoid the kind of "Did not! Did too!" arguments from childhood games of imagination.

All the rules to play Mutants & Masterminds are found in this book. However, you only *need* one essential rule: *if it makes for a fun and interesting story for your group, then do it!* No set of mechanical rules is going to encompass every possible situation, and sometimes the rules will return odd or even nonsense results. When that happens, feel free to overlook the rules and do what is the most fun. That's one of the advantages of a roleplaying game over a conventional board game or computer-game; you can bend the rules when they get in the way of the fun!



WHAT IS MUTANTS & MASTERMINDS?

In the Mutants & Masterminds RPG, you take on the role of a costumed superhero safeguarding the world from threats ranging from scheming super-criminals to alien invasions, hulking monsters, natural disasters, and would-be conquerors.

This book contains all the information you need to play the game. **The Basics** chapter starts you off with a quick overview of how the game works. After you read it, flip through the rest of the book and see the various options for creating heroes. Then you can read the following chapters thoroughly to see which options appeal to you the most.

CHARACTERS

The characters you create to play Mutants & Masterminds are like the heroes of their own comic book series, television show, or movie. Your character might be...

- **A patriot** subjected to an experiment to create a government super-soldier.
- **An alien from a distant world**, unfamiliar with Earth and human customs, protecting the world from cosmic evil.
- **A brilliant inventor** whose inventions might have served the greed of less honorable men had he not taken them and turned them into weapons in the fight for justice.
- **A teenager** coping with having strange powers in addition to all the other difficulties of adolescence.
- **An immortal champion of the gods** who has fought the forces of darkness throughout history.
- **The daughter of a legendary hero**, trained to follow in her father's footsteps, but longing for a normal life.
- **A master of the arcane arts** protecting humanity from forces beyond its ken.
- **An android** with abilities beyond those of humans, searching for the meaning of concepts such as "goodness" and "humanity."
- **A hell-spawned avenger** sent to Earth to visit retribution upon the wicked.
- Or anything else that you can imagine! The possibilities are almost limitless!

Take a look at the various hero archetypes in **Chapter 2** for some examples of different types of M&M characters.

SUPER-POWERED BY M&M

Mutants & Masterminds uses the Open Game License (OGL), allowing it to incorporate game rules and terms familiar to many players of roleplaying games. The OGL also allows other publishers to "borrow" and incorporate material from M&M and lets fans create their own M&M-compatible support material, such as websites or online games. Green Ronin Publishing provides a free license called Super-Powered by M&M for publishers interested in producing Mutants & Masterminds compatible materials. For more information, visit *www.mutantsandmasterminds.com/licensing*.

While Mutants & Masterminds has similarities to other OGL games, it is not necessarily compatible with them. It is designed as a complete stand-alone game system. For more information on the Open Game License, consult the copy of the license in the back of this book or visit *www.opengamingfoundation.org*.

WHAT YOU NEED TO PLAY

Here's what you need to start playing the Mutants & Masterminds Roleplaying Game:

- This book, which contains all the rules to create a hero and play the game.
- A copy of the character sheet (found at the back of this book). You can photocopy or scan it, or download a printable copy from *www.mutantsandmasterminds.com*.
- A pencil and some scratch paper.
- At least one twenty-sided die, available from game and hobby retailers. You may want to have one die for each player, or you can share dice.

Additionally, you may wish to have a copy of the *Mutants & Masterminds Gamemaster's Guide*, an expanded book on how to run the game, from creating adventures and settings to roleplaying villains and coming up with challenges for heroes. It supplements the material found in the *Hero's Handbook*, providing Gamemasters with lots of useful resources, but is not required in order to play or run the game.

THE DIE

Mutants & Masterminds uses a twenty-sided die to resolve actions during the game. References to "a die" or "the die" refer to a twenty-sided die unless stated otherwise. The die is often abbreviated "d20" (for twenty-sided die) or "1d20" (for one twenty-sided die). So a rule asking you to "roll d20" means, "roll a twenty-sided die."

MODIFIERS

Sometimes modifiers to the die roll are specified like this: "d20+2," meaning "roll the twenty-sided die and add two to the number rolled." An abbreviation of "d20–4" means, "roll the die and subtract four from the result."

MUTANTSANDMASTERMINDS.COM

Green Ronin Publishing maintains the website *www.mutantsandmasterminds.com* to support the Mutants & Masterminds roleplaying game. The website offers community forums, free downloads, sample adventures, and all the latest Mutants & Masterminds news and products.

UNDER THE HOOD

Throughout this book, you'll find various **Under the Hood** boxes (like this one). They take a look "behind the scenes" at the logic underlying design decisions and rules, and offer advice on how to handle common problems or issues that might crop up. They give you an inside look at how the game works and how to ensure you and your group get the most out of it.

PERCENTAGES

You can also use the die to roll a percent chance of something in increments of 5% – just multiply the value of the die by 5 to get a percentage from 5% (a 1) to 100% (a 20). So if there's a 45% chance of something, that's a roll of 9 or less on the die.

USING THIS BOOK

The best way to read the *Hero's Handbook* depends on whether you plan to be a player or Gamemaster in your Mutants & Masterminds game. The Gamemaster creates the world in which the heroes live and controls all non-player characters (NPCs) such as thugs, cops, and supervillains, as well as the supporting cast. Each player controls a superhero he or she has created, interacting with other player characters as well as with the world and stories created by the Gamemaster.

PLAYERS

If you're creating a hero for a Mutants & Masterminds game, take a look through the **Secret Origins** chapter for a basic overview. The following chapters contain all the information you need to create your own hero. You may want to consult with your Gamemaster before creating a hero to find out what sort of series your GM is interested in running, and what types of heroes are appropriate.

GAMEMASTERS

If you plan to be a Mutants & Masterminds Gamemaster, you should familiarize yourself with the whole book. Start by looking over hero creation in the **Secret Origins** chapter. Then read through the **Action & Adventure** chapter, and familiarize yourself with how to do things in the game. You may want to run a few sample combats using the archetypes in this book, just to get a feel for things. As mentioned previously, you may find the resources in the *Gamemaster's Guide* useful, particularly if you are a new Gamemaster or unfamiliar with Mutants & Masterminds.


PRINCESS
Randall Colwell

CHAPTER 1: THE BASICS

Mutants & Masterminds provides a framework for your imagination. It has rules to help determine what happens in your stories and to resolve conflicts between characters and the challenges they face. With it, you can experience adventure as a hero fighting against the forces of evil! Any adventure you can imagine is possible.

Like all games, Mutants & Masterminds has rules. This chapter looks at the basic rules of the game and how they work, giving you the foundation upon which the rest of the game is built.

THE CORE MECHANIC

Mutants & Masterminds uses a standard, or "core," game mechanic to resolve actions. Whenever a character attempts an action with a chance of failure, do the following:

- Roll a twenty-sided die (or d20).
- Add any relevant modifiers (for game traits like abilities, skills, powers, or circumstances) to the number rolled.
- Compare the total to a number called a **difficulty class** (abbreviated **DC**).

If the result *equals or exceeds* the difficulty class (set by the GM based on the circumstances), the effort succeeds. If the result is lower than the difficulty class, it fails.

This simple mechanic is used for nearly everything in Mutants & Masterminds, with variations based on what modifiers are made to the roll, what determines the difficulty class, and the exact degree of success and failure. Remember...

D20 + MODIFIERS VS. DIFFICULTY CLASS

... and you understand how to play most of the game!

THE GAMEMASTER

One of the players in a Mutants & Masterminds game takes the role of **Gamemaster** (abbreviated **GM**). The Gamemaster is responsible for running the game—a combination of writer, director, and referee. The GM creates the adventures for the heroes, portrays the villains and supporting characters, describes the world to the players, and decides the outcome of the heroes' actions based on the roll of the die and the guidelines given in the rules. It's a big job, but also a rewarding one, since the Gamemaster gets to develop the world and all the characters in it, along with inventing fun and exciting stories.

If you're going to be the Gamemaster, you should read through this whole book carefully. You should have a firm grasp of the rules, since you're expected to interpret them for the players to help decide what happens in the game. You'll also help the players develop their own heroes, making sure they fit into the world and have potential for exciting stories in their own right.

THE HEROES

The other players in a Mutants & Masterminds game create heroes, the main characters of their own adventures, like an ongoing comic book or animated series. As a player, you create your hero following the guidelines in this book with the guidance of your Gamemaster. There are several components to creating a hero, described in detail in the following chapters, and outlined here.

ABILITIES

All characters in Mutants & Masterminds, from heroes and villains to the average person on the street, are defined by eight **abilities**, basic traits each character has to a greater or lesser extent. Abilities tell you how strong, smart, and aware a character is, among other things. The abilities are: Strength, Stamina, Agility, Dexterity, Fighting, Intellect, Awareness, and Presence, described in detail in the **Abilities** chapter (page 108).

Each ability is assigned a **rank** from -5 to 20, measuring its effectiveness. A rank of 0 is unremarkable or average, applying no modifier. Rank 2 is pretty well above average. A 5 is truly exceptional, while a 7 is about the most that can be expected from a "normal" human being. Beyond that is superhuman, and a rank of 20 is cosmic-level, far beyond the ability of mere mortals (and even most heroes). Abilities can even have negative ranks, for those well below average, as low as –5.

For more about abilities, see the **Abilities** chapter.

SKILLS

Abilities describe a character's raw potential or overall capabilities. **Skills** are a refinement of those basic abilities into specific areas of endeavor. For example, Agility defines how quick and agile your hero is, but the Acrobatics skill focuses on specific feats of agility like gymnastics, doing back flips, and so forth. Think of abilities as providing a certain baseline, while skills focus in on a particular area of expertise.

Characters are said to have **training** in a skill if they have a rank in that skill. A character not trained in a skill has no rank; only the character's basic ability applies to checks involving the skill. Trained characters have a skill rank that adds to the basic ability when making checks. In the previous example, we said Acrobatics skill applies to specific feats of agility. If

a hero has Agility 6 and is trained in Acrobatics (with a rank of 7) then the character's bonus for checks involving feats of agility covered by Acrobatics is 13 (6 plus 7). Obviously, training in a skill makes characters more effective at checks involving that skill, often *much* more.

For details on what skills are available and what they do, see the **Skills** chapter.

ADVANTAGES

Halfway between skills and powers, **advantages** are minor benefits characters have, allowing them to do things others cannot. They range from special combat maneuvers to things like financial resources, contacts, and so forth.

Many advantages have no rank, or rather just one rank; a character either has the advantage (and the benefits that it grants) or does not. Other advantages may have multiple ranks, like abilities and skills, measuring their effectiveness.

For details on the various advantages and what they provide, see the **Advantages** chapter.

THINGS TO KNOW ABOUT MEASUREMENTS

When using the Measurements Table, there are a few important things to keep in mind:

- **Each rank represents a *range* of measures**. Time rank 4 is actually all measures between 1 and 2 minutes, and time rank 16 is everything between 2 and 4 days! So if you're looking for a measurement that's not on the table, pick the next highest one that is; so 12 hours is a time rank of 13 (more than 8 hours, but less than 16), and 6 miles is a distance rank of 11 (more than 4 miles, but less than 8).
- **Like abilities, measures can have negative ranks.** In the time rank example, the time it takes a Speed 14 hero to cover 30 miles is rank –1, or 3 seconds. You can extend the negative side the Measurement Table just like you can the positive side, with each lower rank halving the previous measurement. So rank –6 is half a pound, 1/16th of a second, and 3 inches, for example.
- **Don't directly add ranks.** Putting rank 4 distance together with rank 6 distance is *not* rank 10 distance! Rank 4 is a distance measurement of 500 feet. Rank 6 is 600 yards (1,800 feet). Adding the measurements, you get about 2,300 feet. If you directly added the *ranks*, you'd get rank 10 distance, or 4 miles! If you have different ranks, it is best to either handle them separately or convert them to measurements, add the measurements together, and convert them back to a rank. In the previous example, 2,300 feet is rank 7 distance (around half a mile).
- **Measurements are approximate.** Especially at the higher end, where each rank represents a wide range of measurements, the Measurements Table *isn't* intended to provide precise values; it's just a ballpark estimate so you have an idea of how things work in the context of the game. Don't focus too heavily on precise answers, just use the table for general guidelines.

POWERS

Powers are special abilities beyond those of ordinary human beings. They're like advantages, only much more so. Whereas an advantage might give your hero a minor special ability, powers grant truly *superhuman* abilities.

Those abilities are based on **effects**, which describe what a power does in game terms. A power may have just one effect or several, and you can apply various **modifiers** to the effects to change how they work, customizing them to get just the right power.

Power effects have ranks like abilities do, on a scale from 1 to 20 (sometimes more). Unlike abilities, effects do not have ranks of less than 1, since the "average" is not having powers at all!

Some power effects require checks to use, while others operate automatically. For full descriptions of the various effects powers can have, see the **Powers** chapter.

COMPLICATIONS

Finally, heroes often have **complications** to overcome. Overcoming such challenges is part of what makes a real hero. Complications range from physical disabilities or personal issues to unusual vulnerabilities. You choose your hero's complications, defining some of the challenges your hero must overcome in the game. The process of dealing with complications allows your character to be more heroic, discussed later in the rules. See the **Secret Origins** chapter for more on complications.

RANKS & MEASURES

Mutants & Masterminds uses the term **rank** when talking about the value of a game trait. So you might say a hero has "rank 8 Strength" or simply "Strength 8" (which mean the same thing), or that an effect is rank 5, 9, 15, or what have you. Every quantifiable trait in M&M has a rank assigned to it.

The game also uses a system of **measures**, real world values like pounds, seconds, minutes, hours, feet, yards, and miles, to name a few. There is a direct relationship between rank and measure, as shown on the **Measurements Table**. (You can find a metric version of the **Measurements Table** in the back of the book.)

USING THE MEASUREMENTS TABLE

The relationship between rank and measure has a number of uses in Mutants & Masterminds.

First, the capabilities of many traits are translated from their rank into a measurement. So the amount of weight a Strength rank of 3 can lift is determined by finding the equivalent weight measurement on the table, or 400 lbs. Similarly, the mass, distance, or time affected by various other traits, especially powers, is determined on the Measurements Table.

MEASUREMENTS TABLE

RANK	MASS	TIME	DISTANCE	VOLUME
–5	1.5 lb.	1/8 second	6 inches	1/32 cft.
–4	3 lbs.	1/4 second	1 foot	1/16 cft.
–3	6 lbs.	1/2 second	3 feet	1/8 cft.
–2	12 lbs.	1 second	6 feet	1/4 cft.
–1	25 lbs.	3 seconds	15 feet	1/2 cft.
0	50 lbs.	6 seconds	30 feet	1 cubic ft. (cft.)
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1,600 lbs.	4 minutes	900 feet	30 cft.
6	3,200 lbs.	8 minutes	1,800 feet	60 cft.
7	3 tons	15 minutes	1/2 mile	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1,000 cft.
11	50 tons	4 hours	8 miles	2,000 cft.
12	100 tons	8 hours	16 miles	4,000 cft.
13	200 tons	16 hours	30 miles	8,000 cft.
14	400 tons	1 day	60 miles	15,000 cft.
15	800 tons	2 days	120 miles	32,000 cft.
16	1,600 tons	4 days	250 miles	65,000 cft.
17	3.2 ktons	1 week	500 miles	125,000 cft.
18	6 ktons	2 weeks	1,000 miles	250,000 cft.
19	12 ktons	1 month	2,000 miles	500,000 cft.
20	25 ktons	2 months	4,000 miles	1 million cft.
21	50 ktons	4 months	8,000 miles	2 million cft.
22	100 ktons	8 months	16,000 miles	4 million cft.
23	200 ktons	1.5 years	32,000 miles	8 million cft.
24	400 ktons	3 years	64,000 miles	15 million cft.
25	800 ktons	6 years	125,000 miles	32 million cft.
26	1,600 ktons	12 years	250,000 miles	65 million cft.
27	3,200 ktons	25 years	500,000 miles	125 million cft.
28	6,400 ktons	50 years	1 million miles	250 million cft.
29	12,500 ktons	100 years	2 million miles	500 million cft.
30	25,000 ktons	200 years	4 million miles	1 billion cft.
+1	x2	x2	x2	x2

Also, because the measurements on the table operate at the same scale (roughly doubling every rank), it is possible to use it to quickly figure out relationships between things like mass, distance, speed, and time:

DISTANCE RANK = TIME RANK + SPEED RANK

To determine the distance a hero covers in a given amount of time, add the rank of the time to the rank of the hero's speed, with normal human ground speed being rank 0. So a normal person can cover 2 miles in an hour (time 9 + speed 0 = 9, the rank for 2 miles). In fact, with normal human speeds, you can just directly compare the time and distance columns of the table! As another example, a hero with Flight 12 can cover 8,000 miles in an hour! That's 12 (speed) + 9 (time) = 21, the rank for 8,000 miles. The same character can go an amazing 16 miles in just 6 seconds (the time of one action round)!

Time Rank = Distance Rank - Speed Rank

Reversing the previous formula, we can also figure out how long it takes someone at a particular speed to cover a given distance, by subtracting the speed rank from the distance rank to get a time rank. So a normal human (speed 0) walking 30 miles (distance 13) takes about 16 hours. A hero with Speed 14 covers the same distance in (13 – 14 = –1) just 3 seconds!

Throwing Distance Rank = Strength Rank - Mass Rank

As another example, the distance rank a hero can throw something equals the hero's Strength rank minus the mass rank of the object. So a hero with Strength 10 (able to lift 25 tons), picks up a 10-ton truck (mass rank 9). Since 10-9=1, the hero can then toss the truck rank 1 distance (60 feet)!

GAME PLAY

A session of the Mutants & Masterminds game resembles an issue of a comic book or an episode of an animated series. The Gamemaster and the players get together and tell a story through the process of playing the game. The length of the game session can vary, from just a couple hours to several hours or more. Some adventures may be completed in a single session while others may take multiple sessions, just as some comic book stories are told in one issue while others span multiple issues, forming a story arc or mini-series. The episodic nature of the game allows you to choose when to stop playing and allows you to start up again at any time you and your friends want.

Also like a comic book, a M&M game consists of a series of interrelated **scenes**. Some scenes are fairly straightforward, with the heroes interacting with each other and the supporting cast. In these cases the GM generally just asks the players to describe what their heroes are doing and in turn describes how the other characters react and what they do. There may be some improvisational acting as everyone plays out the roles of their characters. When the action starts happening, such as when the heroes are staving off a disaster or fighting villains, time becomes more crucial and is broken down into **action rounds**, and the players generally have to make die rolls to see how their heroes do.

CHECKS

Your hero stands perched on the rooftop, looking down through the skylight. In the abandoned warehouse below, the villain throws the switch that begins lowering your hero's friends into the vat of boiling acid! You turn to the Gamemaster and say:

> *"I leap down, smashing through the skylight, swing over to the catwalk, kick the bad guy out of the way, then flip the switch to stop the lowering mechanism!"*

How exactly do you do that in the game?

Whenever a character in Mutants & Masterminds attempts something where the outcome is in doubt, it requires a **check** of an appropriate trait: ability, skill, power, etc. (also known as a "trait check" or a "[fill-in trait name]" check, like a "Dexterity check," for example).

Make a check by rolling the die, adding the appropriate rank, and comparing the result against a **difficulty class** (**DC**): if your result equals or exceeds the DC, you succeed. If it does not, then your attempt fails. Sometimes how much you exceed or fail to exceed the DC matters, but often it is simply whether you do or not that counts.

Check = d20 + Ability vs. Difficulty Class

So in the previous example, how many checks are there? Let's break things down and look at what the hero is doing:

- *"... leap down ..."* Jumping down is literally as easy as falling off a log, so there's no need for a check here.
- *"... smashing through the skylight ..."* Breaking something *can* require a check, but in this case—a body hurling through Plexiglas—the Gamemaster does not see a point in making one, so this is automatic, too. This is one of the ways the Gamemaster's judgment and intervention is important in the flow of the game.
- *"... swing over to the catwalk ..."* This part of the action is a bit of a judgment call. If your hero has the Swinging movement effect (see **Powers**), then this is automatic. Otherwise, it might call for an Acrobatics skill check to pull it off; even then, if your hero is good enough at Acrobatics, the Gamemaster might call this a routine check and waive the need for a roll (see **Routine Checks** later in this chapter).
- *"... kick the bad guy out of the way ..."* Here's the real crux of the hero's action. You want to hit the villain who, naturally, wants to avoid being hit. This calls for a check of your hero's Fighting ability (which measures the ability to hit things close-up). If you decided to have your hero shoot or throw something at the villain that would be a check of Dexterity instead.
- *"... flip the switch back up ..."* Assuming the bad guy is out of the way, this is easy, no check required. If the hero's attempt to hit the villain fails, then the hero still has to get past him in order to do this at all. So it all depends on the outcome of the Fighting check against the bad guy. If the mechanism was especially complex, the GM might ask for a check here, such as using the Technology skill to figure out how it works.

As you can see, once you break it down, checks are actually fairly simple. All the Gamemaster has to say in response to the player's declaration is: "Okay, roll a Fighting check to hit the villain," letting the rest of the description stand as what happens. Whether or not the hero is successful in stopping the trap depends on the outcome of the attack against the bad guy.

Of course, if the villain is expecting the hero, there might be another trap, such as part of the catwalk rigged to fall away under him, leaving him dangling above the acid vat and at the villain's mercy! In that case, the GM would respond to the player's description: "You smash through the skylight and swing over to the catwalk, but when you do..." and go on to describe what follows. The rest of the hero's intended action(s) are null and void, because things don't always go as planned when you're dealing with cunning supervillains!

Checks are used to resolve all outcomes in Mutants & Masterminds, so once you understand the basic concept, the rest is easy. For detailed examples of how to use checks in the game and their effects, see the **Action & Adventure** chapter.

Critical Success

If you roll a 20 on the die when making a check you've scored a **critical success**. Determine the degree of success normally and then increase it by one degree. This can turn a low-level success into something more significant, but more importantly, it can turn a failure into a full-fledged success! A critical success with an attack check is called a **critical hit**, discussed later in this chapter and in the **Action & Adventure** chapter.

Difficulty Class

Checks are made against a **difficulty class** or **DC**, a number set by the GM, which your check must equal or exceed to achieve success. So for a task with a DC of 15 you must roll a check total of 15 or greater to succeed. In some cases, the results of a check vary based on how *much* higher or lower the result is than the DC, known as its **degree** of success or failure.

Routine Checks

A check normally represents performing a task under a certain amount of pressure, in the midst of the furious action of super-heroic adventure. When the situation is less demanding, you can achieve more reliable results.

Under routine circumstances—when you are not under any pressure—instead of rolling the die for the check, calculate your result as if you had rolled a 10. This ensures success for average (DC 10) tasks with a modifier of +0 or more. More capable characters (with higher bonuses) can succeed on more difficult checks on a routine basis: a +10 bonus, for example, means a routine check total of 20, able to succeed at DC 20 tasks on a routine basis, and achieve three degrees of success on average (DC 10) tasks on a routine basis.

Difficulty Classes

DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very easy (0)	Notice something in plain sight (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching security guard (Perception)
Tough (15)	Disarm an explosive (Technology)
Challenging (20)	Swim against a strong current (Athletics)
Formidable (25)	Climb a wet, slippery rock-face (Athletics)
Heroic (30)	Overcome a sophisticated security system (Technology)
Super-heroic (35)	Convinces the guards, even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Deception)
Nigh-impossible (40)	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (Perception)

Check Examples

TASK	CHECK USING...
Sock a villain in the jaw	Close Combat skill (or Fighting)
Climb the outside of a building	Athletics skill (or Strength)
Do a triple-back flip	Acrobatics skill (or Agility)
Find clues at a crime scene	Investigation skill (or Intellect)
Notice a ninja sneaking up on you	Perception skill (or Awareness)
Recall a particular fact	Expertise skill (or Intellect)
Fix a broken device	Technology skill
Convince someone of something	Deception skill (Persuasion skill, if it's true, or Presence)

The GM decides when circumstances are suitable for performing a task as a routine check. Certain game traits also change what tasks or situations are considered "routine" for a character. Routine checks help speed-up game play and smooth-out some of the variability of die rolling in situations where a character would be expected to perform at a steady, reliable level.

If a character's routine check result is *not* up to a task, the player still has the option to roll the die, since the task is by definition *not* routine for that character. The idea behind routine checks is to eliminate die-rolling (and possible failures) for things competent characters should be able to accomplish on a regular basis, while still having a good idea of the characters' capabilities.

OPPOSED CHECK EXAMPLES

TASK	SKILL	OPPOSED BY
Sneak up on someone	Stealth	Perception
Con someone	Deception	Insight
Win a car race	Vehicles	Vehicles
Pretend to be someone else	Deception	Perception
Steal a key chain unnoticed	Sleight of Hand	Perception
Win a trivia contest	Expertise	Expertise
Break computer security	Technology	Technology

DEGREES OF SUCCESS AND FAILURE

CHECK RESULT EQUAL OR GREATER THAN	DEGREE	EQUAL OR GREATER THAN ... (DC 20)
DC+15	Four (Success)	35
DC+10	Three (Success)	30
DC+5	Two (Success)	25
DC	One (Success)	20
DC–5	One (Failure)	15
DC–10	Two (Failure)	10
DC–15	Three (Failure)	5
DC–20	Four (Failure)	0

OPPOSED CHECKS

Some checks are **opposed**. They are made against another character's check result as the DC. Whoever gets the higher result wins. An example is trying to bluff someone. You roll a Deception check, while the GM rolls an Insight check for your target. If you beat the target's Insight check result, you succeed.

For ties on opposed checks, the character with the higher bonus wins. If the bonuses are the same, roll d20. On a 1–10, one character wins, and on an 11–20, victory goes to the other character; decide which character is "high" and which is "low" before rolling.

ROUTINE OPPOSITION

In cases where two or more characters are actively opposing each other, both roll checks and compare the results. In some situations, however, one or more of the characters in an opposed check may not even be aware of it! For example, a guard standing watch and looking for intruders would make a Perception check to oppose any attempt at Stealth, but somebody just sitting in a park, not expecting anyone to sneak up on her, isn't specifically looking. This is a case of **routine opposition**, in which case the DC for the active character's check is the opposing character's modifier +10, just like the result of a routine check (previously).

Active defenses in combat, where characters are focusing on other actions, are generally routine opposition, which is why attack checks are made against a DC of 10 + the appropriate defense. Active opposed checks in combat are an option when a character goes on the defensive. See **Defend** in the **Action & Adventure** chapter for details.

UNDER THE HOOD: USING OPPOSED CHECKS

Opposed checks offer the Gamemaster a useful tool for comparing the efforts of two characters quickly and easily. This applies not only to skills, but also powers and, in some cases, abilities. If two or more characters compete at a particular task, you can resolve it with an opposed check. The character with the highest check result wins. Of course, you can play things out if you want, but sometimes it's good to be able to resolve things with a quick opposed check and move on.

As Gamemaster, if you find yourself without a particular rule to resolve a conflict or contest between characters, the opposed check is your friend. Pick the appropriate skill, power, or ability, make checks for the characters and compare the results to see how they did.

COMPARISON CHECKS

In cases where a check is a simple test of one character's capability against another, with no luck involved, both participants compare their appropriate ranks. The character with the higher rank wins. Just as you wouldn't roll a "height check" to see who's taller, you don't need to make a Strength check to see who's stronger; Strength rank already tells you that.

So when two characters arm wrestle, for example, the stronger character wins. If two flying characters race, the faster character wins, and so forth. Note this does not include the use of extra effort (see page 19) to temporarily increase a character's rank, which can affect the outcome of a comparison check, nor does it include things like maneuvers, tricks, or other ways of trying to affect the outcome. It assumes a straight-out comparison.

In the case of identical bonuses or ranks, each character has an equal chance of winning. Roll a die: on a 1–10, the first character wins, and on an 11–20, the second character does.

GRADED CHECKS

Much of the time a check is a simple pass-fail, it either succeeds, or it does not. In other cases, it matters just how well the check succeeded, or how badly it failed. This gradation of results is called a **graded check** and involves a **degree** of success or failure.

Just rolling a success or failure counts as one degree. Every five full points a check result is over or under the difficulty class adds a degree. Fractions are ignored when determining degrees. So DC 10 check with a result of 13



is one degree of success, just as a result of 8 is one degree of failure.

There is no limit to the number of degrees a check may have, although more than two degrees of failure rarely matters, and some degrees of success may have no further effect beyond a certain point (once you have succeeded as well as is possible in a given situation). For example, failure on an Acrobatics check to balance means you wobble and spend that turn maintaining your balance, but don't move. Two degrees of failure mean you lose your balance and fall! After that point, further degrees of failure don't really matter.

In cases where a single degree of success or failure is sufficient, the rules simply specify "success" or "failure" without giving a degree.

Specific types of graded checks—notably skill and resistance checks—give specific results for degrees of success and failure in their descriptions.

CIRCUMSTANCE MODIFIERS

Some circumstances make checks easier or harder, resulting in a **bonus** or **penalty** to the check. Characters in a favorable situation are said to **have a circumstance bonus** for the check, while those in a disadvantageous situation are said to be **have a circumstance penalty**.

As a general rule, apply a modifier of plus or minus 2 if the character is at a minor bonus or minor penalty, and a modifier of plus or minus 5 if the character is at a major bonus or major penalty for the check:

CIRCUMSTANCES AND DIFFICULTY

Technically, circumstance modifiers could apply to either the check result of the difficulty class of a check, affecting the character's performance, or making the task itself easier or harder. If you want to differentiate between circumstance modifiers that affect performance versus those that modify the difficulty of a task, feel free to do so. Mutants & Masterminds applies circumstance modifiers directly to the check result because it is easier to deal with them consistently, and the game effect is the same: the chance of success changes.

UNDER THE HOOD: CIRCUMSTANCES

Circumstance modifiers are another useful Gamemaster tool for handling a lot of the variables that come up during game play. Specific examples are discussed throughout the rules for various types of checks. One example includes the following:

TOOLS

Some tasks require tools. If tools are needed, the specific items are mentioned in the description of the task or skill. If you don't have the appropriate tools, you may still be able to attempt the task, but at a major disadvantage, for a –5 circumstance penalty on your check, if the GM decides you can attempt the task at all.

A character may be able to put together makeshift tools in order to make the check. If the GM allows this, reduce the circumstance penalty to –2.

+/-2 FOR BONUS/PENALTY
+/-5 FOR MAJOR BONUS/PENALTY

TEAM CHECKS

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest bonus) is considered the leader of the effort and makes the check normally, while each helper makes the same type of check using the same trait(s) against DC 10. The helpers' individual degrees of success (and failure!) are added together to achieve the final outcome of the assistance.

Success grants the leader a +2 circumstance bonus. Three or more total degrees of success grant a +5 circumstance bonus. One degree of failure provides no modifier, but two or more impose a –2 circumstance penalty!

The GM sets the limit on how many characters can help as part of a team check. Regardless of the number of helpers, the leader's bonus cannot be more than +5 (for three or more total degrees of success) nor the penalty greater than –2 (for two or more total degrees of failure).

TEAM CHECK = +2 CIRCUMSTANCE BONUS FOR ONE TOTAL DEGREE OF SUCCESS

+5 CIRCUMSTANCE BONUS FOR THREE OR MORE TOTAL DEGREES OF SUCCESS
-2 CIRCUMSTANCE PENALTY FOR TWO OR MORE TOTAL DEGREES OF FAILURE

ATTACK CHECKS

An **attack check** determines whether or not you hit an opponent in combat with an attack. It is a d20 roll plus your bonus with that particular attack, usually based off of Fighting or Dexterity and appropriate modifiers, like the Close and Ranged Combat skills. The difficulty is your target's defense class: Parry for close attacks, Dodge for ranged attacks. Certain attacks may target other defenses. If you equal or exceed your target's defense class result, your attack hits. Otherwise, you miss.

ATTACK CHECK = D20 + ATTACK BONUS + MODIFIERS VS. DEFENSE CLASS

A natural 20 on an attack check (where the die comes up 20) *always* hits and may be a **critical hit** (see **Critical Hits** in the **Action & Adventure** chapter). A natural 1 on an attack check (where the die comes up 1) *always* misses, regardless of the check total. This differs from normal checks and reflects the variable and unpredictable nature of combat.

RESISTANCE CHECKS

A **resistance check** is an attempt to resist different effects, ranging from damage and injury to traps, poisons, and various power effects. A resistance check is a d20 roll + the appropriate defense (typically Dodge, Fortitude, Toughness, or Will).

RESISTANCE CHECK = D20 + DEFENSE BONUS + MODIFIERS VS. HAZARD'S DC (GENERALLY 10 + RANK)

The difficulty class is based on the strength of the hazard, such as the rank of an effect or the strength of a disease or poison, typically that value plus 10 (like a routine check). Resistance checks may be graded, with different results at different degrees.

THE ACTION ROUND

When things really start happening in a Mutants & Masterminds game, time is broken down into six-second segments called **rounds** (sometimes "action rounds"). A round isn't very much time. Think of it like a page in a comic book, just long enough to go around the table once, with each hero doing something. Each character's portion of the round is called their **turn**.

The things you can do on your turn are broken up into **actions**. There are standard actions, move actions, free actions, and reactions. During a round you can take a standard and a move action (or substitute an additional move action for your standard action) along with as many free actions as you wish and as many reactions as are called for.

STANDARD ACTIONS

A **standard action** generally involves acting upon something, whether it's an attack or using a power to affect something. You're limited to one standard action each round.

MOVE ACTIONS

A **move action**, like the name implies, usually involves moving. You can take your move action before or after your standard action, so you can attack then move, or move then attack. You cannot, however, normally split-up your move action before *and* after your standard action. Move actions also include things like drawing weapons, standing up, and picking up or manipulating objects.

FREE ACTIONS

A **free action** is something so comparatively minor it doesn't take significant time, so you can perform as many free actions in a round as the GM considers reasonable. Free actions include things like talking (heroes and villains always find time to say a *lot* in the middle of a fight), dropping something, ending the use of a power, activating or maintaining some other powers, and so forth.

REACTIONS

A **reaction** is something you do in response to something else. A reaction doesn't take any significant time, like a free action. The difference is you react in response to something else happening during the round, perhaps



not even on your turn. Reactions don't count against your normal allotment of actions and you can react as often as the circumstances dictate, but *only* when they dictate.

CONDITIONS

Heroes run into their share of difficulties in their work. One way Mutants & Masterminds measures this is with different **conditions**. They are shorthand for the different game modifiers imposed by things from power effects to injuries or fatigue. So, for example, "vulnerable" is a condition where a hero's active defenses are reduced. An opponent grabbing them or an entangling mass of glue might make heroes vulnerable, or they might be made vulnerable by a foe's cunning combat maneuver or being caught off-guard. The game effect is the same (the hero's active defenses are reduced), so it is easier to just refer to the overall condition as "vulnerable" and describe the different situations that cause it.

This section describes the different conditions that can affect characters in Mutants & Masterminds. If multiple conditions apply, use *all* of their effects. Some conditions supersede other, lesser, conditions, as given in their descriptions.

BASIC CONDITIONS

Each basic condition describes a single game modifier. They are the "building blocks" of conditions, much as effects are the basic building blocks of powers. Indeed, many power effects reference these basic conditions in the descriptions of what they do. See the **Powers** chapter for details.

- **Compelled:** A compelled character is directed by an outside force, but struggling against it; the character is limited to free actions and a single standard action per turn, with both types of action being chosen by another, controlling character. As usual, this standard action can be traded for a move action. Controlled supersedes compelled.
- **Controlled:** A controlled character has no free will; the character's actions each turn are dictated by another, controlling, character.
- **Dazed:** A dazed character is limited to free actions and a single standard action per turn, although the character may use that action to perform a move, as usual. Stunned supersedes dazed.
- **Debilitated:** The character has one or more abilities lowered below –5. (See **Debilitated Abilities** in the **Abilities** chapter.)
- **Defenseless:** A defenseless character has active defense bonuses of 0. Attackers can make attacks on defenseless opponents as routine checks (see **Routine Checks**). If the attacker chooses to forgo the routine check and make a normal attack check, any hit is treated as a critical hit (see **Critical Hits**, page 240). Defenseless characters are often prone, providing opponents with an additional bonus to attack checks (see **Prone**, later in this section).



- **Disabled:** A disabled character is at a –5 circumstance penalty on checks. If the penalty applies to specific checks, they are added to the name of the condition, such as Attack Disabled, Fighting Disabled, Perception Disabled, and so forth. Debilitated, if it applies to the same trait(s), supersedes disabled.
- **Fatigued:** Fatigued characters are hindered. Characters recover from a fatigued condition after an hour of rest.
- **Hindered:** A hindered character moves at half normal speed (–1 speed rank). Immobile supersedes hindered.
- **Immobile:** Immobile characters have no movement speed and cannot move from the spot they occupy, although they are still capable of taking actions unless prohibited by another condition.
- **Impaired:** An impaired character is at a –2 circumstance penalty on checks. If the impairment applies to specific checks, they are added to the name of the condition, such as Attack Impaired, Fighting Impaired, Perception Impaired, and so forth. If it applies to the same trait(s), disabled supersedes impaired.
- **Normal:** The character is unharmed and unaffected by other conditions, acting normally.
- **Stunned:** Stunned characters cannot take any actions, including free actions
- **Transformed:** Transformed characters have some or all of their traits altered by an outside agency. This may range from a change in the character's appearance to a complete change in trait ranks, even the removal of some traits and the addition of others! The primary limit on the transformed condition is the character's power point total cannot increase, although it can effectively decrease for the duration of the transformation, such as when a powerful superhero is turned into an otherwise powerless mouse or frog (obviously based on considerably fewer power points).
- **Unaware:** The character is completely unaware of his surroundings, unable to make interaction or Perception checks or perform any action based on them. If the condition applies to a specific sense or senses, they are added to the name of the condition, such as visually unaware, tactilely unaware (or numb), and so forth. Subjects have full concealment from all of a character's unaware senses.
- **Vulnerable:** Vulnerable characters are limited in their ability to defend themselves, halving their active defenses (round up the final value). Defenseless supersedes vulnerable.
- **Weakened:** The character has temporarily lost power points in a trait. See the **Weaken** effect in the **Powers** chapter for more. Debilitated supersedes weakened.

COMBINED CONDITIONS

Combined conditions are sets of basic conditions tied to a common descriptor. They're essentially a kind of "short-

hand" for talking about a group of basic conditions that go together in a particular circumstance, much like a power is a collection of basic effects.

The individual conditions making up a combined condition can be resolved individually. For example, if an effect that removes the dazed condition is used on a staggered character (who is dazed and hindered), then the character is no longer dazed, only hindered. Similarly, if an effect imposes a condition that supersedes part of the combined condition, only that part changes. So an effect that stuns a staggered character means the character is now stunned (superseding dazed) and hindered. Similarly, an effect that immobilizes a staggered character leaves the target dazed and immobile (superseding the hindered element of the combined condition).

- **Asleep:** While asleep, a character is defenseless, stunned, and unaware. A hearing Perception check with three or more degrees of success wakes the character and removes all these conditions, as does any sudden movement (such as shaking the sleeping character) or any effect allowing a resistance check.
- **Blind:** The character cannot see. Everything effectively has full visual concealment from him. He is hindered, visually unaware, and vulnerable, and may be impaired or disabled for activities where vision is a factor.
- **Bound:** A bound character is defenseless, immobile, and impaired.
- **Deaf:** The character cannot hear, giving everything total auditory concealment from him. This may allow for surprise attacks on the unaware character (see **Surprise Attack** in the **Action & Adventure** chapter). Interaction with other characters is limited to sign-language and lip-reading (see **Interaction Skills** in **Chapter 3**).
- **Dying:** A dying character is incapacitated (defenseless, stunned, and unaware) and near death. When the character gains this condition, immediately make a Fortitude check (DC 15). If the check succeeds, nothing happens. With two degrees of success, the character stabilizes, removing this condition. If the check fails, the character remains dying. Three or more *total* degrees of failure mean the character dies: so three failed Fortitude checks or one or two checks adding up to three degrees. Dying characters make a Fortitude check each round until they either die or stabilize. Another character can stabilize a dying character with a successful Treatment check (DC 15) or use of a Healing effect (see the **Powers** chapter).
- **Entranced:** An entranced character is stunned, taking no actions other than paying attention to the entrancing effect. Any obvious threat automatically breaks the trance. An ally can also shake a character free of the condition with an interaction skill check (DC 10 + effect rank).
- **Exhausted:** Exhausted characters are near collapse. They are impaired and hindered. Characters recover from an exhausted condition after an hour of rest in comfortable surroundings.
- **Incapacitated:** An incapacitated character is defenseless, stunned, and unaware. Incapacitated characters generally also fall prone, unless some outside force or aid keeps them standing.
- **Paralyzed:** A paralyzed character is defenseless, immobile, and physically stunned, frozen in place and unable to move, but still aware and able to take purely mental actions, involving no physical movement whatsoever.
- **Prone:** A prone character is lying on the ground, receiving a –5 circumstance penalty on close attack checks. Opponents receive a +5 circumstance bonus to close attack checks but a –5 penalty to ranged attack checks (effectively giving the prone character total cover against ranged attacks). Prone characters are hindered. Standing up from a prone position is a move action.
- **Restrained:** A restrained character is hindered and vulnerable. If the restraints are anchored to an immobile object, the character is immobile rather than hindered. If restrained by another character, the restrained character is immobile but may be moved by the restraining character.
- **Staggered:** A staggered character is dazed and hindered.
- **Surprised:** A surprised character is stunned and vulnerable, caught off-guard and therefore unable to act, and less able to avoid attacks.

EXTRA EFFORT

Heroes are sometimes called upon to perform feats beyond even their amazing abilities. This calls for **extra effort**. Players can use extra effort to improve a hero's abilities in exchange for the hero suffering some fatigue. The benefits of extra effort are not limited by power level due to their extraordinary nature.

USING EXTRA EFFORT

Players can have their heroes use extra effort simply by declaring they are doing so. Extra effort is a free action and can be performed at any time during the hero's turn (but is limited to once per turn). A hero using extra effort gains one of the following benefits:

ACTION

Gain an additional standard action during your turn, which can be exchanged for a move or free action, as usual.

BONUS

Perform one check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5 circumstance bonus). This bonus can also negate a penalty (–2 circumstance penalty), allowing you to perform the check with no modifier, or reduce a major penalty from a –5 penalty to a –2 penalty.

POWER

Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Permanent effects cannot be increased in this way.

POWER STUNT

Temporarily gain and use an Alternate Effect (see **Alternate Effect** in the **Powers** chapter). The Alternate Effect lasts until the end of the scene or until its duration expires, whichever comes first. Permanent effects cannot be used for power stunts.

RESISTANCE

Gain an immediate additional resistance check against an ongoing effect. If you're compelled or controlled, the fatigue from the extra effort doesn't affect you until you're free of the effect; this is so you can't resist yourself to exhaustion as a way of avoiding being controlled!

RETRY

Certain effects (see the **Powers** chapter) require extra effort to retry after a certain degree of failure. The extra effort merely permits another attempt to use the effect; it grants no other benefits.

SPEED

Increase the hero's speed rank by +1 until the start of the hero's next turn.

STRENGTH

Increase the hero's Strength rank by +1 until the start of the hero's next turn.

COST OF EXTRA EFFORT

At the start of the turn immediately after using extra effort, the hero becomes fatigued. A fatigued hero who uses extra effort becomes exhausted and an exhausted hero who uses extra effort is incapacitated. If you spend a hero point at the start of the turn following the extra effort to remove the fatigue, the hero suffers no adverse effects. In essence, spending a hero point lets you use extra effort without suffering fatigue.

HERO POINTS

Whether it's luck, talent, or sheer determination, heroes have something setting them apart from everyone else, allowing them to perform amazing feats under the most difficult circumstances. In Mutants & Masterminds that "something" is **hero points**. Spending a hero point can make the difference between success and failure in the game. When you're entrusted with the safety of the world, that means a lot!

Hero points allow players to "edit" the plot of the adventure and the rules of the game to a degree. They give heroes the ability to do the amazing things heroes do in the comics, but with certain limits, and they encourage players to make the sort of choices heroes do in the comics, in order to get more hero points.

Players start each game session with 1 hero point. During the adventure they get opportunities to earn more hero points. Players can use various tokens (poker chips, glass beads, etc.) to keep track of their hero points, handing them over to the Gamemaster when they spend them. The Gamemaster can likewise give out tokens when awarding hero points to the players.

Unspent hero points *don't* carry over to the next adventure; the heroes start out with 1 point again. Use them or lose them! Since hero points are a finite resource, players need to manage them carefully, spending them at the most opportune times and taking chances to earn them through complications. Playing it "safe" tends to eliminate chances of getting more hero points while taking risks, facing complications, and, in general, acting like a hero offers rewards that help them out later on.

USING HERO POINTS

Unless otherwise noted, spending a hero point is a reaction, taking no time, and you can spend as many hero points as you have. You can spend hero points for any of the following:

EDIT SCENE

You can "edit" a scene to grant your hero an advantage by adding or changing certain details. For example, a hero is fighting a villain with plant-based powers in a scientific lab. You deduce the villain may be weakened by defoliants, so you ask the GM if there are any chemicals in the lab you can throw together to create a defoliant. The Gamemaster requires a hero point to add that detail and says the right chemicals are close at hand. Now you just have to use them!

How much players are allowed to "edit" circumstances is up to the individual Gamemaster, but generally hero points should not be allowed to change any event that has already occurred or any detail already explained in-game. For example, players cannot "edit" away damage or the effects of powers (hero points already allow this to a limited degree, see the following). The GM may also veto uses of editing that ruin the adventure or make things too easy on the players. This option is intended to give the players more input into the story and allow their heroes chances to succeed, but it shouldn't be used as a replacement for planning and cleverness, just a way to enhance them.

HEROIC FEAT

You can spend a hero point to gain the benefits of one rank of a advantage you don't already have until the end of your next turn (see the **Advantages** chapter). You must

be capable of using the advantage and cannot gain the benefits of fortune advantages, only other types. If the advantage has any prerequisites, you must have them to gain the benefits of the advantage as a heroic feat.

IMPROVE ROLL

One hero point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the re-roll is always a result of 11-20). You must spend the hero point to improve a roll *before* the GM announces the outcome of your initial roll. You cannot spend hero points on die rolls made by the GM or other players without the Luck Control effect (see the **Powers** chapter).

INSPIRATION

You can spend a hero point to get sudden inspiration in the form of a hint, clue, or bit of help from the GM. It might be a way out of the villain's fiendish deathtrap, a vital clue for solving a mystery, or an idea about the villain's weakness. It's up to the GM exactly how much help the players get from inspiration and how it manifests, but since hero points are a very limited resource, the help should be in some way significant.

INSTANT COUNTER

You can spend a hero point to attempt to counter an effect used against you as a reaction. See **Countering Effects** in the **Powers** chapter for details.

RECOVER

You can spend a hero point to recover faster. A hero point allows you to immediately remove a dazed, fatigued, or stunned condition, without taking an action. Among other things, this option allows you to use extra effort (previously) without suffering any fatigue. Spending a hero point to recover also lets you convert an exhausted condition into a fatigued condition.

EARNING HERO POINTS

In comic book stories, heroes often confront the villain(s) and deal with various setbacks. Perhaps the villain defeats or outwits them in the first couple scenes. Maybe one or more of the heroes have to overcome a personal problem. The villain may have a secret the heroes need to discover, and so forth. By the end of the story, the heroes have overcome these challenges and they're ready to take on the villain.

Mutants & Masterminds reflects this kind of story structure through the awarding of hero points. The heroes gain additional hero points as an adventure progresses. When the going gets tough, the heroes get tougher, because they get hero points to help them overcome future challenges.

Heroes get hero points from complications, acts of heroism, and roleplaying. See **Complications** in the next chapter, **Secret Origins,** for details.





CHAPTER 2: SECRET ORIGINS

The Mutants & Masterminds Roleplaying Game allows you to create any sort of hero you want by choosing your character's abilities, skills, powers, and other traits. You have a "budget" of **power points** with which to build your hero. There are also certain limits and guidelines imposed by the game's **power level**, chosen by the Gamemaster, but within those limits you can build a wide range of characters.

HERO ARCHETYPES

The quickest and easiest way to create your own Mutants & Masterminds hero is to look through the various **hero archetypes** on pages 35-49, choose one that fits the type of hero you want to play, and customize it to match your ideas. With just a few quick choices, you have a new hero, complete and ready for the game!

Each archetype offers a complete, ready-to-play power level 10 hero, the recommended starting power level for Mutants & Masterminds. Some archetypes offer a few simple choices in terms of skills, advantages, or sets of powers to fit different themes. For example, many archetypes offer a choice of an Expertise skill to round out the character's background and interests outside of superheroism.

Some archetypes also offer an **Options** section, where you can change some of the pre-existing trait choices to create a different kind of hero. For example, the Crime Fighter archetype has options for a hero with less equipment, but superhuman senses, or a special vehicle of some type. Other archetypes offer similar options.

Even if the archetype does *not* have an **Options** section that does not mean you cannot customize the archetype to suit the type of hero you want to play! The archetypes are just starting points: if you are more familiar with character design in Mutants & Masterminds, feel free to change any or all of your chosen archetype's traits. So long as you stay within the bounds of available power points, series power level, and your Gamemaster's approval, you're fine.

Please note, the characters on pages 35-49 include some Advantages in italicized print. Those advantages are from an **Enhanced Advantage** effect listed in their powers.

HERO DESIGN

Designing a hero from scratch in Mutants & Masterminds follows a series of simple steps, using the information presented in the other chapters of this book. You'll need a copy of the character sheet found in the back of the book (and also available online) and some scratch paper to design your character. If you're pressed for time, looking for some inspiration, or prefer to be surprised, go to page 54 and use the **Quickstart Character Generator** to create a power level 10 hero.

1. HERO CONCEPT

Before you get started, consider what sort of hero you want to create. What are the hero's basic abilities? What are the hero's powers? What's the hero's origin? You may want to take a look at the archetypes earlier in this chapter for some ideas of the different types of heroes you can create. You also can draw inspiration from your favorite characters from comic books, television, or movies. Take a look through **Chapter 5** and see if any of the powers there inspire a character idea. You may want to jot down a few notes about the sort of hero you'd prefer to play, which will help guide you through the rest of the character design process.

2. GAMEMASTER GUIDELINES

Your GM may have particular guidelines for characters in the game, such as not allowing certain powers or concepts or requiring particular descriptors. If there are no aliens in the setting, for example, then you obviously can't play an alien hero. Likewise, if your Gamemaster bans mental powers from the series, then a psychic isn't appropriate. Run your hero concept by your Gamemaster *before* you start working on it! You might also want to consult with your fellow players so you can design your characters together and ensure they'll make a good team.

3. POWER LEVEL

Your GM sets the starting power level for the series. Generally, this is level 10, but it may range anywhere from level 5 to level 20 or more. The power level determines the player characters' starting power points and exactly where you can spend them. See **Power Level** later in this chapter for details.

4. ABILITIES

Choose the ability ranks you want your character to have and pay 2 power points for each rank. Choose defense bo-

nuses for your character, paying 1 power point per +1 defense over the base rank provided by your hero's abilities. To improve your hero's Toughness, see **Advantages** and **Powers**, following. See the **Abilities** chapter for details.

5. SKILLS

Choose the skill ranks you want your character to have and pay 1 power point per 2 total skill ranks. See the **Skills** chapter for details.

6. ADVANTAGES

Choose the advantages you want your character to have and pay 1 power point per advantage or rank in a advantage. See the **Advantages** chapter for details.

7. POWERS

Create your hero's powers by choosing their desired effects and paying the effects' base cost, adjusted for any modifiers, and multiplied by the number of ranks. See the **Powers** chapter for details.

8. COMPLICATIONS

Choose at least two complications for your hero. You can have more, if you want, and the more complications your hero faces, the greater your chances for earning hero points during the game. See the **Complications** section of this chapter for details.

9. DETAILS

Go through the limits listed under **Power Level** in this chapter and make sure your hero's traits all fit within them. If not, adjust the traits accordingly until they do.

Go back through and add up the costs of your hero's abilities, defenses, skills, advantages, and powers. You should end up with a figure equal to the starting power points shown on the **Starting Power Points** table. If not, double-check your math and either remove or add traits to your character to reach the starting power point total.

Figure out things like your hero's name, appearance, origin, background, and motivation. If you can, consider creating a sketch or detailed description of your hero's costume.

10. GAMEMASTER APPROVAL

Show your new hero to the Gamemaster for approval. The GM should check again to make sure your power points are spent and added up correctly, your hero follows the power level guidelines and any other guidelines set for the series, and that the character is generally complete and suited to the overall game. Once your GM has approved, your new hero is ready for play!

POWER POINTS

You design a Mutants & Masterminds hero by spending **power points** on different traits. Each ability, skill, advantage, power, and other trait has an associated power point cost.

STARTING POWER POINTS

The game's power level provides a guideline for how many power points you get initially to design your character, as shown on the **Starting Power Points** table. The Gamemaster can vary the starting power points as desired to suit the series.

SPENDING POWER POINTS

Each trait costs a certain number of power points. You "spend" or allocate your points to give your character different traits. Once spent, power points cannot be re-allocated without the use of a particular power or the Gamemaster's permission. The basic costs of traits are given on the **Basic Trait Costs** table, with specific costs for powers given in the **Powers** chapter.

POWER LEVEL

Power level is an overall measure of effectiveness and power, primarily combat ability, but also generally what sort of tasks a character can be expected to accomplish on a routine basis (see **Routine Checks** in **The Basics** chapter).

STARTING POWER POINTS

POWER LEVEL	STARTING POWER POINTS	POWER LEVEL	STARTING POWER POINTS
1	15	11	165
2	30	12	180
3	45	13	195
4	60	14	210
5	75	15	225
6	90	16	240
7	105	17	255
8	120	18	270
9	135	19	285
10	150	20	300

BASIC TRAIT COSTS

TRAIT	COST IN POWER POINTS
Ability	2 per ability rank
Defense	1 per defense rank
Skill	1 per 2 skill ranks
Advantage	1 per advantage or advantage rank
Power	((base effect cost + extras – flaws) x rank) + flat modifiers

MUTANTS & MASTERMINDS POWER LEVELS

Heroes in Mutants & Masterminds cover a diverse range of power levels, from the first costumed adventurers of the Golden Age, who relied solely on their skills and a few gimmicks (and modern vigilantes of the mean streets, who do much the same), to the greatest protectors of the world, who take on cosmic threats on a regular basis. The following are some common power levels and starting power point values suitable for different M&M games:

POWER LEVEL 8 - MASKED ADVENTURERS

This power level fits the "Mystery Men" era of the Golden Age of comic books, as well as for teams of mostly non-powered adventurers: heroes who rely more on their skills and wits (and maybe a few gadgets) rather than amazing powers. The suggested starting value of 120 power points creates well-rounded heroes at this level, particularly if the emphasis is on skills and advantages—and maybe a power or two—rather than a lot of powers. Think Dr. Tomorrow and Foreshadow rather than Captain Thunder and Daedalus. A higher starting power point total allows for more diverse capabilities within the same limits.

Heroes at this level often focus more on skill than sheer damage output, often having fighting skills in the 10–12 range, but commensurately lower damage and effect ranks (using just their fists or small arms).

POWER LEVEL 10 - SUPER HEROES

The suggested starting power level for Mutants & Masterminds suits mature and experienced "adventurers" of the previous level along with a wide range of younger or focused superhumans. This is the power level of the Sentinels, characters like Bowman and Seven, and a great many of other heroes. It's also good for powerful, but relatively inexperienced heroes like Megastar when he first joined the Next-Gen.

Power level 10 heroes may have a balance of attack and effect, defense and resistance, or may go for being stronger on one side than the other, having great combat skill, but comparatively limited damage, for example, or great Toughness, but lowered defenses.

POWER LEVEL 12 - BIG LEAGUES

Power level 12 is where you find many of the members of the current Freedom League: Daedalus, Lady Liberty, and the Raven, to name a few. They are "senior" heroes, usually with considerable capabilities (and, often, experience). Those lacking superhuman powers (such as the Raven) have amazing levels of skill and resources to draw upon while the superhuman types are often among the most capable in their particular area, often worthy of titles like "King" and "World's Greatest".

In areas where power level 12 heroes tip the balance of their combat capabilities, they can have amazing ranks in attack (like the Raven's Close Combat skill) or defense (like Daedalus' Toughness).

POWER LEVEL 14 - WORLD-PROTECTORS

Heroes at this level are closing in on the power levels of the paragons of the Freedom City Universe like Centurion and Eldrich. They are largely capable of ignoring lesser concerns and tend to focus on "big picture" problems like alien invasions and world-conquerors along with natural disasters (although they may still handle some of the "small stuff" as well). This is the level of the "heavy-hitters" of the Freedom League.

Power level is a value set by the Gamemaster for the series as a whole. It places certain limits on where and how players can spend power points when creating or improving their heroes. Power level imposes the following limits:

- **Skill Modifier:** Your hero's *total* modifier with any skill (ability rank + skill rank + advantage modifiers) cannot exceed the series power level +10. This includes untrained skill modifiers using only ability rank, and so sets an effective limit on all abilities associated with skills.
- **Attack & Effect:** The total of your hero's attack bonus and effect rank with that attack cannot exceed twice the series power level. If an effect allows a resistance check, but does *not* require an attack check, its effect rank cannot exceed the series power level.
- **Dodge & Toughness:** The total of your hero's Dodge and Toughness defenses cannot exceed twice the series power level.
- **Parry & Toughness:** The total of your hero's Parry and Toughness defenses cannot exceed twice the series power level.
- **Fortitude & Will:** The total of your hero's Fortitude and Will defenses cannot exceed twice the series power level.

TRADE-OFFS

Note that the averaging effect of power level—the fact that all the traits it limits are paired with other traits—allows for a measure of "trade-off." For example, attack bonus and effect rank added together cannot exceed twice the series power level, but this does not mean the two traits must themselves be equal, or that neither can be *greater* than the series PL. It's entirely possible to create a hero with more fighting skill than damage capability (like the Crime Fighter or the Martial Artist in the sample **Hero**



Archetypes), a hero with more sheer power than skill (like the Powerhouse), or a hero who is a roughly equal mix of both (like the Warrior) who are all within the series limit, PL10. The same is true of the various other traits, such as placing a greater reliance of Dodge and Parry over Toughness, or vice versa.

The GM may want to keep an eye on combinations that swing wildly towards one side or another: the hero with *no* Dodge/Parrry bonus to speak of but a massive Toughness bonus, or the one with no real attack bonus but capable of dishing out a tremendous amount of damage. For the most part, these designs are self-limiting, but they can pose problems in comparison to better-balanced heroes. A disparity of more than 50% between a pair of power level limited traits is something to look at closely before approving.

POWER LEVEL & NON-PLAYER CHARACTERS

While the GM should keep the power level guidelines and suggested starting power points of the series in mind while creating villains and members of the supporting cast, non-player characters are *not* restricted by the series power level and are built on as many power points as the GM wants to give them. In other words, there is no need to add up the "cost" of a non-player character. Just assign the appropriate traits at the desired ranks.

Determine an NPC's effective power level based on the character's highest appropriate offensive and defensive trait(s). This power level is simply an approximation to show what level of challenge that NPC offers, and is not necessarily related to the NPC's power point total, which may be greater than or less than the recommended starting power points for that power level.

> ***Example:*** *The Gamemaster is creating a villain for a power level 10 series. The bad guy has a +8 total attack bonus with a primary attack doing 16 damage. Adding these together and dividing by 2 gives the GM a power level of 12 [(16 + 8)/2]. So long as none of the villain's other traits exceed this, the GM notes the villain's power level as 12, a reasonable challenge for a group of PL10 heroes.*

REALLOCATING POWER POINTS

Normally a hero's traits are fixed. Once power points are spent on them, they remain there. In some cases, however, the Gamemaster may allow players to re-allocate their characters' points, changing their traits within the limits of the series power level, perhaps even losing some traits and gaining entirely new ones. This is typically a result of the transformed condition, either due to a power or encountering a transformational effect (intense radiation, mutagenic chemicals, cosmic power sources, and so forth). It's up to the GM when these character-altering events occur, but they should be fairly rare unless their effects are intended to be temporary complications .

COMPLICATIONS

Comic books are full of storylines involving personal complications, and players are encouraged to come up with some for their heroes. **Complications** have a specific use in the game as well: they give the Gamemaster a "handle" on your hero, different challenges to introduce or include in adventures. When the GM does so, you earn hero points you can use to enhance your character's chances of success, amongst other things. (See **Hero Points** in **The Basics** and **Action & Adventure** chapters for more information.)

CHOOSING COMPLICATIONS

Choose at least two complications for your hero: a Motivation and at least one other. You can take as many complications as you wish, although the GM may set limits for the sake of being able to keep track of them all. Complications are also self-limiting, in that you only earn hero points for those complications that actually come into play. So even if you have more than a dozen, if the GM can only include a couple in a game session, then those are the ones that earn you hero points for that game. You can—and generally should—look for opportunities to include your hero's complications and offer suggestions to the GM, who makes the final decision on which complications come into play at any given time.

The GM also decides what complications are appropriate for the game and can overrule any particular complication, based on the style and needs of the story and the series. Keep in mind the adventure needs to have room for *all* of the heroes' complications, so individual ones can only come up so often.

MOTIVATION

Every hero has something that drove him or her to become a hero in the first place—a motivation that keeps them going when things get tough. Sometimes motivation is the only difference between a hero and a villain. What made your hero decide to fight for justice rather than turning toward more selfish goals? How does it affect the hero's methods of fighting crime? Is there anything that might change or affect the hero's motivation?

Motivation is a complication because it often determines what a hero will do in a particular situation. The GM can use your hero's motivation to encourage certain actions, and enemies may do the same. When you properly play out your hero's motivation, even if it isn't necessarily the "smartest" thing to do, the GM awards you a hero point.

Common heroic motivations include the following:

- **Acceptance:** The hero feels different or isolated (perhaps for being a non-human in human society) and does good to gain the trust and acceptance of others and perhaps discover what it means to be human. Some such heroes see their powers as more of a curse than a blessing, but try to do some good with them while hoping and looking for a way to have a normal life.
- **Doing Good:** Some heroes fight the good fight simply because it's the right thing to do and they believe in doing the right thing no matter what. Their strong moral center may come from a good upbringing (or a bad one that showed them what *not* to do) or the guidance or inspiration of a mentor or idol.
- **Greed:** There are those motivated by nothing more than the opportunity to make a profit off their heroic careers. They may be mercenaries for hire or marketing machines who do good deeds but also rake in the proceeds from licensing fees and public appearances. More altruistic heroes tend to look down upon their profit-mongering peers.
- **Justice:** An overwhelming thirst for justice drives some heroes, a need to see the innocent protected and the guilty punished, even if they are beyond the reach of the law. These heroes walk a thin line. For some justice becomes a thirst for vengeance for injury done to the hero in the past, like the death of a loved one.
- **Patriotism:** Heroes are often devoted to the ideals of their home (or adopted) nation, and seek to serve that nation and its people with their abilities. Patriotic heroes are often honored as champions of their homelands, but it is the service, and not necessarily the recognition, that matters.
- **Recognition:** Some heroes just want recognition or attention, and dressing up in a bright costume and fighting crime is one surefire way to get people to notice you. The hero may be a shy nobody out of costume or a glory-hog who loves the spotlight.
- **Responsibility:** The responsibility of having great power can be a heavy burden but some heroes feel it is their duty to use the powers they've been given for the greater good. Oftentimes these heroes are trying to live up to an ideal like a mentor or a predecessor who inspired them.
- **Thrills:** For some the life of a superhero is all about excitement, thrills, danger, and challenge. These heroes are in it for the action more than anything else.

MOTIVATION AND INFLUENCE

A shared motivation can create an empathic bond with others. With the GM's permission, you might get a circumstance bonus on interaction skill checks when dealing with someone with the same motivation as yours. Simi-

larly, you may suffer a circumstance penalty to interaction when dealing with characters of a strongly differing motivation.

MOTIVATIONS AS DESCRIPTORS

At the GM's option motivation can function as a descriptor for powers (see **Descriptors**, page 204), allowing character to have a power affecting only subjects with a particular motivation, for example, or the ability to detect characters with a particular motivation (see **Detect**, page 177). Gamemasters should be very careful when applying power modifiers based on subjective qualities like motivation. An attack power affecting only "evil" targets, for example, is useless against inanimate objects, constructs, and animals (which cannot have such a quality) as well as "good" targets. It might also not affect characters without a specific evil motivation (such as selfish mercenaries, violent vigilantes, or despots devoted solely to order, but not "evil" per se).

MOTIVATIONS AS ORIGINS

Some characters may derive their powers from their motivation in some way, such as heroes who draw strength from their convictions, faith, or morality. This provides a descriptor for those powers, but the hero may also suffer Power Loss (see page 28) from a change or wavering in motivation.

MOTIVATIONS IN CONFLICT

A character with different motivations may find them in conflict from time to time. Such conflicts provide roleplaying opportunities and complications for players and story hooks for the Gamemaster. For example, a hero motivated by Patriotism may discover a secret government agency acting against the interests of justice in the world. What is stronger, the hero's patriotism or the desire to see the truth known and justice done? Some conflicts may even result in heroes changing motivations. See **Changing Complications**, in the following section, for more on this.

OTHER COMPLICATIONS

Other possible complications, and their uses in adventures, include:

- **Accident:** You cause or suffer some sort of accident. Perhaps a stray blast damages a building or hurts an innocent bystander, your fire powers set off sprinkler systems, or you cause volatile chemicals to explode. A hero with this as a regular complication may be especially accident-prone, inexperienced with their powers, or even jinxed! The GM decides the effects of an accident, but they should be troublesome. Accidents can lead to further complications; perhaps the hero develops a guilt-complex, obsession, or phobia involving the accident.
- **Addiction:** You need something, whether for physical or psychological reasons. You'll go out of your way to satisfy your addiction, and being unable to satisfy it may lead to other complications, either involving your own faculties or your relationships with people. Several comic book heroes have struggled with various addictions and the effects on their lives.
- **Disability:** You are limited by a particular disability, such as being blind, deaf, or paraplegic. When your disability places serious challenges in your path, your complication comes into play. Many "disabled" heroes have powers or other compensations for their disabilities, such as a blind hero with other enhanced senses or a paraplegic who is a powerful psychic with matchless mobility of mind over body. Even though their powers sometime make up for their disability, this complication is still appropriate because they may have to deal with it from time to time.
- **Enemy:** You have an enemy, or enemies, trying to do you harm. The GM can have your enemy show up to cause you trouble, and adventures involving your enemy tend to be more complicated for you; even personal grudge-matches, if the enmity goes both ways. When having an enemy causes a particular problem for you (such as your enemy abducting a loved one or laying a trap for you), you get a hero point.
- **Fame:** You're a public figure, known almost everywhere you go, hounded by the media, swamped by fans and well-wishers, and similar problems, which create various complications.
- **Hatred:** You have an irrational hatred of something, leading you to actively oppose the object of your dislike in some way, no matter the consequences. Complications involving your hatred tend to overwhelm your better judgment.
- **Honor:** You have a strong personal code of honor. Generally this means you won't take unfair advantage of opponents or use trickery, but you can define the exact terms of your code with the GM. Your honor becomes a complication when it puts you in a bind or on the horns of a moral dilemma.
- **Identity:** Heroes often maintain secret identities, creating various complications as they try to keep them secret from friends and enemies alike. The dual-identity can even go beyond mere disguise for heroes who actually transform into a different persona, creating complications around controlling that transformation, or a lack of powers or abilities in one persona.
- **Obsession:** You're obsessed with a particular subject and pursue it to the exclusion of all else, which can create quite a few complications.
- **Phobia:** You're irrationally afraid of something. When confronted with it you have to fight to control your fear, causing you to hesitate, flee, or act irrationally.
- **Power Loss:** Certain circumstances cause some or all of your powers to fail or stop working, or rob you of them altogether. You might depend on particular objects others can steal or take from you, or lose your powers during the dark of the moon, or when exposed to exotic radiation. You may even simply lose faith in yourself, resulting in temporary weakness.

UNDER THE HOOD: COMPLICATIONS AND UP-FRONT REWARDS

Some roleplaying game systems include complications, disadvantages, or similar problematic character traits which offer "bonus points" for *creating* the character; essentially, you get more points for your character's good traits when you take on some bad ones.

The problem with such "up-front" rewards for giving a character flaws is that the player gets all of the reward (the bonus design points) immediately, but the disadvantage only occasionally limits or affects the character, sometimes even randomly. Since there is only so much "screen time" in a game session, there is virtually no way for the GM to spotlight every one of every character's disadvantages, so some end up being worth "more" in the sense of reward in exchange for drawbacks. Plus, after they have "paid out" their initial benefit, front-loaded negative traits are nothing but a burden to the character from that point forward, leading players to try and avoid or mitigate them as much as possible.

Complications address this issue by having a "pay-as-you-go" approach: if the GM uses a complication in the game, and the player responds by going along with it, the player gets a reward in the form of a hero point. This means that although the hero has to deal with some "bad stuff" from time to time, there is an upside, and a reason for players to *want* their characters' complications to come into play! Why do powerful heroes lead such complicated lived? They need the points!

When this happens, and poses a challenge for you, your complication comes into play.

- **Prejudice:** You are part of a minority group subject to the prejudices of others, which create problems. Similarly, characters with unusual origins or appearance might face prejudice, such as a demonic-looking hero who is considered suspect. Some Gamemasters and gaming groups may prefer not to deal with issues of prejudice in their games, in which case the GM is free to ban this complication.
- **Quirk:** Complications can often come from various personality quirks: likes, dislikes, hobbies, neuroses, and so forth. For example, a hero might have the quirk of always leaving some sort of "calling card" for the authorities along with a captured criminal. That could become a complication if somebody else starts imitating it, or uses it to cause trouble for the hero.
- **Relationship:** The important people in a hero's life are a source of strength, but they can also complicate matters considerably. If they are not in on the hero's costumed identity, then there is juggling two lives and keeping loved ones safely in the dark. On the other hand, if the people in a hero's life do know the truth, they are in danger from the hero's foes and others seeking to find out.
- **Reputation:** You have a bad reputation, affecting what others think of you (whether you deserve it or not). Having someone adopt a bad attitude toward you because of your reputation is a complication. You might struggle to overcome your reputation, taking chances or facing difficulties others do not as a result.
- **Responsibility:** You have various demands on your time and attention. Responsibilities include family obligations, professional duties, and similar things. Failing to live up to your responsibilities can mean loss of relationships, employment, and other problems.
- **Rivalry:** You feel a strong sense of competition with a person or group and have to do your best to outdo your rival at every opportunity.
- **Secret:** You have something potentially damaging or embarrassing you're hiding from the world. The most common secret for Mutants & Masterminds heroes is their true identity, but it could be a secret weakness (another complication) or some dark secret from your past. Occasionally, something (or someone) may threaten to reveal your secret.
- **Temper:** Certain things just set you off. When you lose your temper you lash out at whatever provoked you.
- **Weakness:** Some things can hurt you, badly. You might have a weakness that overcomes your normally strong defenses, like a werewolf is vulnerable to silver, or you may suffer harm from things that are harmless to others, from water to cold iron or exotic energies or materials. A weakness may add degrees of effect or impose an entirely different effect. Affliction (see the **Powers** chapter) is the typical effect, but some weaknesses inflict outright Damage, Weaken the target, or have some other effect. You and the GM can discuss common effects beforehand and it is up to the GM to decide what happens when the particular weakness comes into play. When the GM uses your weakness against you, it's a complication.

CHANGING COMPLICATIONS

Complications can (and generally should) change over the course of a series: old enemies die or are put away for good, rivalries and psychological issues are resolved, new romances and relationships begin as others end, and so forth. Work with the GM to come up with new complications for your hero as old ones are resolved. As mentioned previously, the Gamemaster may set limits as to how many ongoing complications your hero can have in play at any given time.

COMPLICATIONS AND INJURIES

Various challenges heroes face over the course of a story make suitable complications. For example, while the game rules don't have specific details for how to handle a hero with a concussion, it can make for an interesting story. The easiest way to handle it is as a complication: whenever the injury causes the hero trouble (a lost action due to dizziness, a villain getting away, etc.), the GM awards a hero point. You can do the same with anything from a malfunctioning device to a persistent distraction.

BACKGROUND

A lot of background details go into making your hero more than just a collection of numbers. Take a moment (if you haven't already) to consider some of the following things about your character:

NAME

What is your character's name? That is to say, what is the name the hero uses in public, that appears in one-inch type in the newspaper headlines? Most heroes adopt unique and distinctive "code names," so consider a suitable name for yours. Code names are often based on powers, theme, or style. Here are some options to consider:

ORIGIN

A name may be based on the hero's origin, power source, nation (or even world) of birth, and such.

POWERS

Choose a name based on the hero's powers: Firestarter or Blaze for a flame-controlling character, Thunder or Spark for an electrical character, and so forth.

THEME

Maybe the character has a theme or style suggesting a name: Paladin might be a medieval knight displaced into the present day, with a magical sword and armor. Madame Macabre may be all about magic and the occult.

TITLES

Names may include various titles like Mister, Miss, Ms., Doctor, Sir, Lord, Lady, and Madam or even royal titles like King, Queen, Prince, Princess, Duke, Baron, Emperor and so forth. Military ranks are also popular parts of hero names, especially General, Major, and Captain.

GENDER

Names often include gender designations like Man/Woman, Boy/Girl, Lad/Lass, and so forth.

SOUND

Some code-names don't really have anything to do with a character's powers or background—they just sound cool: Kismet, Scion, Animus, Damask, and so forth. They may hint at the hero's powers or origin, or have nothing to do with them.

REAL NAME

Some heroes go by their given name, not using a code-name at all. Oftentimes these names still *sound* like code-names, however. They may also be nicknames, such as "Dash" for someone with the name Dashell, or "Buzz" for someone with the name Buzcinski, or whatever other nickname a character may have, such as "Stretch" or "Tiny".

ORIGIN

What's the origin of your hero's powers? It can be anything from a character born with the potential for powers to someone granted them by an accident—exposure to a strange meteor, radiation, genetic engineering, or any of countless similar encounters. Here are some of the more common superhero origins:

ACCIDENT

Perhaps the most common origin. The hero gains powers accidentally from exposure to some force like radiation, chemicals, unleashed mystic energies, being struck by lightning, and so forth. Accidents are often one-time events, although sometimes there is an effort to re-create an accident to deliberately make super-beings. The current science of the setting tends to influence accidental origins. Golden Age heroes in the 1940s often gained their powers from chemical accidents while Silver Age heroes in the Atomic Age of the '60s got their powers from radiation and modern heroes acquire powers from accidents involving genetic engineering, nanotech, and similar cutting-edge technologies.

ALIEN

A hero may be a member of an alien race with unusual powers compared to humans. Either all members of the race have similar powers or particular conditions (lighter gravity, solar radiation, etc.) grant them powers while on Earth. Some "alien" races in the comics are actually superhuman offshoots of humanity living isolated from the rest of the world. "Aliens" also include mystical beings from other dimensions, from angels and demons to elementals and actual gods, as well as mortal half-breeds descended from them. An alien hero's powers might even have another origin; being an alien only explains part of the character's powers or is merely a background element.

ENDOWMENT

Some outside force grants the hero powers. This might be an experimental procedure (see the next entry), a godlike higher power, a secret organization that hands out powerful devices, a mysterious wizard, or something similar. The patron might expect something in return from the hero for this boon, or the gift could be unconditional.



EXPERIMENT

Some heroes gain powers from a deliberate effort, such as a scientific or mystical technique for transforming someone into a super-being. Like accidents, experiments are often impossible to duplicate. The hero may be a willing volunteer or a victim chosen to test out the technique. Some heroes create their own powers, either developing the power-granting procedure or building their own devices.

MUTANT

A hero may simply be born "different," with the genetic potential for super-powers. These latent powers typically emerge in a time of stress, especially the changes brought on by puberty, although they might also appear as a result of an accident (combining the accident and mutant origins).

TRAINING

Finally, some heroes acquire powers through hard work and training, whether physical discipline, studying esoteric martial arts techniques, meditation and introspection to unlock hidden mental powers, or mastering the arts of magic. Such training is typically arduous and not everyone has what it takes to accomplish it. Heroes who gained their powers through training may have rivals or foes who trained with them (see the Enemy and Rivalry complications later in this chapter).

ORIGINS AS DESCRIPTORS

Origins can serve as descriptors for a character's powers (see **Descriptors** in the **Powers** chapter). For example, a super-powered mutant has the "mutant" descriptor, meaning the character may be detected by mutant-detection powers, affected by mutant-specific devices, and so forth. The same is true for a mystic, an alien, or any other origin.

ORIGIN GUIDELINES

Your GM may decide to limit the origins for the series you're playing for story reasons. The Gamemaster may set specific guidelines, ranging from restricting certain types of origins (no aliens or no mystics, for example) to requiring all heroes share a common type of origin, such as everyone is a mutant or the result of a unique accident. Consult with your GM before you choose a particular origin for your hero.

AGE

How old is the character? Superheroes tend to hover in that indeterminate age between 20 and 40, but some heroes are younger, often teenagers, and some are older, possibly *much* older, depending on a hero's background. For example, the hero might have fought in World War II but ended up in the present day due to time travel or suspended animation. Heroes with Immunity to Aging are effectively immortal—they might be *thousands* of years old.

Consider the effects of age on your hero. Someone who fought in the Second World War is likely to have a different worldview than a modern teenager who just acquired super-powers, to say nothing of an immortal who has seen civilizations rise and fall or a godlike being from the dawn of time. A character's age may influence the choice of certain traits. Aged characters are likely to have lower physical ability ranks, for example, while younger ones may have fewer skill ranks (having had less time to train in various skills).

APPEARANCE

What does your hero look like? Consider things like the character's race, sex, ethnicity, and other factors in appearance. Is the hero even human? Superheroes can be aliens, robots, androids, spirits, and beings of pure energy. Is the character short or tall? What about hair and eye color? Does the hero have any distinguishing marks or unique features; is his appearance unusual in any way (apart from running around in a costume, that is)? Does the hero qualify for the Attractive advantage? (See the **Advantages** chapter for details.) What about complications stemming from the hero's looks?

COSTUME

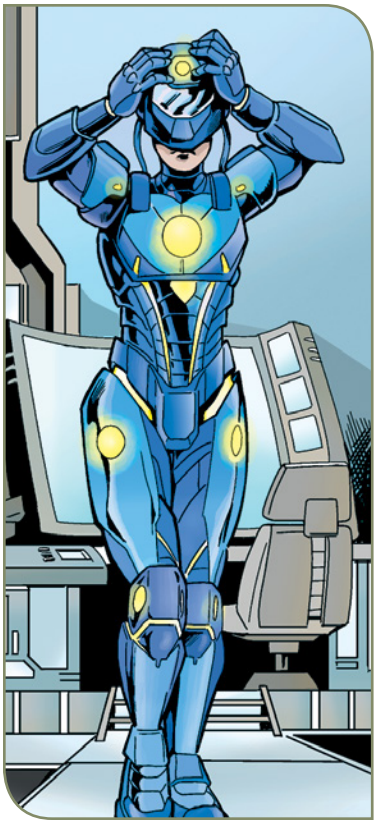
A costume is a big part of a superhero's appearance. Like code names, most heroes have a distinctive costume, usually something skin-tight and colorful, often emblazoned with a symbol or logo. Other heroes wear more military-style outfits, fatigues or body armor with numerous bandoliers and belts. A suit of armor may serve as the hero's costume: anything from ancient mail to a high-tech battlesuit. A few heroes don't wear a special costume, just ordinary street clothes (which in itself can be pretty distinctive among a group of spandex-clad heroes).

In the comics, costumes are generally immune to the kind of routine wear-and-tear a hero's powers should inflict on them. For example, heroes who can burst into flames don't usually incinerate their clothing. The same is true for heroes who change their size or shape. Although a hero's costume can be damaged or torn by attacks and other circumstances, it's usually immune to the hero's powers. This doesn't cost any points; it's just the way costumes work. For more on costumes as equipment, see the **Gadgets & Gear** chapter.

ALTERNATE IDENTITY

Although heroes spend a lot of time fighting crime and using their powers to help others, most also try to find time to have lives of their own. Consider the hero's "normal" life, both before acquiring super-powers and since. Does the hero maintain a secret identity, hiding behind a mask or other guise in order to have a semblance of a normal life while "off duty"? Describe the hero's other identity and what the hero does while not out fighting the forces of evil.

Other heroes abandon all pretense of a "civilian" identity, revealing their true names to the world and living in the public eye. This means no juggling two separate lives, but also no refuge from the media, adoring fans, or the hero's enemies, who can all keep track of the hero more easily. Both approaches have their good and bad points. Consider which is best for your hero.







PERSONALITY

How would you describe your hero's personality? While heroes tend to share a desire to use their powers for good and uphold the law, they also show a diverse range of attitudes. One hero may be dedicated to the ideals of truth, justice, and equality while another is a vigilante willing to break the law in order to ensure justice is done. Some heroes are forthright and cheerful while others are grim and unrelenting. Consider your hero's attitudes and personality traits. Don't overlook the effect of Motivation on your hero's personality and vice versa (see **Motivation**, previously).

GOALS

Finally, what are your hero's goals? All heroes want things like peace and justice to one degree or another, but what other things does your hero want? One hero may want to find his long-lost family while another may want to avenge a terrible wrong done to her in the past. A monstrous or alien hero may seek acceptance and a new home on Earth, while a teen hero may want to live up to the legacy of a mentor or predecessor. Giving your hero a goal beyond simply "doing good" can help give the character more depth and provide opportunities for roleplaying and complications during the game. Don't overlook it.

HERO ADVANCEMENT & IMPROVEMENT

The Gamemaster awards heroes power points at the end of each Mutants & Masterminds story. This represents the experience and confidence the heroes have gained, along with other factors contributing to an improvement in their abilities, skills, and powers.

Generally, heroes each receive 1 power point for a successfully completed adventure that lasts for one game session. If the heroes overcame especially powerful foes or difficult challenges, the GM can increase the power point award to 2 points. For adventures lasting more than one game session, the heroes should get 1 power point per session, plus a possible power point at the end if they did particularly well.

Gamemasters may vary the rate of advancement by awarding more power points per adventure, allowing heroes to increase in power faster, which may suit certain styles of play. The Gamemaster also may choose *not* to award a power point for an adventure in which the heroes did especially poorly, such as failing to defeat a villain's major scheme or allowing many innocent people to suffer harm they could have prevented.

Players can spend their heroes' awarded power points in-between adventures to improve the heroes' traits, limited only by the series power level. They can also choose to save up unspent power points, waiting until the power level increases, in order to spend them to improve a trait already at its maximum rating or rank. Players spend power points on new or improved traits for their heroes just the same as spending them to create a hero. So if your hero has a power costing 2 points per rank, and you want to improve it by 1 rank, spend 2 of your earned power points to do so.

Just like starting power points, once earned power points have been allocated to a trait, they remain that way, unless some effect (such as a transformed condition) causes the character's point allocation to change. See **Reallocating Power Points**, earlier in this chapter, for more information.

INCREASING POWER LEVEL

As heroes earn power points through adventuring and spend them to improve their traits, they will eventually run into the limits imposed by the series power level (see **Power Level**, earlier in this chapter, for details). For a while, this can be a good thing, since the power level limits encourage heroes to diversify and acquire new skills, advantages, and powers rather than simply pumping points into their existing traits to increase them to unwieldy levels. However, sooner or later, you're going to want to raise the power level, giving the heroes a bit more breathing room for advancement and spending their earned power points.

A good guideline is to follow the starting power point totals when it comes to power level: when the heroes accumulate an additional 15 power points from the start of the series or the last time the power level was raised, it's probably time to raise the power level by +1. So a power level 10 game starts out with 150-point heroes. When they have earned another 15 power points (bringing their total up to 165), the GM should consider raising the power level to 11, allowing the heroes to spend some of those power points to increase traits which are currently at the maximum limit.

When you increase the power level, you should also re-evaluate the capabilities of the villains and other challenges the heroes face. While NPCs don't earn additional power points as such, and aren't even subject to the same power level limits as the heroes, you should feel free to improve the traits of some non-player characters to keep pace with the heroes, ensuring those antagonists remain a suitable challenge. It's also fine to have others lag behind, as the heroes outstrip some of their old foes, who no longer represent the kind of threat they did before, plus you can introduce new villains and challenges suited to the series power level as things progress.

CHARACTER ARCHETYPES

The following archetypes are ready to play for a power level 10 series. Some require a few simple choices or offer options for customization. Gamemasters can also use these archetypes as ready-made villains, if desired.

MAKING THE MOST OF ADVANTAGES

The Gadgeteer and Martial Artist rely a great deal on their advantages (as do other archetypes like the Crime Fighter and Weapon Master). You'll want to read the descriptions of all of the character's advantages from the **Advantages** chapter so you know the benefits they provide. Remember to make use of them during play to give your character every appropriate, well, *advantage*.

In particular, note how some advantages and even powers work together. The Gadgeteer can use Quick-Thinking to speed up the process of inventing (see **Inventing**, page 211) and Skill Mastery (Technology) to make some inventing checks as routine. Similarly, note the Martial Artist's Power Attack advantage, good for doing extra damage to slow, tough, opponents, and the Skill Mastery (Acrobatics) advantage for pulling off formidable (DC 25) Acrobatics checks as routine!

KNOW YOUR OPTIONS

The Mimic and Mystic archetypes are both *very* flexible, although in different ways, and it pays to know what your character is capable of doing before you are immersed in the midst of a game.

In the case of the Mimic, the GM may wish to put together note cards or some other quick reference to the powers of other characters whom the Mimic might wish to duplicate. That way, you can see at a glance what traits the character can copy, and simply hand the card to the player for reference. Experienced Mimics may even build up a "hand" of such cards they reference often.

For the Mystic, in addition to choosing your character's five set Alternate Effects (see **Alternate Effect** on page 188), read the **Magic** sample power on page 168 of the **Powers** chapter and give some thought to power stunts your character can do; spur of the moment spells whipped up to fit a particular need. Mytics are very effective at power stunts and you might want to reserve a hero point (or two) for that purpose.

FUN WITH STRENGTH

The Paragon and Powerhouse are among the strongest archetypes, able to lift and carry a lot of weight. Just to give you an idea, the Paragon can lift a loaded 747 aircraft, whereas the Powerhouse can lift four times that amount. Both can easily smash through stone or bend steel.

Both archetypes are pretty tough, too. With their 12 ranks of Impervious Toughness, both can shrug off the damage of most conventional weapons, including guns, grenade launchers, and flamethrowers, without even having to make a resistance check! It would take the equivalent of an exploding shell to penetrate their skin.

FAST FACTS

In addition to formidable ground speed, and the ability to run across water or up sheer surfaces, the Speedster's Quickness rank allows opportunities to do a lot in a short span of time. A Speedster subtracts 10 from the time rank required to accomplish any routine task, doing in six seconds what it takes most people two *hours* to accomplish! That can include reading, fixing things, or searching an area, just to name a few.

HIGHER AND LOWER POWER LEVEL ARCHETYPES

The archetypes in this chapter can serve as models for higher and lower power level versions suitable for different series, ranging from as low as PL8 (PL6 for some archetypes) to as high as PL15 or more. Reworking an archetype for a different power level requires rebuilding the character to ensure everything matches the power level limits, but here are some quick guidelines for modifying an archetype on the fly. They are particularly useful if the Gamemaster wants a character of a different power level for a game, but doesn't want to go through the trouble of creating the character from scratch:

For every +1 power level, increase the archetype's attack bonuses, defenses, and skill ranks by 1. Also increase the archetype's powers offering a resistance check by 1 rank. If desired, shift an increase to a trait you don't want to go any higher to the corresponding trait in a pair, such as applying an attack increase to power rank, or a Toughness increase to either Dodge or Parry.

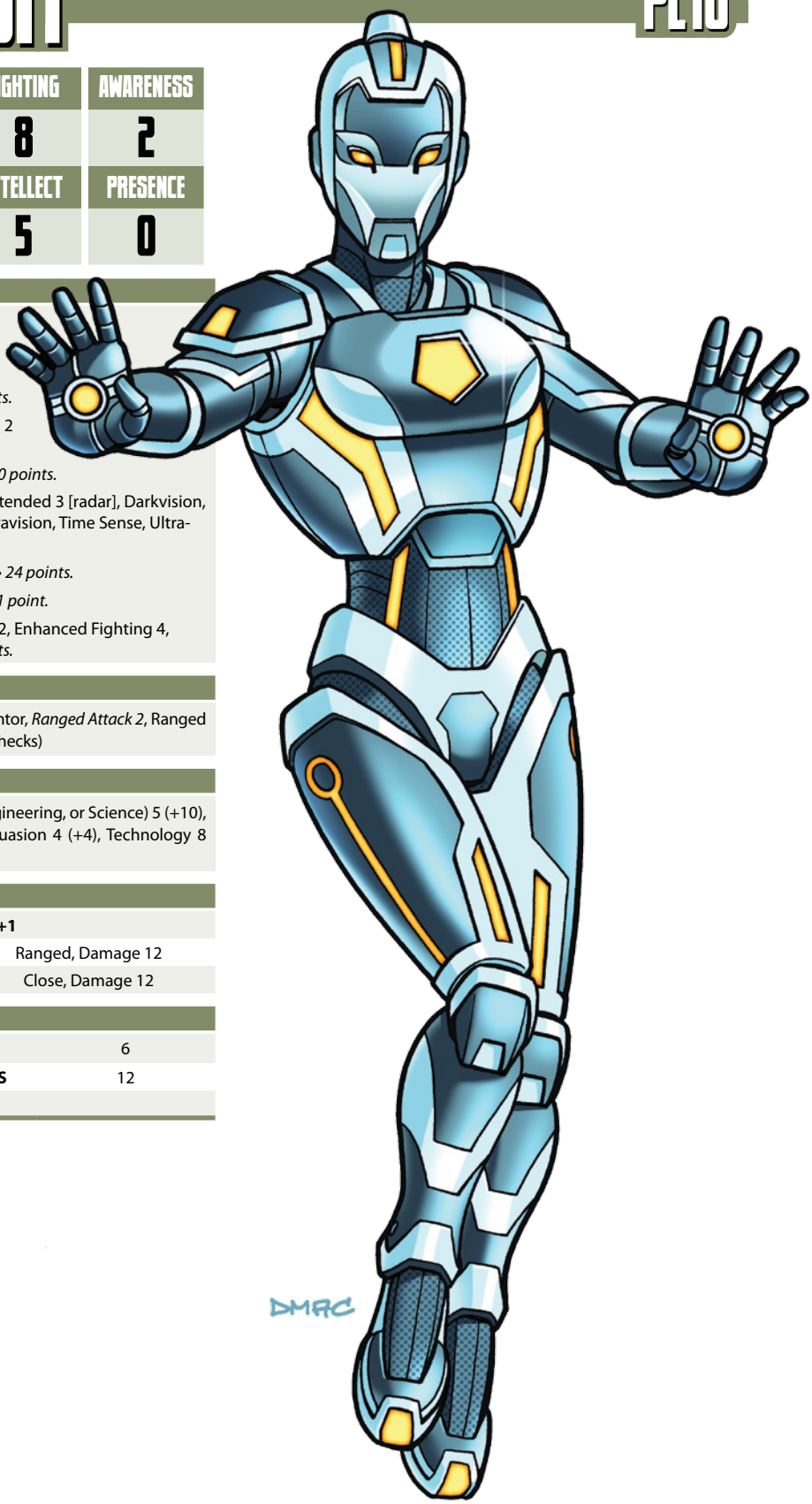
For every –1 power level, decrease the archetype's attack bonuses, defenses, and skill ranks by 1. Also decrease the archetype's powers offering resistance checks by 1 rank each. You can likewise shift a decrease from a trait you want to keep at its present rank to the corresponding trait in a pair, like applying an attack decrease to power rank, or a Dodge decrease to Toughness.

Check to see that none of the character's traits exceed the new power level limits and add up the character's new power point cost. If you are creating a starting character for that power level (rather than a non-player character), adjust the total power point cost to match the recommended starting total, adding or removing traits as needed.

BATTLESUIT

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
12	1	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	5	0



POWERS

Battlesuit: Removable (*–21 points*)

Armor: Protection 11, Impervious • *22 points.*

Boot Jets: Flight 8 (500 MPH) • *16 points.*

Comm System: Radio Communication 2 • *8 points.*

Life Support System: Immunity 10 • *10 points.*

Sensors: Senses 12 (Accurate Radio Extended 3 [radar], Darkvision, Direction Sense, Distance Sense, Infravision, Time Sense, Ultra-Hearing) • *12 points.*

Servo Motors: Enhanced Strength 12 • *24 points.*

- **Force Beams:** Ranged Damage 12 • *1 point.*

Tactical Computer: Enhanced Dodge 2, Enhanced Fighting 4, Enhanced Ranged Attack 2 • *12 points.*

ADVANTAGES

Accurate Attack, Improvised Tools, Inventor, *Ranged Attack 2*, Ranged Attack 4, Second Chance (Technology checks)

SKILLS

Expertise: (Choose one of Business, Engineering, or Science) 5 (+10), Insight 4 (+6), Perception 3 (+5), Persuasion 4 (+4), Technology 8 (+13)

OFFENSE

INITIATIVE +1

Force Beam +8	Ranged, Damage 12
Unarmed +8	Close, Damage 12

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	8	**TOUGHNESS**	12
WILL	8		

POWER POINT TOTALS: ABILITIES 30 • POWERS 84 • ADVANTAGES 8 • SKILLS 12 • DEFENSES 16 = 150

CONSTRUCT

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
11	3	9	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
-	3	5	0



POWERS

Armored: Protection 11, Impervious 6 • *17 points.*

Unliving: Immunity to Fortitude Effects • *30 points.*

OPTIONS

Choose **one** of the following • *20 points.*

Elemental: Ranged Damage 10 (See **Elemental Control** in the **Powers** chapter.)

Soldier: Ranged Damage 10 (built-in weapon)

Undead Revenant: Immortality 5, Regeneration 10

Wraith: Insubstantial 4

ADVANTAGES

Eidetic Memory, Ranged Attack 5

SKILLS

Investigation 2 (+7), Perception 5 (+6), Persuasion 4 (+4), Technology 5 (+10), Vehicles 2 (+5)

OFFENSE

INITIATIVE +3	
Ranged +8	Ranged, Damage *
Unarmed +9	Close, Damage 11

* Damage bonus depends on the option chosen under Powers.

DEFENSE

DODGE	9	**FORTITUDE**	Immune
PARRY	9	**TOUGHNESS**	11
WILL	9		

POWER POINT TOTALS: ABILITIES 54 • POWERS 67 • ADVANTAGES 6 • SKILLS 9 • DEFENSES 14 = 150

CRIME FIGHTER

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	6	12	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	6	4	4

EQUIPMENT

Commlink • *1 point.*

Costume: Protection 2 • *2 points.*

Grapple Gun: Movement 1 (Swinging) • *2 points.*

Utility Belt: Array (12 points)

- **Flash-Bangs:** Burst Area Dazzle 3 (Visual and Auditory) • *12 points.*
- **Smoke Pellets:** Cloud Area Concealment Attack 4 (visual) • *1 point.*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Daze, Stun, Asleep) • *1 point.*
- **Boomerangs:** Strength-based Damage 1, Ranged 4 • *1 point.*

OPTIONS

To customize, choose ***one*** of the following options with no change in point total:

- **Gimmick:** Replace Equipment advantage and optional advantages with a 10-point Removable power device.
- **Sentinel:** Drop Commlink and Utility Belt from equipment, add a tonfa or similar weapon (Damage 1). Change Equipment to 1 rank and add 3 points worth of Senses. Remove optional advantages to add more Senses, if desired.
- **Vehicle:** Replace optional advantages with a vehicle worth up to 20 equipment points (an additional 4 ranks of Equipment).

ADVANTAGES

Defensive Roll 3, Equipment 4, Uncanny Dodge

Plus choose *four* of the following: Agile Feint, Assessment, Benefit, Contacts, Defensive Attack, Daze (Intimidation), Hide in Plain Sight, Jack-of-all-trades, Power Attack, Precise Attack (Close; Concealment), Skill Mastery (Stealth), Startle, Takedown, Throwing Mastery, Ultimate Effort (Investigation)

SKILLS

Acrobatics 6 (+12), Athletics 6 (+9), Close Combat: Unarmed 2 (+14), Deception 6 (+10), Expertise: (Choose One) 4 (+8), Insight 6 (+10), Intimidation 8 (+12), Investigation 8 (+12), Perception 6 (+10), Ranged Combat: Thrown 8 (+14), Sleight of Hand 4 (+10), Stealth 8 (+14), Technology 2 (+6), Vehicles 4 (+10)

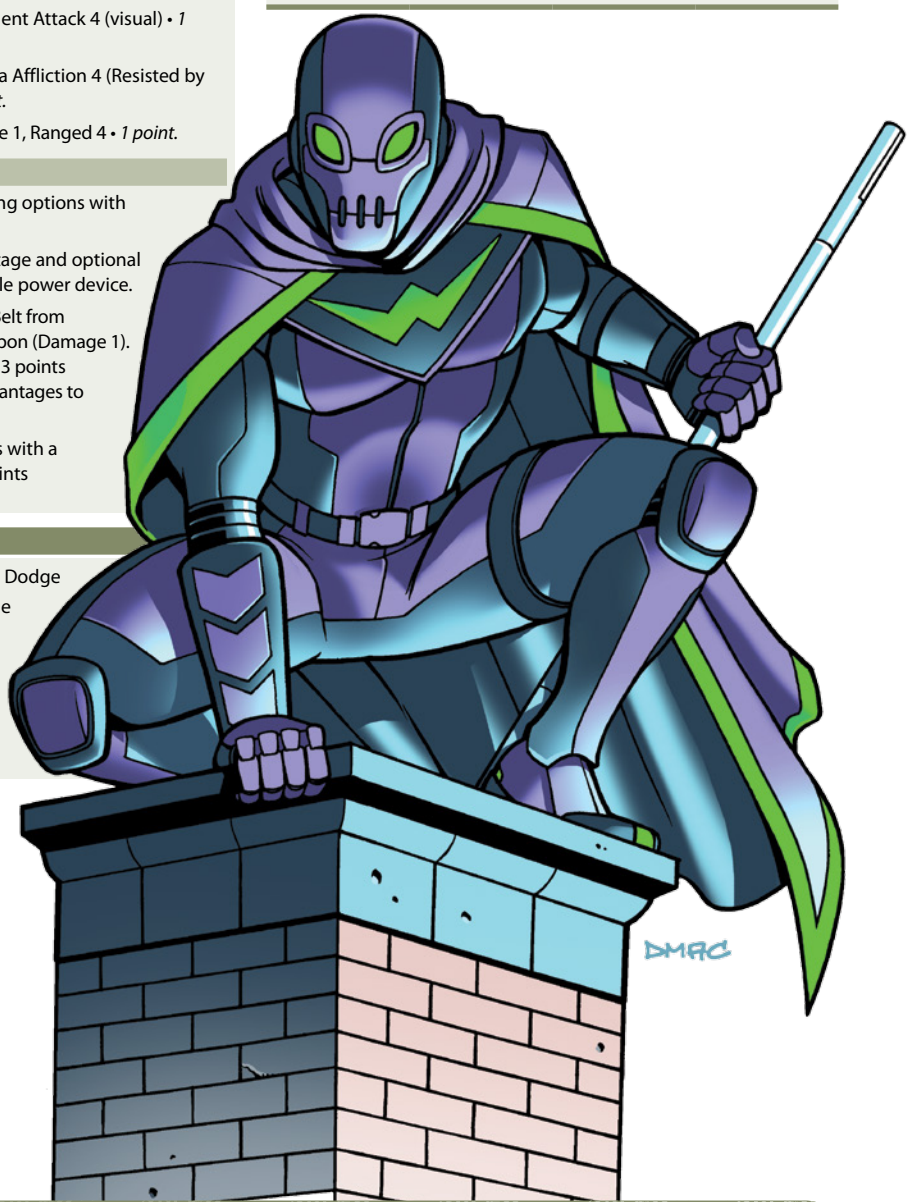
OFFENSE

INITIATIVE +6

Boomerang +14	Ranged, Damage 4
Unarmed +14	Close, Damage 3

DEFENSE

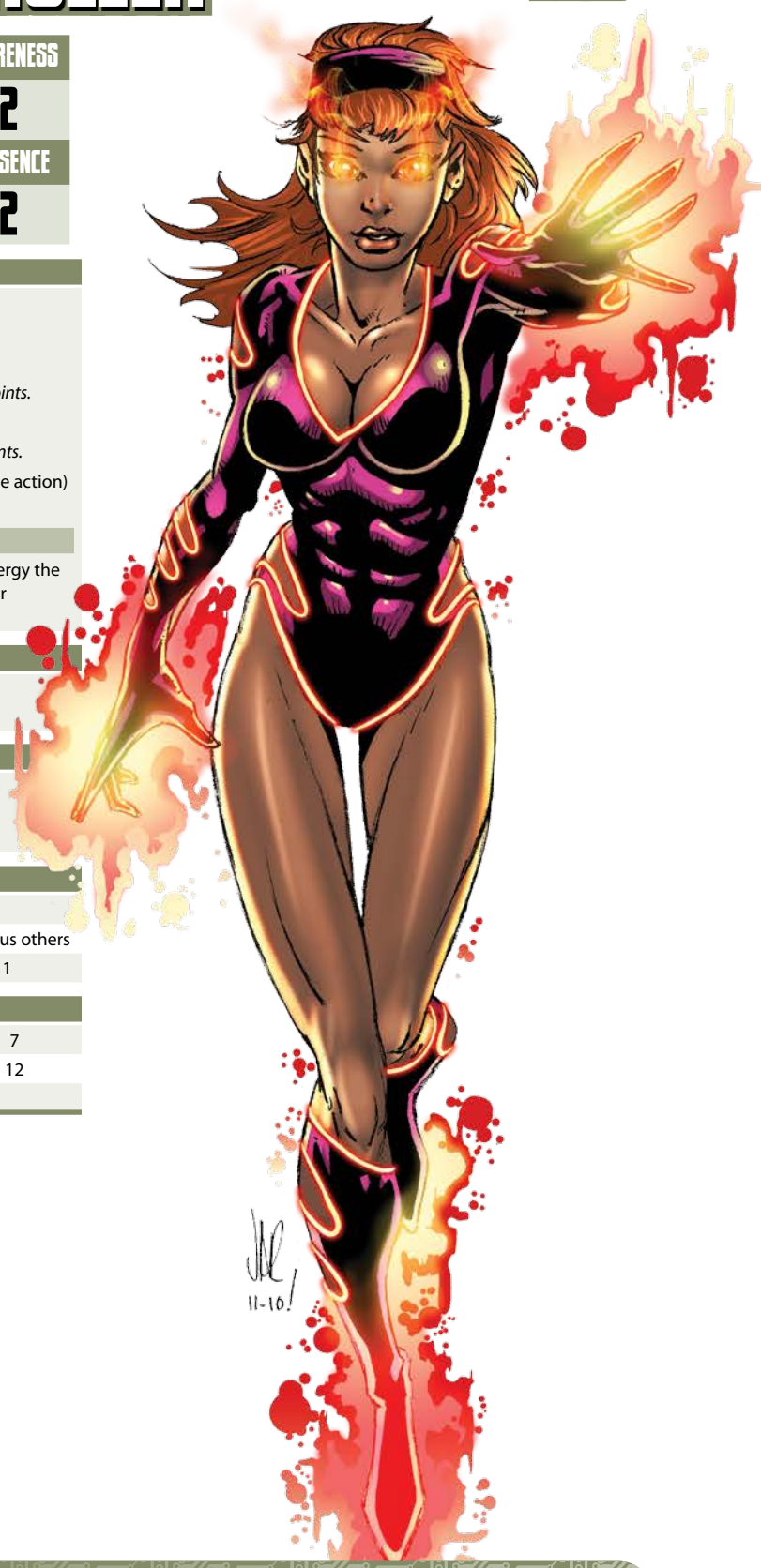
DODGE	12	**FORTITUDE**	6
PARRY	12	**TOUGHNESS**	8/5*
WILL	10	*Without Defensive Roll	



POWER POINT TOTALS: ABILITIES 84 • POWERS 0 • ADVANTAGES 12 • SKILLS 39 • DEFENSES 15 = 150

ENERGY CONTROLLER PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	4	4	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	3	0	2



POWERS

Energy Aura: Damage 3, Reaction • *12 points.*

Energy Control: Ranged Damage 12 • *24 points.*

- Choose ***three*** Alternate Effects • *3 points.*

Energy Immunity: Immunity 5 (Energy Control type) • *5 points.*

Flight: Flight 7 (250 MPH) • *14 points.*

Force Field: Protection 10, Impervious, Sustained • *20 points.*

Quick Change: Feature 1 (transform into costume as a free action) • *1 point.*

OPTIONS

The main option for an Energy Controller is the type of energy the hero wields. See **Energy Control** in the **Powers** chapter for some examples.

ADVANTAGES

Accurate Attack, All-out Attack, Power Attack, Precise Attack (Ranged; Cover), Taunt

SKILLS

Acrobatics 6 (+10), Deception 7 (+9), Insight 4 (+6), Perception 4 (+6), Persuasion 4 (+6), Ranged Combat: Energy Control 5 (+8)

OFFENSE

INITIATIVE +4

Energy Control +8	Ranged, Damage 12 plus others
Unarmed +4	Close, Damage 1

DEFENSE

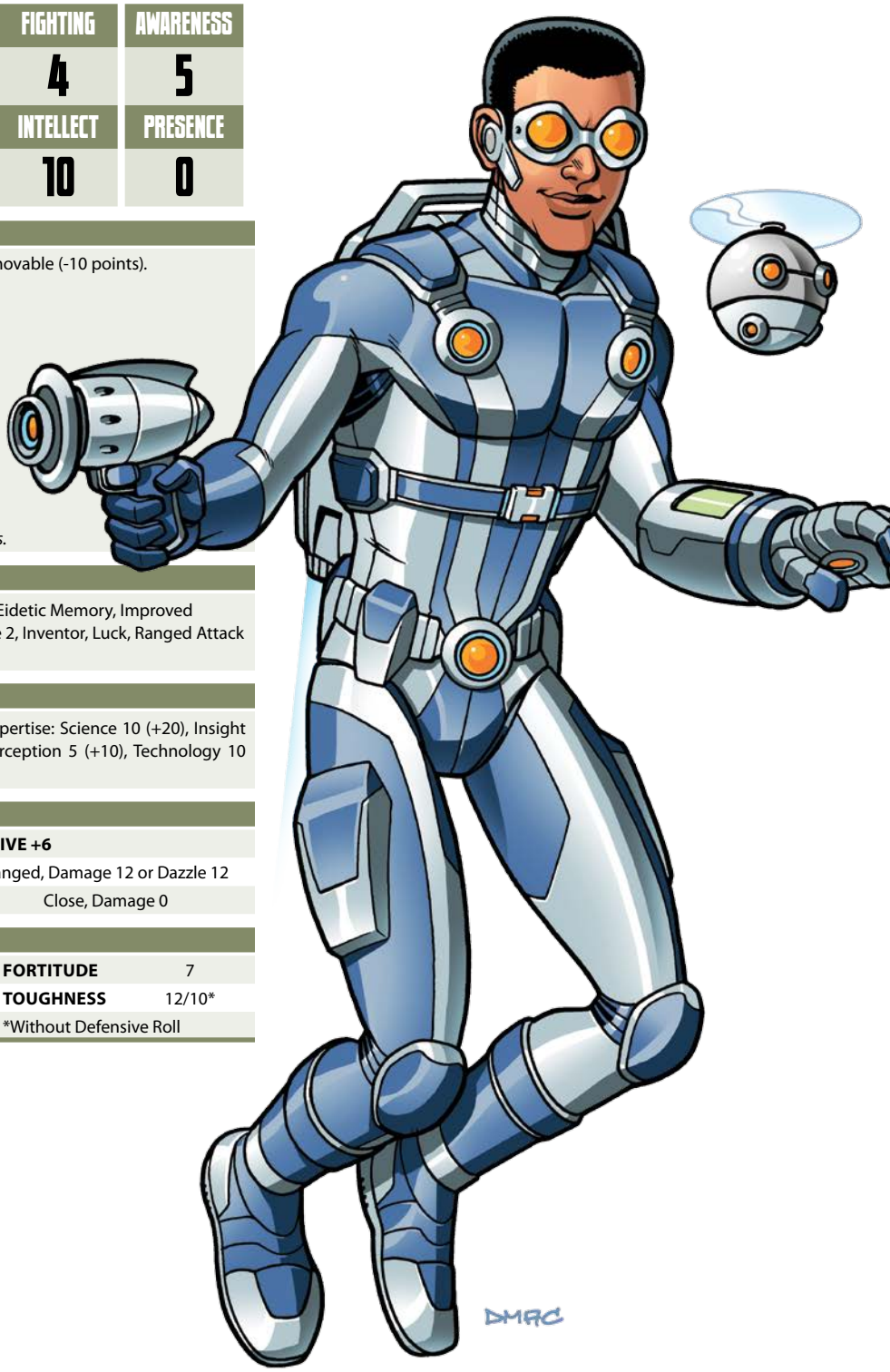
DODGE	8	**FORTITUDE**	7
PARRY	4	**TOUGHNESS**	12
WILL	8		

POWER POINT TOTALS: ABILITIES 36 • POWERS 79 • ADVANTAGES 5 • SKILLS 15 • DEFENSES 15 = 150

GADGETEER

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	2	4	5
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
0	3	10	0



POWERS

Blaster: 24-point Array, Easily Removable (-10 points).

- Ranged Damage 12 • *24 points*
- Dazzle 12 • *1 point.*

Force Shield Belt: Protection 10, Impervious, Sustained, Precise, Removable (-4 points) • *21 points.*

Jetpack: Flight 5 (60 MPH), Removable (-2 points) • *10 points.*

Quick-Thinking: Quickness 4, Limited to Mental Tasks • *2 points.*

ADVANTAGES

Beginner's Luck, Defensive Roll 2, Eidetic Memory, Improved Initiative, Improvised Tools, Inspire 2, Inventor, Luck, Ranged Attack 5, Skill Mastery (Technology)

SKILLS

Expertise: Engineering 5 (+15), Expertise: Science 10 (+20), Insight 5 (+10), Investigation 4 (+14), Perception 5 (+10), Technology 10 (+20), Vehicles 5 (+8)

OFFENSE

INITIATIVE +6	
Blaster +8	Ranged, Damage 12 or Dazzle 12
Unarmed +4	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	7
PARRY	8	**TOUGHNESS**	12/10*
WILL	10	*Without Defensive Roll	

POWER POINT TOTALS: ABILITIES 48 • POWERS 42 • ADVANTAGES 16 • SKILLS 22 • DEFENSES 22 = 150

MARTIAL ARTIST PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
4	6	13	5
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	4	0	0



ADVANTAGES

Accurate Attack, Agile Feint, All-out Attack, Assessment, Chokehold, Daze (Intimidation), Defensive Attack, Defensive Roll 4, Evasion, Improved Critical (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Prone Fighting, Redirect, Seize Initiative, Skill Mastery (Acrobatics), Takedown, Trance, Uncanny Dodge, Weapon Break

SKILLS

Acrobatics 10 (+16), Athletics 10 (+14), Close Combat: Unarmed 3 (+16), Expertise: Philosophy 5 (+5), Insight 8 (+13), Intimidation 8 (+8), Perception 8 (+13), Stealth 8 (+14)

OFFENSE

INITIATIVE +10

Unarmed +16	Close, Damage 4, Crit. 19-20

DEFENSE

DODGE	13	**FORTITUDE**	11
PARRY	13	**TOUGHNESS**	7/3*
WILL	9	*Without Defensive Roll	

POWER POINT TOTALS: ABILITIES 70 • POWERS 0 • ADVANTAGES 31 • SKILLS 30 • DEFENSES 19 = 150

MIMIC

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	1	8	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	1	1	2

POWERS

Mimic: Variable 12 (60 points) for duplicating a subject's traits, Continuous, Move Action, Limited to One Subject, Resistible (Dodge, DC 22) • *84 points.*

ADVANTAGES

Assessment

SKILLS

Deception 6 (+8), Expertise: (Choose One) 4 (+5), Insight 8 (+9), Perception 6 (+7)

[1] These bonuses will vary based on the traits mimicked

OFFENSE

INITIATIVE +1[1]	
Mimic +1[1]	Ranged, Mimic[1]
Unarmed +8[1]	Close, Damage 1[1]

DEFENSE

DODGE	8[1]	**FORTITUDE**	8[1]
PARRY	8[1]	**TOUGHNESS**	1[1]
WILL	8[1]		



POWER POINT TOTALS: ABILITIES 32 • POWERS 84 • ADVANTAGES 1 • SKILLS 12 • DEFENSES 21 = 150

MYSTIC

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	1	4	6
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
0	3	3	4



POWERS

Astral Projection: Remote Sensing 10 (visual, auditory, mental), physical body is defenseless, Subtle 2 • *32 points.*

- **Levitation:** Flight 4 (30 MPH) and **Mystic Shield:** Protection 12, Impervious, Sustained • *1 point.*

Mystic Senses: Senses 2 (Magical Awareness, Radius) • *2 points.*

Spellcasting: Ranged Damage 12 (mystic blast) • *24 points.*

- Choose ***five*** Alternate Effects • *5 points.*

ADVANTAGES

Fearless, Ranged Attack 5, Ritualist, Trance

SKILLS

Expertise: Magic 10 (+13), Insight 6 (+12), Intimidation 4 (+8), Perception 4 (+10), Sleight of Hand 4 (+7)

OFFENSE

INITIATIVE +1	
Spellcasting +8	Ranged, Damage 12 plus others
Unarmed +4	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	6	**TOUGHNESS**	12
WILL	13		

POWER POINT TOTALS: ABILITIES 42 • POWERS 64 • ADVANTAGES 8 • SKILLS 14 • DEFENSES 22 = 150

PARAGON

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
12	3	8	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
12	1	0	1



POWERS

Flight: Flight 9 (1,000 MPH)• *18 points.*

Invulnerability: Enhanced Stamina 10, Immunity 10 (Life Support), Impervious Toughness 12 • *42 points.*

Super-Speed: Quickness 2 • *2 points.*

Super-Strength: Enhanced Strength 10, plus Enhanced Strength 2, Limited to Lifting (Lifting Str 14; 400 tons) • *22 points.*

ADVANTAGES

Power Attack

SKILLS

Expertise: (Choose One) 7 (+7), Insight 6 (+7), Perception 8 (+9), Persuasion 6 (+7), Ranged Combat: Throwing 7 (+8)

OFFENSE

	INITIATIVE +3
Throw +8	Ranged, Damage 12
Unarmed +8	Close, Damage 12

DEFENSE

DODGE	8	**FORTITUDE**	12
PARRY	8	**TOUGHNESS**	12
WILL	8		

POWER POINT TOTALS: ABILITIES 36 • POWERS 84 • ADVANTAGES 1 • SKILLS 17 • DEFENSES 12 = 150

POWERHOUSE

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
12	1	6	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
14	1	0	1

POWERS

Shockwave: Burst Area Damage 10, Limited: Both the Powerhouse and its targets must be in contact with the ground • *10 points*

- **Groundstrike:** Burst Area Affliction 10 (Resisted by Fortitude; Vulnerable, Defenseless), Instant Recovery, Limited Degree, Limited: Both the Powerhouse and its targets must be in contact with the ground • *1 point*

Leaping: Leaping 10 • *10 points*

Super-Stamina: Enhanced Stamina 10, Immunity 12 (Cold and Heat Damage, Fatigue, Pressure), Impervious Toughness 12 • *44 points*

Super-Strength: Enhanced Strength 8, plus Enhanced Strength 4, Limited to Lifting (Lifting Str16; 1,600 tons) • *20 points*

ADVANTAGES

All-out Attack, Power Attack, Ultimate Effort (Toughness checks)

SKILLS

Close Combat: Unarmed 2 (+8), Expertise: Choose One 6 (+6), Insight 5 (+6), Intimidation 7 (+8), Perception 5 (+6), Ranged Combat: Throwing 7 (+8)

OFFENSE

INITIATIVE +1

Throw +8	Ranged, Damage 12
Unarmed +8	Close, Damage 12

DEFENSE

DODGE	6	**FORTITUDE**	14
PARRY	6	**TOUGHNESS**	14
WILL	6		

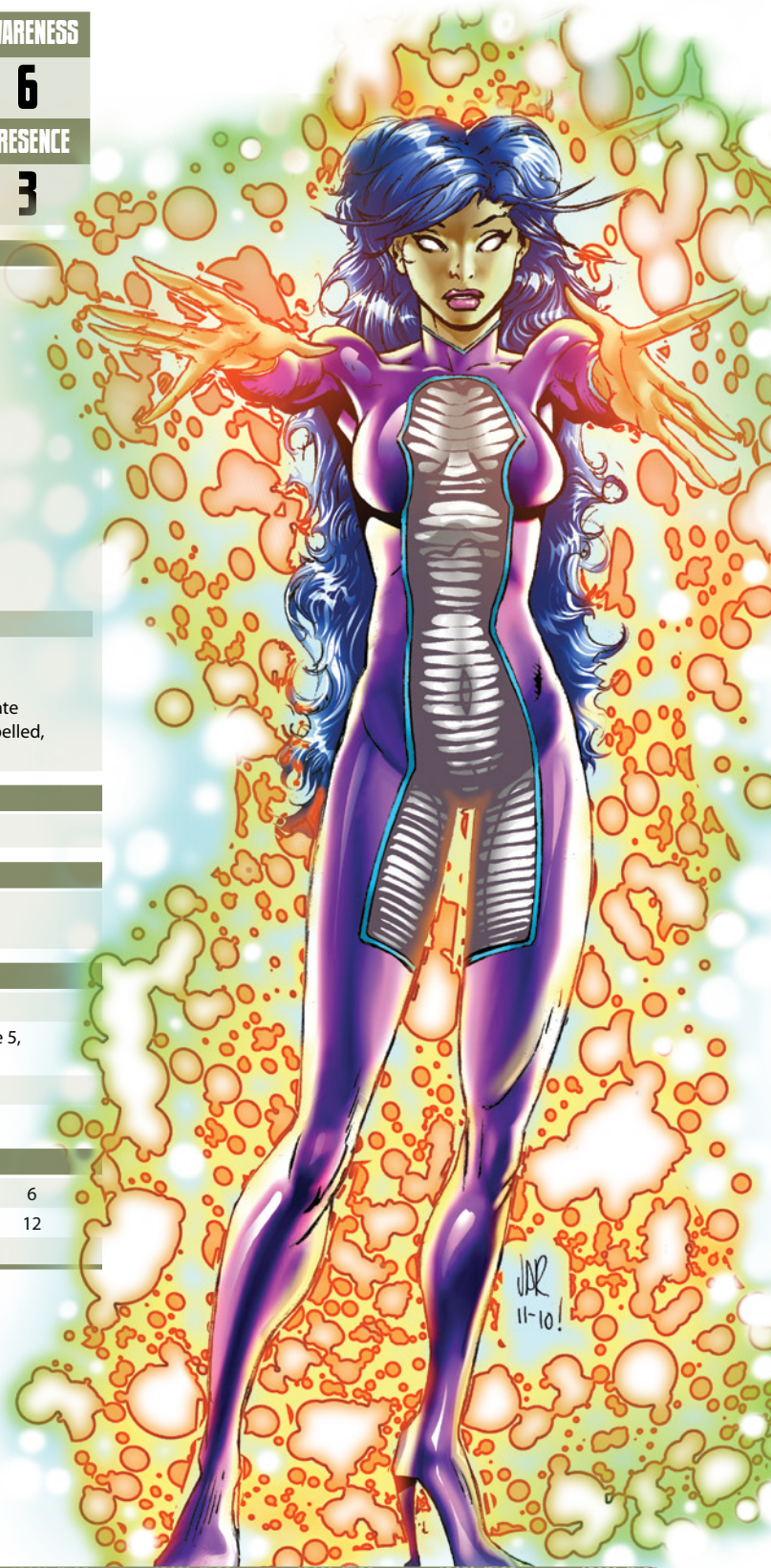


POWER POINT TOTALS: ABILITIES 36 • POWERS 85 • ADVANTAGES 3 • SKILLS 16 • DEFENSES 10 = 150

PSYCHIC

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	1	2	6
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
0	2	2	3



POWERS

Mental Awareness: Senses 2 (Mental Sense, Radius) • *2 points.*

Telekinesis: Move Object 8, Accurate 4 • *20 points.*

Telekinetic Field: Protection 12, Impervious, Sustained • *24 points.*

Telekinetic Levitation: Flight 5 (60 MPH) • *10 points.*

Telepathy: Mind Reading 5 Linked to Area Mental Communication 2 • *20 points.*

- **Telepathic Illusion:** Illusion 4 (all senses), Resisted by Will, Selective • *1 point.*
- **Mental Blast:** Perception Range Damage 5, Resisted by Will • *1 point.*

OPTIONS

To customize, you may choose the following option with no change in point total:

- **Mind Control:** Replace the Telepathic Illusion Alternate Effect with Affliction 5 (Resisted by Will; Dazed, Compelled, Controlled), Cumulative, Perception Range.

ADVANTAGES

Ultimate Effort (Will defense)

SKILLS

Expertise: (Choose One) 6 (+8), Insight 6 (+12), Perception 4 (+10), Persuasion 8 (+11)

OFFENSE

INITIATIVE +1

Mental Blast —	Perception Range, Damage 5, Resisted by Will (DC 20)
Telekinesis +10	Ranged, Str 8 Grab
Unarmed +2	Close, Damage 0

DEFENSE

DODGE	8	**FORTITUDE**	6
PARRY	8	**TOUGHNESS**	12
WILL	14		

POWER POINT TOTALS: ABILITIES 32 • POWERS 78 • ADVANTAGES 1 • SKILLS 12 • DEFENSES 26 = 150

SHAPESHIFTER

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	2	6	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	1	3

POWERS

Shapeshift: Variable 9 (45 points) for assuming different shapes, Move Action • *72 points*

ADVANTAGES

Defensive Roll 3, Move-by Action, Taunt

SKILLS

Close Combat: Unarmed 4 (+10), Deception 6 (+9), Expertise: Zoology 4 (+5), Perception 6 (+8), Stealth 6 (+8)

[1] Varies based on shape.

OFFENSE

INITIATIVE +2[1]

Unarmed +10[1] Close, Damage 1[1]

DEFENSE

DODGE	8[1]
PARRY	8[1]
WILL	10[1]
FORTITUDE	8[1]
TOUGHNESS	5/2*[1]

*Without Defensive Roll



POWER POINT TOTALS: ABILITIES 38 • POWERS 72 • ADVANTAGES 5 • SKILLS 13 • DEFENSES 22 = 150

SPEEDSTER

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	4	4	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	3	0	2

POWERS

Fast Attack: Damage 3, Strength-based, Multiattack and Selective on 5 Damage • *13 points*

- Damage 3, Strength-based, Burst Area and Selective on 5 Damage • *1 point*

Fast Defense: Enhanced Dodge 11, Enhanced Parry 11 • *22 points*

Super-Speed: Enhanced Initiative 3, Quickness 10, Speed 15 (64,000 MPH)• *28 points*

Run On Water: Movement 1 (Water Walking), Limited to While Moving • *1 point*

Run Up Walls: Movement 2 (Wall-crawling 2), Limited to While Moving • *2 points*

ADVANTAGES

Defensive Roll 3, *Improved Initiative 3*, Instant Up, Move-by Action

SKILLS

Acrobatics 4 (+8), Athletics 8 (+10), Close Combat: Unarmed 6 (+10), Deception 6 (+8), Expertise: (Choose One) 6 (+6), Perception 8 (+9), Ranged Combat: Thrown 6 (+9), Technology 6 (+6)

OFFENSE

INITIATIVE +16

Throw +9	Ranged, Damage 2
Fast Attack +10	Close, Damage 5, Multiattack 5, Selective 5

DEFENSE

DODGE	15	**FORTITUDE**	10
PARRY	15	**TOUGHNESS**	5/2*
WILL	10	*Without Defensive Roll	





POWER POINT TOTALS: ABILITIES 36 • POWERS 67 • ADVANTAGES 5 • SKILLS 25 • DEFENSES 17 = 150

WARRIOR PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
10	6	10	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
8	4	1	4

OFFENSE

INITIATIVE +6	
Ranged +8	Ranged, Damage depends on weapon
Unarmed +10	Close, Damage 10

DEFENSE

DODGE	10	**FORTITUDE**	10
PARRY	10	**TOUGHNESS**	10/8*
WILL	10	*Without Defensive Roll	

POWERS

Super-Strength: Enhanced Strength 2, Limited to Lifting (Lifting Str12; 100 tons) • *2 points.*

Plus choose ***one*** of the following • *10 points.*

- **Aquatic:** Immunity 1 (Drowning), Swimming 6, Movement 1 (Environmental Adaptation, Aquatic), Senses 1 (Low-light Vision).
- **Fast:** Quickness 5, Speed 5
- **Leaping:** Leaping 10
- **Super-Senses:** Senses 10 (Accurate and Analytical Hearing, Danger Sense, Extended Hearing and Vision, Hearing Counters Illusion, Tracking Vision, Ultra-Hearing) or 10 ranks of other Senses.
- **Wind-Riding:** Flight 5

OPTIONS

To customize, choose one of the following options with no change in point total:

- **Strong Warrior:** +2 Strength, –2 Fighting (including –2 Parry).
- **Weapon Warrior:** -3 Strength, Unique Weapon (Strength-based Damage 3, Penetrating 5, Easily Removable), also choose two additional Advantages from the list given in the Advantages section

ADVANTAGES

Agile Feint, Defensive Roll 2, Move-by Action, Power Attack, Ranged Attack 4, Takedown

Plus choose *four* of the following: Accurate Attack, All-out Attack, Animal Empathy, Benefit, Defensive Attack, Favored Environment (choose one), Favored Foe, Fearless, Improved Critical, Improved Disarm, Languages (choose one), Leadership, Precise Attack (choose one), Skill Mastery, Tracking

SKILLS

Acrobatics 6 (+12), Athletics 5 (+15), Expertise: (Choose one of History, Mythology, or Tactics) 4 (+5), Insight 6 (+10), Intimidation 5 (+9), Perception 6 (+10), Stealth 4 (+10)



POWER POINT TOTALS: ABILITIES 94 • POWERS 12 • ADVANTAGES 14 • SKILLS 18 • DEFENSES 12Y = 150

WEAPON MASTER

PL10

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	5	7	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	5	0	2



POWERS

Choose ***two*** of the following • *10 points*

- **Blocking:** Deflect 7, Easily Removable (weapon or shield, –2 points)
- **Crippling Strike:** Affliction 7 (Resisted by Fortitude; Impaired, Hindered, Incapacitated), Easily Removable (weapon, –2 points)
- **Fast:** Quickness 3, Speed 2 (8 MPH)
- **Gadgets:** Variable 1 (5 points), Easily Removable (–2 points)
- **Healing Factor:** Regeneration 5
- **Improvised Weapons:** Damage 2, Strength-based, Ranged 5, Easily Removable (–2 points)
- **Super-Hearing:** Senses 5 (Accurate Hearing, Danger Sense, Extended Hearing, Ultra-Hearing)
- **Super-Vision:** Senses 5 (Darkvision, Extended Vision, Microscopic Vision 2)
- **Urban Acrobat:** Leaping 1, Movement 2 (Safe Fall, Swinging)

EQUIPMENT

Weapon: Choose ***one*** of the following • *15 points.*

Bow (or Crossbow): Ranged Damage 5 with: Multiattack or five Alternate Effects (trick arrows).

Daggers (or Knives): Strength-based Damage 2, Ranged 5, Multiattack 5, Improved Critical, Improved Defense, Improved Disarm.

Gun (revolver or semi-automatic): Multiattack Ranged Damage 5.

Sword (including Katana): Strength-based Damage 2, Multiattack 5, Penetrating 5, Improved Defense, Improved Disarm, Improved Smash.

Whip: Damage 4, Multiattack, Improved Grab, Improved Hold, Improved Trip, Reach 3
- Movement 1 (Swinging).

Vehicle: Motorcycle • *10 points*

ADVANTAGES

Defensive Roll 4, Equipment 5, Evasion, Improved Critical (weapon)

Plus choose *six* of the following: Accurate Attack, Agile Feint, Assessment, Connected, Contacts, Defensive Attack, Improved Critical (weapon), Improved Defense, Improved Disarm, Improved Initiative, Improved Smash, Improved Trip, Power Attack, Precise Attack (choose one), Takedown, Taunt, Uncanny Dodge.

SKILLS

Acrobatics 8 (+13), Athletics 8 (+11), Close Combat: Weapon 6 (+13), Deception 8 (+10), Expertise: (Choose One) 6 (+6), Expertise: Weapons 8 (+8), Intimidation 6 (+8), Investigation 6 (+6), Perception 8 (+9), Ranged Combat: Weapon 8 (+13), Sleight of Hand 6 (+11), Stealth 8 (+13), Vehicles 4 (+9)

OFFENSE

INITIATIVE +5*	
Weapon +13	Close, Damage 5, Crit. 19-20*
Weapon +13	Ranged, Damage 5, Crit. 19-20

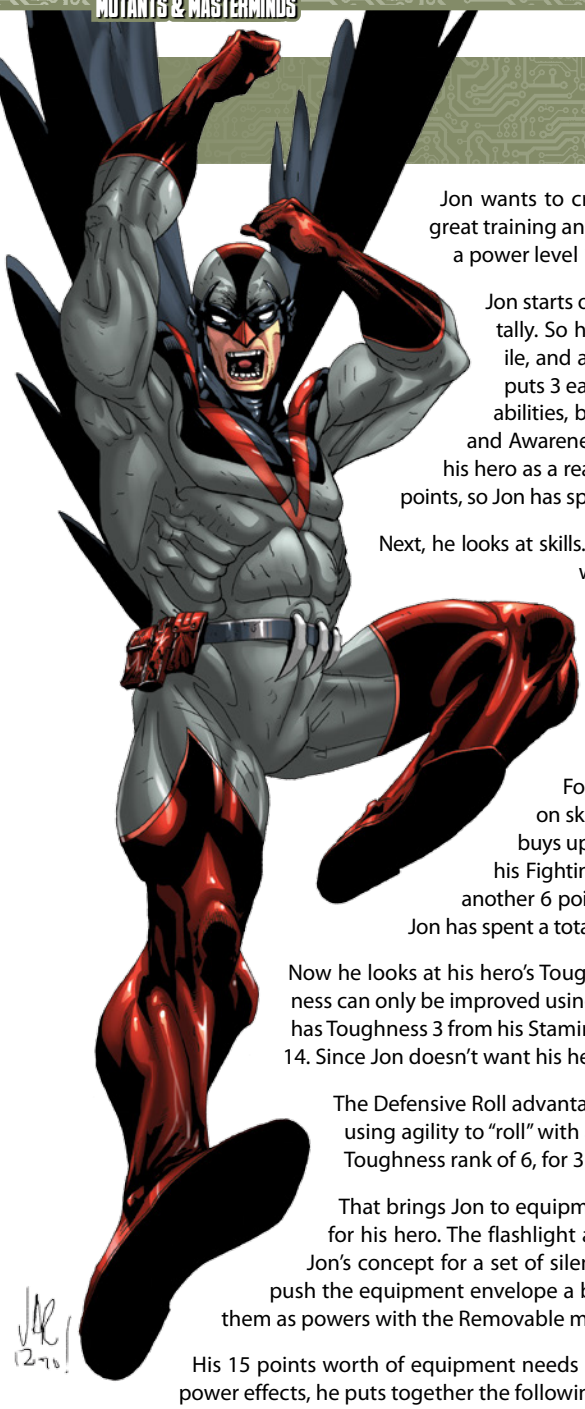
* Varies depending on Advantages and Weapon chosen.

DEFENSE

DODGE	12	**FORTITUDE**	8
PARRY	14	**TOUGHNESS**	6/2*
WILL	9	*Without Defensive Roll	

POWER POINT TOTALS: ABILITIES 50 • POWERS 10 • ADVANTAGES 17 • SKILLS 45 • DEFENSES 28 = 150

CRIME FIGHTER - THE ROOK



Jon wants to create a hero who's a vigilante type, someone with no superpowers, but great training and skill, along with various crime-fighting gadgets. The hero is intended for a power level 10 game, with 150 starting power points.

Jon starts out with abilities. He wants his hero to be capable both physically and mentally. So he assigns rank 5 to both Agility and Dexterity to make his hero quick, agile, and accurate, and a 5 to Intellect to make him equally quick on the uptake. He puts 3 each into Strength and Stamina making his hero well above average in those abilities, but not quite as much as the others. Similarly, he gives his hero Presence 3 and Awareness 2, both above average, but not his strongest suits. Lastly, since he sees his hero as a real combat expert, Jon gives him Fighting 8. Each ability rank costs 2 power points, so Jon has spent 68 of his 150 points, just over a third.

Next, he looks at skills. He wants his hero to be quite skilled and makes a wish list of the skills he wants. He starts out assigning 8 ranks to each of those skills—knowing skills cost 1 power point per 2 ranks—but that would use up more than his remaining points! So he shifts those ranks around, decreasing less important skills—like Sleight of Hand and Treatment—and increasing Ranged Combat to match the hero's Close Combat bonus. When he's done, Jon has assigned 58 ranks in skills, quite a respectable amount, and spent 29 points (58 ranks, divided by 2). That leaves him with 53 power points remaining.

Fortunately, Jon has decided his hero doesn't really have any powers, relying on skills, advantages, and equipment. So he turns to his character's defenses. He buys up his Dodge from 5 (for his Agility) to 14 for 9 points and his Parry from 8 (for his Fighting) to 14 for 6 points. He increases Will from 2 (for his Awareness) to 8 for another 6 points and gives his hero Fortitude 8, adding 5 points to his basic Stamina 3. Jon has spent a total of (9 + 6 + 6 + 5) or 26 points on defenses, about half of what he has left.

Now he looks at his hero's Toughness. Jon can't increase that directly by spending power points; Toughness can only be improved using advantages and powers, and his hero doesn't have any powers. His hero has Toughness 3 from his Stamina and his Toughness defense can be up to 6, given his Dodge and Parry of 14. Since Jon doesn't want his hero to have any powers, he decides it's time to look at advantages.

The Defensive Roll advantage catches Jon's attention immediately: it grants improved Toughness by using agility to "roll" with attacks. Perfect! He takes 3 ranks of Defensive Roll, giving his hero a total Toughness rank of 6, for 3 points.

That brings Jon to equipment. He puts together a list of equipment, including an array of weapons for his hero. The flashlight and tracers are simple, and the Gamemaster approves the weapons, but Jon's concept for a set of silent glider wings and a cowl that grants his hero various enhanced senses push the equipment envelope a bit too far in the GM's opinion. He asks Jon to make them devices, taking them as powers with the Removable modifier (see page 201).

His 15 points worth of equipment needs 3 ranks of the Equipment advantage, which Jon notes. Looking over the power effects, he puts together the following devices:

Cowl: Senses 3 (Extended Vision, Low-Light Vision, Radio), Removable (–1 point) • *2 points*

Wings of the Rook: Flight 5, Subtle (sound baffling), Wings; Movement 1 (Safe Fall), Removable (–2 points) • *6 points*

That's 8 points in powers. Added to the 6 he's put into advantages thus far, Jon has 13 points left. The rest he wants to put into other advantages. He makes a list of the ones he wants and whittles it down to: Inventor, Jack-of-all-trades, Move-by Action, Power Attack, Quick Draw, and Well-informed. That's 6 points, leaving another 7. Jon makes his hero a Multi-millionaire to afford all this crime-fighting stuff, that's 4 ranks of Benefit. He also decides to give him a headquarters, the Roost, worth another 15 equipment points. That brings his Equipment rank up to 6, for the remaining 3 points.

Jon notes some Complications he thinks might suit his hero, getting some ideas he can give the GM to earn extra hero points during the game. His hero is motivated by justice above all else, even if it means operating outside of the law. He has a strict personal code of honor, however, and won't take unfair advantage. He believes right and wrong are not mere abstract concepts. Not everyone agrees with his activities, however, so he keeps his true identity as Jack Cooper, dotcom millionaire, a secret.

Jon goes back and adds up his costumed crime fighter's points, coming up with the starting total of 150, so he presents his new hero, "the Rook," to the Gamemaster for approval and he's ready to play!

MUTANTS & MASTERMINDS

HERO: The Rook PLAYER: Jon

IDENTITY: Jack Cooper ⊗ SECRET ○ PUBLIC

GENDER: Male AGE: 31 HEIGHT: 6'0" WEIGHT: 195 lbs EYES: Blue HAIR: Brown

GROUP AFFILIATION: None BASE OF OPERATIONS: Emerald City POWER LEVEL:

POWER POINT TOTALS: ABILITIES 68 • POWERS 8 • ADVANTAGES 19 • SKILLS 29 • DEFENSES 26 = 150

STRENGTH	3	AGILITY	5	FIGHTING	8	AWARENESS	2
STAMINA	3	DEXTERITY	5	INTELLECT	5	PRESENCE	3

OFFENSE

INITIATIVE +5

Unarmed	+15	Close, Damage 3
Fighting Staff	+15	Close, Damage 5, Reach 1
Rook's Talons	+15	Ranged, Damage 5

DEFENSE

DODGE (AGL)	14
PARRY (FGT)	14
FORTITUDE (STA)	8
TOUGHNESS (STA)	6/3*
WILL (AWE)	8

NOTES

*Without Defensive Roll.

ADVANTAGES

Benefit 4 (Multi-millionaire), Defensive Roll 3, Equipment 6, Inventor, Jack-of-all-trades, Move-by Action, Power Attack, Quick Draw, Well-informed

SKILLS

Acrobatics 5 (+10), Athletics 5 (+8), Close Combat: Unarmed 7 (+15), Intimidation 6 (+9), Investigation 1 (+6), Perception 6 (+8), Ranged Combat: Throwing 10 (+15), Sleight of Hand 3 (+8), Stealth 8 (+13), Technology 5 (+10), Treatment 1 (+6), Vehicles 1 (+6)

POWERS & DEVICES

Cowl: Senses 3 (Extended Vision, Low-Light Vision, Radio), Removable (-1 point) • 2 points

Wings of the Rook: Flight 5 (60 MPH), Subtle (sound baffling), Wings; Movement 1 (Safe Fall), Removable (-2 points) • 6 points

Flashlight: Feature 1 (Illumination) • 1 point

Mini-Tracers: Feature 1 (Tracking) • 1 point

Arsenal: Array (9 points)

- Flash Bombs: Ranged Burst Area Affliction 3 (Resisted by Fortitude; Vision Impaired, Vision Disabled, Vision Unaware) • 9 points
- Explosive Talons: Ranged Burst Area Damage 3 • 1 point
- Fighting Staff: Strength-based Damage 2, Reach 1 • 1 point
- Taser Talons: Ranged Affliction 4 (Resisted by Fortitude; Dazed, Stunned, Incapacitated) • 1 point
- Throwing Talons: Strength-based Ranged Damage 2 • 1 point

Headquarters-The Roost: Large; Tou 10; Communications, Computer, Concealed, Gym, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop. • 15 points

COMPLICATIONS

Motivation--Justice: The Rook is looking to bring justice to those who deserve it-whether it be the victims of a crime or the perpetrators.

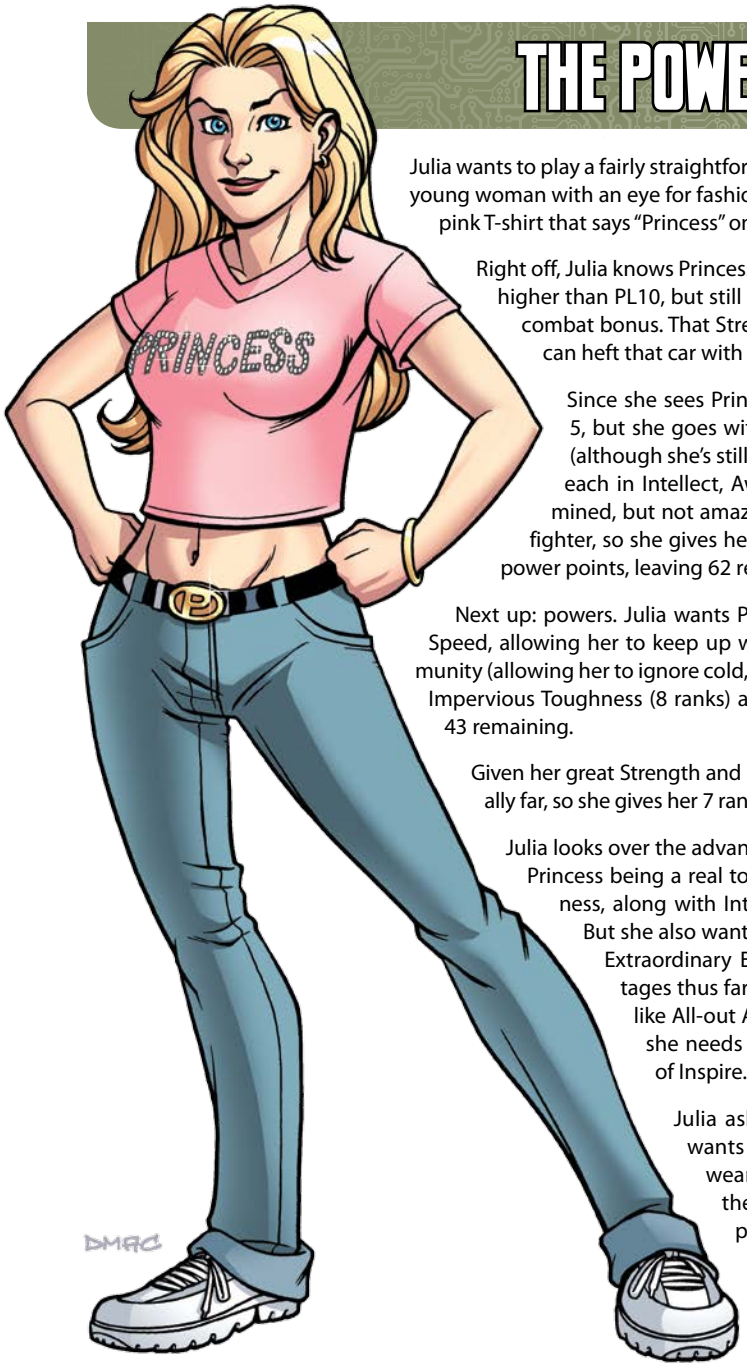
Honor: The Rook won't take unfair advantage of anyone in or out of combat. He believes in right and wrong no matter the circumstance.

Identity: No one knows the Rook is actually Jack Cooper, and he plans to keep it that way for as long as he can.

POWER POINTS 0

HERO POINTS 1

THE POWERHOUSE - PRINCESS



Julia wants to play a fairly straightforward hero: super-strong and tough, but also a beautiful young woman with an eye for fashion! She draws a sketch of a smiling, slender woman in a pink T-shirt that says "Princess" on it in silver sequins, holding a car over her head!

Right off, Julia knows Princess is strong, *really* strong. So she assigns her Strength 12; higher than PL10, but still not so high that she can't also have a reasonable close combat bonus. That Strength is enough for Princess to lift a hundred tons! She can heft that car with ease! Julia gives her Stamina 12 to match.

Since she sees Princess as graceful, like a gymnast, Julia gives her Agility 5, but she goes with Dexterity 3, since her character isn't as coordinated (although she's still above average). Likewise, Julia assigns Princess 2 ranks each in Intellect, Awareness, and Presence; she's smart, sassy, and determined, but not amazingly so. Julia wants Princess to be a capable close-up fighter, so she gives her Fighting 6. That's a total of 44 ranks in abilities for 88 power points, leaving 62 remaining.

Next up: powers. Julia wants Princess to be fast and tough. She gives her 4 ranks of Speed, allowing her to keep up with a slow-moving car, and assigns her 5 ranks in Immunity (allowing her to ignore cold, disease, heat, pressure, and radiation) along with some Impervious Toughness (8 ranks) and Regeneration (2 ranks). That's 19 points in powers, 43 remaining.

Given her great Strength and Agility, Julia also sees Princess as being able to jump really far, so she gives her 7 ranks in Leaping as well. That's another 7 points, leaving 36.

Julia looks over the advantage list, taking notes as she goes. She likes the idea of Princess being a real toughy: having things like Diehard and Ultimate Toughness, along with Interpose (allowing her to take the hit for a teammate). But she also wants her to be quick and inspirational. She likes Attractive, Extraordinary Effort, Inspire, and Well-informed. That's seven advantages thus far. She rounds out the list with some combat maneuvers like All-out Attack and Power Attack (since Princess *can* cut loose if she needs to), Improved Initiative (she's quick) and another rank of Inspire. That's another four advantages, for a total of 11 points.

Julia asks the Gamemaster about one more advantage: she wants Princess to have a secret identity, but not to have to wear a mask. She and the GM agree that stretches even the normal comic credulity a bit without some sort of explanation. Julia suggests that Princess just has a "quality" about her that keeps people from realizing she and "Jessica Prentiss" are one and the same. The GM agrees, but says that it should be a Feature effect (see page 192) rather than a Benefit advantage in that case. That's a 1-rank Feature for 1 more power point worth of powers.

Julia has 24 points left for Princess' defenses and skills. She looks at defenses first: Fortitude and Toughness are already maxed-out by her Stamina 12, and she notes that. She also sees Princess' maximum Will defense is now 8 (since Fortitude + Will cannot exceed PLx2, or 20, in this case). Likewise, her Dodge and Parry cannot exceed 8 due to Princess' Toughness. She decides to go to the limit with all three of them, for a total cost of 11 points, leaving 13 to spend.

Lastly, skills: Princess can have a total skill bonus up to +20 (PL10 + 10) but Julia doesn't imagine any of her skills are going to be that high. She picks out a couple of combat skills: Close Combat: Unarmed to bring Princess' unarmed attack up to +8, and Ranged Combat so she can pick up and throw things, also at +8. She puts 4 ranks each into Acrobatics and Athletics, and 3 into Stealth. Since a lovely young woman lifting a truck can be pretty impressive, she decides to give Princess 4 ranks of Intimidation, and rounds it out with 6 ranks of Perception. That's 13 points worth of skills, or 26 ranks total.

Looking at Complications, Julia decides Princess has a boyfriend who was present when she gained her powers and therefore knows her secret identity. He's also the one person able to see through her "guise." He sometimes tries to help out, but can also get into trouble. Lastly, her heroine is motivated by a desire to help people. Julia shows the character sheet (and her sketch of Princess in costume) to the Gamemaster for approval.

MUTANTS & MASTERMINDS

HERO: Princess PLAYER: Julia

IDENTITY: Jessica Prentiss ⊗ SECRET ○ PUBLIC

GENDER: Female AGE: 19 HEIGHT: 5'6" WEIGHT: 135 lbs EYES: Green HAIR: Blonde

GROUP AFFILIATION: None BASE OF OPERATIONS: Emerald City POWER LEVEL: 10

POWER POINT TOTALS: ABILITIES 88 • POWERS 27 • ADVANTAGES 11 • SKILLS 13 • DEFENSES 11 = 150

STRENGTH	12	AGILITY	5	FIGHTING	6	AWARENESS	2
STAMINA	12	DEXTERITY	3	INTELLECT	2	PRESENCE	2

DEFENSE

DODGE (AGL)	8
PARRY (FGT)	8
FORTITUDE (STA)	12
TOUGHNESS (STA)	12
WILL (AWE)	8

OFFENSE

INITIATIVE +9

Unarmed	+8	Close, Damage 12
Thrown Object	+6	Ranged, Damage 12

NOTES

ADVANTAGES

All-out Attack, Attractive, Diehard, Extraordinary Effort, Improved Initiative, Inspire 2, Interpose, Power Attack, Ultimate Effort (Toughness checks), Well-informed

SKILLS

Acrobatics 4 (+9), Athletics 4 (+16), Close Combat: Unarmed 2 (+8), Intimidation 4 (+6), Perception 6 (+8), Ranged Combat: Throwing 3 (+6), Stealth 3 (+8)

POWERS & DEVICES

Fast: Speed 4 (30 MPH) • 4 points

Leaping: Leaping 7 • 7 points

Resilient: Immunity 5 (Cold, Disease, Heat, Pressure, Radiation); Impervious Toughness 8; Regeneration 2 • 15 points

Unrecognizable: Feature 1 (No one can tell Jessica and Princess are the same person) • 1 point

GEAR & EQUIPMENT

COMPLICATIONS

Motivation-Doing Good: Princess aspires to be a genuinely good and helpful person.

Identity: Jessica keeps her secret life as Princess a secret.

Relationship: Jessica is in a serious, long-term relationship with Mitchell Allen, who's aware of her dual identity and tries to "help" her however he can.

POWER POINTS 0

HERO POINTS 1

QUICKSTART CHARACTER GENERATOR

The Mutants & Masterminds Quickstart Character Generator found on the following pages first appeared as a booklet included with the M&M *Gamemaster's Kit*. Our goal in creating it was to make it easier for new players and Gamemasters to create characters. It proved very popular and when we had the chance, we offered up the idea of including an updated version of it in the *Hero's Handbook* to the fans and their response was a resounding, "Yes!"

This updated version of the Quickstart Character Generator includes clearer instructions, some new powers and options for some of the archetypes, and fixes to a couple of the archetypes to make sure they didn't break any of the rules.

NEXT-TO-INSTANT HEROES

The character generator allows players to quickly create power level 10 starting characters. Using these tables, new players can start playing their new hero in mere minutes. All they need to do is roll a d20 to find out what Archetype they get, then roll on the tables for that Archetype and write everything down on a character sheet or piece of paper and they're set!

Sure, this method removes a lot of choice from the process, but that speeds up character creation, since the player doesn't have to make every single decision along the way (or even know the rules!). It can also provide some much-needed inspiration to a player who doesn't have a strong idea for a new hero. Experienced players may not need to randomly generate characters, but they may still want to. The results from the random tables can be interesting in ways a carefully conceived and planned character is not.

Finally, the Gamemaster can use these tables to quickly come up with a villain or NPC hero. Randomly roll a character or pick the Archetype and powers that best fit the needs of the story and within moments the character is ready to go!

No matter how Gamemasters and players end up using the *Quickstart Character Generator,* it should make starting a game easier, faster, and more fun.

USING THE QUICKSTART CHARACTER GENERATOR

There are a few different ways to use the character generator. Gamemasters and players should agree on the method they're using before beginning, and work with each other during the process to make sure the end result is agreeable. After all, you're here to have fun, so your main goal should be to make sure the player ends up with a character they *want* to play.

ROLL 'EM!

The first method is to pull out a d20 and roll on the Random Archetype Table and then roll the die again every time that Archetype's tables tell you to. Each roll of the die tells you which Abilities, Advantages, Skills, or Powers you get. Sometimes that requires a number of rolls, sometimes just a few. The number of rolls you have to make depends on the Archetype you get. For example, the Battlesuit, Mystic, and Weather Controller all require a fair number of rolls to determine their Powers and Alternate Effects, while the Mimic, Shapeshifter, and Summoner require fewer rolls, because they have only a few powers.

PICK AND CHOOSE

The second option is to treat the tables as a menu: simply pick the Archetype you want, go to that page and start picking the different packages of Abilities, Advantages, Skills, and Powers you want. Keep in mind, however, there are a *lot* of options for each Archetype, so this method may take more time as you weigh which options you like best. With this method, you won't get as many "weird" combinations as a random character (unless you choose them), but the results are fully under your control.

A LITTLE OF BOTH

Finally, there's the combination method in which you make some random rolls and choose some options yourself (or choose not to take some random results in favor of

DESCRIPTORS

Descriptors like special effects or power sources do a lot to define a hero and his or her powers and appearance. All the Archetypes' effects include names for their powers, such as the Battlesuit's "Gravity Drivers," which allow it to fly, but you're welcome (encouraged, even!) to change the power's name to something more to your liking. You may even decide to change your character's presumed origin entirely. So, Battlesuits are usually hi-tech inventions, but perhaps you want your Battlesuit to be a mystic artifact—one that can fly due to Flight Enchantments or Levitation Gems built into it. Descriptors are a simple way to customize your character and make it unique and interesting compared to all the other heroes out there.

Once you have your character and paper, maybe moved some points around, and decided on your descriptors, you're ready to go!

something else that looks more interesting). This method combines the best of the two options above because it limits your choices, but also allows you to control, to some extent, what you get.

Important note: No matter which option you use when creating a character, feel free to alter the results of your rolls to make sure you get a character you find interesting. *This is not cheating!* Simply because these tables are in this book doesn't make them "rules" that you have to "follow." Instead, consider them play aids with guidelines to make it easier to create your character…because that's exactly what they are.

ADDING COMPLICATIONS

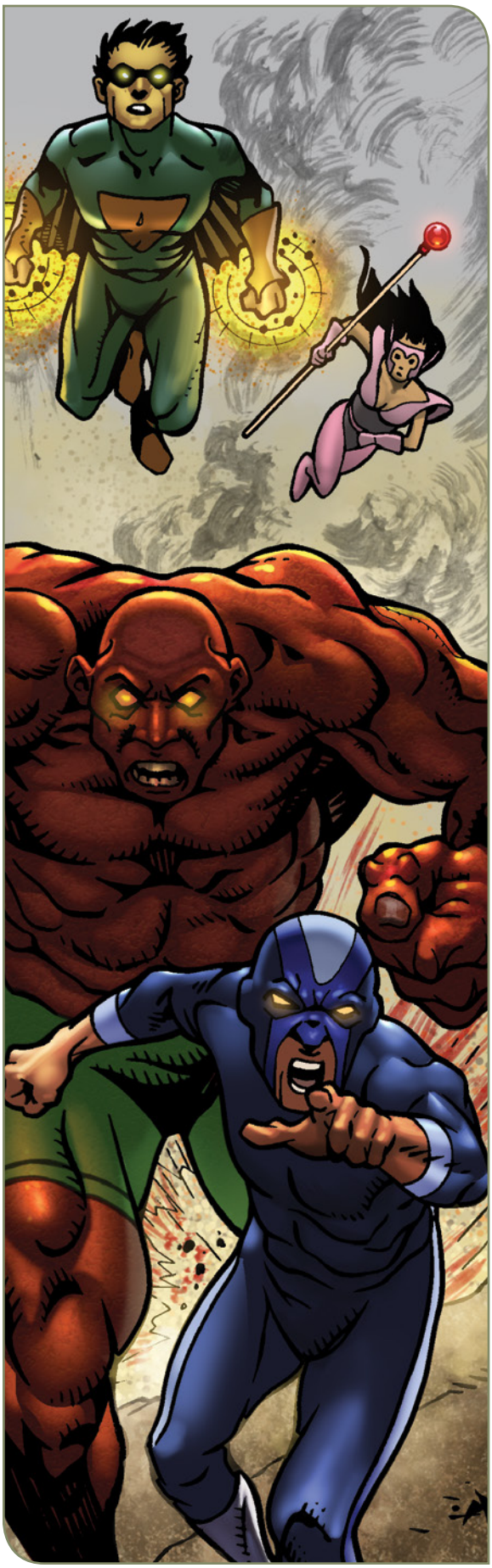
Every superhero has challenges that make his or her life more…interesting. Just like the characters in the comics, your hero needs *at least* two Complications; one should be a Motivation and the other (or others) is up to you. Each Archetype lists a number of suggestions appropriate for that Archetype. This is your hero, so take the Complications that make the most sense to you. If none of the suggestions work for you, there are more Complications to choose from in **Chapter 2**.

PULLING IT ALL TOGETHER

Once you have your character's various traits and Complications determined and on paper, you're ready to play! Your character should be appropriate for a Power Level 10 (PL10) game, so you can start playing right away without changes.

It's possible, however, that you have an advantage that doesn't mesh correctly with your skills. For example, you might get the Daze (Intimidation), Skill Mastery (Technology), or Assessment advantages, each of which requires a specific skill to work correctly: Intimidation, Technology, and Insight, respectively. If that's the case, feel free to choose a different advantage, or if you like the effect the advantage gives you, swap one of your skills for the one you need. Instances in which this is a problem should be rare, but they can happen.

Another aspect of "pulling it all together" is making sure the character is interesting to you. Do this by customizing your character a bit, if necessary. This is *your* hero, after all! Gamemaster, you should work with your players to swap around a few points' worth of Abilities, Advantages, Skills, and/or Powers so they end up with a character more to their liking. Usually, this process is as simple as replacing ranks of one effect for equivalent ranks of another effect, but remember, if you choose to delete a rank or two from Presence and use those points to buy some ranks of Stealth or to increase your Dodge defense, for example, you'll need to make sure you adjust any skill totals that changed because of the hero's lowered Presence rank. The Abilities trickiest to change are usually Strength, Stamina, Agility, Dexterity, and Fighting because they're so closely tied to a character's total damage, defenses, and combat abilities. If you change those numbers, up or down, make sure the character isn't breaking any PL limits or in danger of being too weak for the game.



RANDOM VS. RANDOM

The Mutants & Masterminds *Quickstart Character Generator* is random, but it's not 100% random. It was built to create a character that fits within the concept of one of 20 different super-heroic archetypes—and it does that really well!—but, it doesn't give you a completely random character that combines a bunch of disparate powers at wildly differing ranks that you then have to make work as a character.

The goal for this character generator is to get new players *playing* a hero of their very own as quickly as possible—and not just playing, but playing a hero who is effective in a game with which they may be completely unfamiliar. Plus, by using Archetypes often seen in comics as the starting point, all the heroes should be easily identifiable to anyone with even a passing knowledge of comic characters.

THE NEXT STEP: POWER PROFILES

If creating a character with the *Quickstart Character Generator* gets you interested in writing up a completely new character from scratch, a good place to go for inspiration on how to create powers is the *Power Profiles*. Each entry covers a type of power, like Fire, Gravity, Darkness, Armor, or Mental powers. The profiles include information on common descriptors for the power you're interested in as well as new features, example powers, and typical complications for someone possessing such powers.

Players taking their first stab at creating a new character will likely find the Powers section most useful because it provides examples of offensive, defensive, movement, and utility powers. There's a brief explanation of each sample power along with its M&M write-up using the game's effects. The write-ups even include its power point cost per rank, so you don't have to figure it out.

You can get individual *Power Profile* PDFs, or the collected book at http://www.greenronin.com/store/category/power-profiles.html

A CATALOG OF IDEAS: POWERS & ALTERNATE POWERS

Once you're playing the game, have a little experience using Hero Points, and even accumulated a few Power Points to spend to improve your hero, the character generator is an excellent place to look for inspiration when it's time to come up with just the right Alternate Effect. Whether you need an Alternate Effect when you're in a pinch during a game (by spending those Hero Points!) or between sessions when it's time to make permanent changes and additions to your hero (by spending Power Points), this booklet is filled with hundreds of sample powers that should be easy to use as-is or modify slightly to make them work for your hero. Take advantage of that when you're looking for inspiration!

GETTING STARTED

Roll 1d20 *once* and consult the **Random Archetype Table**, then go to the page listed for that Archetype and follow the instructions given there.

Now that you have your archetype, go to the page indicated and you can start randomly generating your character or choosing what you want. No matter what, your character will have attacks, defenses, skills and other abilities appropriate for a Power Level 10 character.

RANDOM ARCHETYPE TABLE

d20	Archetype	Page	d20	Archetype	Page
1	Battlesuit	57	11	Powerhouse	80
2	Construct	58	12	Psychic	82
3	Crime Fighter	60	13	Shapeshifter*	85
4	Elemental	63	14	Speedster	87
5	Energy Controller	66	15	Summoner*	89
6	Gadgeteer	69	16	Supernatural Creature	92
7	Martial Artist	72	17	Totem	95
8	Mimic*	74	18	Warrior	98
9	Mystic	76	19	Weapon Master	100
10	Paragon	78	20	Weather Controller	104

**These Archetypes include the Variable power or require some knowledge of the rules to run effectively. If you're a new player, you may want to re-roll or pick a different Archetype if your result seems too complicated.*

BATTLESUIT

Battlesuits typically fall into one of three categories: they're either ranged combatants, melee powerhouses, or a mix of the two. No matter what role the Battlesuit fills, the person inside the armor tends to be a fairly normal person, possibly highly trained or highly intelligent, who relies on the armor to provide his or her powers.

ABILITIES

Roll 1d20 *once* and record the result.

1-12	**Genius:** You're incredibly intelligent and likely had a hand in creating your battlesuit.
13-18	**Military:** You were trained by the military as a soldier or scientist and may have received or stolen your battlesuit from them.
19-20	**Accidental:** You chanced upon your armor somehow, either the armor's creation was a one-time fluke, it was found by you, or it was given to you by an organization or aliens.

ABILITIES - GENIUS

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	1	2	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	8	2

ABILITIES - MILITARY

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	1	3	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	2	2	2

ABILITIES - ACCIDENTAL

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	3	2	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	3	2

ADVANTAGES

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4	**Combatant:** You have natural talent or you've been trained in combat, both in armor and out.
5-8	**Inventor:** You know your way around technology, have a headquarters, and can build gadgets given time.
9-12	**Lucky:** Things are easy for you.
13-16	**Scientist:** You work as a scientist and/or have natural talent in that area.
17-20	**Wealthy:** Whether you inherited or earned it, you're a part of the upper-crust of society.

ADVANTAGES - COMBATANT

Accurate Attack, All-out Attack, Improved Initiative, Interpose, Move-by Action

ADVANTAGES - INVENTOR

Eidetic Memory, Improvised Tools, Inventor, Ultimate Effort (Technology), Well-informed

ADVANTAGES - LUCKY

Beginner's Luck, Luck 2, Redirect, Teamwork

ADVANTAGES - SCIENTIST

Equipment 3 (Headquarters), Skill Mastery (Expertise: Science), Skill Mastery (Technology)

Headquarters—**Size**: Large, **Toughness**: 10; **Features**: Communications, Computer, Fire Prevention System, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *15 points*)

ADVANTAGES - WEALTHY

Attractive, Benefit 4 (Multi-millionaire)

SKILLS

Roll 1d20 *twice* (do *not* re-roll if you get the same result twice) and record the results.

1-4	**People Person:** You're good with people and in business.
5-16	**Sciences:** You're well educated.
17-20	**Student:** You're young, but you still know a thing or two.

SKILLS - PEOPLE PERSON

Expertise: Business 4, Insight 4, Perception 4, Persuasion 4

SKILLS - SCIENCES

Expertise: Science 6, Perception 4, Technology 6

SKILLS - STUDENT

Expertise: Science 4, Perception 4, Persuasion 4, Technology 4

POWERS

OFFENSIVE POWERS

Weapon Array (24 points plus 4 points of Alternate Effects), Removable (-6 points)

- **Plasma Blast:** Ranged Damage 10, Accurate 4 • *24 points*

Take the **Weapon Array** and the **Plasma Blast** (above), plus roll 1d20 *four times* on the table below (re-roll if you get the same result twice) and add them to the **Weapon Array** as Alternate Effects.

1-2	• **Electrified Shell:** Reaction Damage 6 • *1 point*
3-4	• **Electro-Stunner:** Ranged Affliction 10 (Resisted by Dodge and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Accurate 4 • *1 point*
5-7	• **Plasma Bolts:** Ranged Multiattack Damage 6, Accurate 6 • *1 point*
8-9	• **Force Capsule:** Ranged Affliction 10 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree, Accurate 4 • *1 point*
10-12	• **Micro Rockets:** Ranged Burst Area Damage 8 • *1 point*
13-15	• **Omni-Blaster:** Cone Area Damage 10, Penetrating 4 • *1 point*
16-18	• **Strength and Accuracy Booster:** Enhanced Strength 8; Enhanced Trait 6 (Close Attack 6) • *1 point*
19-20	• **Tractor/Presser Beam:** Move Object 10, Accurate 4 • *1 point*

DEFENSIVE POWERS

Ability Amplifier: Enhanced Defenses 16 (Dodge 4, Fortitude 4, Parry 4, Will 4), Removable (-3 points) • *13 points*

Armored Shell: Impervious Protection 8, Removable (-3 points) • *13 points*

Sealed Systems: Immunity 10 (Life Support), Removable (-2 points) • *8 points*

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-7	**Gravity Drivers:** Flight 7 (250 MPH), Removable (-3 points) • *11 points* • **Space Flight:** Movement 2 (Environment Adaptation—Zero-G , Space Travel 1) • *1 point*
8-10	**Locomotion Systems:** Speed 7 (250 MPH); Leaping 4 (120 feet); Movement 2 (*Choose two:* Safe Fall, Swinging, Wall-crawling 1, a second rank of Wall-crawling), Removable (-3 points) • *12 points*
11-17	**Rocket Turbines:** Flight 7 (250 MPH), Removable (-3 points) • *11 points* • **Aquatic Turbines:** Swimming 8 (120 MPH); Movement 1 (Environment Adaptation—Aquatic) • *1 point*
18-20	**Teleport-Tech:** Teleport 3 (250 feet), Easy, Extended (8 miles), Change Direction, Change Velocity, Turnabout, Removable (-3 points) • *12 points*

UTILITY POWERS

Communication Systems: Radio Communication 2, Removable (-2 points) • *6 points*

Sensors: Senses 2 (Extended Vision, Infravision), Removable (-0 points) • *2 points*

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+2	+2	+0	+4

POWER POINTS

ABILITIES	36	**SKILLS**	16
POWERS	76	**DEFENSES**	12
ADVANTAGES	10	**TOTAL**	150

COMPLICATIONS

- **Identity:** The Battlesuit often has a secret identity he or she tries to protect.
- **Motivation—Responsibility:** Whether an inventor of military weapons, a trained soldier, or a random person to whom a Battlesuit was given, this archetype often feels he or she has a responsibility to use the battlesuit to help others or to make up for past shortcomings.
- **Relationship:** The Battlesuit is often surrounded by friends or loved ones that often become entangled in plots from which only the Battlesuit can save them.
- **Weakness:** Some Battlesuits, especially prototypes or of alien origin, often suffer additional damage from electrical or magnetic attacks (or whatever else seems appropriate for your particular concept).

CONSTRUCT

Constructs cover a broad range of character types, from robots to golems or animated statues to undead. Really, this includes anything that moves, but doesn't have a physical or mental makeup quite like a human's. Constructs tend to be physically powerful, resilient, and often have some sort of ranged attack that's either a weapon or innate ability granted by their inhuman form. Most Constructs are solid, but it's possible to have a Construct made of fire, water, or just about anything else.

ABILITIES

Roll 1d20 *once* and record the result.

1-4	**Golem:** You were literally assembled in some way. You're a golem, living statue, some sort of elemental creature, or a human who's been transformed into a "non-living" but animate form.
5-12	**Technological:** You're a robot, android, or some other sort of technological construct.
13-20	**Undead:** You died, but you've been brought back to (some semblance of) life as a zombie, ghost, revenant, or another form of undead.

ABILITIES - GOLEM

STRENGTH	AGILITY	FIGHTING	AWARENESS
8	0	6	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
-	0	0	4

ABILITIES - TECHNOLOGICAL

STRENGTH	AGILITY	FIGHTING	AWARENESS
8	0	6	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
-	2	4	1

ABILITIES - UNDEAD

STRENGTH	AGILITY	FIGHTING	AWARENESS
6	2	6	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
-	3	1	2

ADVANTAGES

Roll 1d20 *once* and record the result.

1-10	**Brawler:** You know how to use your strength to your advantage.
11-15	**Dabbler:** You have some magical or technological knowledge and can create useful devices or artifacts.
16-20	**Perfect Recall:** You have an uncanny memory.

ADVANTAGES - BRAWLER

Improved Grab, *Choose One:* Power Attack or Accurate Attack

ADVANTAGES - DABBLER

Choose one set: Artificer, Skill Mastery (Expertise: Magic); *or,* Inventor, Skill Mastery (Technology)

ADVANTAGES - PERFECT RECALL

Eidetic Memory, Well-informed

SKILLS

Roll 1d20 *twice* (do *not* re-roll if you get the same result twice) and record the results.

1-5	**Brute:** You're big and intimidating.
6-10	**Expert:** You know a lot about magic or technology.
11-15	**Seeker:** You're looking for clues to your origin or past.
16-20	**Sneak:** You're stealthy.

SKILLS - BRUTE

Athletics 6, Intimidation 6

SKILLS - EXPERT

Perception 4, *Choose One:* Expertise: Magic 8 or Technology 8

SKILLS - SEEKER

Investigation 5, Perception 3, Persuasion 4

SKILLS - SNEAK

Deception 6, Stealth 6

POWERS

Find the entry below for the type of **Construct** that matches what you rolled for your Abilities.

PRIMARY POWERS - GOLEM

Roll 1d20 *once* and record the result.

1-5	**Blast:** Ranged Damage 8, Accurate 6 • *22 points*
6-10	**Elemental Body:** Enhanced Advantages 6 (Close Attack 6); **plus roll 1d20 *once*:** **1-5** **Damaging Aura:** Reaction Damage 6 • *22 points* **6-10** **Gaseous Form:** Flight 3 (16 MPH); Insubstantial 2 (Gaseous) • *22 points* **11-15** **Liquid Form:** Concealment 10 (All Senses; Limited—In Liquid, Passive); Insubstantial 1 (Liquid); Swimming 6 (30 MPH) • *22 points* **16-20** **Particulate Form:** Elongation 2 (30 feet); Insubstantial 2 (Particulate); Movement 2 (Permeate 2) • *22 points*
11-20	**Unstoppable:** Enhanced Strength 4; Enhanced Trait 2 (Close Attack 2); Immortality 5; Regeneration 2 • *22 points*

PRIMARY POWERS - TECHNOLOGICAL

Roll 1d20 *once* and record the result.

1-4	**Blast:** Ranged Damage 9, Accurate 4 • *22 points*
5-8	**Retractable Claws and Combat Computer:** Strength-based Damage 2, Penetrating 6; Enhanced Traits 14 (All-out Attack, Close Attack 4, Diehard, Evasion, Fast Grab, Improved Critical (Claws), Improved Initiative 2, Precise Attack (Close; Concealment), Takedown, Uncanny Dodge) • *22 points*
9-12	**Jetpack and Blaster Rifle:** Flight 5 (60 MPH) Removable (-2 points); Ranged Damage 10, Accurate 4, Easily Removable (-10 points) • *22 points*
13-16	**Juggernaut:** Enhanced Strength 4; Enhanced Trait 2 (Close Attack 2); Immortality 5; Leaping 2 (30 feet) • *22 points*
17-20	**Repeater:** Ranged Mutliattack Damage 6, Accurate 4 • *22 points*

PRIMARY POWERS - UNDEAD

Roll 1d20 *once* and record the result.

1-7	**Bestial:** Enhanced Traits 16 (Close Attack 8, Diehard, Evasion, Improved Critical (Unarmed), Improved Initiative 2, Takedown, Uncanny Dodge); Leaping 2 (30 feet); Movement 1 (Wall-crawling); Senses 2 (Darkvision) • *22 points*
8-14	**Unholy Strength and Vitality:** Enhanced Strength 3; Enhanced Trait 5 (Close Attack 5); Leaping 3 (60 feet); Regeneration 5; Speed 3 (16 MPH) • *22 points*
15-20	**Wraith:** Flight 1 (4 MPH); Insubstantial 4, Concentration, Distracting; Strength-based Damage 2; Enhanced Advantages 6 (Close Attack 6) • *22 points*

DEFENSIVE POWERS

Damage Resistance: Impervious Protection 8 • *16 points*

Unliving: Immunity 38 (Aging, Critical Hits, Fortitude effects, Sensory Affliction effects) • *38 points*

Roll 1d20 *once* and record the result.

1-6	**Fast and Tough:** Enhanced Defenses 12 (Dodge 8, Parry 4); Impervious Protection 2 • *16 points*
7-13	**Unnatural Speed:** Enhanced Defenses 16 (Dodge 10, Parry 6) • *16 points*
14-20	**Unnatural Toughness:** Enhanced Defenses 8 (Dodge 6, Parry 2); Impervious Protection 4 • *16 points*

SECONDARY DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-12	**Inhuman Brain:** Immunity 10 (Mental effects) • *10 points*
13-20	**Almost Human:** Enhanced Defenses 5 (Will 5); Immunity 5 (Emotion effects) • *10 points*

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+0	+0	+0	+0	+0

POWER POINTS

ABILITIES	34	**SKILLS**	12
POWERS	102	**DEFENSES**	0
ADVANTAGES	2	**TOTAL**	150

COMPLICATIONS

- **Motivation—Acceptance:** The Construct often feels like an outsider, either because it's not human and wants to be, or used to be human and wants to be again. Regardless, the Construct is a hero because it wants to be accepted by the rest of humanity.
- **Motivation—Doing Good:** An artificial intelligence or magically created Construct may have been created to "do good" and pursues that goal to the best of its ability.
- **Motivation—Justice:** A revenant or ghost-possessed Construct may recall enough of its former life to be on the prowl for revenge against the specific people that killed it, or against all members of groups with similar motivations.
- **Motivation—Responsibility:** The Construct may feel that its powers and abilities were given to it for a reason, so it has a responsibility to help however it can.
- **Enemy:** The Construct could be a rogue android, golem, or summoned elemental hunted by its creator(s) or another person or group who believes the Construct is evil for some reason.
- **Prejudice:** Constructs often appear inhuman, which causes others to react poorly to it.
- **Weakness:** The Construct suffers additional damage or effect from some form of attack; robots may take extra damage from electrical or magnetic attacks, ghosts or magical creatures from magical or holy attacks, and all Constructs may have a weakness to being mind controlled by appropriate outside sources.

CRIME FIGHTER

Crime Fighters are normal men or women who've trained for years to become physically and mentally prepared to be heroes. They tend to have a couple of different areas of expertise in addition to equipment or gadgets with which they pursue their goals. Because they tend to not be as physically powerful as other types of heroes, they always look for other means to defeat their foes, such as through intimidation, psychology, or trickery.

ABILITIES

Roll 1d20 *once* and record the result.

1-8	**Dark Avenger:** Your life changed in a single, horrifying moment. Since then you've trained your body and mind to become an instrument of vengeance.
9-15	**Detective:** Physically you're a match for most men, but mentally you're a giant, able to ferret out clues and interpret their meaning faster than a team of other detectives.
16-20	**Inventor:** You fight crime using gadgets that you've created or modified.

ABILITIES - DARK AVENGER

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	5	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	5	4	3



ABILITIES - DETECTIVE

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	4	8	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	4	5	2

ABILITIES - INVENTOR

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	5	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	5	7	1

ADVANTAGES

Close Attack 2, Defensive Roll 2, Improved Initiative, Jack-of-all-trades, Power Attack, Ranged Attack 7, Well-informed.

Take the advantages listed above, then roll on the **Background Advantages, Mental Advantages**, and **Physical Advantages** tables below.

BACKGROUND ADVANTAGES

Roll 1d20 *once* and record the result. If you rolled the **Dark Avenger** for your Abilities, take **Incredible Presence** instead of rolling on this table.

1-8	**Incredible Presence:** You are physically impressive or otherwise intimidating. You also a natural leader.
9-15	**Wealthy Socialite:** You are wealthy and know a lot of people.
16-20	**World Traveler:** You have traveled the world, met people everywhere, and learned a number of languages.

ADVANTAGES - INCREDIBLE PRESENCE

Daze (Intimidation), Skill Mastery (Intimidation), Startle, Leadership

ADVANTAGES - WEALTHY SOCIALITE

Benefit 3 (Millionaire), Connected

ADVANTAGES - WORLD TRAVELER

Languages 3 (*choose four*), Contacts

MENTAL ADVANTAGES

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results. If you rolled the **Detective** for your Abilities, take **Sleuth** and only roll once, re-roll if you get **Sleuth** again. If you rolled **Inventor** for your Abilities, take **Scientist** and only roll once, re-roll if you get **Scientist** again.

1-10	**Criminologist:** You study your enemies and know how they think and behave.
11-15	**Scientist:** You are a trained scientist and capable of inventing gadgets of your own.
16-20	**Sleuth:** You're a student of observation.

ADVANTAGES - CRIMINOLOGIST

Assessment, Skill Mastery (Expertise: Streetwise)

ADVANTAGES - SCIENTIST

Inventor, Skill Mastery (Technology)

ADVANTAGES - SLEUTH

Skill Mastery (Investigation), Tracking

PHYSICAL ADVANTAGES

Roll 1d20 *once* and record the result.

1-10	**Acrobat:** You're a trained acrobat, capable of incredible feats of agility.
11-15	**Martial Artist:** You're a trained fighter.
16-20	**Thief:** You're a trained thief, able to disappear with a moment's notice.

ADVANTAGES - ACROBAT

Evasion, Instant Up

ADVANTAGES - MARTIAL ARTIST

Defensive Attack, Uncanny Dodge

ADVANTAGES - THIEF

Hide in Plain Sight, Skill Mastery (Stealth)

SKILLS

Close Combat: Unarmed 6

Take the skill listed above, then if you rolled **Dark Avenger** for your Abilities, take **Avenger** and roll *once*, re-roll if you get **Avenger** again. If you rolled the **Detective** for your Abilities, take **Investigator** and roll *once*, re-roll if you get **Investigator** again. If you rolled **Inventor** for your Abilities, take **Expert** and roll *once*, re-roll if you get **Expert** again.

1-4	**Athlete:** You're physically capable and impressive.
5-8	**Avenger:** You've trained yourself in a number of useful skills.
9-12	**Expert:** You know a lot about some subjects.
13-16	**Investigator:** You've studied investigation and other forms of observation.
17-20	**Sneak:** You're stealthy.

SKILLS - ATHLETE

Acrobatics 6, Athletics 8, Intimidation 6

SKILLS - AVENGER

Expertise: Streetwise 6, Intimidation 8, Vehicles 6

SKILLS - EXPERT

Perception 6, Technology 8, Treatment 6

SKILLS - INVESTIGATOR

Expertise: Streetwise 4, Insight 5, Investigation 6, Perception 5

SKILLS - SNEAK

Deception 6, Sleight of Hand 6, Stealth 8

POWERS/EQUIPMENT

Roll 1d20 *once* and record the result. If you rolled the **Inventor** set of Abilities, take **Gadgets** instead of rolling.

1-4	**CONTEMPORARY WEAPONS AND EQUIPMENT** **Advantage:** Equipment 10 (Equipment listed immediately below) **Smartphone** • *2 points* **Headquarters—Size**: Medium, **Toughness**: 8; **Features**: Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System • *10 points* **Motorcycle:** Medium; Str 1; Speed 6; Defense 10; Toughness 8 • *10 points* **Knife:** Strength-based Damage 1, Improved Critical • *2 points* **Customized Heavy Pistol with Laser Sight:** Ranged Damage 4, Accurate 2 • *10 points* **Customized Assault Rifle:** Ranged Multiattack Damage 5, Accurate • *16 points*
5-10	**GADGETS** **Advantage:** Equipment 3 (Headquarters) **Headquarters—Size**: Large, **Toughness**: 10; **Features**: Communications, Computer, Concealed, Fire Prevention System, Gym, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop • *15 points* Roll 1d20 *once* and record the result.

1-5	**Combat Suit:** Enhanced Strength 1; Leaping 1 (15 feet); Movement 2 (Wall-crawling 2); Protection 1; Senses 1 (Infravision); Removable (-2 points) • *7 points*
6-10	**Flight Suit:** Flight 5 (60 MPH), Wings; Senses 1 (Ultravision); Strength-based Damage 1, Movement 1 (Wall-crawling 1); Removable (-2 points) • *7 points*
11-15	**Gimmick Gadgets:** Ranged Damage 5, Accurate, **AE:** Ranged Cloud Area Affliction 3 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), **AE:** Movement 2 (Safe Fall, Swinging); Easily Removable (-6 points) • *7 points*
16-20	**Stealth Suit:** Concealment 4 (All Visual), Passive; Ranged Affliction 6 (Resisted and Overcome by Fortitude; Vulnerable, Defenseless), Limited Degree, Unreliable—5 shots; Movement 1 (Wall-crawling 1); Removable (-2 points) • *7 points*

	HIGH-TECH GEAR
	Advantage: Equipment 10 (Equipment listed immediately below)
	Smartphone, Restraints, Flashlight, Multi-tool, Rebreather • *6 points*
	Headquarters—Size: Huge, **Toughness**: 10; **Features**: Communications, Computer, Concealed, Garage, Gym, Laboratory, Living Space, Power System, Security System, Workshop • *15 points*
	Motorcycle: Medium; Str 1; Speed 6; Defense 10; Toughness 8 • *10 points*
	Swingline: Movement 1 (Swinging) • *2 points*
	Utility Belt • *17 points*
11-20	• **Bolos:** Ranged Cumulative Affliction 4 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Extra Condition, Limited Degree • *12 points*
	• **Boomerangs:** Strength-based Ranged Damage 1, Accurate 2 • *1 point*
	• **Explosives:** Ranged Burst Area Damage 4 • *1 point*
	• **Power-Knuckles:** Strength-based Damage 3, Improved Critical, Inaccurate • *1 point*
	• **Taser:** Ranged Cumulative Affliction 4 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
	• **Tear-Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted and Overcome by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled), Extra Condition, Limited Degree • *1 point*

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+5	+4	+0	+8

POWER POINTS

ABILITIES	68	**SKILLS**	23
POWERS	7/0*	**DEFENSES**	24
ADVANTAGES	28/35*	**TOTAL**	150

*If you rolled Gadgeteer on the Powers/Equipment table, then you have Powers 7 and Advantages 28, otherwise you have Powers 0 and Advantages 35.

COMPLICATIONS

- **Motivation—Patriotism:** You strongly believe in the ideals your country was founded on and fight to uphold them... especially from those who would twist them to their own purposes. Patriotic Crime Fighters often have a military background, but they don't have to.
- **Motivation—Doing Good:** Crime Fighters with this motivation are usually trying to live up to an example set by someone else, possibly the previous wearer of the mantle this hero has taken up.
- **Motivation—Justice:** You're on a quest to bring justice to the world, possibly to make up for a past failure. This motivation is especially appropriate for the Dark Avenger.
- **Motivation—Thrills:** You don't have any powers, *per se*, but why should that stop you from having fun?
- **Enemy:** The Crime Fighter usually has at least one villain central to his or her existence who plagues the hero consistently.

ELEMENTAL

The Elemental is a being composed of a pure element, usually one of the classical four elements of earth, air, fire, or water. They have powers reflecting their elemental composition, as well as control and mastery over that element.

ABILITIES

Roll 1d20 *once* and record the result.

1-10	**Embodiment:** You are a sentient incarnation of an elemental force.
11-20	**Transformed:** You are a human whose body has been transformed into something other than flesh and blood.

ABILITIES - EMBODIMENT

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	1	4	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	0	1

ABILITIES - TRANSFORMED

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	4	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	1	1	0

ADVANTAGES

Choose One: Power Attack or Accurate Attack

Take the advantages listed above, then roll 1d20 *once* and record the result.

1-8	**Imposing:** Your form is fearsome and impressive.
9-12	**Overseer:** You tend to take a guiding role.
13-20	**Unobtrusive:** You blend into the background and stay out of the way.

ADVANTAGES - IMPOSING

Daze (*Choose One:* Deception or Intimidation)
Choose One: Startle or Taunt

ADVANTAGES - OVERSEER

Contacts, Leadership

ADVANTAGES - UNOBTRUSIVE

Favored Environment (*Choose One*), *Choose One:* Evasion or Improved Initiative

SKILLS

Ranged Combat: (Element) Control 6

Choose One: Acrobatics 4, *or* Athletics 4, *or* Close Combat: Unarmed 4

Choose One: Deception 6 *or* Intimidation 6

Take the skills listed above, then roll 1d20 *once* and record the result. If you rolled **Embodiment** for Abilities, take **Native** instead of rolling on this table.

1-5	**Native:** You are well versed in or have researched the properties of your element.
6-10	**Pilot/Driver:** You are proficient in the care and use of planes or cars.
11-15	**Scientist:** You are knowledgeable in the sciences.
16-20	**Soldier:** You are a former military man.

SKILLS - NATIVE

Expertise: Elements 8, Perception 4

SKILLS - PILOT/DRIVER

Expertise: Repair 4, Vehicles 8

SKILLS - SCIENTIST

Expertise: Science 8, Technology 4

SKILLS - SOLDIER

Athletics 4, Expertise: Military 8

POWERS

Elemental Constitution: Immunity 12 (Critical Hits, Life Support) • *12 points*

ELEMENTAL TYPE

Roll 1d20 *once* and record the result.

1-5	**Air Elemental:** You have a body formed from air or are a wind entity. Possibly, you may inhabit an android host body in order to interact with the world.
6-10	**Earth Elemental:** You are formed of earth, clay, sand, or rock; alternatively, you might even be a sentient, humanoid plant elemental.
11-15	**Fire Elemental:** You are made of living fire, held together by sheer willpower or a containment suit.
16-20	**Water Elemental:** You are comprised of water in one of its forms: liquid, ice, or vapor.

AIR ELEMENTAL

PRIMARY POWERS

Roll 1d20 *once* and record the result.

1-5	**Android Host:** Enhanced Strength 6, Reduced Stamina 7 (Stamina —); Enhanced Defenses 8 (Dodge 4, Parry 4); Immunity 20 (upgrades Life Support to all Fortitude effects); Protection 8 • *34 points*
6-20	**Gaseous Form:** Visual Concealment 4, Partial; Enhanced Advantages 2 (Defensive Roll 2); Enhanced Defenses 18 (Dodge 9, Parry 9); Insubstantial 2, Permanent • *34 points*

Flight: Flight 7 (250 MPH) • *14 points*

OFFENSIVE POWERS

Air Control: Array (24 points plus 2 Alternate Effects)

- **Air Blast:** Ranged Damage 12 • *24 points*

Take the **Air Control** Array and **Air Blast** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the **Air Control** array as Alternate Effects.

1-3	• **Fog:** Environment 12 (Visibility -5; 8 mile radius) • *1 point*
4-6	• **Suffocation:** Progressive Ranged Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
7-10	• **Tornado:** Cylinder Area Move Object 8, Concentration Duration, Damaging • *1 point*
11-13	• **Wind Binding:** Ranged Affliction 12 (Resisted by Dodge, Overcome by Strength; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited Degree • *1 point*
14-17	• **Wind Control:** Move Object 12 • *1 point*
18-20	• **Wind Screen:** Deflect 12, Cylinder Area (×2), Limited to Attacks Targeting Dodge • *1 point*

EARTH ELEMENTAL

PRIMARY POWERS I

Earthen Body: Enhanced Strength 8; Impervious Protection 8 • *32 points*

Reconstitution: Regeneration 10, Source (Element) • *5 points*

PRIMARY POWERS II

Roll 1d20 *once* and record the result.

1-4	**Clay Form:** Elongation 4; Insubstantial 1; Morph 4 (Any Form); Movement3 (Slithering, Sure-Footed, Wall-crawling); Speed 2 • *37 points*
5-10	**Earth Form:** Burrowing 6 (4 MPH); Movement 2 (Permeate (Earth), Sure-Footed); Senses 1 (Ranged Touch); Visual Concealment 4, Limited to earthen surroundings • *15 points*
	Earth Control: Perception Ranged Move Object 10, Limited to Earthen Materials • *20 points*

INNATE ELEMENTALS

The Elementals described here generally have traits such as Insubstantial default to Permanent. However, some elementals may be able to transform between their elemental and a flesh and blood form. Such elementals may have Sustained powers and possibly the Activation Flaw if the transformation takes time or effort. In this case, the Activation Flaw can free up a point that the player can spend on an additional Alternate Effect or Advantage.

Alternately, the elementals who are considered Embodiments (as rolled on the Abilities) may have Innate forms that cannot be turned off even by nullification effects. Players may wish to take a point from another trait (such as an Alternate Effect or Advantage) to buy the Innate Extra.

5-10	• **Earth Blast:** Ranged Damage 10 • *1 point* • **Earthen Snare:** Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • *1 point*
11-14	**Particulate Form:** Elongation 7; Insubstantial 2; Movement 2 (Slithering, Sure-Footed); Speed 2; Visual Concealment 4, Partial • *23 points* **Sandstorm:** Environment 5 (Visibility -5; 500 feet radius) • *10 points*
15-17	**Plant Form:** Visual Concealment 4, Limited: in vegetation; Immunity 2 (Plant Powers); Teleport 7, Medium (Plants) • *13 points* **Plant Control:** Array (20 points + four Alternate Effects) • **Plant Toxin:** Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) *20 points* Take the **Plant Control** array and **Plant Toxin** (above) and roll 1d20 *four times* (re-roll if you get the same result) and add them to the array as Alternate Effects. **1-4** • **Animate Tree:** Summon 10, Controlled, Limited to Size and Availability of tree • *1 point* **5-8** • **Entanglement:** Burst Area Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damge; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees, Limited: Requires Ambient Plant-life • *1 point* **9-12** • **Plant Perception:** Remote Sensing 5 (All Senses), Medium (Plants) • *1 point* **13-16** • **Wood Objects:** Create 7, Innate, Movable • *1 point* **17-20** • **Transmit:** Teleport 10, Extended, Medium (Plants) • *1 point*
18-20	**Rock Form:** Reaction Damage 7 (to being hit), Limited to effect rank or Damage rank, whichever is less; Enhanced Strength 2; Immunity 1 (Own Powers); Impervious Protection 4 • *34 points* Plus add the following as Alternate Effects of Strength damage. • **Groundstrike:** Burst Area Affliction 10 (Resisted by Fortitude, Overcome by Dodge; Dazed and Vulnerable, Stunned and Prone), Extra Condition, Limited to Two Degrees, Limited—Both Elemental and targets must be in contact with the ground • *1 point* • **Shockwave:** Burst Area Damage 10, Limited—Both Elemental and targets must be in contact with the ground • *1 point*

FIRE ELEMENTAL

PRIMARY POWERS

Flame Form: Immunity 5 (Fire Damage); Insubstantial 3, Permanent • *20 points*

Flight: Flight 6 (120 MPH) • *12 points*

PHYSICAL POWERS

Roll 1d20 *once* and record the result.

1-10	**Containment Suit:** Enhanced Strength 6, Affects Corporeal 8, Removable (-4 points) • *16 points*
11-20	**Flaming Aura:** Reaction Damage 4 • *16 points*

OFFENSIVE POWERS

Fire Control: Array (24 points plus two Alternate Effects)

• **Fire Blast:** Ranged Damage 12 • *24 points*

Take the **Fire Control** array and **Fire Blast** (above) and roll 1d20 *twice* (re-roll if you get the same result twice) and add them to the array as Alternate Effects.

1-3	• **Asphyxiate:** Burst Area Progressive Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
4-6	• **Fire Ball:** Ranged Burst Area Damage 8 • *1 point*
7-10	• **Fire Burst:** Burst Area Damage 10, Penetrating 4 • *1 point*
11-13	• **Flame Shapes:** Sustained Shapeable Area Damage 6 • *1 point*
14-17	• **Flash:** Ranged Burst Area Cumulative Affliction 8 (Resisted and Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • *1 point*
18-20	• **Open Flame**: Environment 6 (Extreme Heat, Bright Light) • *1 point*

WATER ELEMENTAL

Roll 1d20 *once* and record the result.

1-10	**Liquid Form:** Visual Concealment 4, Limited: in Liquid; Elongation 8; Immunity 2 (water effects); Insubstantial 1, Permanent; Movement 2 (Slithering, Sure-footed); Protection 8, Impervious; Regeneration 8, Source (Water); Swimming 7 (60 MPH) • *50 points*

1-10		**Water Control:** Array (20 points + four Alternate Effects) • **Water Blast:** Ranged Damage 10 • *20 points* Take the **Water Control** array and **Water Blast** (above) and roll 1d20 *four times* (re-roll if you get the same result) and add them to the array as Alternate Effects.
	1-4	• **Dehydrate:** Cumulative Affliction 10 (Resisted by and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • *1 point*
	5-8	• **Drown:** Progressive Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
	9-12	• **Hard Water Objects:** Create 10 • *1 point*
	13-16	• **Move Water:** Perception Ranged Move Object 10, Limited to Water • *1 point*
	17-20	• **Watery Snare:** Ranged Affliction 10 (Resisted by Dodge, Overcome by Strength; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • *1 point*
11-15		**Ice Form:** Enhanced Strength 8; Immunity 7 (cold damage, ice effects); Impervious Protection 8; Senses 2 (Tracking, Infravision) • *45 points* **Ice Slide:** Flight 5 (60 MPH), Platform • *5 points* **Ice Control:** Array (20 points + four Alternate Effects) • **Ice Blast:** Ranged Damage 10 • *20 points* Take the **Ice Control** array and **Ice Blast** (above) and roll 1d20 *four times* (re-roll if you get the same result) and add them to the array as Alternate Effects.
	1-4	• **Cold Blast:** Ranged Affliction 10 (Resisted by and Overcome by Fortitude; Fatigued, Exhausted, Incapacitated) • *1 point*
	5-8	• **Cold Field:** Environment 10 (Extreme Cold) • *1 point*
	9-12	• **Ice Shapes:** Create 6, Continuous, Innate • *1 point*
	13-16	• **Icy Snare:** Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Immobile and Defenseless), Extra Condition, Limited to Two Degrees • *1 point*
	17-20	• **Icy Surfaces:** Environment 10 (Impede Movement) • *1 point*
16-20		**Vapor Form:** Roll for the powers of an Air Elemental instead, using water vapor as your form's descriptor.

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+2	+7	+0	+6

POWER POINTS

ABILITIES	28	**SKILLS**	14
POWERS	86	**DEFENSES**	19
ADVANTAGES	3	**TOTAL**	150

COMPLICATIONS

- **Motivation—Acceptance:** A transformed elemental may lament his lost humanity and be isolated as a result of his new, inhuman form.
- **Accident:** Many Elementals have difficulty interacting with others due to their nature. Fire Elementals, in particular, are apt to inadvertently cause destruction in their wake, but even Water Elementals may cause property damage by just their presence.
- **Enemy:** Elementals may have a rivalry or feel enmity towards their diametric opposite (fire to water, earth to air) and towards beings associated with their opposing element.
- **Weakness:** Elementals may have weaknesses associated with their composition. For instance, Fire Elementals may be vulnerable to being doused by water, a Water Elemental may be susceptible to cold effects (unless he is an Ice Elemental), an Earth Elemental composed of sand may be dispersed by strong winds or be subject to transformation to immobile glass when hit by flames or high temperatures, and so forth.

ENERGY CONTROLLER

Energy Controllers are able to control a particular form of energy such as fire, electricity, or magnetism. They are generally ranged combatants, have the power of flight, and protect themselves with force fields. In addition to being able to fire powerful energy blasts, Energy Controllers often utilize their powers to produce a wide variety of unusual and useful effects.

ABILITIES

Roll 1d20 *once* and record the result.

1-6	**Charismatic:** You have a powerful force of personality.
7-14	**Hotheaded:** You are impetuous and reckless.
15-20	**Reserved:** You are aloof or serene.

ABILITIES - CHARISMATIC

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	3	3	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	3	0	3

ABILITIES - HOTHEADED

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	4	3	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	3	0	2

ABILITIES - RESERVED

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	4	3	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	3	2	0

ADVANTAGES

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4	**Aggressive:** You like to take the offensive.
5-7	**Disciplined:** You were trained to fight smartly and as part of a team.
8-11	**Intimidating:** You use your powers in a loud and impressive fashion.
12-13	**Hidden Reserves:** When you need to, you can push yourself and your powers to amazing levels.
14-16	**Precise:** You are careful and exact in using your powers.
17-20	**Wisecracker:** Your powers give you great confidence, and you let everyone know it.

ADVANTAGES - AGGRESSIVE

All-out Attack, Power Attack

ADVANTAGES - DISCIPLINED

Assessment, Teamwork

ADVANTAGES - INTIMIDATING

Daze (Intimidation), Startle

ADVANTAGES - HIDDEN RESERVES

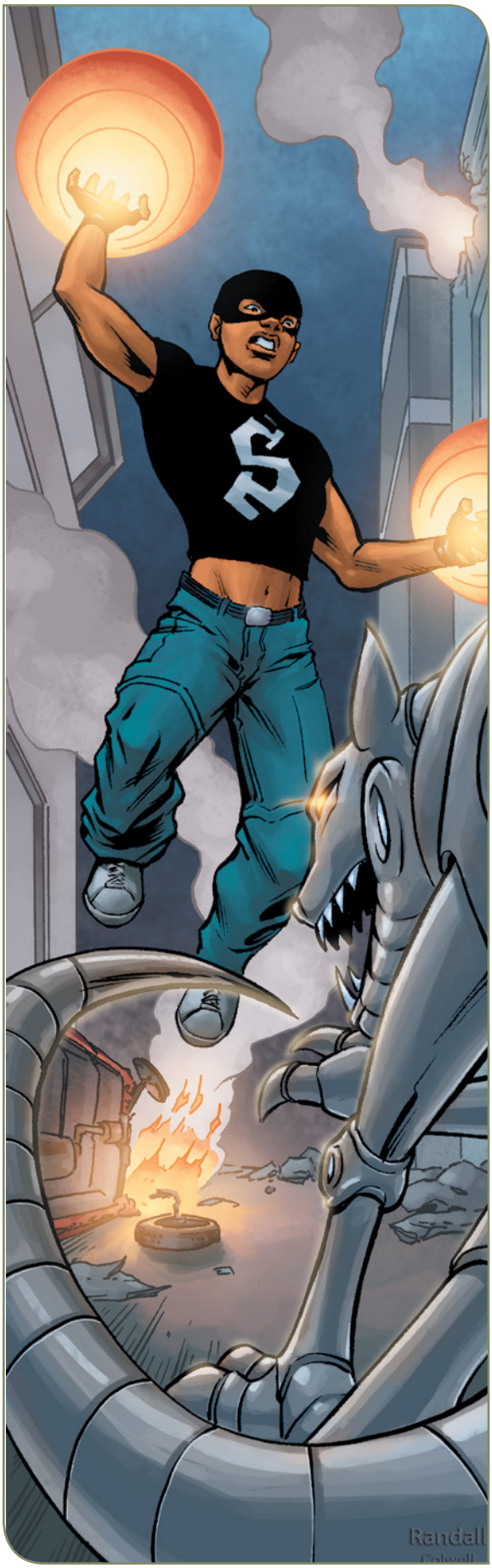
Extraordinary Effort, Great Endurance

ADVANTAGES - PRECISE

Accurate Attack, Precise Attack (Ranged, Cover)

ADVANTAGES - WISECRACKER

Fearless, Taunt



SKILLS

Ranged Combat: Energy Control 5, *Choose One:* Deception 7 or Intimidation 7

Take the skills listed above, then roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4	**Athlete:** You have undergone intensive physical training.
5-8	**Cool:** You're young and trendy
9-10	**Observant:** You are alert and watchful.
11-14	**Popular:** You know how to deal with people.
15-18	**Pilot/Driver:** You are a skilled race car driver or hotshot pilot.
19-20	**Sly:** You're sneaky and low-key.

SKILLS - ATHLETE

Acrobatics 4, Athletics 4

SKILLS - COOL

Expertise: Popular Culture 4, Perception 4

ENERGY DESCRIPTORS

As a descriptor, substitute any one energy type on the list below (or one you come up with) in place of the word, "Energy," or "Energy Control type," above.

An Energy Controller's personality often reflect the energy type he or she controls, so the descriptions for Abilities, Advantages, and Skills can help narrow down which energy type fits your character if you prefer to assign one to your hero.

Alternatively, you might decide to randomly determine your Energy Controller's descriptor by rolling on the table below.

Roll 1d20 *once* and record the result.

1-3	**Cold:** You emit cold or remove heat.
4-5	**Cosmic:** You wield the very versatile and primal cosmic energy.
6-7	**Darkness:** You control darkness—be it shadow, void, or some other-dimensional force—or else subtract light.
8-9	**Electrical:** You generate electricity.
10-12	**Fire:** You produce flame and heat.
13	**Hellfire:** You control an extra-dimensional, flame-like energy.
14	**Light:** You generate intense light and heat.
15-16	**Magnetic:** You generate magnetic fields and manipulate ferrous metals.
17-18	**Plasma:** You project super-heated gas, or plasma.
19	**Sonic:** You manipulate and generate sound.
20	**Vibration:** You produce and control vibration and resonant frequencies.

SKILLS - OBSERVANT

Investigation 4, Perception 4

SKILLS - POPULAR

Insight 4, Persuasion 4

SKILLS - PILOT/DRIVER

Technology 4, Vehicles 4

SKILLS - SLY

Sleight of Hand 4, Stealth 4

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-10	**Energy Control:** Array (24 points, plus 3 points of Alternate Effects) • **Energy Blast:** Ranged Damage 12 • *24 points* **Quick Change:** Feature 1 (transform into costume as a free action) • *1 point* Take the **Energy Control** array and **Energy Blast** (above), then roll 1d20 *three times* on the **Alternate Effects** sidebar (re-roll if you get the same result twice) and add them to the **Energy Control** array as Alternate Effects.
11-15	**Energy Control:** Array (24 points, plus 4 points of Alternate Effects) • **Energy Blast:** Ranged Damage 12 • *24 points* Take the **Energy Control** array and **Energy Blast** (above), then roll 1d20 *four times* on the **Alternate Effects** sidebar (re-roll if you get the same result twice) and add them to the **Energy Control** array as Alternate Effects.
16-20	**Energy Control:** Array (25 points, plus 3 points of Alternate Effects) Roll 1d20 *once* and record the result as the first power in your **Energy Control** array.

1-2	• **Enervating Blast:** Ranged Damage 12, Incurable • *25 points*
3-6	• **Homing Blast:** Ranged Damage 12, Homing • *25 points*
7-9	• **Invisible Blast:** Ranged Damage 12, Subtle • *25 points*
10-11	• **Phantom Blast:** Ranged Damage 12, Affects Insubstantial • *25 points*
12-13	• **Pinpoint Blast:** Ranged Damage 12, Precise • *25 points*
14-16	• **Proxy Blast:** Ranged Damage 12, Indirect • *25 points*
17-18	• **Reflective Blast:** Ranged Damage 12, Ricochet • *25 points*
19-20	• **Variable Blast:** Ranged Damage 12, Variable Descriptor • *25 points*

ALTERNATE EFFECTS

Once you have the first power in your **Energy Control** array, roll 1d20 *three times* on the **Alternate Effects** table (re-roll if you get the same result twice) and add them to the **Energy Control** array as Alternate Effects.

1-2	• **Dazzle:** Cumulative Ranged Affliction 12 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to One Sense (*Choose one sense:* Vision or Auditory) • *1 point*
3-4	• **Disintegrate:** Ranged Affects Objects Weaken Toughness 8 • *1 point*
5-6	• **Energy Burst:** *Choose One:* Burst Area Damage 10, Penetrating 4 • *1 point* or Ranged Burst Area Damage 8 • *1 point*
7-8	• **Energy Constructs:** Create 12 • *1 point*
9-10	• **Energy Manipulation:** Deflect 12, Reflect, Redirect, Limited to Energy attacks • *1 point*
11-12	• **Energy Weapon:** Penetrating Damage 12 • *1 point*
13-14	• **Environmental Control:** Environment 12 (8 miles; *Choose two:* Cold, Heat, Impede Movement, Light, Visibility) • *1 point*
15-16	• **Obscure:** Ranged Visual Concealment 4 Attack, *Choose One Extra:* Burst Area or Cloud Area • *1 point*
17-18	• **Snare:** Cumulative Ranged Affliction 8 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • *1 point*
19-20	• **Telekinesis:** Move Object 12 • *1 point*

DEFENSIVE POWERS

Energy Immunity: Immunity 5 (Energy Control type damage) • *5 points*

Roll 1d20 *once* and record the result.

1-5	**Energy Absorption:** Enhanced Strength 10, Fades; Enhanced Stamina 10, Fades • *20 points*
6-10	**Energy Shield:** Enhanced Defenses 10 (Dodge 5, Parry 5); Impervious Protection 5, Sustained • *20 points*
11-20	**Force Field:** Impervious Protection 10, Sustained • *20 points*

UTILITY POWERS

Energy Sense: Senses 1 (Energy type Awareness) • *1 point*

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4	**Energy Aura:** Reaction Damage 4, Activation (Standard Action, -2 points) • *14 points*
5-8	**Energy Form:** Insubstantial 3 (Energy Control type), Activation (Move Action, -1 point) • *14 points*
9-16	**Flight:** Flight 7 (250 MPH) • *14 points*
17-18	**Scry:** Visual Remote Sensing 14 (60 miles), Medium (presence or conductor of Energy Control type) • *14 points*
19-20	**Transmit:** Teleport 14 (60 miles), Medium (presence or conductor of Energy Control type) • *14 points*

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+1	+5	+0	+6

POWER POINTS

ABILITIES	34	**SKILLS**	14
POWERS	82	**DEFENSES**	16
ADVANTAGES	4	**TOTAL**	150

COMPLICATIONS

- **Motivation—Recognition:** Energy Controllers, particularly those with a flashy energy type, often desire fame and attention.
- **Motivation—Responsibility:** Given the potential for collateral damage, Energy Controllers may learn the burden of responsibility that comes with their power.
- **Power Loss:** Energy Controllers may suffer diminished use of their powers under descriptor-dependent conditions. For instance, a Cold Controller may find his powers less effective in extreme heat, a Fire Controller may not be able to use his powers in an environment without oxygen (and therefore fuel to sustain his fires), a Sonic Controller may not be able to use his powers in a vacuum (where sound does not carry), and so forth.
- **Rivalry:** Energy Controllers often have a rivalry with an Energy Controller who commands an opposed descriptor.

GADGETEER

Gadgeteers share some things in common with Battlesuits and even Crime Fighters in that they're all "self-made men" that use equipment of some kind to augment their own abilities. In the case of the Gadgeteer, that equipment comes in the form of powerful devices that can take on many different forms, from a jetpack and blaster to ice-themed gadgets to whatever the Gadgeteer happens to be tinkering with at the moment. The Gadgeteer's greatest strengths are his or her intelligence and versatility—especially if there's a few minutes to run to the workbench!

Roll 1d20 *once* and record the result.

1-6	**Adventurer:** You've always enjoyed pushing the boundaries, in science and in life.
7-14	**Gimmick:** Your genius is concentrated into a particular field of study, such as force fields, cryogenics, radiation, bio-manipulation, or something more esoteric. Choose a topic your Gadgeteer bases his or her gimmicks off, or roll on the **Energy Descriptors** table found in the **Energy Controller** archetype to find the type of energy they specialize in.

15-20	**Scientist:** At heart, you're a scientist. You're always working on something in the lab, but you like to get "out in the field" and test the practical applications of your inventions. Plus, there are all sorts of unusual things out in the world that you'd never get to experience in the lab.

ABILITIES - ADVENTURER

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

ABILITIES - GIMMICK

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	4	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	9	1

ABILITIES - SCIENTIST

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	2	4	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	10	0

ADVANTAGES

Beginner's Luck, Eidetic Memory, Equipment 3 (Headquarters), Improvised Tools, Inventor, Skill Mastery (Technology)

Headquarters—Size: Large, **Toughness**: 10; **Features**: Communications, Computer, Fire Prevention System, Infirmary, Laboratory, Library, Living Space, Personnel, Power System, Security System, Workshop • *15 points*

Take the advantages listed above, then roll 1d20 *once* and record the result.

1-5	**Athletic:** You take care of yourself and are physically fit.
6-10	**Natural Leader:** You're a natural leader.
11-15	**Tinkerer:** You're constantly tinkering with your inventions and are able to get the most out of them.
16-20	**Well-to-do Inventor:** You either inherited wealth or have made money off some of your more mundane inventions.

ADVANTAGES - ATHLETIC

Evasion, Improved Initiative, Uncanny Dodge

ADVANTAGES - NATURAL LEADER

Inspire 2, Leadership

ADVANTAGES - TINKERER

Accurate Attack, Luck, Power Attack

ADVANTAGES - WELL-TO-DO INVENTOR

Benefit 3 (Millionaire)

SKILLS

Close Combat: Unarmed or Gadgets 6, Expertise: Science 10, Ranged Combat: Gadgets 6, Technology 10, Vehicles 4

Take the skills listed above, then roll 1d20 *once* and record the result.

1-5	**Businessman/woman:** You know how to run a business.
6-10	**Explorer:** You have the skills necessary to explore new places.
11-15	**Investigator:** You're a talented detective.
16-20	**Infiltrator:** You're stealthy.

SKILLS - BUSINESSMAN/WOMAN

Expertise: Business 5, Insight 6, Persuasion 5

SKILLS - EXPLORER

Athletics 7, Perception 5, Stealth 4

SKILLS - INVESTIGATOR

Insight 4, Investigation 7, Perception 5

SKILLS - INFILTRATOR

Deception 6, Sleight of Hand 4, Stealth 6

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-4	**Energy Projector Device:** Ranged Damage 8, Accurate 2; **AE:** Ranged Affliction 8 (Resisted and Overcome by Fortitude; Dazed Stunned, Incapacitated), Accurate 2; **AE:** Ranged Multiattack Damage 5, Accurate 3; **AE:** Close Cone Area Dazzle 9; Removable (-4 points) • *17 points*
5-7	**Force Armor:** Enhanced Strength 8; **AE:** Burst Area Affliction 8 (Resisted and Overcome by Fortitude; Dazed and Vulnerable, Defenseless and Stunned), Extra Condition, Limited Degree; **AE:** Create 8; **AE:** Burst Area Damage 8; **AE:** Reaction Damage 4; **AE:** Ranged Damage 7, Accurate 2; **AE:** Move Object 8; Activation—Move Action (-1 point), Removable (-4 points) • *17 points*
8-12	**Gimmick Blaster:** Array (24 points, plus 3 points of Alternate Effects), Easily Removable (-10 points) • *17 points (this cost includes the cost of the Alternate Effects)*

8-12	**Energy Blast:** Ranged Damage 12 Take the **Gimmick Blaster** and **Energy Blast** (above), plus roll 1d20 *three times* (re-roll if you get the same result twice) and add them to the **Gimmick Blaster** array as Alternate Effects. Name each of these Alternate Effects as appropriate for your character's gimmick.	
	1-3	**Create 7**, Continuous, Innate
	4-5	Move Object 12
	6-8	**Ranged Affliction 12** (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)
	9-11	**Ranged Affliction 12** (Resisted by Dodge, Overcome by Damage; Vulnerable, Defenseless, Incapacitated)
	12-14	**Ranged Cloud Area Affliction 8** (Resisted and Overcome by Fortitude; Dazed and Visually Impaired, Stunned and Visually Disabled) Extra Condition, Limited Degree
	15-17	Ranged Burst Area Damage 8
	18-20	Close Cone Area Damage 8, Penetrating 8
13-14	**Personal Combat Enhancers:** Enhanced Advantage 11 (All-out Attack, Defensive Attack, Evasion, Extraordinary Effort, Diehard, Fearless, Great Endurance, Improved Critical (Unarmed), Improved Initiative, Takedown 2); Enhanced Strength 3; Enhanced Trait 5 (Close Attack 5); Activation—Move Action (-1 point), Removable (-4 points) • *17 points*	
15-16	**Physical Boosters:** Enhanced Strength 8; Leaping 2 (30 feet); Quickness 2; Speed 2 (8 MPH); Activation—Move Action (-1 point), Removable (-4 points) • *17 point*	
17-20	**High-tech Arsenal: Ray Gun** (Ranged Damage 12, **AE: Power Truncheon** (Strength-based Damage 8), **AE: Stunner** (Ranged Affliction 12 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)), **AE: Force Capsule Grenade** (Ranged Affliction 12 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree); Easily Removable (-10 points) • *17 points*	

DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-5	**Combat Training and Armored Costume:** Enhanced Advantage 2 (Defensive Roll 2), Enhanced Defenses (Dodge 4, Parry 4), Protection 4, Removable (-1 point) • *13 points*
6-10	**Displacer Field:** Enhanced Defenses (Dodge 6, Parry 6) Linked to Protection 4, Sustained, Removable (-3 points) • *13 points*
11-15	**Energy-Absorbing Body Suit:** Protection 10, Impervious 6, Removable (-3 points) • *13 points*
16-20	**Force Field:** Immunity 6 (Critical Hits, Cold, Heat, High Pressure, Radiation) Linked to Protection 10, Sustained, Removable (-3 points) • *13 points*

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-4	**Biological Overclocking:** Enhanced Advantage 1 (Move-by Action); Leaping 2 (30 feet); Quickness 2; Speed 5 (60 MPH); Removable (-2 points) • *8 points*
5-8	**Boot Jets:** Leaping 5 (250 feet); Feature 1 (Can Hover); Movement 1 (Safe Fall); Speed 2 (8 MPH); Removable (-2 points) • *8 points*
9-16	**Flight Harness:** Flight 5 (60 MPH), Removable (-2 points) • *8 points*
17-20	**Personal Teleporter:** Teleport 4 (500 feet), Increased Mass (100 lbs.), Turnabout, Removable (-2 points) • *8 points*

INNATE POWERS

Roll 1d20 *once* and record the result.

1-4	**Low-Level Telepath:** Communication 1 (Mental), Concentration, Limited—Only with friends/loved ones • *2 points*
5-8	**Mental Database:** Enhanced Advantage 1 (Assessment), Enhanced Skill 1 (Insight 2) • *2 points*
9-12	**Physically Fit:** Speed 2 (8 MPH), Stacks with other Speed effects • *2 points*
13-16	**Polymath:** Quickness 4, Limited to Mental Tasks, Stacks with other Quickness effects • *2 points*
17-20	**Technopath:** Comprehend 2 (Machines), Distracting • *2 points*

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+4	+7	+0	+6

POWER POINTS

ABILITIES	50	**SKILLS**	26
POWERS	40	**DEFENSES**	23
ADVANTAGES	11	**TOTAL**	150

COMPLICATIONS

- **Accident:** Gadgets can be temperamental things, so it's not unimaginable that sometimes a Gadgeteer's devices might act up, run out of power, break, explode, or otherwise cause problems for the hero.
- **Enemy:** For some reason, Gadgeteers tend to have a nemesis who believes they need to prove how superior he, she, or it is compared to the Gadgeteer.
- **Fame:** Gadgeteers often don't hide their identities from the public and in fact might be media darlings because of their incredible inventions.
- **Motivation—Doing Good:** Just as the Gadgeteer creates amazing inventions for the betterment of

mankind, he or she may also become a hero for the same reason.

- **Motivation—Recognition:** Some Gadgeteers want their genius recognized not just by other scientists, but by millions of adoring fans.
- **Motivation—Responsibility:** The Gadgeteer often feels it's only right to use his or her incredible intelligence to help others.
- **Motivation—Thrills:** Gadgeteers love to push the limit and live on the edge of scientific research, so it only makes sense that they might like dressing up in tights and taking on the role of a hero.
- **Quirk—Psychological Problems:** Perhaps the Gadgeteer's devices have slowly been poisoning his or her mind, or biofeedback caused by improperly functioning cybernetics or other mechanical systems have caused the Gadgeteer to exhibit some sort of mental problem.
- **Relationship:** Gadgeteers often have a number of important people in their life, either family, loved ones, other researchers, or employees who like to get into trouble.

MARTIAL ARTIST

The Martial Artist has honed his skills in unarmed combat to bridge the physical gap between him and his superpowered associates. In fact, some Martial Artists display feats that seem impossible by normal standards—and may have a mystical origin.

ABILITIES

Roll 1d20 *once* and record the result.

1-6	**Finesse and Control:** Your speed and reflexes almost too fast to be human.
7-14	**Mystic Endowment:** You have unlocked your body's potential by cultivating your inner energy.
15-20	**Strength and Power:** You have trained your body close to human perfection.

ABILITIES - FINESSE AND CONTROL

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	7	13	5
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	5	0	0

ABILITIES - MYSTIC ENDOWMENT

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	5	12	6
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	5	1	1

ABILITIES - STRENGTH AND POWER

STRENGTH	AGILITY	FIGHTING	AWARENESS
4	6	12	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	4	1	1

ADVANTAGES

Agile Feint, Defensive Roll 4, Improved Initiative, Power Attack, Takedown

BACKGROUND ADVANTAGES

Take the advantages listed above, then roll 1d20 *once* and record the result.

1-6	**Armed Fighter:** You are an expert with exotic weapons.
7-13	**Wealthy:** You are well connected and rich.
14-20	**Well Traveled:** You have walked the world righting wrongs and challenging senseis.

ADVANTAGES - ARMED FIGHTER

Equipment 2 (select one weapon), Improvised Weapon, Quick Draw

ADVANTAGES - WEALTHY

Benefit 3 (Millionaire), Connected

ADVANTAGES - WELL TRAVELED

Contacts, Languages 1 (*Choose One*), Tracking, Well-informed

ELEMENT ADVANTAGES

If you rolled **Mystic Endowment** for Abilities, then roll 1d20 *once* and record the result. Otherwise, roll 1d20 *twice* (reroll if you get the same result twice) and record the results.

1-4	**Earth:** You are steadfast and stable.
5-8	**Fire:** You are dynamic and creative.
9-12	**Metal:** You are transformative and quick.
13-16	**Water:** You are calm and pliable.
17-20	**Wood:** You are flexible and supportive.

ADVANTAGES - EARTH

Daze (Intimidation), Diehard, Fearless, Great Endurance

ADVANTAGES - FIRE

Extraordinary Effort, Inspire, Interpose, Leadership

ADVANTAGES - METAL

Beginner's Luck, Eidetic Memory, Luck, Taunt

ADVANTAGES - WATER

Assessment, Evasion, Trance, Uncanny Dodge

ADVANTAGES - WOOD

Favored Environment (*Choose One*), Hide in Plain Sight, Precise Attack (Close, Concealment), Teamwork

STYLE ADVANTAGES

Roll 1d20 *once* and record the result.

1-4	**Crane:** You avoid direct confrontation, countering and pinpointing weaknesses.
5-8	**Dragon:** Your style emphasizes versatility and balance.
9-12	**Leopard:** You rely on sheer speed and eschew defense.
13-16	**Snake:** You fight from unusual stances and positions to catch your opponent off-guard.
17-20	**Tiger:** You strike with great strength and ferocity.

ADVANTAGES - CRANE

Defensive Attack, Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Instant Up, Move-by Action, Redirect, Set-up

ADVANTAGES - DRAGON

Accurate Attack, All-out Attack, Defensive Attack, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Trip, Move-by Action

ADVANTAGES - LEOPARD

All-out Attack, Improved Critical (Unarmed), Improved Initiative, Improved Trip, Move-by Action, Seize Initiative, Skill Mastery (Acrobatics), Startle, Takedown

ADVANTAGES - SNAKE

Chokehold, Defensive Attack, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Grab, Improved Hold, Prone Fighting, Weapon Bind

ADVANTAGES - TIGER

All-out Attack, Defensive Attack, Improved Critical (Unarmed), Improved Smash, Move-by Action, Skill Mastery (Athletics), Startle, Takedown, Weapon Break

SKILLS

If you rolled **Mystic Endowment** for Abilities, roll 1d20 *once* and record the result. Otherwise, roll 1d20 *twice* (do *not* re-roll if you get the same result twice) and record the results.

1-4	**Agent:** You work with a government or private spy agency.
5-8	**Mercenary:** You contract out your fighting skills.
9-12	**Monastic:** You learned your martial arts from a temple or mystical city.
13-16	**Ninja:** You are skilled in the arts of stealth and assassination.
17-20	**Soldier:** You were trained by the military.

SKILLS - AGENT

Acrobatics 4, Athletics 4, Close Combat: Unarmed 2, Insight 4, Investigation 4, Perception 4, Stealth 6, Technology 4

SKILLS - MERCENARY

Acrobatics 4, Athletics 6, Close Combat: Unarmed 2, Expertise: Streetwise 6, Insight 4, Intimidation 6, Perception 4

SKILLS - MONASTIC

Acrobatics 4, Athletics 4, Close Combat: Unarmed 2, Expertise: Philosophy 6, Insight 6, Perception 6, Treatment 4

SKILLS - NINJA

Acrobatics 6, Athletics 4, Close Combat: Unarmed 2, Deception 4, Perception 4, Sleight of Hand 6, Stealth 6

SKILLS - SOLDIER

Acrobatics 4, Athletics 6, Close Combat: Unarmed 2, Expertise: Tactics 4, Intimidation 4, Perception 4, Stealth 4, Vehicles 4

POWERS

COMBAT POWERS

If you rolled **Mystic Endowment** for Abilities, then roll 1d20 *once* and record the result. Otherwise, do not roll for **Combat Powers**.

1-12	**Chi Mastery:** Array (12 points plus 3 Alternate Effects) • *15 points (this cost includes the cost of the Alternate Effects)* Roll 1d20 *four times* (re-roll if you get the same result twice) and record the results as Alternate Effects. **1-3** **Death Touch:** Progressive Weaken Stamina 4 (Resisted by Fortitude) **4-7** **Flurry of Blows:** Selective Multiattack 5, Variable Descriptor 2 (any attack effect you wield, up to the attack's rank) **8-11** **Iron Fist:** Strength-based Damage 5, Penetrating 8, Inaccurate **12-14** **Mental Weapon:** Damage 6, Alternate Resistance (Will) **15-17** **Nerve Strike:** Cumulative Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Paralyzed) **18-20** **Restorative Chi:** Healing 6
13-16	**Missile Redirection:** Immunity 5 (Thrown Weapons), Concentration Duration, Reflect, Redirect • *15 points*
17-20	**Untouchable:** Immunity 30 (attacks targeting Parry), Concentration Duration • *15 points*

UTILITY POWERS

If you rolled **Mystic Endowment** for Abilities, then roll 1d20 *once* on the table below and record the result. Otherwise, do not roll for **Utility Powers**.

1-4	**Chi Sense:** Senses 5 (Danger Sense; Detect Life—Acute, Radius, Ranged) • *5 points*
5-8	**Meditation:** Immunity 5 (choose five: aging, cold, disease, heat, need for sleep, poison, starvation and thirst, suffocation (suffocation counts as two choices)), Sustained • *5 points*
9-12	**Perfect Serenity:** Immunity 5 (interaction effects) • *5 points*
17-20	**Weightless Step:** Leaping 3 (60 ft.); Movement 1 (Trackless) • *5 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+0	+6	+0	+5

POWER POINTS

ABILITIES	72	**SKILLS**	32/16*
POWERS	0/20*	**DEFENSES**	17
ADVANTAGES	29/25*	**TOTAL**	150

*If you rolled Mystic Endowment for Abilities.

COMPLICATIONS

- **Motivation—Recognition:** The title of "best fighter alive" is one that drives many Martial Artists.
- **Motivation—Thrills:** The Martial Artist became a superhero in order to seek excitement.
- **Honor:** Some Martial Artists live by a warrior's code of honor or a life of ascetic discipline.
- **Rivalry:** Martial Artists often have a nemesis or fated rival against whom they measure themselves.

MIMIC

The Mimic copies the traits of others to use as his own. This affords him immense versatility, limited primarily by the type and availability of his subjects. At the same time, the Mimic usually has few other abilities upon which to rely.

ABILITIES

Roll 1d20 *once* and record the result.

1-8	**Blank Slate:** You are equally capable of pursuing any path.
9-12	**Metamind:** Your great mental capacity allows you to master anything.
13-20	**Perfect Weapon:** You are a weapon created specifically to use your opponent's powers against them.

ABILITIES - BLANK SLATE

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	2	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	2	2

ABILITIES - METAMIND

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	1	2	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	1	8	1

ABILITIES - PERFECT WEAPON

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	1	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	1	1	1

ADVANTAGES

Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.

1-4	**Complementary:** You are good at fitting in where needed.
5-8	**Discerning:** You are good at sizing up people.
9-11	**Engramatic:** You've retained a little fragment of everyone you've mimicked.
12-13	**Innocent:** You are naïve and pure.
14-16	**Incisive:** You know exactly which buttons to push.
17-18	**Spontaneous:** You don't let your past dictate your actions.
19-20	**Subtle:** You stay out of the way.

ADVANTAGES - COMPLEMENTARY

Set-up, Teamwork

ADVANTAGES - DISCERNING

Assessment, Skill Mastery (Insight)

ADVANTAGES - ENGRAMATIC

Eidetic Memory, Jack-of-all-trades

ADVANTAGES - INNOCENT

Animal Empathy, Luck

ADVANTAGES - INCISIVE

Daze (Deception), Taunt

ADVANTAGES - SPONTANEOUS

Improved Initiative, Uncanny Dodge

ADVANTAGES - SUBTLE

Evasion, Hide in Plain Sight

SKILLS

Roll 1d20 *twice* (do *not* re-roll if you get the same result twice) and record the results.

1-3	**Dynamic:** You are a good all-around athlete.
4-7	**Empathic:** You understand what makes other people tick.
8-10	**Furtive:** You don't like to stand out.
11-14	**Inscrutable:** Your emotions are difficult to read.
15-18	**Observant:** Little escapes your notice.
19-20	**Sponge:** You possess an open and receptive mind.

SKILLS - DYNAMIC

Acrobatics 6, Athletics 6

SKILLS - EMPATHIC

Insight 8, Persuasion 4

SKILLS - FURTIVE

Deception 6, Stealth 6

SKILLS - INSCRUTABLE

Deception 8, Perception 4

SKILLS - OBSERVANT

Insight 6, Perception 6

SKILLS - SPONGE

Expertise: Current Events 4, Expertise: Popular Culture 4, Investigation 4

POWERS

Roll 1d20 *once* and record the result.

1-2	**Animal Mimicry:** Variable 10 (50 points, to mimic Traits of one animal at a time), Continuous • *80 points*
3-4	**Mental Duplication:** Mind Reading 10, Limited to Duplicated mind; Variable 10 (50 points, for duplicating a subject's mental traits), Continuous, Resistible by Will • *80 points*
5-6	**Nemesis:** Variable 8 (40 points, for traits suitable for confronting a particular opponent), Continuous, Free Action • *80 points*
7-9	**Object Mimicry:** Variable 8 (40 points, for traits of object touched), Reaction • *80 points*
10-13	**Power Duplication:** Variable 10 (50 points, for duplicating one target's powers), Continuous • *80 points*
14-15	**Power Theft:** Cumulative Affliction 12 (Resisted and Overcome by Will; Powers Impaired, Powers Disabled, Transformed—Powerless) Linked to Variable 8 (40 points, for duplicating one target's powers), Move Action, Limited to Afflicted subjects • *80 points*
16-17	**Reflex Memory:** Variable 8 (40 points, for observed Skills and Advantages), Continuous, Free Action • *80 points*
18-20	**ARTIFICIAL MIMIC** **Android Body:** Immunity 30 (Fortitude Effects), Reduced Traits (Stamina —, Fortitude —); Protection 5 • *16 points* **Power Duplication:** Variable 8 (40 points, for duplicating a target's powers), Continuous • *64 points*

DEFENSES

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+5	+5	+5	+0	+5

POWER POINTS

ABILITIES	32	**SKILLS**	12
POWERS	80	**DEFENSES**	20
ADVANTAGES	6	**TOTAL**	150

COMPLICATIONS

- **Motivation—Acceptance:** Due to the nature of their powers, many Mimics feel as if they lack an identity of their own. They may seek acceptance as unique individuals.
- **Addiction:** A Mimic may actually need or somehow derive sustenance from duplicating the traits of others.
- **Quirk:** Mimics may inadvertently absorb a portion of their subject's personality and even be overwhelmed on occasion, forcing the Mimic to behave like their subject.
- **Weakness:** By duplicating their powers, Mimics may acquire the weaknesses and vulnerabilities of their subjects.

MYSTIC

The Mystic commands vast magical powers and uses them to defend the Earth from otherworldly threats as well as to combat the evils found just down the street. The Mystic typically has extensive knowledge of magic and other realms, but few real-world skills to speak of. The magical powers the Mystic commands are nearly limitless, allowing the Mystic to fire blasts of magical energy, fly, create illusions, heal others, travel to other dimensions, and reproduce virtually any other power imaginable.

ABILITIES

Roll 1d20 *once* and record the result.

1-6	**Host:** You're the host of a mystical being which gives you access to supernatural powers.
7-13	**Magical Heritage:** Your family has a long history of being blessed with magical powers... or perhaps it's cursed.
14-20	**Mystic Master:** You've trained long and hard to master the mystic arts.

ABILITIES - HOST

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	1	4	5
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
0	3	2	5

ABILITIES - MAGICAL HERITAGE

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	1	4	7
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
0	3	2	4

ABILITIES - MYSTIC MASTER

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	1	4	6
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
0	3	3	4

ADVANTAGES

Equipment 3 (Headquarters), Ranged Attack 5, Trance

Headquarters—Size: Medium, **Toughness**: 10; **Features**: Concealed, Dual-size (Huge), Laboratory, Library, Living Space, Personnel, Sealed, Security System, Self-repairing, Workshop • *15 points*

Take the advantages listed above, then roll 1d20 *once* and record the result.

1-5	**Centered:** You've trained yourself to remain calm and centered, no matter what.
6-10	**Enchanter:** You can create magical artifacts.



11-15	**Powerful Connection:** You have a strong connection or mastery over the magic at your command.
16-20	**Student of the Arts:** You study and research constantly in order to keep informed.

ADVANTAGES - CENTERED

Fearless, Ultimate Effort (Will checks)

ADVANTAGES - ENCHANTER

Artificer, Skill Mastery (Expertise: Magic)

ADVANTAGES - POWERFUL CONNECTION

Accurate Attack, Power Attack

ADVANTAGES - STUDENT OF THE ARTS

Ritualist, Well-informed

SKILLS

Expertise: Magic 10, Insight 6, Perception 4

Take the skills listed above, then roll 1d20 *once* and record the result.

1-8	**Affecting Presence:** You have the skills necessary to explore new places.
9-14	**Occult Investigator:** You make it a point to investigate unusual crimes. You may even consult for the police.
15-20	**Prestidigitator:** You've studied the art of deception.

SKILLS - AFFECTING PRESENCE

Intimidation 4, Persuasion 4

SKILLS - OCCULT INVESTIGATOR

Investigation 4, Sleight of Hand 4

SKILLS - PRESTIDIGITATOR

Deception 4, Sleight of Hand 4

POWERS

OFFENSIVE POWERS

Magic Spells: Array (24 points, plus 5 points of Alternate Effects)

- **Magical Blast:** Ranged Damage 12 • *24 points*

Take the **Magic Spells** and **Magical Blast** (above), plus roll 1d20 *five times* (re-roll if you get the same result twice) and add them to the **Magic Spells** array as Alternate Effects.

1-2	• **Billowing Darkness:** Ranged Burst Area Concealment 4 Attack (All Visual) • *1 point*
3-4	• **Dispel Magic:** Nullify 8, Broad (Magic), Simultaneous • *1 point*
5-6	• **Enervation:** Ranged Weaken 8, Broad (Physical Abilities (one at a time)) • *1 point*
7-8	• **Enhanced Strength:** Enhanced Strength 9; Enhanced Trait 6 (Close Attack 6) • *1 point*
9-10	• **Ghost Hands:** Perception Move Object 7, Precise, Subtle 2 • *1 point*
11-12	• **Healing Hand:** Healing 5, Energizing, Persistent, Restorative, Stabilize • *1 point*
13-14	• **Maddening Blast:** Ranged Damage 8, Resisted by Will • *1 point*
15-16	• **Mystic Bindings:** Ranged Affliction 12 (Resisted and Overcome by Will; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *1 point*
17-18	• **Mystic Constructs:** Create 7, Continuous, Innate, Precise, Subtle • *1 point*
19-20	• **Phantasms:** Illusion 4 vs. All Senses, Area (30 cubic feet), Resistible by Will, Selective • *1 point*

SECONDARY POWERS

Astral Projection (Remote Sensing 8 (Visual, Auditory, Mental), Limited—Physical body is defenseless, Subtle 2), **AE: Levitation and Mystic Shield** (Flight 4 (30 MPH); Sustained Protection 12, Impervious 6) • *27 points*

OTHER POWERS

Roll 1d20 *once* and record the result.

1-8	**Additional Magic Spells:** Roll 1d20 *three times* (re-roll if you get the same result twice) and add them to your Magic Spells array as Alternate Effects.
	1-2 • **Apparition:** Immunity 2 (Suffocation); Insubstantial 4 (Incorporeal) • *1 point*
	3-5 • **Hex:** Luck Control 4 (All Options), Luck 5 • *1 point*
	6-7 • **Illusory Appearance:** Morph 2, Attack, Burst Area, Selective • *1 point*
	8-9 • **Invisibility:** Concealment 10 (All Senses), Precise, Passive, Resistible • *1 point*
	10-11 • **Message:** Communication 4 (Mental) • *1 point*
	12-13 • **Pierce the Veil:** Movement (Dimension Travel 3), Affects Others • *1 point*
	14-16 • **Protective Aura:** Immunity 7 (Cold, Heat, Pressure, Radiation, Vacuum, All Suffocation), Affects Others, Sustained • *1 point*
	17-20 • **Teleportation:** Teleport 3 (250 feet), Accurate, Easy, Extended (8 miles), Portal • *1 point*
9-10	**Immortal:** Immortality 1, Immunity 1 (Aging) • *3 points*
11-20	**Mystic Awareness:** Senses 3 (Mystic Awareness, Analytical, Radius) • *3 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+4	+6	+0	+7

POWER POINTS

ABILITIES	42	**SKILLS**	14
POWERS	59	**DEFENSES**	24
ADVANTAGES	11	**TOTAL**	150

COMPLICATIONS

- **Accident:** The Mystic commands incredible supernatural powers, but sometimes those powers get out of control, or awaken sleeping horrors, or cause other unintended consequences that have to be dealt with.
- **Enemy:** Some Mystics are plagued by enemies who want to displace them or steal their power.
- **Honor:** It's not uncommon for a Mystic to follow a code of conduct that keeps them on the straight and narrow, perhaps because it's the right thing to do, perhaps because they need to in order to keep their powers in check.
- **Motivation—Acceptance:** Mystics are often either not from Earth or were trained in the mystic arts on another world. When they come to this plane they use their talents to help others and hopefully earn a place for themselves on their adopted world.
- **Motivation—Responsibility:** The Mystic was given his or her power for a reason—to defend Earth, to hunt down otherworldly creatures, or any number of other options. Or perhaps the Mystic recognizes that his or her power comes with a price.
- **Power Loss:** Mystics often have the Complication that prevents them from using their powers when they can't move and/or speak to cast their spells.
- **Prejudice:** Some Mystics are surrounded by an aura of "otherness" that sets them apart from the rest of humanity and makes it difficult for them to interact with others. Or, maybe people just fear witches.

PARAGON

Paragons are what people first think of when they think of superheroes. A Paragon is nearly perfect in every way: fast, strong, tough, often has the ability to fly, and represents everything good about humanity. Paragons are often talented in a wide range of areas and easily take on leadership roles.

ABILITIES

Roll 1d20 *once* and record the result.

1-6	**Man of Action:** You're the height of human perfection, whether through a lifetime of experimental training or due to influence from some outside source.
7-14	**Superhuman:** You're a powerful mutant, alien, or human who's gained incredible abilities.
15-20	**Vessel:** You are the vessel for the power of a god or some other supernatural force.

ABILITIES - MAN OF ACTION

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

ABILITIES - SUPERHUMAN

STRENGTH	AGILITY	FIGHTING	AWARENESS
8	4	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
8	4	1	2

ABILITIES - VESSEL

STRENGTH	AGILITY	FIGHTING	AWARENESS
8	4	8	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
8	4	0	2

ADVANTAGES

Roll 1d20 *once* and record the results.

1-4	**Athlete:** You're either a natural athlete or have had extensive training.
5-8	**Leader:** You're a natural at leading others.
9-10	**Lucky:** You're extraordinarily lucky.
11-13	**Resources:** You have extensive resources.
14-17	**Warrior:** You're either naturally talented at fighting or have trained in fighting styles.
18-20	**Wealthy:** Whether you inherited or earned it, you're wealthy.

ADVANTAGES - ATHLETE

Extraordinary Effort, Improved Initiative, Power Attack, Uncanny Dodge

ADVANTAGES - LEADER

Inspire 2, Leadership, Teamwork

ADVANTAGES - LUCKY

Beginner's Luck, Luck 2, Redirect

ADVANTAGES - RESOURCES

Equipment 4 (Headquarters)

Headquarters—**Size**: Gargantuan, **Toughness**: 12; **Features**: Communications, Computer, Gym, Infirmary, Isolated, Laboratory, Library, Living Space, Personnel, Power System, Security System, Teleport (Affects Others), Workshop • *20 points*

ADVANTAGES - WARRIOR

All-out Attack, Improved Initiative, Interpose, Move-by Action

ADVANTAGES - WEALTHY

Benefit 4 (Multi-millionaire)

SKILLS

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-5	**Athlete:** You're a trained athlete.
6-10	**Broad Training:** You have a broad set of skills from your education or experiences.
11-15	**Charismatic:** You're good with people.
16-20	**Learned:** You're well educated, with some technological training.

SKILLS - ATHLETE

Acrobatics 6, Athletics 6, Perception 4

SKILLS - BROAD TRAINING

Expertise: (*Choose One*) 4, Insight 2, Perception 2, Persuasion 4, Ranged Combat: Throwing 4

SKILLS - CHARISMATIC

Expertise: (*Choose One*) 4, Insight 4, Perception 4, Persuasion 4

SKILLS - LEARNED

Expertise: (*Choose One*) 6, Perception 4, Technology 6

POWERS

OFFENSIVE POWERS

If you have the **Man of Action** Abilities, don't roll for your **Offensive Power**, instead, take **Find Weakness**:

Find Weakness: Strength-based Damage 4; Enhanced Advantage 4 (Close Attack 4) • *8 points*

Roll 1d20 *once* and record the result.

1-7	**Powerful:** Enhanced Strength 2, Enhanced Advantage 2 (Close Attack 2); Power-lifting 2 • *8 points*
8-14	**Super-strength:** Enhanced Strength 4 • *8 points*
15-20	**Soldier:** Enhanced Trait 4 (Close Attack 4); Power-lifting 4 • *8 points*

DEFENSIVE POWERS

Immunities: Immunity 10 (Life Support) • *10 points*

Invulnerability: Protection 4 • *4 points*

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-15	**Flight:** Flight 8 (500 MPH) • *16 points*
16-20	**Super Movement:** Speed 3 (16 MPH); Leaping 7 (900 feet); Movement 3 (Swinging, Wall-crawling 2) • *16 points*

UTILITY POWERS

If you have the **Superhuman** or **Vessel** set of abilities, role *once* on this table. Do not roll on this table otherwise.

1-4	**Improved Invulnerability:** Impervious Toughness 6 • *6 points*
5-7	**Inhuman Physiology:** Enhanced Advantage 1 (Diehard); Immunity 2 (Critical Hits); Regeneration 3 • *6 points*
8-11	**Enhanced Senses:** Senses 6 (Extended Auditory 2, Extended Vision 2, Microscopic Vision, Ultra-Hearing) • *6 points*
12-15	**Quickness:** Quickness 6 • *6 points*
16-18	**Telepathy:** Mental Communication 1, Subtle 2 • *6 points*
19-20	**Traveler:** Movement 3 (Dimension Travel 3) • *6 points*

DEFENSE

MAN OF ACTION

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+4	+4	+0	+6

SUPERHUMAN/VESSEL

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+0	+2	+0	+6

POWER POINTS

ABILITIES	74	**SKILLS**	16
POWERS	38/44*	**DEFENSES**	18/12*
ADVANTAGES	4	**TOTAL**	150

*The first number is if you have the Man of Action set of Abilities and the second number if you have the Superhuman or Vessel set of Abilities.

COMPLICATIONS

- **Identity:** The Paragon often hides his or her true identity from the rest of the world. Often the Paragon feels that this "normal" identity keeps him or her grounded and in touch with the rest of humanity.
- **Motivation—Doing Good:** The Paragon is motivated to be a hero because it's the right thing to do.
- **Motivation—Patriotism:** The Paragon is a patriot and fights to uphold the ideals of his or her country.
- **Motivation—Responsibility:** The Paragon is often motivated by the belief that with power comes responsibility.
- **Power Loss:** Usually caused by transforming back to a normal human form, some Paragons lack access to their powers all the time. If you choose this option, create a non-powered version of your character that doesn't have any of its Powers, has human-level Abilities, and may even have lower ranks of Skills and completely different Advantages.
- **Prejudice:** Some Paragons are appear inhuman in some way and are treated with distrust or fear by the public.
- **Relationship:** Paragons often have a large number of friends, family, or fans that get into trouble with alarming frequency.
- **Weakness:** Because the Paragon is so powerful in so many ways, he or she often suffers from a crippling weakness to a particular type of attack.

POWERHOUSE

The Powerhouse is the strongest one there is! Where other archetypes spread their points out amongst a number of different powers and abilities, the Powerhouse concentrates on two things: strength and protection. In fights, the Powerhouse is always on the front line, tearing it up and, even so, is usually the last one standing. The Powerhouse is often inhuman-looking, either because he or she's been turned into a hulking brute, or is from an alien world, or is capable of transforming into living stone, steel, or something equally resistant to damage.

ABILITIES

Roll 1d20 *once* and record the result.

1-6	**Alternate Form:** You are made of a highly resistant material like metal or stone.
7-14	**Innate Power:** You're an alien or are from some hidden offshoot of humanity with incredible powers.
15-20	**Mutate/Mutant:** You were either born with mutant powers or were mutated in a one-in-a-million accident or experiment.

ABILITIES - ALTERNATE FORM

STRENGTH	AGILITY	FIGHTING	AWARENESS
4	1	6	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	0	0	2

ABILITIES - INNATE POWER

STRENGTH	AGILITY	FIGHTING	AWARENESS
4	1	6	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	0	1	1

ABILITIES - MUTATE/MUTANT

STRENGTH	AGILITY	FIGHTING	AWARENESS
4	0	6	0
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	0	2	2

ADVANTAGES

Power Attack

Roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-2	**Driven:** You're capable of pushing yourself beyond your limits. Regularly.
4-6	**Fighter:** You know how to fight and mix up your blows as needed.
7-8	**Good with Crowds:** You can hold your own against overwhelming odds.
9-10	**Popular:** You have friends you can call on.
11-13	**Team Player:** You know your role on a team.
14-17	**Tough:** You know how to take a hit.
18-20	**Quick:** You're faster than you look.

ADVANTAGES - DRIVEN

Extraordinary Effort

ADVANTAGES - FIGHTER

Choose One: Accurate Attack or All-out Attack

ADVANTAGES - GOOD WITH CROWDS

Takedown

ADVANTAGES - POPULAR

Connected

ADVANTAGES - TEAM PLAYER

Interpose

ADVANTAGES - TOUGH

Ultimate Effort (Toughness checks)

ADVANTAGES - QUICK

Improved Initiative

SKILLS

Close Combat: Unarmed 2

Take the skill listed above, then roll 1d20 *twice* (re-roll if you get the same result twice) and record the results.

1-4	**Athlete:** You're a trained athlete.
5-8	**Ex-Military:** You used to be in the armed forces.
9-12	**Charmer:** You have a way with people.
13-16	**Rough Upbringing:** You were raised on the streets or have had a hard life.
17-20	**Sharp Mind:** You're difficult to fool.

SKILLS - ATHLETE

Athletics 4, Perception 4, Ranged Combat: Throwing 4

SKILLS - EX-MILITARY

Expertise: Military 4, Perception 4, Ranged Combat: Throwing 4

SKILLS - CHARMER

Deception 4, Insight 4, Persuasion 4

SKILLS - ROUGH UPBRINGING

Expertise: Streetwise 4, Intimidation 6, Perception 2

SKILLS - SHARP MIND

Expertise: (*Choose One*) 4, Insight 4, Perception 4

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-3	**Density:** Growth 8 (-4 Dodge & Parry, +8 Strength, +8 Stamina), Does Not Modify Size, Speed, or Skills; Protection 4 • *20 points*
4-6	**Growth:** Growth 8 (-4 Dodge & Parry, -8 Stealth, +4 Intimidation, +8 Strength, +8 Stamina, +1 Speed); Protection 4 • *20 points*
7-11	**Solid Form:** Activation (Move Action, -1 point), Enhanced Ability 8 (Strength 8); Immunity 2 (Critical Hits); Power-lifting 3 • *20 points*
12-20	**Super-Strength:** Enhanced Strength 8; Power-lifting 4 • *20 points*

OFFENSIVE POWERS II

Roll 1d20 *once* and record the result as the first power in an array, then roll 1d20 *once* and add the result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

1-3	**Energy Blast:** Ranged Damage 10, Accurate 5, Distracting, Tiring • *10 points*
4-6	**Foot Stomp:** Line Area Damage 10, Powerhouse and target must be in contact with the same surface • *10 points*
7-9	**Groundstrike:** Burst Area Affliction 10 (Resisted and Overcome by Fortitude; Dazed and Hindered, Stunned and Prone, Incapacitated), Extra Condition, Instant Recovery, Powerhouse and target must be in contact with the same surface • *10 points*
10-12	**Shockwave:** Burst Area Damage 10, Powerhouse and targets must be in contact with the same surface • *10 points*
13-14	**Super-Breath:** Close Range Cone Area Move Object 5, Limited to moving toward and away, Linked to Cone Area Damage 5, Unreliable (only the Damage is Unreliable) • *10 points*
15-17	**Cut Loose!:** Penetrating 10 on Strength • *10 points*
18-20	**Thunderclap:** Cone Area Affliction 10 (Resisted and Overcome by Fortitude; Dazed, Stunned), Limited Degree • *10 points*

DEFENSIVE POWERS

Only if you rolled **Solid Form** or **Super-Strength** on the **Offensive Powers** table, take **Super-Stamina**, directly below, then roll on the table below, as directed. Do not take Super-Stamina if you rolled **Density** or **Growth** on the **Offensive Powers** table, instead, roll on the table below.

Super-Stamina: Enhanced Stamina 10 • *20 points*

Roll 1d20 *four times* (re-roll if you get the same result twice unless it involves a choice) if you rolled **Density** or **Growth** on the **Offensive Powers** table. Only roll *twice* if you rolled **Solid Form** or **Super-Strength** on the **Offensive Powers table**

1-3	**Invulnerability:** Immunity 10 (*Choose one common power descriptor:* Cold, Electricity, Fire, Magic, Radiation, Sonic, Weather) • *10 points*
4-10	**Life Support:** Immunity 10 (Life Support) • *10 points*
11-13	**Resistant:** Immunity 10 (*choose two 5-point immunities:* Alteration effects, sensory Affliction effects, Fatigue effects, or damage type (Bullets, Cold, Electricity, Fire, Magic, Radiation, Sonic)) • *10 points*
14-20	**Thick Skin:** Impervious Toughness 10 • *10 points*

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-3	**Burrowing:** Burrowing 6 (4 MPH), Penetrating • *12 points*
4-8	**Flight:** Flight 6 (120 MPH) • *12 points*
9-14	**Super-Leaping:** Leaping 12 (4 miles) • *12 points*
15-20	**Super-Movement:** Speed 5 (60 MPH); Leaping 7 (1,000 feet) • *12 points*

UTILITY POWERS

Roll 1d20 *once* and record the result.

1-2	**Enhanced Senses:** Senses 5 (Extended Auditory 2, Extended Vision 2, Low-light Vision) • *5 points*
3-6	**Fast Recovery:** Regeneration 4, Enhanced Advantage 1 (Diehard) • *5 points*
7-10	**Faster:** Depending on the Movement Power you rolled; **Burrowing:** add 1 rank of Penetrating Burrowing and Senses 3 (Infravision, Direction Sense, Distance Sense); **Flight:** add 2 ranks of Flight and an Alternate Effect of Swimming 6; **Super-Leaping:** add 5 ranks of Leaping; **Super-Movement:** add 2 ranks of Speed and 3 ranks of Leaping • *5 points*
11-14	**Immortal:** Immortality 2, Enhanced Advantage 1 (Diehard) • *5 points*
15-17	**Like Hitting a Brick Wall:** Reaction Damage 1, Penetrating 1 • *5 points*
18-20	**Pliable Form:** Elongation 1 (15 feet); Movement 2 (Permeate, Safe Fall) • *5 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+5	+0	+0	+0	+5

POWER POINTS

ABILITIES	36	**SKILLS**	13
POWERS	88	**DEFENSES**	10
ADVANTAGES	3	**TOTAL**	150

COMPLICATIONS

- **Identity:** Some Powerhouses keep their identity a secret from the rest of the world. Especially those Powerhouses that can change into and out of their super-powered identity.
- **Motivation—Acceptance:** Those Powerhouses with the Prejudice complication often choose this motivation and become a hero in order to earn a place in "normal" society. An alien Powerhouse may also choose this motivation even if he or she doesn't look unusual.
- **Motivation—Patriotism:** Many Powerhouses are die-hard patriots and fight to defend or represent their country.
- **Motivation—Responsibility:** Due to their incredible powers, many Powerhouses become heroes because they feel as if they have a responsibility to do so.
- **Power Loss:** Some Powerhouses lose their powers in the presence of a certain substance, while others physically transform from a normal human form and return to it often.
- **Prejudice:** The Powerhouse often looks unusual and struggles with feeling isolated or like an outsider, or even being treated like a monster!
- **Relationship:** The Powerhouse typically has a small group of friends he or she relies on for human contact and friendship. These relationships are very important to the Powerhouse.

PSYCHIC

Psychic heroes have a wide variety of psionic powers available to them, but they typically concentrate on one category of powers, be they telepathic or telekinetic in origin. Within those broad categories, the Psychic can usually perform a number of powerful feats. Another common type of Psychic is the ninja-like combatant who combines stealth and mental powers to devastating effect.

ABILITIES

Roll 1d20 *once* and record the result.

1-8	**In-Born:** Your powers are due to the fact that you're a mutant or a member of a psychic race.
9-14	**Psychic Warrior:** You've trained your mind and body to work as one and have tapped into a vast psionic reserve of power.
15-20	**Wild Talent:** Your abilities sprang seemingly from nowhere, or are the result of an accident or exposure to something, and are quite powerful. Perhaps you're the next step in human evolution.

ABILITIES - IN-BORN

STRENGTH	AGILITY	FIGHTING	AWARENESS
0	1	0	6
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	4	4

ABILITIES - PSYCHIC WARRIOR

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	4	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	2	0

ABILITIES - WILD TALENT

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	2	1	6
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	3	2

ADVANTAGES

Roll 1d20 *once* and record the result.

1-4	**Charmed Life:** You live a charmed life; maybe you're just lucky, but maybe it's low-level psionic influence... who can say?
5-8	**Contemplative:** You are always calm and controlled.
9-12	**Perfect Mind:** You use a greater percentage of your mind.
13-16	**Thought Leader:** You use your abilities to help others reach greater heights.
17-20	**Trained Fighter:** You know how to fight.

ADVANTAGES - CHARMED LIFE

Attractive, Fascinate (Persuasion), Luck

ADVANTAGES - CONTEMPLATIVE

Fearless, Trance, Ultimate Effort (Will checks)

ADVANTAGES - PERFECT MIND

Eidetic Memory, Jack-of-all-trades, Ultimate Effort (Will checks),

ADVANTAGES - THOUGHT LEADER

Choose either: Inspire, Leadership, and Teamwork, *or* Inspire 2 and Leadership or Teamwork

ADVANTAGES - TRAINED FIGHTER

Improved Initiative, Power Attack, Uncanny Dodge

SKILLS

Roll 1d20 *twice* (do *not* re-roll if you get the same result twice) and record the results.

1-4	**Charmer:** You're good with people.
5-8	**Dabbler:** You dabble in whatever interests you.
9-12	**Ninja:** You have been trained in the way of the ninja.
13-16	**Sneak:** You're sneaky and underhanded when you need to be.
17-20	**Student:** You're a high-school, college, or post-graduate student.

SKILLS - CHARMER

Deception 4, Insight 4, Persuasion 4

SKILLS - DABBLER

Expertise: (*Choose One*) 4, Insight 4, Perception 4

SKILLS - NINJA

Acrobatics 4, Perception 4, Stealth 4

SKILLS - SNEAK

Deception 4, Perception 4, Stealth 4

SKILLS - STUDENT

Expertise: (*Choose One*) 6, Insight 2, Perception 4

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* to determine if you should roll on the **Psionic**, **Mentalist**, or **Telekinetic** table, then roll 1d20 again on that table and record the result.

1-10

Psionic: Take **Telepathy**, listed immediately below, then roll on the **Psionic Table**.

Telepathy: Mind Reading 5 Linked to Area Mental Communication 3 • *25 points*

Psionic Table: Roll 1d20 *once* and record the result as the first power of an array, then roll 1d20 *twice* and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

1-3	**ESP:** Remote Sensing 6 (Normal Visual, Normal Auditory, Mental) • *24 points*
4-7	**Mental Blast:** Perception Range Damage 6, Resisted by Will • *24 points*
8-11	**Psi-Knife:** Damage 8, Penetrating 4, Accurate 4, Resisted by Will • *24 points*
12-14	**Psionic Invisibility:** Concealment 10, Affects Others, Limited—Concealment only works against beings with a brain, Precise, Reach 3 • *24 points*
15-17	**Sleep Touch:** Cumulative Affliction 9 (Resisted by Dodge, Overcome by Will; Fatigued, Exhausted, Asleep), Accurate 3, Insidious, Subtle 2 • *24 points*
18-20	**Telekinetic Weapon:** Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach, Split • *24 points*

11-15

Mentalist: Take **Telepathy**, listed immediately below, then roll on the **Mentalist Table** as directed.

Telepathy: Mind Reading 5 Linked to Area Mental Communication 3 • *25 points*

Mentalist Table: Roll 1d20 *once* and record the result as the first power of an array, then roll 1d20 *twice* and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

1-3	**ESP:** Remote Sensing 6 (Normal Visual, Normal Auditory, Mental) • *24 points*

11-15	4-5	**Induce Blindness:** Perception Range Cumulative Affliction 8 (Resisted and Overcome by Will; Visually Impaired, Visually Disabled, Visually Unaware), Limited to one sense • *24 points*
	6-12	**Mental Blast:** Perception Range Damage 6, Resisted by Will • *24 points*
	13-14	**Mental Illusions:** Illusion 6 (All Senses), Feedback, Resistible by Will, Selective • *24 points*
	15-16	**Mental Paralysis:** Perception Range Cumulative Affliction 6 (Resisted and Overcome by Will; Dazed, Stunned, Paralyzed) • *24 points*
	17-19	**Mind Control:** Perception Range Cumulative Affliction 6 (Resisted and Overcome by Will; Dazed, Compelled, Controlled) • *24 points*
	20	**Weaken Resolve:** Perception Range Weaken Will 8 • *24 points*

Telekinetic: Take **Telekinesis**, listed immediately below, then roll on the **Telekinetic Table**.

Telekinesis: Move Object 10, Accurate 4 • *24 points*

Telekinetic Table: Roll 1d20 *once* and record the result as the first power in an array, then roll 1d20 *three times* and add each result as a 1-point Alternate Effect (re-roll if you get the same result as your first roll).

16-20	1-3	**Telekinetic Column:** Line Area 2 (60 feet) Damage 8 • *24 points*
	4-7	**Telekinetic Constructs:** Create 8, Movable • *24 points*
	8-12	**Telekinetic Bolt:** Ranged Damage 10, Accurate 4 • *24 points*
	13-14	**Telekinetic Grab:** Ranged Concentration Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Accurate 4, Extra Condition, Instant Recovery, Limited Degree • *24 points*
	15-16	**Telekinetic Hammer:** Ranged Burst Area Damage 8 • *24 points*
	17-18	**Telekinetic Snare:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Accurate 4, Extra Condition, Limited Degree, Limited—There must be materials about to bind the target • *24 points*
	19-20	**Telekinetic Weapon:** Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach, Split • *24 points*

MIX AND MATCH PSYCHIC POWERS

The Psychics you can create using these tables tend to be very specialized, especially the Telekinetic and Telepathic. If you're interested in playing a hero who has both telekinetic and telepathic powers, take the Telepathy power, then take the Telekinesis power as the first power in an array and roll for (or choose) three alternate effects off whichever lists you want.

DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-5	**Armored Costume and Combat Training:** Protection 4, Subtle, Removable (-1 point); Enhanced Advantages 8 (Defensive Attack, Defensive Roll 2, Evasion, Improved Defense, Improved Initiative, Instant Up, Takedown); Enhanced Defenses 8 (Dodge 4, Parry 4) • *20 points*
6-10	**Precognitive Reactions:** Enhanced Advantages 8 (Defensive Roll 4, Evasion 2, Improved Defense, Improved Initiative); Enhanced Defenses 12 (Dodge 6, Parry 6) • *20 points*
11-15	**Psychokinetic Shield:** Protection 10, Impervious 5, Sustained, Linked to Immunity 10 (Mental effects), Limited to Half Effect • *20 points*
16-20	**Telekinetic Shield:** Impervious Protection 10, Sustained • *20 points*

UTILITY POWERS

Roll 1d20 *once* and record the result.

1-2	**Levitation:** Flight 2 (8 MPH), Subtle • *5 points*
3-6	**Mental Awareness:** Senses (Mental Awareness, Acute, Detect, Radius, Range) • *5 points*
7-8	**Telekinetic Flight:** Flight 5 (60 MPH), Distracting • *5 points*
9-10	**Telekinetic Hands:** Move Object 2, Precise • *5 points*
11-12	**Telepathic Translation:** Comprehend Languages 3 (Speak, Understand, Understood), Noticeable • *5 points*
13-14	**Healing:** Empathic Healing 4, Stabilize • *5 points*
15-16	**Inhuman:** Immunity 5 (Critical Hits, Disease, Poison, and *Choose one environmental condition:* Cold, Heat, Pressure, Radiation, Vacuum) • *5 points*
17-18	**Immortal:** Immortality 2; Immunity 1 (Aging) • *5 points*
19-20	**Space-bending:** Teleport 2 (120 feet), Accurate, Distracting, Subtle • *5 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+4	+5	+0	+8

POWER POINTS

ABILITIES	36	**SKILLS**	12
POWERS	76	**DEFENSES**	23
ADVANTAGES	3	**TOTAL**	150

COMPLICATIONS

- **Identity:** Psychics often keep their identities and the fact that they have powers a secret from the rest of the world.
- **Motivation—Acceptance:** Psychics often become heroes to act as an example of the good psychics can

do in the hope of gaining acceptance for him- or herself as well as other psychics.

- **Motivation—Responsibility:** Some Psychics use their powers for good, because they feel they must have been given their powers to help others.
- **Power Loss:** Because mental powers often require some amount of focus; drugs, disorientation of any kind, or noisy settings may prevent a Psychic from using his or her powers.
- **Quirk—Impressionable:** Psychic's with telepathy may pick up personality traits and attitudes from people they've interacted with using their powers.

SHAPESHIFTER

Shapeshifters include characters who actually change their shape to become animals, machines, mythic creatures, or humanoid monsters, as well as characters who can change their density, grow, shrink (or both!), or stretch to fantastic lengths.

ABILITIES

Roll 1d20 *once* and record the result.

1-10	**Everyman:** You're an ordinary, everyday Joe. Or you're an alien being or construct made to look and behave just like you're an ordinary, everyday Joe.
11-20	**Whiz:** You're an inventor, scientist, or incredibly smart.

ABILITIES - EVERYMAN

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	2	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	2	2

ABILITIES - WHIZ

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	2	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	0	7	0

ADVANTAGES

Defensive Roll 3, Move-by Action

Take the advantages listed above, then roll 1d20 *once* and record the result.

1-4	**Fast Reaction Speed:** You have excellent reaction times.
5-8	**Inventor:** You love gadgets, especially building them!
9-12	**Smart Alec:** You never stop talking. Sometimes people want to hit you.
13-16	**Spontaneous:** You have poor impulse control, which is actually a blessing in combat.
17-20	**Wealthy:** You inherited or have money of your own somehow.

ADVANTAGES - FAST REACTION SPEED

Evasion, Improved Initiative

ADVANTAGES - INVENTOR

Inventor, Skill Mastery (*Choose One*)

ADVANTAGES - SMART ALEC

Daze (Deception), Taunt

ADVANTAGES - SPONTANEOUS

Improved Initiative, Uncanny Dodge

ADVANTAGES - WEALTHY

Benefit 2 (Independently Wealthy)

SKILLS

Close Combat: Unarmed 8

Take the skill listed above, then roll 1d20 *twice* and record the result (do *not* re-roll if you get the same result).

1-4	**Adventurer:** You like action and adventure and you have the skills to keep you alive while pursuing them.
5-8	**Explorer:** You're well traveled and know how to blaze your own trails.
9-12	**Infiltrator:** You're a trained deceiver and infiltrator.
13-16	**Investigator:** You're a talented detective.
17-20	**Researcher:** You've been educated in technology and a field of interest.

SKILLS - ADVENTURER

Athletics 4, Expertise: (*Choose One*) 4, Perception 4

SKILLS - EXPLORER

Athletics 4, Perception 6, Stealth 2

SKILLS - INFILTRATOR

Deception 5, Stealth 3, Technology 4

SKILLS - INVESTIGATOR

Insight 4, Investigation 4, Perception 4

SKILLS - RESEARCHER

Expertise (*Choose One*) 6, Technology 6

POWERS

Roll 1d20 *once* and record the result.

1-3 **Shapeshifter:** Variable 9 (45 points, for assuming different shapes), Move Action • *72 points*

4-8 **Size-Changer:** Roll 1d20 *once* or *choose* **Giant Size** or **Shrinking**. You may take the other power as an Alternate Effect by reducing **Giant Size's** Power-lifting to only 1 rank and dropping the Impervious extra from **Shrinking's** Protection 1. Also, only take the Flight Belt supplied by the Giant Size power.

- **1-10** **Giant Size:** Growth 10 (40 feet tall; +10 Str, +10 Sta, -5 Dodge, -5 Parry, -10, Stealth, +5 Intimidation, +1 Speed), Continuous, Linked to Enhanced Advantages 8 (Accurate Attack, Great Endurance, Improved Grab, Improved Hold, Improved Smash, Interpose, Power Attack, Ultimate Effort (Toughness checks)) and Enhanced Defenses -4 (Dodge 1, Parry 1, Fortitude -6; Fortitude only negates the last 6 ranks of Growth) and Enhanced Presence 6 and Enhanced Skill 1 (Close Combat: Unarmed -2, Intimidation +4) and Immunity 5 (Bullets) and Impervious Toughness 12 and Protection 1 and Power-lifting 2; **Flight Harness** (Flight 6 (120 MPH), Limited—Not when grown, Removable (-1 point)) • *72 points*
- **11-20** **Shrinking:** Shrinking 12 (6 inches tall; +6 Dodge, +6 Parry, +12 Stealth, -6 Intimidation, -1 Speed), Continuous, Normal Strength, Linked to Damage 8, Limited—Growth Punch (1 rank of Damage per rank of Shrinking you grow up from) and Enhanced Advantages 10 (Evasion 2, Hide in Plain Sight, Improved Defense, Improved Trip, Power Attack, Redirect, Set-up, Taunt, Ultimate Effort (Dodge checks)) and Impervious Protection 1; **Flight Harness** (Flight 5 (60 MPH), Removable (-2 points)) • *72 points*

9-13 **Density-Changer:** Roll 1d20 *once* or *choose* **Density Increase** or **Density Decrease**. You may take the other power as an Alternate Effect by eliminating **Density Increase's Foot Stomp** power and dropping one rank from **Density Decrease's** Set-up advantage.

- **1-10** **Density Increase:** Growth 5 (3 tons; +5 Str, +5 Sta), Density (does not modify defenses, size, speed, or skills), Continuous, Linked to Enhanced Abilities 10 (Enhanced Stamina 5, Enhanced Strength 5, 1 rank of Stamina and Strength per rank of Growth (Density) active), Enhanced Advantages 8 (All-out Attack, Great Endurance, Improved Grab, Improved Hold, Improved Smash, Interpose, Power Attack, Ultimate Effort (Toughness checks)) and Enhanced Advantages -3 (Defensive Roll -3) and Enhanced Defenses -6 (Fortitude -6; Fortitude only negates 3 ranks of Growth and 3 ranks of Enhanced Stamina) and Enhanced Skill -1 (Close Combat: Unarmed -2) and Immunity 17 (Life Support, Bullets, Critical Hits) and Impervious Toughness 12; **Like Hitting a Brick Wall** (Reaction Damage 1, when hit); **Foot Stomp** (Line Area Damage 10, you and target must be on the same surface (this is a 1-point Alternate Effect of Strength 10 or higher)); **Flight Harness** (Flight 6 (120 MPH), Limited—Not when Growth (Density) is active, Removable (-1 point)) • *72 points*
- **11-20** **Density Decrease:** Insubstantial 4 (Incorporeal, affected by magic), Reaction, Linked to Flight 1 (4 MPH), Limited to air-walking, and Immunity 10 (Life Support), Quirk: immunity to suffocation requires holding breath, and Concealment 1 (Hearing), Continuous; **Disruption Attacks:** Array (24 points), **Incorporeal Weapon** (Affects Corporeal Damage 12, Resisted by Fortitude, Limited to the Toughness of object used as weapon), **AE: Disrupt Electronics** (Close Range Affects Corporeal Nullify 12 (electronics), Simultaneous), **AE: Disrupt Synapses** (Affects Corporeal Affliction 12 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated); **Innate Understanding of Powers** (Enhanced Advantages 13 (Close Attack 6, Defensive Roll 2, Hide in Plain Sight, Redirect, Set-up 2, Teamwork), Enhanced Skill -4 (Close Combat: Unarmed -8) (*Note:* the Innate Understanding of Powers abilities only work when no powers are active or when Density Decrease is active) • *72 points*

14-16 **Specific Shapeshifter:** Variable 9 (45 points, for assuming different shapes), Continuous, Limited (*Choose one type of entity you can turn into:* Animals, Machines, Humanoids, Aliens, etc.), Move Action • *72 points*

17-20 **Stretcher:** Strength-based Damage 6; Elongation 8 (1,800 feet); Enhanced Advantages 14 (Accurate Attack, Chokehold, Close Attack 2, Evasion, Fast Grab, Improved Grab, Improved Hold, Improved Trip, Interpose, Power Attack, Precise Attack (Close; Cover), Takedown 2); Enhanced Skill 4 (Close Combat: Grab +8); Impervious Toughness 8, Limited—Physical Impact Damage; Insubstantial 1 (Liquid), Precise; Morph 2 (Humanoid Forms), Distracting; Movement 6 (Environmental Adaptation - Tight Spaces, Safe Fall, Slithering, Sure-footed, Swinging, Wall-crawling); Protection 7; Speed 3 (16 MPH) • *72 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+6	+6	+0	+6

POWER POINTS

ABILITIES	32	**SKILLS**	16
POWERS	72	**DEFENSES**	24
ADVANTAGES	6	**TOTAL**	150

COMPLICATIONS

- **Fame:** Many Shapeshifters (especially heroic ones) don't worry about hiding their identities and are often well known to the public.
- **Motivation—Acceptance:** Alien, robotic, or artificial life form Shapeshifters often become heroes to win acceptance from the people of their new world.

- **Motivation—Doing Good:** Some Shapeshifters are heroes because it's the right thing to do.
- **Motivation—Recognition:** Shapeshifters sometimes become heroes in order to receive praise or fame.
- **Motivation—Thrills:** Many Shapeshifters become heroes because they enjoy the action and adventure... and their powers often keep them from any lasting injury.
- **Relationships:** Shapeshifters often have close friends and family around them.

SPEEDSTER

Speedsters can move great distances in little or no time. They do this either by running or flying at superhuman speeds, or by instantly transporting themselves from one place to another. Because of their great speed, Speedsters seldom need ranged powers. Speedsters are also able to use their movement mode to break the laws of physics in ways even other fast superheroes are incapable of doing.

ABILITIES

Roll 1d20 *once* and record the result.

1-10	**Veteran:** You're an experienced hero who has come into his own.
11-15	**Youth:** You're still just an impulsive kid, new to the scene and experimenting with your powers.
16-20	**Old-Timer:** You've seen a lot more than most heroes, but you're not quite ready to hang up your cleats.

ABILITIES - VETERAN

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	4	4	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	3	1	2

ABILITIES - YOUTH

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	5	4	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	5	0	2

ABILITIES - OLD-TIMER

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	3	5	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
1	2	2	3



ADVANTAGES

Roll 1d20 *once* and record the result.

1-5	**Fighter:** You were trained in combat.
6-10	**Nimble:** You are quick-footed.
11-15	**Prodigy:** You have learned a little bit of everything.
16-20	**Team-Player:** You have experience working as part of a super-team.

ADVANTAGES - FIGHTER

Close Attack 2, Equipment (Sword or other melee weapon)

ADVANTAGES - NIMBLE

Evasion, Instant Up, Move-by Action

ADVANTAGES - PRODIGY

Beginner's Luck, Eidetic Memory, Well-informed

ADVANTAGES - TEAM-PLAYER

Interpose, Set-up, Teamwork

SKILLS

Roll 1d20 *twice* (do *not* re-roll if you get the same result twice) and record the results.

1-4	**Athlete:** You are a trained athlete.
5-8	**Charmer:** People like you.
9-12	**Police:** You work in law enforcement.
13-16	**Scientist:** You are an expert in a field of science.
17-20	**Thief:** You've operated outside the law.

SKILLS - ATHLETE

Acrobatics 4, Athletics 8, Perception 4

SKILLS - CHARMER

Deception 6, Insight 4, Persuasion 6

SKILLS - POLICE

Insight 4, Investigation 6, Perception 6

SKILLS - SCIENTIST

Expertise: (*Choose One*) 6, Technology 6, Vehicles 4

SKILLS - THIEF

Deception 4, Stealth 6, Technology 6

POWERS

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-10		**Running:** Roll 1d20 *once*:
	1-10	**Gravity-Defying Runner:** Movement 3 (Wall-crawling 2, Water Walking), Limited to While Moving; Quickness 10; Speed 15 (64,000 MPH) • *28 points*
	11-15	**Rapid Metabolism:** Immunity 1 (Poison); Quickness 11; Regeneration 5; Speed 11 (4,000 MPH) • *28 points*
	16-20	**Time-Traveler:** Movement 3 (Time Travel—any time); Quickness 10; Senses 4 (Precognition), Check Required (Intellect or Expertise: History); Speed 10 (2,000 MPH) • *28 points*
11-15		**Flying:** Roll 1d20 *once*:
	1-5	**Cosmic Speedster:** Flight 9 (1,000 MPH); Immunity 6 (cold, heat, radiation, suffocation, vacuum); Movement 2 (Environmental Adaptation—Zero-G; Space Travel 1) • *28 points*
	6-15	**Hypersonic:** Flight 14 (32,000 MPH) • *28 points*
	16-20	**Hyper-Speed:** Flight 10 (2,000 MPH); Quickness 8 • *28 points*
16-20		**Teleporting:** Roll 1d20 *once*:
	1-5	**Dimensional Walker:** Movement 3 (Dimension Travel—any dimension); Teleport 11 (8 miles) • *28 points*
	6-10	**Proximal:** Teleport 9 (2 miles), Accurate, Turnabout • *28 points*
	11-15	**Transmit:** Teleport 9 (2 miles), Easy, Extended (500 miles), Medium (*Choose One*), Turnabout • *28 points*
	16-20	**World-Walker:** Teleport 9 (2 miles), Extended (500 miles), Turnabout • *28 points*

OFFENSIVE POWERS

Speedster Stunts: Array (20 points plus 1 point of Alternate Effect)

Roll 1d20 *once* and record the result as the first power in the **Speedster Stunts** array. Then roll on the following table.

1-2	**Disruption:** Penetrating Damage 9, Accurate 2 • *20 points*
3-4	**Kinetic Theft:** Ranged Affliction 9 (Resisted and Overcome by Will; Hindered, Immobile, Paralyzed), Accurate 2
5-10	**Rapid Attack:** Selective Multiattack Damage 6, Accurate 2 • *20 points*

11-14	**Rapid Fire:** Selective Ranged Multiattack Damage 4, Accurate 4 • *20 points*
15-18	**Sonic Boom:** Burst Area Damage 10 • *20 points*
19-20	**Vertigo Attack:** Cumulative Affliction 9 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Accurate 2 • *20 points*

Roll 1d20 *once* and add the power to the **Speedster Stunts** array as an Alternate Effect

1-4	**Air Control:** Cone Area Move Object 10, Close Range • *1 point*
5-6	**Anchor:** Simultaneous Nullify Movement Effects 10 • *1 point*
7-8	**Phase Shift:** Insubstantial 4 • *1 point*
9-10	**Temporal/Dimensional Duplicate:** Summon Duplicate 10, Active, Feedback • *1 point*
11-20	**Roll on the table above instead (re-roll if you get the same result as earlier)** • *1 point*

DEFENSIVE POWERS

Roll 1d20 *once* and record the result.

1-4	**Bullet:** Enhanced Defenses 12 (Dodge 6, Parry 6); Protection 8, Impervious • *28 points*
5-12	**Hard Target:** Enhanced Advantages 6 (Defensive Roll 3, Improved Initiative 3), Enhanced Defenses 22 (Dodge 11, Parry 11) • *28 points*
13-16	**Natural Selection:** Enhanced Agility 2, Enhanced Stamina 2, Enhanced Defenses 20 (Dodge 10, Parry 10) • *28 points*
17-20	**Too Fast to Follow:** Concealment 4 (visual), Limited to While Moving; Enhanced Advantages 4 (Defensive Roll 2, Improved Initiative 2); Enhanced Defenses 20 (Dodge 10, Parry 10) • *28 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+0	+0	+7	+0	+7

POWER POINTS

ABILITIES	40	**SKILLS**	16
POWERS	77	**DEFENSES**	14
ADVANTAGES	3	**TOTAL**	150

COMPLICATIONS

- **Power Loss:** Your powers might come from some extradimensional source from which you could be cut off.
- **Quirk:** Speedsters often find the mundane world moves too slowly for their tastes or are incredibly hot-headed.
- **Relationships:** Speedsters often rely on their friends, relatives, or loved ones to stay grounded.

SUMMONER

The Summoner is an archetype that covers a lot of ground, from heroes who create duplicates of themselves to those who animate images, summon otherworldly creatures, or create minions out of thin air. In order to make the Summoner fit into this book, these tables produce a duplicator (who summons duplicates of him- or herself) or a summoner whose summoned creatures are minions with decent combat abilities.

There are a few options for the duplicator: a Martial Artist, and Energy Controller, and a Powerhouse. These are only examples of the sorts of duplicators you can use and you are free to swap points around to change your duplicating Martial Artist into a duplicating Battlesuit, Crime Fighter, Weapon Master or any other archetype, just be sure the duplicates remain within their power level limits (117 points and PL8 for Twin or 100 points and PL7 for Triplets, plus the cost of the Summon power).

Note that on the tables below, things are a bit different than for the other archetypes in this book. Follow the instructions and it should be clear. The change is necessary because the Summon power your character has influences the number of points available to spend on other sections of the character.

ABILITIES

Roll 1d20 *once* and record the result.

1-10	**Duplicator:** You can summon duplicates of yourself.
11-20	**Summoner:** You can summon creatures from other dimensions or seemingly from nowhere.

ABILITIES - DUPLICATOR

Skip to the **Duplicator Powers** table in the **Powers** section. Your character has the same Abilities as his or her summoned duplicate.

ABILITIES - SUMMONER

STRENGTH	AGILITY	FIGHTING	AWARENESS
2	2	2	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	2	4	4

POWERS

PRIMARY POWER - DUPLICATOR

Roll 1d20 *once* on this table if you have the **Duplicator** set of Abilities to determine if you summon a **Twin** (a single duplicate) or **Triplets** (two duplicates). Then roll a

d20 *once* on that table to determine if your base form and duplicates are Energy Controllers, Martial Artists, or Powerhouses. Your base form has the same abilities, powers, advantages, skills, defenses, and totals as the summoned characters, but with the addition of the **Summon Twin** or **Summon Triplets** power.

Summon Twin: Summon 8 (One PL8, 120 point duplicate), Heroic, Mental Link • *33 points*

1-6

ENERGY CONTROLLER TWIN PL 8

STR	1	**AGL**	2	**FGT**	1	**AWE**	2
STA	2	**DEX**	4	**INT**	0	**PRE**	2

Powers: Energy Control (Array (16 points), **Energy Blast** (Ranged Damage 8), **AE: Energy Explosion** (Ranged Burst Area Damage 5), **AE: Energy Bolts** (Ranged Multiattack Damage 5), **AE: Dazzle** (Cumulative Ranged Affliction 8 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision); **Energy Field** (Sustained Protection 6 Linked to Reaction Damage 2, Precise); **Energy Flight** (Flight 6 (120 MPH)); **Energy Immunity** (Immunity 1 (Immune to own powers)); **Transform** (Quick Change (Feature 1, change into costume as a free action))

Advantages: Accurate Attack, Power Attack, Set-up, Teamwork

Skills: Acrobatics 4 (+8), Athletics 4 (+5), Expertise (*Choose One*) 4 (+4), Perception 4 (+6), Ranged Combat: Energy Control 4 (+8)

Offense: Init +4, Energy Blast +8 (Ranged, Damage 8 or other effects), Unarmed +1 (Close, Damage 1)

Defense: Dodge 8, Parry 8, Fort 8, Tou 8, Will 8

1-10

Totals: *Abilities 32 + Powers 50 + Advantages 2 + Skills 10 + Defenses 23 = 117*

Note: Roll on the Energy Controller archetype's **Energy Descriptors** table to determine the type of energy you control.

7-13

MARTIAL ARTIST TWIN PL 8

STR	1	**AGL**	5	**FGT**	10	**AWE**	2
STA	4	**DEX**	5	**INT**	1	**PRE**	0

Equipment: Smartphone, Flashlight, Motorcycle, Restraints, Swingline (Movement 1 (Swinging)), Tonfa (Strength-based Damage 2, Reach 1), AE: Throwing Disks (Ranged, Strength-based Damage 1)

Advantages: Chokehold, Daze (Deception), Defensive Roll 2, Equipment 4, Evasion, Improved Initiative, Instant Up, Power Attack, Quick Draw, Set-up, Teamwork

Skills: Acrobatics 7 (+12), Athletics 6 (+10), Deception 8 (+8), Expertise (*Choose One*) 7 (+8), Perception 6 (+8), Ranged Combat (Throwing Disks) 5 (+10), Stealth 7 (+12), Vehicles 4 (+9)

Offense: Init +9, Throwing Disks +10 (Ranged, Damage 5), Tonfa +10 (Close, Damage 6), Unarmed +10 (Close, Damage 4)

Defense: Dodge 10, Parry 10, Fort 8, Tou 6/4, Will 8

Totals: *Abilities 62 + Powers 0 + Advantages 15 + Skills 25 + Defenses 15 = 117*

14-20

POWERHOUSE TWIN PL 8

STR	9	**AGL**	0	**FGT**	6	**AWE**	0
STA	8	**DEX**	0	**INT**	0	**PRE**	2

Powers: Foot Stomp (Line Area Damage 8, Limited—Must be on same surface as target); **Super-Movement** (Leaping 6 (500 feet), Speed 3 (16 MPH)); **Super-Tough** (Immunity 10 (Life Support), Impervious Toughness 8, Protection 2, Regeneration 1)

Advantages: Accurate Attack, All-out Attack, Close Attack, Diehard, Fast Grab, Set-up, Takedown, Teamwork

Skills: Athletics 3 (+12), Intimidation 6 (+8), Perception 5 (+5)

Offense: Init +0, Unarmed +7 (Close, Damage 9)

Defense: Dodge 6, Parry 6, Fort 10, Tou 10, Will 6

Totals: *Abilities 50 + Powers 38 + Advantages 8 + Skills 7 + Defenses 14 = 117*

Summon Triplets: Summon 7 (Two PL7, 105 point duplicates), Heroic, Horde, Mental Link, Multiple Minions 1 (2 duplicates) • *50 points*

1-6

ENERGY CONTROLLER TRIPLETS PL 7

STR	1	**AGL**	4	**FGT**	1	**AWE**	2
STA	2	**DEX**	4	**INT**	0	**PRE**	2

Powers: Energy Control (Array (14 points), **Energy Blast** (Ranged Damage 7), **AE: Energy Explosion** (Ranged Burst Area Damage 4), **AE: Energy Bolts** (Ranged Multiattack Damage 4), **AE: Dazzle** (Cumulative Ranged Affliction 7 (Resisted by Dodge and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision); **Energy Field** (Sustained Protection 5); **Energy Flight** (Flight 6 (120 MPH)); **Transform** (Quick Change (Feature 1, change into costume as a free action))

Advantages: Accurate Attack, Power Attack, Set-up 2, Teamwork

Skills: Acrobatics 4 (+8), Athletics 4 (+5), Expertise (*Choose One*) 4 (+4), Perception 3 (+5), Ranged Combat: Energy Control 3 (+7)

11-20

Offense: Init +4, Energy Blast +7 (Ranged, Damage 7 or other effects), Unarmed +1 (Close, Damage 1)

Defense: Dodge 7, Parry 7, Fort 7, Tou 7, Will 7

Totals: *Abilities 32 + Powers 35 + Advantages 5 + Skills 9 + Defenses 19 = 100*

Note: Roll on the Energy Controller archetype's **Energy Descriptors** table to determine the type of energy you control.

7-13

MARTIAL ARTIST TRIPLETS PL 7

STR	4	**AGL**	5	**FGT**	10	**AWE**	2
STA	4	**DEX**	5	**INT**	1	**PRE**	0

Advantages: Daze (Deception), Improved Initiative, Power Attack, Set-up 2, Teamwork

Skills: Acrobatics 6 (+11), Athletics 6 (+10), Deception 8 (+8), Expertise (*Choose One*) 7 (+8), Perception 5 (+7), Stealth 6 (+11)

Offense: Init +9, Unarmed +10 (Close, Damage 4)

Defense: Dodge 10, Parry 10, Fort 7, Tou 4, Will 7

Totals: *Abilities 62 + Powers 0 + Advantages 6 + Skills 19 + Defenses 13 = 100*

POWERHOUSE TRIPLETS **PL 7**

STR	8	**AGL**	0	**FGT**	6	**AWE**	0
STA	8	**DEX**	0	**INT**	0	**PRE**	2

Powers: Foot Stomp (Line Area Damage 7, Limited—Must be on same surface as target); **Super-Movement** (Leaping 6 (500 feet)); **Super-Tough** (Immunity 10 (Life Support), Impervious Toughness 4)

14-20

Advantages: Accurate Attack, All-out Attack, Diehard, Fast Grab, Set-up 2, Takedown, Teamwork

Skills: Athletics 3 (+11), Intimidation 4 (+6), Perception 5 (+5)

Offense: Init +0, Unarmed +6 (Close, Damage 8)

Defense: Dodge 6, Parry 6, Fort 8, Tou 8, Will 6

Totals: *Abilities 48 + Powers 26 + Advantages 8 + Skills 6 + Defenses 12 = 100*

PRIMARY POWER - SUMMONER

Roll 1d20 *once* on this table if you have the **Summoner** set of Abilities and record the result.

1-7

Imaginary Friend: Summon 10 (One PL10, 150-point character; Choose or roll up another character using the tables in this book and use that as your summoned creature. Note: the summoned creature may not have minions, a headquarters, or any other traits the GM decides are outside the scope of the Summon power), Controlled, Heroic, Mental Link • *51 points*

Roll 1d20 *once* and record the result. (Only roll on this table if you Summon the **Imaginary Friend**.)

1-4	**Invisibility:** Concealment 10 (All senses), Blending • *10 points*
5-8	**Lucky:** Luck Control 2 (Force a re-roll, Negate luck), Luck 4 • *10 points*
9-12	**Mimic:** Variable 2 (10 points), Limited—Can only mimic a trait of Imaginary Friend, Increased Action (Standard), Tiring • *10 points*
13-16	**Shapechange:** Morph 2 (Humanoids) • *10 points*
17-20	**Projections:** Create 5 • *10 points*

8-14

Summon Animals: Summon 4 (Sixteen PL4, 60-point minions; You can summon up to 16 animals with a cost of 60 power points or less (see the *Hero's Handbook* for sample animals)), Active, Broad Type (Animals), Controlled, Horde, Mental Link, Multiple Minions 4 (16 minions) • *61 points*

15-20

Summon Minions: Summon 6 (Eight PL6, 90-point minions), Controlled, Multiple Minions 3 (8 minions), Horde, Mental Link • *61 points*

Roll 1d20 *once* to determine what sort of minions you summon and record the result.

1-7 **NINJA** **PL6**

STR	2	**AGL**	4	**FGT**	7	**AWE**	2
STA	2	**DEX**	4	**INT**	0	**PRE**	0

Powers: Leaping 2 (30 feet); Movement 2 (Swinging, Wall-crawling); Speed 2 (8 MPH)

Equipment: Bow (Ranged Damage 3), Club (Strength-based Damage 2), Knife (Strength-based Damage 1, Improved Critical), Nunchaku (Strength-based Damage 2, Improved Critical), Shuriken (Ranged Multiattack Damage 1), Sword (Strength-based Damage 3, Improved Critical)

Advantages: Equipment 4, Evasion, Hide in Plain Sight, Quick Draw

Skills: Acrobatics 6 (+10), Athletics 6 (+8), Perception 3 (+5), Ranged Combat (Ninja Weapons) 3 (+7), Sleight of Hand 4 (+8), Stealth 10 (+14)

Offense: Init +4, Bow +7 (Ranged, Damage 3), Sword +7 (Close, Damage 5, Crit. 19-20), Unarmed +7 (Close, Damage 2)

Defense: Dodge 10, Parry 10, Fort 6, Tou 2, Will 6

Totals: *Abilities 42 + Powers 8 + Advantages 7 + Skills 16 + Defenses 17 = 90*

15-20

ROBOTS **PL 6**

STR	8	**AGL**	2	**FGT**	2	**AWE**	0
STA	—	**DEX**	0	**INT**	—	**PRE**	—

8-14

Powers: Armored Chassis (Protection 10, Impervious 8); **Built-in Repeating Blaster** (Ranged Multiattack Damage 4, Accurate 4), **AE: Stun Gun** (Ranged Cumulative Affliction 4; Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated; Accurate 4); **Jetpack** (Flight 6 (120 MPH)); **Robot** (Immunity 30 (Fortitude Effects)); **Self-repair Systems** (Regeneration 1); **Sensors** (Senses 3 (Darkvision, Radio))

Advantages: Close Attack 2, Interpose

Skills: Athletics 7 (+15), Perception 5 (+5), Vehicles 12 (+12)

Offense: Init +2, Built-in Repeating Blaster +8 (Ranged, Multiattack Damage 4), Stun Gun +8 (Ranged, Cumulative Affliction 4, Resisted by Dodge, Overcome by Fortitude), Unarmed +4 (Close, Damage 8)

Defense: Dodge 2, Parry 2, Fort Immune, Tou 10, Will None

Totals: *Abilities -6 + Powers 81 + Advantages 3 + Skills 12 + Defenses 0 = 90*

WHY ARE MY DUPLICATES A FEW POINTS SHORT?

The idea behind the duplicates (the Twin and Triplets, not any of the other Summon powers) is that they're exactly the same as the hero of which they're duplicates. The way the points work out between the main character and their summoned duplicates means the Twin is 3 points short of the total allowed by its power level and the Triplets are 5 points short. As the hero gains experience (up to 3 for the Twin and 5 for the Triplets) you can purchase new abilities for your hero and add the same abilities to your duplicates without affecting the cost or rank of the Summon power. Once your hero earns more power points, however, you'll need to buy up his or her Summon power to keep the main character and the duplicates exactly the same.

15-20	15-20	**SHADOWS** PL 6 **STR** 4 **AGL** 0 **FGT** 6 **AWE** 0 **STA** — **DEX** 0 **INT** 0 **PRE** 0 **Powers: Claws** (Strength-based Damage 2, Affects Corporeal), **Float** (Flight 1 (4 MPH), **Shadow Form** (Immunity 30 (Fortitude Effects), Insubstantial 4 (Incorporeal; Innate; Permanent), Protection 4, Strength Affects Corporeal) **Skills:** Perception 4 (+4), Stealth 12 (+12) **Offense:** Init +0, Claws +6 (Close, Damage 6) **Defense:** Dodge 6, Parry 6, Fort Immune, Tou 4, Will 5 **Totals:** *Abilities 10 + Powers 61 + Advantages 0 + Skills 8 + Defenses 11 = 90*

ADVANTAGES

SUMMONER

Defensive Roll 4 and *Choose One*: Artificer, Ritualist, or Inventor

SKILLS

SUMMONER

Perception 4, Stealth 4, and *Choose One* Expertise: Magic 6 or Technology 6

DEFENSE

SUMMONER

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+10	+8	+4	+0	+7

POWER POINTS*

ABILITIES	48	**SKILLS**	7
POWERS	61	**DEFENSES**	29
ADVANTAGES	5	**TOTAL**	150

*These numbers are for the Summoner only; for the Duplicator, use the totals listed for the appropriate Twin or Triplets, then add the points for the Summon power.

COMPLICATIONS

- **Motivation—Acceptance:** The Summoner has unusual abilities that make him or her an outsider. He or she uses those powers to gain acceptance.
- **Motivation—Doing Good:** Some Summoners are heroes because they believe it's the right thing to do.
- **Motivation—Responsibility:** With the powers they've been given, some Summoners believe it's their responsibility to help others.
- **Motivation—Thrills:** Outside of their Summon ability, many Summoners don't have a lot of powers. Some may find the constant threat of danger to be a bit much, but not this Summoner! The more danger, the better!
- **Power Loss:** Summoners may need to speak or move their hands in order to summon their minion(s). When these Summoners are bound and/or gagged, they lose their powers.
- **Relationship:** A Summoner may have friends or family to whom he's responsible—but it may be that the Summoner needs to keep his summoned creature(s) happy as well. The Summoner may have Controlled minions, but that doesn't mean he can be mean to them and still expect them to show up!
- **Secret:** The Summoner's minions and abilities come from somewhere; what if their origin is particularly dark or dangerous? The Summoner would certainly want to keep that secret private as long as possible.

SUPERNATURAL CREATURE

Supernatural Creatures are fantastical beings out of folktales and scary stories. They're generally regarded as urban legends in comic books, but when they exist, their powers place them on par with other superhumans. They draw their powers from a mystical or infernal source, although some Supernatural Creatures have a scientific origin or explanation for their powers.

ABILITIES

Roll 1d20 *once* and record the result.

1-7	**Demon:** You are a creature from the nether realms, such as a hellspawn, revenant, or incubus.
8-14	**Vampire:** You are an undead creature that survives by preying on others and you possess supernatural powers.
15-20	**Werewolf:** You have features of both man and wolf.

ABILITIES - DEMON

STRENGTH	AGILITY	FIGHTING	AWARENESS
8	3	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
7	1	0	2

ABILITIES - VAMPIRE

STRENGTH	AGILITY	FIGHTING	AWARENESS
6	5	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
-	2	2	2

ABILITIES - WEREWOLF

STRENGTH	AGILITY	FIGHTING	AWARENESS
7	4	9	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
6	1	0	1

ADVANTAGES

Roll 1d20 *once* and record the result.

1-5	**Aristocrat:** You used your powers to gain wealth and social status.
6-10	**Heartthrob:** People are attracted to your dark and handsome looks.
11-15	**Savage:** You delight in your strength and power.
16-20	**Wilder:** You are comfortable in the wild and possibly more bestial or feral than others of your kind.

ADVANTAGES - ARISTOCRAT

Benefit 2 (Wealthy), Equipment 2 (Lair Headquarters)

Lair Headquarters—Size: Large, **Toughness**: 10; **Features**: Concealed or Secret, Defense Systems or Deathtraps, Laboratory or Workshop, Library, Living Space, Security System • *10 points*

ADVANTAGES - HEARTTHROB

Attractive, Daze (Deception), Fascinate (*Choose One*: Deception or Persuasion), Inspire

ADVANTAGES - SAVAGE

Agile Feint, Evasion, Great Endurance, Power Attack

ADVANTAGES - WILDER

Animal Empathy, Great Endurance, Favored Environment (*Choose One*), Track

SKILLS

Roll 1d20 *once* and record the result.

1-4	**Bestial:** You are feral and powerful.
5-8	**Mysterious:** You are enigmatic and secretive.
9-12	**Refined:** You are experienced with the finer things in… life.
13-16	**Teen:** You are young and exploring your newfound powers.
17-20	**Tempter:** You are cunning and deceitful.

SKILLS - BESTIAL

Athletics 6, Intimidation 12, Perception 6

SKILLS - MYSTERIOUS

Deception 8, Perception 8, Stealth 8

SKILLS - REFINED

Expertise (*Choose One*) 4, Insight 4, Perception 6, Persuasion 10

SKILLS - TEEN

Deception 8, Expertise: Popular Culture 4, Expertise: Streetwise 4, Perception 4, Technology 4

SKILLS - TEMPTER

Deception 12, Insight 6, Perception 6

POWERS

OFFENSIVE POWERS

Roll 1d20 *once* and record the result, then roll on the **Demon**, **Vampire**, or **Werewolf** table below depending on which set of Abilities you rolled.

1-6	**Brutish Strength:** Enhanced Strength 4 • *8 points*
7-12	**Devilish Speed:** Enhanced Advantages 6 (Close Attack 4, Improved Initiative 2); Quickness 2 • *8 points*
13-20	**Supernatural Might:** Enhanced Strength 2; Power-lifting 2; Enhanced Advantages 2 (Close Attack 2) • *8 points*

DEMON

Demonic Physiology: Protection 3 • *3 points*

PRIMARY POWERS

Hellfire Control: Array (20 points plus 1 Alternate Effect) • *21 points total*

Roll 1d20 *once* and record the result as the first power in the **Hellfire Control** array, then roll again (re-roll if you get the same result on the second roll) and add the result to the **Hellfire Control** array as a 1-point Alternate Effect.

1-3	• **Fire Breath:** Cone Area Damage 10 • *20 points*
4-6	• **Flaming Body:** Reaction Damage 5 • *20 points*
7-11	• **Hellfire Blast:** Ranged Damage 8, Accurate 4 • *20 points*
12-14	• **Hypnosis:** Perception Ranged Affliction 10 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Visual Sense-Dependent • *20 points*
15-17	• **Punishing Gaze:** Perception Ranged Affliction 10 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated), Visual Sense-Dependent • *20 points*
18-20	• **Shapechange:** Morph 4 (any form) • *20 points*

DEFENSIVE POWERS

1-5	**Hellfire Form:** Insubstantial 3 (Hellfire) • *15 points*
6-10	**Immortal:** Immortality 5, Regeneration 5 • *15 points*

11-20	**Supernatural Resistance:** Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.	
	1-3	Immunity 5 (Cold, Heat, Pressure, Radiation, Vacuum) • *5 points*
	4-6	Immunity 5 (Disease, Poison, Starvation and Thirst, Suffocation) • *5 points*
	7-8	Immunity 5 (Alteration effects) • *5 points*
	9-10	Immunity 5 (Cold damage) • *5 points*
	11-12	Immunity 5 (Electricity damage) • *5 points*
	13-14	Immunity 5 (Emotion effects) • *5 points*
	15-17	Immunity 5 (Fire damage) • *5 points*
	18-20	Immunity 5 (Magic damage) • *5 points*

MOVEMENT POWER

Roll 1d20 *once* and record the result.

1-4	**Demonic Cape:** Flight 6 (120 MPH), Gliding, Removable (-1 point) • *5 points*
5-10	**Demonic Movement:** Leaping 2 (30 feet); Speed 3 (16 MPH) • *5 points*
11-16	**Giant Bat Wings:** Flight 5 (60 MPH), Wings • *5 points*
17-20	**Hellrider:** Movement 2 (Wall-crawling, Water Walking), Limited to While Moving; Speed 6 (120 MPH), Activation (standard action, -2 points), Removable (-1 point) • *5 points*

VAMPIRE

Blood Drain: Regeneration 10, Source (Blood) • *5 points*

PRIMARY POWERS

Roll 1d20 *once* and record the result.

1-5	**Living Vampire:** Enhanced Stamina 13; Immunity 4 (aging, disease, need for sleep, poison); Impervious Toughness 8 • *38 points*
6-20	**Undead Invulnerability:** Immunity 30 (Fortitude effects); Impervious Protection 8, Limited—Not against blessed or magical weapons • *38 points*

UTILITY POWERS I

Roll 1d20 *once* and record the result.

1-6	**Children of the Night:** Summon 2 (Bats, Rats, and Wolves), Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice • *20 points*
7-12	**Dominate:** Perception Ranged Affliction 10 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), Visually Sense-Dependent • *20 points*
13-20	**Mist Form:** Insubstantial 2, Linked to Flight 5 (60 MPH) • *20 points*

UTILITY POWERS II

Roll 1d20 *once* and record the result.

1-7	**Eyes of Darkness:** Senses 2 (Darkvision) • *2 points*
8-14	**Spider-Climb:** Movement 1 (Wall-crawling) • *2 points*
15-20	**Vampire Bite:** Weaken Stamina 4, Grab-based • *2 points*

WEREWOLF

OFFENSIVE POWERS

Thick Skin: Protection 3; Impervious Toughness 9, Limited—Not versus magical or silver weapons • *9 points*

Roll 1d20 *once* and record the result.

1-10	**Brother to Wolves:** Summon 2 (Wolves and Dogs), Horde, Mental Link, Multiple Minions 3 (8 minions), Sacrifice • *20 points*
11-20	**Deathly Howl:** Auditory Perception Area Affliction 10 (Resisted and Overcome by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • *20 points*

UTILITY POWERS

Roll 1d20 *three times* (re-roll if you get the same result twice) and record the results.

1-4	**Human Transformation:** Morph 1 (Human Form) • *5 points*
5-8	**Loping Movement:** Leaping 2 (30 feet); Speed 3 (16 MPH) • *5 points*
9-12	**Sharp Claws:** Penetrating 5 on Strength Damage • *5 points*
13-16	**Wolf Senses:** Senses 5 (Danger Sense, Low-light Vision, Acute and Tracking Olfactory, Ultra-Hearing) • *5 points*
17-20	**Wolf Transformation:** Morph 1 (Wolf Form) • *5 points*

DEFENSE

DEMON/WEREWOLF

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+2	+5	+0	+6

VAMPIRE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+2	+0	+0	+8

POWER POINTS

ABILITIES	62/44*	**SKILLS**	12
POWERS	52/73*	**DEFENSES**	20/17*
ADVANTAGES	4	**TOTAL**	150

*If you rolled Vampire for Abilities, then you have Abilities 44, Powers 73, and Defenses 17; otherwise, you have Abilities 62, Powers 52, and Defenses 20.

COMPLICATIONS

- **Motivation—Acceptance:** The Supernatural Creature is usually an outcast.
- **Motivation—Doing Good:** Some Supernatural Creatures attempt to go against the grain and use their powers for good.
- **Power Loss:** Some Supernatural Creatures only have their powers at night, or lose their powers when on holy ground or when they assume human form... if they have one.
- **Quirk—Angst:** The Supernatural Creature often feels great anguish over its lost humanity.
- **Reputation:** Most humans regard Supernatural Creatures with fear and hatred as a result of folklore and myth.
- **Weakness:** Supernatural Creatures may be vulnerable to holy weapons. Others may be unable to function in sunlight.

TOTEM

The Totem is a superhero whose powers are closely tied to a particular animal. The Totem may have acquired its powers through an accident of science, an invocation of the animal spirits, or may even be an exceptional, self-aware animal. Totem heroes tend to be as varied as the animals they represent, and they can resemble other archetypes such as the Martial Artist, Warrior, and Powerhouse.

ABILITIES

Roll 1d20 *once* and record the result

1-4	**Arthropod:** Your totem is a spider, scorpion, wasp, or even an insect swarm.
5-8	**Avian:** Your totem is a bird like a falcon or owl.
9-14	**Carnivoran:** Your totem is a carnivore from the canine, lupine, or feline family.
15-17	**Pachyderm:** Your totem is a massive, thick-hided mammal, such as an elephant or rhinoceros.
18-20	**Reptile:** Your totem is a reptile, such as a crocodile, lizard, or snake.

ABILITIES - ARTHROPOD

STRENGTH	AGILITY	FIGHTING	AWARENESS
8	7	6	2
STAMINA	DEXTERITY	INTELLECT	PRESENCE
7	3	1	0

ABILITIES - AVIAN

STRENGTH	AGILITY	FIGHTING	AWARENESS
4	8	8	4
STAMINA	DEXTERITY	INTELLECT	PRESENCE
6	4	0	0

ABILITIES - CARNIVORAN

STRENGTH	AGILITY	FIGHTING	AWARENESS
7	5	10	3
STAMINA	DEXTERITY	INTELLECT	PRESENCE
6	2	0	1

ABILITIES - PACHYDERM

STRENGTH	AGILITY	FIGHTING	AWARENESS
12	2	5	3
STAMINA	DEXTERITY	INTELLECT	PRESENCE
7	2	0	3

ABILITIES - REPTILE

STRENGTH	AGILITY	FIGHTING	AWARENESS
10	4	6	2
STAMINA	DEXTERITY	INTELLECT	PRESENCE
8	3	1	0

ADVANTAGES

Roll on both the **Behavioral Advantages** table and the **Social Advantages** table.

BEHAVIORAL ADVANTAGES

Roll 1d20 *once* and record the result.

1-4	**Active:** You are in constant motion.
5-8	**Catch and Hold:** You like to grab hold of your prey.
9-12	**Mystic:** Your mind focuses more on the spiritual than the physical.
13-16	**Playful:** Your combat style reflects your mischievous nature.
17-20	**Sneaky:** You are sly and devious.

ADVANTAGES - ACTIVE
Agile Feint, Instant Up, Move-by Action

ADVANTAGES - CATCH AND HOLD
Chokehold, Improved Grab, Improved Hold

ADVANTAGES - MYSTIC

Assessment, Ritualist, Trance

ADVANTAGES - PLAYFUL

Daze (Deception), Redirect, Taunt

ADVANTAGES - SNEAKY

Evasion, Hide in Plain Sight, Improved Initiative

SOCIAL ADVANTAGES

Roll 1d20 *once* and record the result.

1-5	**Altruistic:** You value the group over the individual.
6-10	**Cooperative:** You are accustomed to a codependent community.
11-15	**Egoistic:** You look out for yourself and your own survival.
16-20	**Vengeful:** You go out of your way to spite others, even at cost to yourself.

ADVANTAGES - ALTRUISTIC

Inspire, Interpose, Leadership

ADVANTAGES - COOPERATIVE

Animal Empathy, Set-up, Teamwork

ADVANTAGES - EGOISTIC

Favored Environment (*Choose One*), Great Endurance, Uncanny Dodge

ADVANTAGES - VENGEFUL

Daze (Intimidation), Favored Foe (*Choose One*), Startle

SKILLS

Roll on the **Origin Skills** table and **Disposition Skills** tables.

ORIGIN SKILLS

Roll 1d20 *once* and record the result.

1-6	**Awakened:** You are an unusual member of your species with a human intellect and perhaps even a human form.
7-12	**Invocation:** You were granted your powers by calling upon the animal spirits.
13-20	**Mutation:** You came upon your powers through a freak accident.

SKILLS - AWAKENED

Athletics 6, Perception 6, Stealth 8

SKILLS - INVOCATION

Insight 8, Perception 6, Treatment 6

SKILLS - MUTATION

Expertise: (*Choose one*) 8, Investigation 6, Technology 6

DISPOSITION SKILLS

1-5	**Dominating:** You are afforded respect by other creatures.
6-10	**Predator:** You are on the top of the food chain.
11-15	**Trickster:** You are a cunning prankster.
16-20	**Wise:** You are astute and perceptive.

SKILLS - DOMINATING

Athletics 4, Intimidation 12, Perception 4

SKILLS - PREDATOR

Acrobatics 4, Athletics 4, Perception 6, Stealth 6

SKILLS - TRICKSTER

Acrobatics 6, Deception 6, Sleight of Hand 4, Stealth 4

SKILLS - WISE

Insight 8, Perception 8, Treatment 4

POWERS

Find the entry below for the type of **Totem** that matches what you rolled for your Abilities.

ARTHROPOD POWERS

Roll 1d20 *once* and record the result.

1-5	**SCORPION** **Climbing:** Movement 2 (Wall-crawling 2) • *4 points* **Sting:** Progressive Weaken Stamina 10, Accurate 2 • *32 points*
6-10	**SPIDER** **Spider-Movement:** Leaping 2 (30 feet); Movement 3 (Swinging, Wall-crawling 2) • *8 points* **Spider Senses:** Senses 4 (Danger Sense, Darkvision, Ranged Touch) • *4 points* **Web Snare:** Ranged Cumulative Affliction 6 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobilized), Accurate 5, Extra Condition, Limited to Two Degrees • *23 points* • **Web Tether:** Move Object 7, Accurate 5 • *1 point*
11-15	**SWARM** **Blinding Barrage:** Burst Area Visual (All) Concealment Attack 4 • *12 points* **Flight:** Flight 5 (60 MPH) • *10 points* **Swarm Perception:** Senses 2 (Danger Sense, Radius (Vision)) • *2 points* **Swarm:** Insubstantial 2, Innate, Precise • *12 points*

WASP

Insect Senses: Senses 4 (Acute Smell, Darkvision, Ranged Touch) • *4 points*

16-20 **Sting:** Cumulative Affliction 8 (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Linked to Damage 8, Accurate 2 • *26 points*

Wings: Flight 6 (120 MPH), Wings • *6 points*

AVIAN POWERS

Talons: Strength-based Damage 1, Accurate 2, Fast Grab • *4 points*

Roll 1d20 *once* and record the result.

FALCON

Flight: Flight 6 (120 MPH), Wings • *6 points*

Keen Eyesight: Senses 3 (Extended 2 and Rapid Vision) • *3 points*

1-10 **Sonic Scream:** Cone Area Affliction 9 (Resisted and Overcome by Fortitude; Dazed and Auditory Impaired, Stunned and Auditory Disabled, Incapacitated and Auditory Unaware), Extra Condition, Quirk—Impaired, Disabled, Unaware Limited to One Sense (-4 points) • *23 points*

OWL

Nightvision: Senses 2 (Extended Vision, Low-light Vision) • *2 points*

11-20 **Shriek:** Cone Area Affliction 8 (Resisted and Overcome by Will; Dazed and Vulnerable, Stunned and Defenseless, Incapacitated) • *24 points*

Silent Flight: Flight 5 (60 MPH), Subtle, Wings • *6 points*

CARNIVORAN POWERS

Roll 1d20 *once* and record the result.

CANINE

Bite: Strength-based Damage 3, Improved Critical, Penetrating 3 • *7 points*

Canine Senses: Senses 3 (Low-light Vision, Acute and Tracking Olfactory) • *3 points*

1-10 **Canine Movement:** Leaping 2 (30 feet); Speed 4 (30 MPH) • *6 points*

Howl: Auditory Perception Area Affliction 10 (Resisted and Overcome by Will; Dazed and Impaired, Disabled and Stunned), Extra Condition, Limited Degree • *20 points*

FELINE

Claws: Strength-based Damage 1, Accurate, Improved Critical • *3 points*

Feline Senses: Senses 3 (Low-light Vision, Acute and Tracking Olfactory) • *3 points*

Feline Movement: Leaping 3 (60 feet); Movement 3 (Safe Fall, Sure-footed, Trackless); Movement 1 (Water-walking), Limited to Solid Surfaces; Movement 1 (Wall-crawling), Limited to One Move Action; Speed 4 (30 MPH) • *15 points*

11-20

Plus roll 1d20 *once* and record the result.

1-5 **Black Cat:** Reaction Visual Perception Area Affliction 5 (Resisted by Dodge, Overcome by Will; Vulnerable, Defenseless, Incapacitated), Side-effect (Always happens, chosen by player) • *15 points*



6-10	**Jinx:** Selective Burst Area Luck Control 2 (negate hero or luck point, force re-roll), Luck 5 • *15 points*
11-15	**Lucky Cat:** Selective Burst Area Luck Control 2 (grant re-roll, bestow luck point), Luck 5 • *15 points*
16-20	**Nine Lives:** Immortality 15, Limited: only works eight times • *15 points*

PACHYDERM POWERS

Thick Hide: Protection 4, Impervious 11 • *15 points*

Roll 1d20 *once* and record the result.

1-10	**ELEPHANT** **Groundstrike** (Alternate Effect of Strength Damage): Burst Area Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Hindered and Vulnerable, Stunned and Prone), Extra Condition, Limited to Two Degrees, Limited to targets on the ground • *1 point* **Immovable:** Immunity 10 (being moved), Sustained • *10 points* **Power-Lifting:** Enhanced Strength 4, Limited to Lifting • *4 points* **Trunk:** Extra Limb 1, Elongation 1 • *2 points* **Tusks:** Strength-based Damage 2, Improved Critical 2 • *4 points*
11-20	**RHINO** **Armored Plates:** Immunity 4 (critical hits, self-inflicted slam damage) • *4 points* **Great Horn:** Strength-based Damage 3, Improved Critical 2 • *5 points* **Unstoppable Charge:** Penetrating 15 on Damage, Limited to slam attacks; Speed 4 (30 MPH) • *12 points*

REPTILE POWERS

Reptilian Movement: Movement 1 (Slithering) • *2 points*
Heat Sensing Pits: Senses 1 (Infravision) • *1 points*
Scaly Hide: Protection 2 • *2 points*

Roll 1d20 *once* and record the result.

1-6	**CROCODILE** **Aquatic:** Movement 1 (Environmental Adaptation—Aquatic), Swimming 6 (30 MPH) • *8 points* **Brute Strength:** Enhanced Strength 2 • *4 points* **Regrowth:** Regeneration 2 • *2 points* **Rending Bite:** Strength-based Damage 2, Improved Critical, Secondary Effect • *17 points*
7-13	**LIZARD** **Paralyzing Spit:** Affliction 10 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Paralyzed), Accurate 2, Reach 3 • *15 points* **Prehensile Tail:** Elongation 1, Extra Limb 1 • *2 points* **Regrowth:** Regeneration 1, Persistent • *2 points* **Speedy:** Leaping 2 (30 feet); Movement 2 (Wall-crawling 2); Speed 3 (16 MPH) • *9 points* **Teeth and Claws:** Strength-based Damage 2, Accurate • *3 points*
14-20	**SNAKE** **Tensile Strength:** Elongation 4 (120 feet); Enhanced Strength 4, Limited to Grabs • *8 points* **Venomous Bite:** Progressive Weaken Stamina 7 (Resisted by Fortitude), Accurate 2 • *23 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+6	+4	+4	+0	+6

POWER POINTS

ABILITIES	68	**SKILLS**	20
POWERS	36	**DEFENSES**	20
ADVANTAGES	6	**TOTAL**	150

COMPLICATIONS

- **Motivation—Acceptance:** The Totem can be regarded as a pariah or outcast in human society and wishes to use their his to gain acceptance as an equal.
- **Motivation—Responsibility:** A Totem who was granted his powers by mystical or higher beings may be required to use his powers in their service. Other Totems may be motivated simply because they have great power.
- **Enemy:** The Totem often has an extensive rogues gallery consisting of other Totem archetypes, particularly those whose totem animals are natural enemies to the hero's.
- **Identity:** The Totem may transform between a normal, powerless form and a more animalistic, heroic form.
- **Prejudice:** The Totem may have an unusual appearance or display strange powers that frighten the public.
- **Quirk:** The Totem often has personality traits associated with his totem animal—traits which may prove problematic in human society.

WARRIOR

Warriors naturally excel in battle. They are versatile and have many of the skills of Martial Artists and Weapon Masters but the strength and power to fight alongside the Paragons and Powerhouses. They often owe their greater-than-human abilities to genetic or technological modification or to an otherworldly heritage.

ABILITIES

Roll 1d20 *once* and record the result.

1-10	**Altered Human:** Through nature or nurture, you have become greater than human.
11-20	**Otherworldly:** You are the exemplar of a mythical or otherworldly race.

ABILITIES - ALTERED HUMAN

STRENGTH	AGILITY	FIGHTING	AWARENESS
5	6	10	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
6	6	1	1

ABILITIES - OTHERWORLDLY

STRENGTH	AGILITY	FIGHTING	AWARENESS
7	6	8	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
8	4	1	3

ADVANTAGES

Agile Feint, Power Attack, Takedown

Take the advantages listed above, then roll 1d20 *once* on both the **Background Advantages** table and the **Combat Advantages** table and record the results.

BACKGROUND ADVANTAGES

1-5	**Field General:** You know how to lead in battle.
6-10	**Hunter:** You honed your talents hunting the most dangerous game or bounties.
11-15	**Mysterious Past:** Your memories are lost or implanted but you demonstrate competence in unexpected areas.
16-20	**Survivor:** You are always the last one standing.

ADVANTAGES—FIELD GENERAL

Inspire, Leadership, Teamwork

ADVANTAGES—HUNTER

Skill Mastery (Perception), Tracking, and *Choose One:* Favored Environment or Favored Foe

ADVANTAGES—MYSTERIOUS PAST

Beginner's Luck, Benefit (Cipher), Language (*Choose One*)

ADVANTAGES - SURVIVOR

Diehard, Great Endurance, Ultimate Effort (Toughness checks)

COMBAT ADVANTAGES

1-5	**Agile:** You seldom suffer a solid hit.
6-10	**Daring:** You fight with a devil-may-care attitude.
11-15	**Grappler:** You like to keep your opponents right in front of you.
16-20	**Skillful:** You fight with flair and precision.

ADVANTAGES—AGILE

Evasion, Grabbing Finesse, Improved Defense

ADVANTAGES—DARING

All-out Attack, Fearless, Improved Critical (*Choose One* Attack)

ADVANTAGES—GRAPPLER

Chokehold, Improved Grab, Improved Hold

ADVANTAGES—SKILLFUL

Accurate Attack, Defensive Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 6, Athletics 6, Insight 4, Perception 6

Take the skills listed above, then roll 1d20 *once* and record the result.

1-4	**Advanced:** You come from a society more highly developed than our own.
5-8	**Charismatic:** You have a way with people.
9-12	**Cultured:** You are well learned and articulate.
13-16	**Military:** You are experienced in the ways of war.
17-20	**Mystical:** You are familiar with myth and magic.

SKILLS - ADVANCED

Technology 6, Vehicles 6

SKILLS - CHARISMATIC

Insight 6, Persuasion 6

SKILLS - CULTURED

Expertise: History 6, Persuasion 6

SKILLS - MILITARY

Expertise: Tactics 6, Intimidation 6

SKILLS - MYSTICAL

Expertise: (*Choose One:* Magic or Mythology) 6, Insight 6

POWERS

PRIMARY POWERS - ALTERED HUMAN

Roll 1d20 *once* and record the result.

1-4	**Animalistic:** Comprehend Animals 2; Enhanced Stamina 2; Enhanced Skill 2 (Perception 4); Senses 6 (Acute and Tracking Smell, Danger Sense, Extended Hearing, Low-light Vision, Ultra-Hearing) • *16 points*

5-8	**Cybernetic Implants:** Enhanced Awareness 2; Enhanced Advantages 2 (Eidetic Memory, Improved Initiative); Enhanced Defenses 4 (Parry 2, Dodge 2); Senses 6 (Accurate and Extended Hearing, Analytical and Extended Vision, Infravision) • *16 points*
9-15	**Healing Factor:** Enhanced Stamina 2; Immunity 2 (disease, poison); Regeneration 10 • *16 points*
16-20	**Tactical Mastermind:** Enhanced Intellect 2, Enhanced Awareness 2; Enhanced Advantages 3 (Defensive Roll 2, Uncanny Dodge); Senses 5 (Danger Sense, Detect Weakness—Acute, Analytical, Ranged) • *16 points*

PRIMARY POWERS - OTHERWORLDLY

Roll 1d20 *once* and record the result.

1-4	**Alien:** Enhanced Stamina 2; Immunity 7 (Cold, Heat, Pressure, Radiation, Suffocation, Vacuum); Mental Communication 1; Senses 1 (Mental Awareness) • *16 points*
5-6	**Aquatic:** Enhanced Stamina 2; Immunity 3 (Cold, Drowning, Pressure); Movement 1 (Environmental Adaptation—Aquatic); Senses 1 (Low-light Vision); Swimming 6 (30 MPH) • *16 points*
7-11	**Exemplar:** Enhanced Stamina 1, Enhanced Awareness 1, Enhanced Defenses 2 (Dodge 1, Parry 1); Immunity 2 (Aging, Disease); Quickness 4; Speed 4 (30 MPH) • *16 points*
12-17	**Immortal:** Enhanced Awareness 2; Immortality 5, Limited (choose effect); Immunity 3 (Aging, Disease, Poison); Protection 2; Regeneration 2 • *16 points*
18-20	**Winged:** Enhanced Awareness 2, Enhanced Defenses 4 (Dodge 2, Parry 2); Flight 6 (120 MPH), Wings; Immunity 1 (Cold); Senses 1 (Extended Vision) • *16 points*

COMBAT POWERS - ALTERED HUMAN

Roll 1d20 *once* and record the result.

1-7	**Beastly Strength:** Enhanced Strength 5; Leaping 6 (500 feet) • *16 points*
8-13	**Berserker Rage:** Enhanced Strength 2, Enhanced Advantages 3 (Close Attack 3); Immunity 10 (Emotion Effects, Interaction Skills), Activation (Move Action, -1 point) • *16 points*
14-20	**Living Weapon:** Strength-based Damage 2, Multiattack 7, Selective 7 • *16 points*

COMBAT POWERS - OTHERWORLDLY

Roll 1d20 *once* and record the result.

1-5	**Brawler:** Enhanced Strength 3, Enhanced Advantages 2 (Close Attack 2); **Vambraces:** Immunity 10 (choose two Damage effects—e.g., bullets and magic, or one common power descriptor or Life Support), Sustained, Removable (-2 points) • *16 points*
6-10	**Strong Warrior:** Enhanced Strength 5; **Battle Armor:** Impervious Toughness 7, Removable (-1 point) • *16 points*
11-20	**Unique Weapon:** Strength-based Damage 3, Accurate, Penetrating 10 plus roll 1d20 ***once***:
	1-5 **Atom Slicer:** Weaken Toughness 10, Penetrating 2, Linked to Damage, Easily Removable (-10 points) • *16 points*
	6-10 **Boom Staff:** Movement 3 (Space Travel 3), Portal; Easily Removable (-10 points) • *16 points*
	11-15 **Dimension Cutter:** Movement 3 (Dimension Travel 3), Portal; Easily Removable (-10 points) • *16 points*
	16-20 **Thundering Mallet:** Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Vulnerable, Defenseless), Limited Degree, Linked to Damage, Penetrating 2; Easily Removable (-10 points) • *16 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+4	+2	+2	+0	+6

POWER POINTS

ABILITIES	78	**SKILLS**	17
POWERS	32	**DEFENSES**	14
ADVANTAGES	9	**TOTAL**	150

COMPLICATIONS

- **Motivation—Patriotism:** Duty to country may have motivated the warrior to have undergone experiments that transformed him or to visit the world outside his home.
- **Motivation—Responsibility:** The warrior is often bound by organizational or racial ties.
- **Motivation—Thrills:** The warrior may have chosen his profession to court danger.

WEAPON MASTER

The Weapon Master is recognized for his dedication to perfecting the use of a signature weapon and is capable of holding his own against superpowered beings due to his uncanny skill and the technological or magical enhancements made to his weapon.

ABILITIES

Roll 1d20 *once* and record the result.

1-5	**Enhanced:** You gained your martial prowess through accident or experimentation.
6-13	**Natural:** You were born to wield your chosen weapon.
14-20	**Self-Made:** You reached this level of ability through intensive training.

ABILITIES - ENHANCED

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	6	7	1
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
4	6	1	0

ABILITIES - NATURAL

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	7	8	0
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	7	0	0

ABILITIES - SELF-MADE

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	6	7	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	6	0	1

ADVANTAGES

Defensive Roll 3 and *choose two:* Accurate Attack, All-out Attack, Defensive Attack, Power Attack

ADVANTAGES I

Take the advantages listed above, then roll 1d20 *twice* (re-roll if you get the same result twice) on the **Advantages I** table and record the results. Then roll on the **Advantages II** table as directed.

1-4	**Alert:** You are ready to fight at any moment.
5-8	**Dead Eye:** Your aim is impeccable.
9-11	**Field Commander:** You have led others into battle.
12-14	**Master Tactician:** You can spot and take advantage of an enemy's weakness.
15-17	**Peak Conditioning:** You are incredibly fit.
18-20	**Reactive Fighter:** You are a fast, adaptive combatant, capable of fighting blind or adjusting for difficult shots.

ADVANTAGES - ALERT

Evasion, Precise Attack (*Choose One:* Close *or* Ranged; Concealment), Uncanny Dodge

ADVANTAGES - DEAD EYE

Improved Aim, Improved Critical (weapon), Ultimate Effort (Aim)

ADVANTAGES - FIELD COMMANDER

Inspire, Leadership, Skill Mastery (Persuasion)

ADVANTAGES - MASTER TACTICIAN

Assessment, Skill Mastery (Insight), Teamwork

ADVANTAGES - PEAK CONDITIONING

Diehard, Great Endurance, Skill Mastery (Athletics)

ADVANTAGES - REACTIVE FIGHTER

Benefit (Ambidexterity), Precise Attack (*Choose One:* Close *or* Ranged; Cover), Quick Draw

ADVANTAGES II

Roll 1d20 *once* and record the result.

1-5	**Fast:** You often hit your opponent before he has a chance to react.
6-10	**Imposing:** Opponents find you unsettling.
11-15	**Quick:** You are shifty and hard to hit.
16-20	**Tricky:** Your antics distract your opponents.

ADVANTAGES - FAST

Improved Initiative, Takedown

ADVANTAGES - IMPOSING

Daze (Intimidation), Startle

ADVANTAGES - QUICK

Agile Feint, Evasion

ADVANTAGES - TRICKY

Daze (Deception), Taunt

SKILLS

Acrobatics 4, Athletics 4, Expertise: (*Choose One*) 6

Take the skills listed above, then *choose* between **Set I** or **Set II** below (you may wait to make this choice until after you know what weapon your character uses), then roll on the **Background, Mental,** and **Physical Skills** tables as directed.

Set I: Close Combat: Weapon 6, Close Combat: Unarmed 4, Ranged Combat: (*Choose One*) 4

Set II: Close Combat: (*Choose One*) 6, Ranged Combat: Weapon 8

BACKGROUND SKILLS

Roll 1d20 *once* and record the result.

1-5	**Soldier:** You trained in the military.
6-10	**Time-Displaced:** You come from a different time, wielding unusual weapons.

11-15	**Vigilante:** You use your weapons to fight crime and injustice.
16-20	**Weaponsmith:** You craft your own weapons and even augment them with the latest technology.

SKILLS - SOLDIER

Expertise: Military 6, Vehicles 6

SKILLS - TIME-DISPLACED

Expertise: History 6, *Choose One:* Expertise: Magic 6 *or* Technology 6

SKILLS - VIGILANTE

Expertise: Streetwise 6, Investigation 6

SKILLS - WEAPONSMITH

Expertise: Weapons 6, Technology 6

PHYSICAL SKILLS

Roll 1d20 *once* and record the result.

1-6	**Flamboyant:** You fight with great flair.
7-14	**Instinctive:** You let your well-honed reflexes take over.
15-20	**Sneaky:** You prefer to avoid a direct confrontation.

SKILLS - FLAMBOYANT

Acrobatics 8, Athletics 4, Sleight of Hand 4

SKILLS - INSTINCTIVE

Acrobatics 6, Athletics 6, Stealth 4

SKILLS - SNEAKY

Acrobatics 6, Athletics 4, Stealth 6

MENTAL SKILLS

Roll 1d20 *once* and record the result.

1-4	**Assertive:** You know how and when to take charge.
5-8	**Cunning:** You are good at manipulating others.
9-12	**Empathic:** You seem to understand others.
13-16	**Forceful Personality:** Others seem to instinctively respect you.
17-20	**Smooth Talker:** You know how to get your way.

SKILLS - ASSERTIVE

Insight 8, Intimidation 8, Persuasion 8

SKILLS - CUNNING

Deception 10, Insight 8, Perception 6

SKILLS - EMPATHIC

Insight 10, Perception 6, Persuasion 8

SKILLS - FORCEFUL PERSONALITY

Deception 8, Intimidation 8, Persuasion 8

SKILLS - SMOOTH TALKER

Deception 10, Insight 4, Persuasion 10

POWERS

SIGNATURE WEAPON POWERS

Roll 1d20 *once* and record the result.

1-5

Bow and Trick Arrows: Array (10 points plus five Alternate Effects), Easily Removable (-6 points) • *9 points total*

Standard Arrow: Ranged Damage 5 • *10 points*

Roll 1d20 *five times* (re-roll if you get the same result twice) and add them to the **Bow and Trick Arrows** array as Alternate Effects.

1-2	• **Boomerang Arrow:** Ranged Damage 4, Homing, Subtle • *1 point*
3-4	• **Boxing Glove Arrow:** Ranged Affliction 5 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned, Incapacitated) • *1 point*
5-6	• **Cable Arrow:** Movement 1 (Swinging) • *1 point* (if you get this result twice, place the Cable Arrow outside the array instead for *2 points*): **Cable Arrow:** Movement 1 (Swinging) • *2 points*
7-8	• **Explosive Arrow:** Burst Area Ranged Damage 5, Unreliable (five uses) • *1 point*
9-10	• **Flare Arrow:** Ranged Cumulative Affliction 5 (Resisted and Overcome by Fortitude; Visually Impaired, Visually Disabled, Visually Unaware), Limited to One Sense • *1 point*
11-12	• **Knockout Gas Arrow:** Burst Area Ranged Affliction 5 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep), Unreliable (five uses) • *1 point*
13-14	• **Net Arrow:** Ranged Affliction 5 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited to Two Degrees • *1 point*
15-16	• **Rapid Fire Arrows:** Ranged Multiattack Damage 3, Accurate • *1 point*
17-18	• **Smoke Arrow:** Cloud Area Ranged Concealment Attack 2 (Normal Sight) • *1 point*
19-20	• **Super-Alloy Arrow:** Ranged Penetrating Damage 5, Unreliable (five uses) • *1 point*

6-9	**Magic Sword:** Strength-based Damage 3 (6 Damage with Strength), Multiattack 6, Penetrating 6, Easily Removable (-6 points) • *9 points*
10-11	**Modified Nunchaku:** Strength-based Damage 2 (5 Damage with Strength), Multiattack 5, Improved Grab, Improved Trip, Reach 3, Ricochet; Movement 1 (Swinging); Easily Removable (-6 points) • *9 points*
12-13	**Perfect Aim:** Perception Range Damage 5, Easily Removable (ranged or improvised weapon, -6 points) • *9 points*
14-15	**Rapid Shot:** Ranged Multiattack Damage 5, Easily Removable (ranged weapon, -6 points) • *9 points*
16-20	**Super-Shield:** Array (13 points plus 2 points of Alternate Effects), Easily Removable (-6 points) • *9 points total* • **Blocking:** Deflect 13 • *13 points* • **Shield Bash:** Strength-based Damage 2 (5 Damage with Strength), Penetrating 5 • *1 point* • **Shield Throw:** Strength-based Ranged Damage 2 (5 Damage with Strength), Multiattack 5 • *1 point*

UTILITY POWERS

Roll 1d20 *once* and record the result.

1-2	**Blindsight:** Senses 6 (Accurate, Analytical and Extended Hearing, Hearing Counters Illusion) • *6 points*
3-6	**Catlike Balance:** Enhanced Skills 2 (Acrobatics 4), Leaping 2 (30 feet), Movement 1 (Safe Fall) • *6 points*
7-10	**Healing Factor:** Immunity 1 (Disease); Regeneration 5 • *6 points*
11-12	**Probing Sight:** Mind Reading 4, Limited to Surface Thoughts, Visually Sense-Dependent; Senses 4 (Vision Penetrates Concealment) • *6 points*
13-14	**Reinforced Body:** Impervious Toughness 6 • *6 points*
15-16	**Resilient:** Immunity 6 (Cold, Drowning, Heat, Need for Sleep, Pressure, Starvation and Thirst) • *6 points*
17-20	**Super-Soldier:** Enhanced Fortitude 2, Regeneration 2; Speed 2 (8 MPH) • *6 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+7	+6	+5	+0	+8

POWER POINTS

ABILITIES	56	**SKILLS**	40
POWERS	15	**DEFENSES**	26
ADVANTAGES	13	**TOTAL**	150

COMPLICATIONS

- **Motivation—Recognition:** The Weapon Master is driven by a need to be recognized as the best at what he does.
- **Disability:** The Weapon Master has a disability of some sort, such as blindness or only one arm, that he overcomes through his skills or powers.
- **Honor:** The Weapon Master abides by a warrior's code of honor.
- **Rival:** The Weapon Master has a foil—another Weapon Master who tries to outdo him at every turn.

WEATHER CONTROLLER

Weather Controllers combine control over the elements of air and water with cold and electrical energy. They generally command the more violent aspects of the weather, such as storms and blizzards. As such, Weather Controllers wield an impressive array of offensive powers that allow them to strike groups of targets from range.

Roll 1d20 *once* and record the result.

1-7	**Conjurer:** You appeal to the forces of nature to grant you your powers.
8-14	**Psionic:** You control the weather through force of will.
15-20	**Technological:** You use scientific means to manipulate the weather.

ABILITIES - CONJURER

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	2	4	3
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	2	1	4

ABILITIES - PSIONIC

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	3	4	4
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
3	2	1	2

ABILITIES - TECHNOLOGICAL

STRENGTH	AGILITY	FIGHTING	AWARENESS
1	3	5	2
STAMINA	**DEXTERITY**	**INTELLECT**	**PRESENCE**
2	2	4	1

ADVANTAGES

Defensive Roll 3

Take the advantages listed above, then roll 1d20 *twice* (re-roll if you get the same result twice) and record the result.



1-4	**Adapted:** You learned to brave the elements.
5-8	**Divine:** Your powers reflect those of an ancient storm god.
9-12	**Facilitator:** You are good at using your power to help out others.
13-16	**Raging:** You are as tempestuous as the storms you control.
17-20	**Sovereign:** You are regarded as royalty by your people.

ADVANTAGES - ADAPTED

Favored Environment (*Choose One*), Great Endurance

ADVANTAGES - DIVINE

Extraordinary Effort, Ritualist

ADVANTAGES - FACILITATOR

Set-up, Teamwork

ADVANTAGES - RAGING

Daze (Intimidation), Power Attack

ADVANTAGES - SOVEREIGN

Benefit (Status), Connected

SKILLS

Expertise: (*Choose One*) 8

Take the skill listed above, then roll 1d20 *once* and record the result.

1-5	**Attuned:** You're sensitive to your surroundings.
6-10	**Organic:** You understand how nature works.
11-15	**Sneak:** You have a shady past.
16-20	**Spirited:** You are full of energy.

SKILLS - ATTUNED

Expertise: (*Choose One*) 8, Insight 8, Perception 8

SKILLS - ORGANIC

Expertise: Biology 8, Perception 4, Persuasion 8, Treatment 4

SKILLS - SNEAK

Deception 4, Expertise: Streetwise 4, Sleight of Hand 8, Stealth 8

SKILLS - SPIRITED

Acrobatics 8, Athletics 8, Intimidation 8

POWERS

OFFENSIVE POWERS

Weather Control: Array (30 points, Dynamic plus 4 Dynamic Alternate Effects) • *39 points*

Roll 1d20 *five times* and record the first result as the first (Dynamic) power in the array and add the rest to the

Weather Control array as Dynamic Alternate Effects (re-roll if you get the same result twice).

1-2	**Arctic Freeze:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *30 points*
3-4	**Dazzling Strike:** Ranged Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Vision and Auditory Impaired, Vision and Auditory Disabled, Vision and Auditory Unaware) • *30 points*
5-6	**Dense Fog:** Visual (All) Concealment 4 Attack, Burst Area (×3), Selective • *28 points*
7-8	**Downdraft:** Ranged Affliction 10 (Resisted and Overcome by Strength; Hindered and Impaired, Stunned and Prone, Incapacitated), Alternate Resistance (Strength), Concentration Duration, Extra Condition, Instant Recovery • *30 points*
9-10	**Glacier:** Create 9, Continuous, Innate, Linked to Environment 2 (Cold, Impede Movement 1) • *30 points*
11-12	**Hailstorm:** Ranged Cloud Area Damage 9, Indirect 2 (falling from above) • *30 points*
13-14	**Lightning Bolt:** Ranged Damage 12, Accurate 3, Indirect 3 (any point downwards) • *30 points*
15-16	**Stormy Weather:** Environment 10 (2 miles; Cold, Impede Movement, Visibility) • *30 points*
17-18	**Tornado:** Cylinder Area Move Object 10, Concentration Duration, Damaging • *30 points*
19-20	**Wind Screen:** Deflect 10, Cylinder Area (×3), Limited to Attacks Targeting Dodge • *30 points*

DEFENSIVE POWERS I

Roll 1d20 *once* and record the result.

1-5	**Aquatic:** Immunity 3 (Cold, Drowning, Pressure), Senses 5 (Darkvision, Accurate and Extended Hearing); Swimming 2 (2 MPH), Stacks with other Swimming • *10 points*
6-10	**Cold Immunity:** Immunity 10 (Cold effects) • *10 points*
11-20	**Weather-Proof:** Immunity 10 (Weather effects) • *10 points*

DEFENSIVE POWERS II

Roll 1d20 *once* and record the result.

1-7	**Force Field:** Impervious Protection 8, Sustained • *16 points*
8-14	**Vigorous:** Enhanced Stamina 3; Enhanced Defenses 10 (Dodge 5, Parry 5), Sustained • *16 points*
15-20	**Wind Shield:** Enhanced Defenses 16 (Dodge 8, Parry 8), Sustained • *16 points*

MOVEMENT POWERS

Roll 1d20 *once* and record the result.

1-8	**Arc Riding:** Leaping 10 • *10 points*
9-12	**Swimming:** Movement 1 (Environmental Adaptation—Aquatic); Swimming 8 (120 MPH), Stacks with other Swimming • *10 points*
13-20	**Wind Riding:** Flight 5 (60 MPH) • *10 points*

DEFENSE

DODGE	PARRY	FORTITUDE	TOUGHNESS	WILL
+2	+0	+4	+0	+6

POWER POINTS

ABILITIES	40	**SKILLS**	16
POWERS	75	**DEFENSES**	12
ADVANTAGES	7	**TOTAL**	150

COMPLICATIONS

- **Motivation—Responsibility:** The Weather Controller may feel that she has a responsibility to help others, head off disastrous weather, and just generally assist people however she can.
- **Accident:** A Weather Controller's power may fluctuate according to her mood, which may lead to unpredictable storms.
- **Fame:** A Weather Controller's powers are difficult to hide, often resulting in a public identity.
- **Phobia:** A Weather Controller sometimes displays fear of open spaces or certain climates opposed to her own.



CHAPTER 3: ABILITIES

Everyone has certain basic **abilities**: how strong, fast, smart, and clever they are. These abilities influence most things your character does. Stronger characters can lift greater weights, more agile characters have better balance, tougher characters can soak up more damage, and so forth.

Mutants & Masterminds characters have eight basic abilities: Strength (Str), Stamina (Sta), Dexterity (Dex), Agility (Agl), Fighting (Ftg), Intellect (Int), Awareness (Awe), and Presence (Pre). Strength, Dexterity, Agility and Stamina are **physical abilities**, whereas Fighting, Intellect, Awareness, and Presence are **mental abilities**. Each above-average ability provides a bonus on certain die rolls; while below average abilities apply a penalty.

ABILITY RANKS

Each ability has a **rank** associated with it, based on how above or below average it is. Abilities start at rank 0, the baseline average for an adult human being. They can go as low as –5 (truly terrible) and as high as 20, with higher values reserved for truly cosmic beings and forces.

The ability rank is added to, or subtracted from, die rolls when your character does something related to that ability. For example, your Strength rank affects the amount of damage you do when punching someone. Your Intellect rank comes into play when you roll skills based on Intellect, and so forth. Sometimes your rank is used to calculate another value, such as when you use your Agility to determine how good you are at avoiding harm with your reflexes (your Dodge defense).

BUYING ABILITY RANKS

You choose your hero's ability ranks by spending power points on them. Increasing an ability rank by 1 costs 2 power points, so putting two points into Strength, for example, raises it from 0 to 1. Remember a rank of 0 is average, 2 is a fair amount of talent or natural ability, 3 is exceptional, 4 extraordinary, and so forth. (See the **Ability Benchmarks** table for guidelines.)

REDUCING ABILITIES

You can also lower one or more of your character's ability ranks from the starting value of 0. Each rank you lower an ability gives you an additional two power points to spend elsewhere. You cannot lower an ability rank below –5, which is itself a serious deficiency.

ABILITY COST = 2 POWER POINTS PER +1 TO AN ABILITY RANK.

GAIN 2 BONUS POWER POINTS PER -1 TO AN ABILITY RANK.

ABILITY BENCHMARKS

RANK	DESCRIPTION
–5	Completely inept or disabled
–4	Weak; infant
–3	Younger child
–2	Child, elderly, impaired
–1	Below average; teenager
0	Average adult
1	Above average
2	Well above average
3	Gifted
4	Highly gifted
5	Best in a nation
6	One of the best in the world
7	Best ever; peak of human achievement
8	Low superhuman
10	Moderate superhuman
13	High superhuman
15	Very high superhuman
20	Cosmic

BEYOND HUMAN

Although a rank of 7 is defined as "the peak of human achievement" in an ability on the **Ability Benchmarks** table, a character with an ability rank greater than 7 isn't necessarily "non-human," merely superhuman in comparison to *ordinary* people. Many "normal human" characters in the comics have truly superhuman abilities, particularly mental abilities. A character can have a superhuman ability rank without necessarily being anything other than an amazingly talented, well-trained human being. The limits of what "normal" people can accomplish is up to the Gamemaster and depends very much on the style of the game.

THE ABILITIES

Here are descriptions of the eight abilities and what they represent.

STRENGTH (STR)

Strength measures sheer muscle power and the ability to apply it. Your Strength rank applies to:

- Damage dealt by your unarmed and strength-based attacks.
- How far you can jump (based on an Athletics skill check).
- The amount of weight you can lift, carry, and throw.
- Athletics skill checks.

STAMINA (STA)

Stamina is health, endurance, and overall physical resilience. Stamina is important because it affects a character's ability to resist most forms of damage. Your Stamina modifier applies to:

- Toughness defense, for resisting damage.
- Fortitude defense, for resisting effects targeting your character's health.
- Stamina checks to resist or recover from things affecting your character's health when a specific defense doesn't apply.

AGILITY (AGL)

Agility is balance, grace, speed, and overall physical coordination. Your Agility rank applies to:

- Dodge defense, for avoiding ranged attacks and other hazards.
- Initiative bonus, for acting first in combat.
- Acrobatics and Stealth skill checks.
- Agility checks for feats of coordination, gross movement, and quickness when a specific skill doesn't apply.

DEXTERITY (DEX)

Dexterity is a measure of hand-eye coordination, precision, and manual dexterity. Your Dexterity rank applies to:

- Attack checks for ranged attacks.
- Sleight of Hand and Vehicles skill checks.
- Dexterity checks for feats of fine control and precision when a specific skill doesn't apply.

FIGHTING (FGT)

Fighting measures your character's ability in close combat, from hitting a target to ducking and weaving around any counter-attacks. Your Fighting rank applies to:

- Attack checks for close attacks.
- Parry defense, for avoiding close attacks.

INTELLECT (INT)

Intellect covers reasoning ability and learning. A character with a high Intellect rank tends to be knowledgeable and well-educated. Your Intellect modifier applies to:

- Expertise, Investigation, Technology, and Treatment skill checks.
- Intellect checks to solve problems using sheer brainpower when a specific skill doesn't apply.

AWARENESS (AWE)

While Intellect covers reasoning, Awareness describes common sense and intuition, what some might call "wisdom." A character with a high Intellect and a low Awareness may be an "absent-minded professor" type, smart but not always aware of what's going on. On the other hand, a not so bright (low Intellect) character may have great deal of common sense (high Awareness). Your Awareness modifier applies to:

- Will defense, for resisting attacks on your mind.
- Insight and Perception skill checks.
- Awareness checks to resolve matters of intuition when a specific skill doesn't apply.

PRESENCE (PRE)

Presence is force of personality, persuasiveness, leadership ability and (to a lesser degree) attractiveness. Presence is useful for heroes who intend to be leaders as well as those who strike fear into the hearts of criminals with their presence. Your Presence modifier applies to:

- Deception, Intimidation, and Persuasion skill checks.
- Presence checks to influence others through force of personality when a specific skill doesn't apply.

ENHANCED ABILITIES

Some ability ranks—or portions of them—may be acquired as **Enhanced Traits**, as described in the **Powers** chapter. Enhanced Abilities are superhuman powers rather than natural. The key differences between Enhanced Abilities and normal ability ranks are Enhanced Abilities can be nullified (normal abilities cannot, see **Nullify**, page 173) and Enhanced Abilities can have power modifiers and be used for power stunts with extra effort (normal abilities cannot, see **Extra Effort**, page 19).

Enhanced Abilities and normal abilities have the same cost (2 power points per +1 ability rank). The player decides if a character's ability rank is normal or enhanced and, if it is enhanced, how *much* of it is enhanced.

ALTERING ABILITIES

Over the course of play, your hero's ability ranks may change for the following reasons:

- Some power effects raise or lower ability ranks (see the **Powers** chapter).
- You can improve ability ranks permanently by spending earned power points on them, but you cannot increase an ability rank above the limits set by the series' power level (see **Power Level**, page 24).

Whenever an ability rank changes, all traits associated with the ability change as well. So if you increase your character's Agility, his Agility-based skills and Dodge defense also increase. Likewise, if the hero's Agility bonus *decreases*, his Agility-based skills and Dodge suffer.

DEBILITATED ABILITIES

If one of your hero's ability ranks drops *below* –5 for any reason, that ability is said to be **debilitated** and the character suffers more serious effects than just a penalty to certain traits and rolls, as follows:

- Debilitated **Strength**, **Agility**, or **Dexterity** means the hero collapses: defenseless, immobilized, and stunned (although still conscious and aware).
- Debilitated **Stamina** means the hero is dying, and suffers a –5 modifier on Fortitude checks to avoid death on top of it.
- Debilitated **Fighting** means the hero is dazed and defenseless, and cannot make close attacks.
- Debilitated **Intellect**, **Awareness**, or **Presence** means the hero is unaware and remains so until restored to at least a –5 rank in the ability.

Debilitated ability ranks usually result from a power affecting your character. Ability ranks cannot be lowered any further once they are debilitated.

ABSENT ABILITIES

Rather than having a rank of –5 in a given ability, some things or creatures actually *lack* an ability altogether. These beings automatically fail any check requiring the absent ability. The additional effects of an absent ability are as follows:

- **Strength:** A creature with no Strength is incapable of exerting any physical force, either because it has no physical form (like an incorporeal ghost) or simply can't move (like a tree).
- **Stamina:** A creature with no Stamina has no physical body (like a ghost) or is not a living being (such as a robot or other construct). Creatures with no Stamina suffer and recover from damage like inanimate objects (see **Damaging Objects** under the **Damage**



effect). They are immune to fatigued and exhausted conditions, but cannot exert extra effort. Creatures with no Stamina are often—but not necessarily—immune to many of the other things affecting living beings as well (see the **Immunity** effect in the **Powers** chapter). They have no Fortitude defense.

- **Dexterity:** A creature with no Dexterity cannot manipulate objects and hence cannot make physical attacks.
- **Agility:** A creature with no Agility is unable to move its body under its own power and has no Dodge defense.
- **Fighting:** A creature with no Fighting is incapable of making any sort of close attack (but may still be able to launch ranged attacks, if it has Dexterity).
- **Intellect:** A creature with no Intellect is an automaton, lacking free will and operating entirely on simple instinct or pre-programmed instructions. Anything with no Intellect is immune to mental effects and interaction skills and has no Will defense.
- **Awareness:** Anything with no Awareness is completely unaware and also has no Presence. It is an inanimate object, not a creature. Objects are immune to mental effects and interaction skills, and have no defenses apart from Toughness (and Fortitude, if they are alive).
- **Presence:** Creatures without Presence are unable to interact and immune to interaction skills. They have no Will defense.

Lacking an ability is –10 power points; that is, it gives the character an additional 10 power points to spend elsewhere, similar to having a –5 rank in an ability, but with different effects. Mutants & Masterminds heroes cannot be absent an ability without Gamemaster permission, as it can have significant effects on the character and the game.

Absent abilities cannot be weakened (see the **Weaken** effect in the **Powers** chapter) or debilitated, since they are not present at all in the first place!

Inanimate objects have no abilities other than their Toughness. Animate, but nonliving, constructs such as robots or zombies have Strength, Agility, and Dexterity, and may have ranks of Awareness and Presence (if aware of their environment or capable of interaction), and Fighting (if able to make close attacks). They may have Intellect (if capable of independent thought), but have no Stamina (since they are not living things). See **Constructs** in the **Gadgets & Gear** chapter for more information.

DEFENSES & INITIATIVE

Heroes face many hazards in their line of work, from attacks by villainous foes to traps and fiendish mind control. A hero's **defenses** are abilities used to avoid such things, determining the difficulty to affect a hero with an attack, or to make resistance checks against them. Each defense is based on a particular ability, modified by the hero's advantages and powers. For more on defenses in general and how you use them, see **Chapter 8**.

DODGE

Dodge defense is based on Agility rank. It includes reaction time, quickness, nimbleness, and overall coordination, used to avoid ranged attacks or other hazards where reflexes and speed are important.

FORTITUDE

Fortitude defense is based on Stamina and measures health and resistance to threats like poison or disease. It incorporates constitution, ruggedness, metabolism, and immunity.

PARRY

Parry defense is based on Fighting. It is the ability to counter, duck, or otherwise evade a foe's attempts to strike you in close combat through superior fighting ability.

TOUGHNESS

Toughness defense is based on Stamina and is resistance to direct damage or harm, and overall durability.

WILL

Will defense is based on Awareness rank. It measures mental stability, level-headedness, determination, self-confidence, self-awareness, and willpower, used to resist mental or spiritual attacks.

DEFENSE RANK

Your base defense ranks are equal to your ranks in their associated abilities. You can increase your defenses above the values granted by your ability ranks by spending power points: 1 power point grants you an additional rank in a defense, up to the limits imposed by power level (see **Power Level** on page 24).

DEFENSE COST =
1 POWER POINT PER +1 RANK

With the Enhanced Trait effect (see the **Powers** chapter) you can also improve your defenses with powers at the same cost, 1 point per rank.

TOUGHNESS RANK

The exception is Toughness, which can only be increased above your base Stamina rank using advantages and powers, not by direct spending of power points. This reflects that greater-than-normal Toughness is virtually always some sort of special ability. See the **Advantages** and **Powers** chapters for various options for improving Toughness, notably the Defensive Roll advantage and the Protection effect.

ACTIVE DEFENSES

Dodge and Parry defenses require a measure of action to be fully effective. Limits on your mobility, focus, and reaction time adversely affect them. If you are vulnerable, your Dodge and Parry defense ranks are halved (divide their normal values by 2 and round up), and if you are defenseless, they are both reduced to 0!

DEFENSE CLASS

One use of defenses is determining a **defense class**, or the difficulty class to affect a target with a particular attack. This is the appropriate defense, plus 10, just like a routine check (indeed, it is essentially a measure of the character's "routine" defense). So hitting a character with a ranged attack goes against Dodge defense, giving the attack a DC of (Dodge + 10). Similarly, affecting someone with a mental power goes against Will defense, with a DC of (Will + 10), and so forth. This is referred to as "targeting" a defense, such as "targets Dodge" or "targets Will".

The main defense class traits are Dodge, Parry, and Will.

RESISTANCE CHECKS

Defenses are also used to measure the ability to overcome certain effects, involving a **resistance check** of the defense plus a die roll against a difficulty class determined by the effect or hazard. So you might make a Fortitude resistance check for your hero to overcome a toxin, for example, or a Dodge resistance check to avoid a trap just as it is triggered, and so on. This is referred to as "resisting," such as "resisted by Fortitude" or "resisted by Dodge".

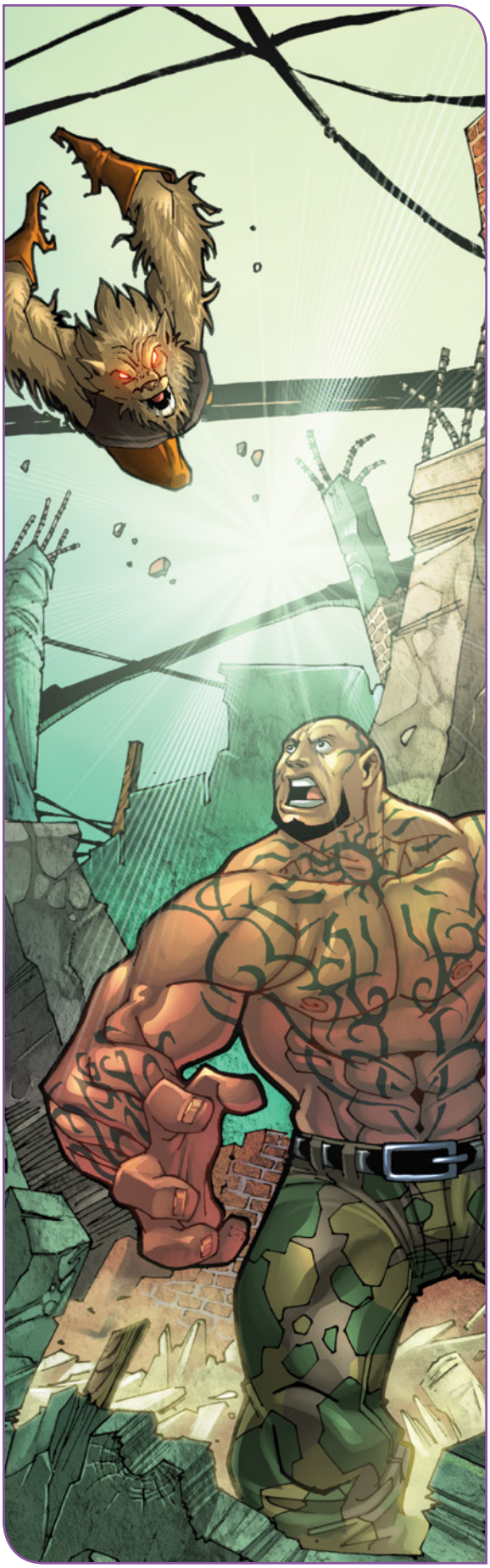
The main resistance check traits are Dodge, Fortitude, Toughness, and Will.

INITIATIVE

When things start happening quickly, Mutants & Masterminds characters use their **initiative** bonuses to determine who goes first. Each character involved in a conflict makes a check of d20 + initiative modifier, which is:

Initiative Modifier = Agility + Advantages (Improved Initiative) + Power Modifiers

Characters then act in initiative order, from highest to lowest. For details see the **Action & Adventure** chapter.





CHAPTER 4: SKILLS

Heroes sneak into the closely guarded lairs of criminal masterminds, infiltrate alien computer systems, and build devices beyond the understanding of modern science. They can piece together obscure clues to a villain's latest plot, run along tightropes, and pilot vehicles through obstacle courses, all in a day's work. In Mutants & Masterminds, they do so through the use of various **skills**, described in this chapter.

SKILL BASICS

Skills are learned abilities, a combination of training (the skill) and natural talent (an ability rank). Each skill has a rank, used as a bonus to the die roll when using the skill. To make a skill check, roll:

D20 + SKILL RANK + ABILITY MODIFIER + MISCELLANEOUS MODIFIERS

SKILL RANK

Your rank in a skill, based on the points you have invested in that skill. If you have ranks in a skill you're considered **trained** in that skill. You can use some skills even if you don't have any ranks in them, known as using a skill **untrained**. Some skills may not be used untrained.

ABILITY MODIFIER

Each skill has an **ability modifier** applied to the skill's checks. Each skill's ability modifier is noted in its description and on the **Skills** table. If you use a skill untrained, the ability modifier still applies to the skill check.

MISCELLANEOUS MODIFIERS

Miscellaneous modifiers to skill checks include modifiers for circumstances, and bonuses from advantages or powers, among others.

The higher the total, the better the result. You're usually looking for a total that equals or exceeds a particular difficulty class (DC), which may be based on another character's traits.

CRITICAL SUCCESS

If you roll a 20 on the die when making a check you've scored a **critical success**. Determine the degree of success normally and then increase it by one degree. This can turn a low-level success into something more significant, but more importantly, it can turn a failure into a full-fledged success!

ACQUIRING SKILLS

Give your hero skill ranks by spending power points: 2 skill ranks per power point. Skill ranks do *not* all need to be assigned to the same skill. You can split them between different skills. Characters can perform some tasks without any training, using only raw talent (as defined by their ability ranks), but skilled characters are better at such things. Those with the right combinations of skills and advantages can even hold their own against super-powered opponents.

SKILL COST = 1 POWER POINT PER 2 SKILL RANKS.

HOW SKILLS WORK

When you use a skill, make a skill check to see how you do. Based on the circumstances, your result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number you need to roll. (See **Checks**, page 12, for more information.)

UNTRAINED SKILL CHECKS

Generally, if you attempt a task requiring a skill you don't have, you make a skill check as normal. Skill rank doesn't apply because you don't have any ranks in the skill. You do get other modifiers, however, such as the skill's ability modifier.

Many skills can *only* be used if you are trained in them. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on the **Skills** table and listed as "Trained Only" in their descriptions. Attempts to use these skills untrained automatically fail. In some cases, a skill may have both trained and untrained aspects; if you do not have any ranks in that skill, you can only use the untrained ones.

SKILL BENCHMARKS

You can get a general idea of just how good a particular character's skill bonus is using the general difficulty class guidelines given in **The Basics** along with the rules for routine checks (see **Routine Checks** in that chapter).

For example, a +5 total skill modifier means the character can routinely achieve a result of 15 (a tough task). Safe to say the character is a pro, able to routinely handle tasks that would prove too much for someone less skilled. A character with a +10 skill modifier achieve a DC 20 (challenging task) on a routine basis, a real level of expertise, while a +15 modifier can routinely complete DC 25 (formidable) tasks. At the high end, a +30 skill modifier can *routinely* accomplishing the nigh impossible (DC 40 tasks)!

FINDING THE SKILL YOU WANT

If you don't find a particular skill on the list, like climbing, bluffing, or search, remember that each skill in Mutants & Masterminds covers a lot of ground. So, you'll find climbing isn't its own skill, but is listed as part of Athletics, while bluffing and search are under Deception and Investigation, respectively. When in doubt, read through the skill you think is most similar to what you're looking for.

INTERACTION SKILLS

Certain skills, called **interaction skills**, are aimed at dealing with others through social interaction. Interaction skills allow you to influence the attitudes of others and get them to cooperate with you in one way or another. Since interaction skills are intended for dealing with others socially, they have certain requirements.

First, you must be able to interact with the subject(s) of the skill. They must be aware of you and able to understand you. If they can't hear or understand you for some reason, you have a –5 circumstance penalty to your skill check (see **Circumstance Modifiers** in **The Basics**).

Interaction skills work best on intelligent subjects, ones with an Intellect rank of –4 or better. You can use them on creatures with Int –5, but again with a –5 circumstance penalty; they're just too dumb to get the subtleties of your point. You can't use interaction skills at all on subjects *lacking* one or more mental abilities. (Try convincing a rock to be your friend—or afraid of you—sometime.)

The Immunity effect (see the **Powers** chapter) can also render characters immune to interaction skills.

You can use interaction skills on groups of subjects at once, but only to achieve the same result for *everyone*. So you can attempt to use Deception or Persuasion to convince a group of something, or Intimidation to cow a crowd, for example, but you can't convince some individuals of one thing and the rest of another, or intimidate some and not others. The GM decides if a particular use of an interaction skill is effective against a group, and may apply modifiers depending on the situation. The general rules for interaction still apply: everyone in the group must be able to hear and understand you, for example, or you suffer a –5 on your skill check against them. Mindless subjects are unaffected, as usual.

MANIPULATION SKILLS

Some skills, called **manipulation skills**, require a degree of fine physical manipulation. You need prehensile limbs and a Strength rank or some suitable Precise power effect to use manipulation skills effectively. If your physical manipulation capabilities are impaired in some fashion (such as having your hands tied or full use of only one hand), the GM may impose a circumstance modifier based on the severity of the impairment. Characters lacking the ability to use manipulation skills can still have ranks in them and use them to oversee or assist the work of others (see **Team Checks**, page 16).

SKILL DESCRIPTIONS

This section describes the skills available to Mutants & Masterminds characters, including their common uses and modifiers. Characters may be able to use skills for tasks other than those given here. The GM sets the DC and decides the results in those cases. The format for skill descriptions is given here. Items that do not apply are omitted from the skill's description.

SKILL NAME

Ability • Trained Only • Interaction • Manipulation • Requires Tools

The skill name line and the line below it contain the following information:

Skill Name: What the skill is called. GMs may feel free to change the names of some skills to better suit the style of their game, if desired.

Ability: The ability that applies a modifier to the skill check.

Trained Only: If "Trained Only" is included on the line below the skill's name, you must have at least 1 rank in the skill in order to use it. If "Trained Only" is absent, untrained characters (those with 0 ranks in the skill) may use it. Some skills may have trained only aspects, in which case this notation is still listed, and the untrained aspects are called out in the skill description.

SKILLS

SKILL	ABILITY	UNTRAINED?	ACTION
Acrobatics	Agl	No	move or free
Athletics	Str	Yes	move
Close Combat	Fgt	Yes	standard
Deception	Pre	Yes	standard
Expertise	Int	No*	—
Insight	Awe	Yes	free
Intimidation	Pre	Yes	standard
Investigation	Int	No	—
Perception	Awe	Yes	free
Persuasion	Pre	Yes	—
Ranged Combat	Dex	Yes	standard
Sleight of Hand	Dex	No	standard
Stealth	Agl	Yes	move
Technology	Int	No	standard
Treatment	Int	No	standard
Vehicles	Dex	No	move

A "—" entry in the **Action** column means using the skill typically takes longer than a standard action. See the skill description for details.
* Some areas of Expertise can be used Untrained. See the entry on **Expertise** for more information.

Interaction: If "Interaction" is included on the line below the skill's name, it is an interaction skill.

Manipulation: If "Manipulation" is included on the line below the skill's name, it is a manipulation skill.

Requires Tools: If "Requires Tools" is included on the line below the skill's name, you need to have the proper tools to use the skill. Not having the proper tools is a –5 circumstance penalty to the skill check (see **Circumstance Modifiers**, page 15).

The skill name line is followed by a description of the skill and how it is used.

ACROBATICS

Agility • Trained Only

Use Acrobatics to flip, dive, roll, tumble, and perform other acrobatic maneuvers, as well as keeping your balance under difficult circumstances.

BALANCING

You can keep your balance and move along a precarious surface at your ground speed minus 1 rank with a successful Acrobatics check against the surface's DC. A degree of failure indicates you spend your move action just maintaining your balance and do not actually move, while two or more degrees of failure means you lose your balance and fall.

BALANCING DIFFICULTIES

DC	EXAMPLE SURFACE
0	A yard or more wide
5	Wide ledge (1-3 ft.)
10	Narrow ledge (less than 1 ft.)
15	Balance beam
20	Tightrope
CIRCUMSTANCE MODIFIERS	
+2	Surface slightly slippery
+5	Surface very slippery
+2	Surface slightly uneven
+5	Surface very uneven or angled
+5	Move at your normal speed rank
+5	Not vulnerable while balancing

You are vulnerable while balancing. If you accept a +5 increase to the Acrobatics DC, you are not vulnerable.

If you fail a resistance check while balancing, make another immediate Acrobatics check against the original DC to avoid falling.

MANEUVERING

You can make Acrobatics checks for various acrobatic stunts or maneuvers, from back flips to jumping over an opponent (to get behind them), flipping up onto a

ledge, tumbling through obstacles, and so forth. The GM sets the DC. Success means you accomplish the maneuver, while failure means you do not, and two or more degrees of failure usually means you slip and end up prone (and may suffer additional effects, depending on the stunt). A successful acrobatic maneuver may provide you a circumstance bonus on certain follow-up actions, if the GM sees fit.

STANDING

You can make a DC 20 Acrobatics check to go from prone to standing as a free action rather than a move action. A failed check means you remain prone.

TUMBLING

You can make an Acrobatics check (DC 5) to lessen damage from a fall, reducing the damage by 1 per degree. A fall reduced to rank 0 damage does *no* damage and you quickly roll to your feet as a free action. Otherwise, you are prone at the end of a fall.

ACROBATICS DIFFICULTIES

DC	TASK
5	Lessen damage from a fall (–1 per degree)
15	Acrobatic maneuver
20	Move from prone to standing as a free action
30	Contort to fit through a tight space

ATHLETICS

Strength

Use Athletics for physical feats like climbing, jumping, riding animal mounts, and swimming.

CLIMBING

With a successful Athletics check, you can climb along a slope, wall, or other steep incline at your ground speed rank minus 2 as a move action. A perfectly smooth, flat, vertical surface can't be climbed without the Wall-crawling effect of Movement (see the **Powers** chapter).

A failed Athletics check indicates you make no progress, and two or more degrees of failure means you fall from whatever height you attained (unless you are secured with a safety harness or other equipment). Make an Athletics check to catch yourself (DC equal to the initial check + 10). Someone else within arm's reach can also make an Athletics check to catch you with the same DC. If your attempt to catch someone else gets more than one degree of failure, you fall as well.

SUPER JUMPING

If you want your hero to jump tens, hundreds, thousands of feet, or even miles, look to the **Leaping** effect in the **Powers** chapter.

CLIMBING DIFFICULTIES

DC	EXAMPLE SURFACE
0	A ladder
5	A knotted rope
10	A rope
15	An uneven surface, like a rock-face
20	A rough surface, like a brick wall
CIRCUMSTANCE MODIFIERS	
–10	An air duct, chimney, or other area where you can brace against two opposite walls
–5	A corner where you can brace against perpendicular walls
–5	Climb of less than 10 feet total
+2	Surface slightly slippery
+5	Surface very slippery
+5	+1 speed rank (up to your full speed)
+5	Not vulnerable while climbing

Since you can't easily move to avoid attacks, you are vulnerable while climbing unless you accept a +5 increase in the DC. Any time you fail a resistance check while climbing, make an immediate Athletics check against the DC of the climb. Failure means you fall.

At the GM's discretion, certain kinds of climbing attempts might require tools like ropes, pitons, harness, and so forth. Attempting such a climb without tools incurs a –5 circumstance penalty.

FALLING

A fall inflicts damage rank 4 plus twice the distance rank fallen, to a maximum of rank 16 damage. A fall with a damage rank of 0 or less, such as a fall of 6 feet or less, inflicts *no* damage. You are prone at the end of a fall. You can use Acrobatics to lessen the damage from a fall.

JUMPING

The result of an Athletics check is the distance (in feet) you can clear in a running long-jump. If you make a standing jump, divide the distance in half. If you make a vertical jump (straight up) divide the distance by 5, and if you make a standing vertical jump, divide it by 10.

Your Athletics bonus + 10 is the base distance you can jump under routine circumstances. So a hero with a +10 Athletics bonus can make a routine long-jump of 20 feet,

a standing long-jump of 10 feet, a vertical jump of 4 feet, and a standing vertical jump of 2 feet on a routine basis.

JUMPING DISTANCE

TYPE OF JUMP	DISTANCE (IN FEET)
Running Long-Jump	Athletics check result
Standing Long-Jump	Athletics check result, divided by 2
Running Vertical Jump	Athletics check result, divided by 5
Standing Vertical Jump	Athletics check result, divided by 10

RUNNING

You can make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round.

SWIMMING

A successful DC 10 Athletics check allows you to swim your ground speed rank minus 2 as a move action. If the check fails, you make no progress through the water during the action. With more than one degree of failure, you go under. If underwater, you must hold your breath to avoid drowning (see page 238).

SWIMMING DIFFICULTIES

DC	MODIFIERS
+5	Rescuing another character who cannot swim
+5	Rough or choppy water
+5	+1 speed rank (up to your full ground speed)
+10	Stormy or turbulent water

CLOSE COMBAT

Fighting

You're trained with a particular type of close attack, giving you a bonus to your attack checks with it equal to your skill rank (see **Attack Check** in **The Basics** and in the **Action & Adventure** chapter). Each close attack is a separate Close Combat skill with its own rank, and encompasses a single weapon or power, although an array may be considered one power, at the Gamemaster's discretion (see **Arrays** in the **Powers** chapter for more information).

So a hero might have Close Combat: Swords, but Close Combat: Melee Weapons is too broad. Close Combat: Unarmed is an option, meaning skill with unarmed strikes like punches and kicks. However, this bonus does *not* apply to other forms of unarmed combat maneuvers, including, but not limited to, grabbing or tripping.



The bonus from a Close Combat skill applies only to attack checks with the particular attack, not to defenses. For a broader bonus to attack checks that is less than simply raising Fighting rank, see the Close Attack advantage in the **Advantages** chapter.

DECEPTION

Presence • Interaction

Deception is the skill of getting others to believe what you want them to believe. It covers things like acting, bluffing, fast-talk, trickery, and subterfuge.

Deception takes as long as it takes to spin-out your story. Uses of Deception in action rounds are generally standard actions, although you can attempt to deceive as a move action by taking a –5 penalty to your check.

BLUFFING

Make a Deception check to tell a believable lie or get someone do go along with you.

A bluff is usually opposed by the target's Deception or Insight check. Favorable and unfavorable circumstances weigh heavily on the outcome. Two circumstances can work against you: the deception is hard to believe, or what you ask goes against the target's self-interest, nature, or personality.

If it's important, you can distinguish between a deception that fails because the target doesn't believe it and one that fails because it asks too much. For instance, if the target gets a +10 bonus to resistance because the deception demands serious risk, and the resistance check succeeds by 10 or less, then the target doesn't so much see through the deception as prove reluctant to go along with it. If the target's Insight check succeeds by 11 or more, he has seen through the deception, and would have refused even if it had not placed unusual demands on him (that is, even without the +10 modifier).

DECEPTION MODIFIERS

RESISTANCE CIRCUMSTANCE	MODIFIER
The target wants to believe you.	–5
The deception is believable and doesn't affect the target much either way.	+0
The deception is a little hard to believe or puts the target at some kind of risk.	+5
The deception is difficult to believe or entails a serious risk.	+10
The deception is way out there, almost too incredible to consider.	+20

UNDER THE HOOD: CHOOSING SKILLS

There are a number of factors to consider when choosing skills for your Mutants & Masterminds character.

TRAINING VS. TALENT

In game terms there's no difference between a character who has ranks in a skill because of extensive training and another whose skill ranks represent a natural talent or aptitude for the skill. Both are considered "trained" in the skill in game terms. For example, one character might have a high Persuasion skill based on the character's extensive training in negotiation, debate, and management. Another character's Persuasion skill may stem more from personal attractiveness or a knack for getting others to cooperate, while a third character may have a combination of the two. Feel free to decide for yourself what mix of training and talent your character's skill ranks represent.

LIFE SKILLS

When allocating skill ranks for your character consider not just the character's role as a hero but also the various other skills the character may have picked up in day-to-day life. For example, most adults have some sort of Expertise skill as their occupation with at least 3 to 5 ranks (more if they're especially good at their job). Some people pick up ranks in Perception, although most get by using the skill untrained. Characters working with technology may have the Technology skill even if it doesn't apply to their powers. A particularly well-educated person may have various Expertise skills for jobs they don't even hold. These additional skills help round out a character and provide some background color and—who knows?—they may turn out to be useful in an adventure at some point!

ADVENTURING SKILLS

Also give some thought to the skills your character needs to be effective in game play. Some are obvious, especially if they're part of your character concept. A scientist is likely to have ranks in Technology. A pilot should have Vehicles, while a doctor should have Treatment in addition to Expertise: Physician. Beyond the obvious and life skills of your character consider "utility skills" like Insight, Perception, and Stealth, which many characters find useful. A few ranks in such skills may be a smart investment.

DISGUISE

You can use makeup, costumes, and other props to change your appearance. Your Deception check result determines the effectiveness of the disguise, opposed by others' Perception check results. The GM makes the Deception check secretly so you are not sure exactly how well your disguise holds up under scrutiny.

Disguise is heavily dependent on circumstances: favorable ones include appropriate costuming and a subject resembling your normal appearance, while unfavorable circumstances include disguising yourself as a member of a different race or sex, or not having sufficient props (which can be up to a –5 modifier). If you are impersonating a particular individual, anyone who knows that individual gets a circumstance bonus to the Perception check: regular associates get a +2, while friends get a +5 and intimate loved ones a +10.

Successfully *acting* like who you appear to be may also require a Deception check with a DC equal to the observer's Insight check, modified by familiarity if the observer knows the subject well, as mentioned previously.

A disguise normally requires at least 10 minutes of preparation. The GM makes Perception checks for those who encounter you immediately upon meeting you and each hour or day thereafter, depending on circumstances.

FEINTING

You can use Deception as a standard action to mislead an opponent in combat. Make a Deception check as a standard action opposed by the better of your target's Deception or Insight. If your Deception check succeeds, the target is vulnerable against your next attack, until the end of your next round (see **Vulnerable** in the **Conditions** section of **The Basics** chapter).

INNUENDO

You can use Deception to send covert messages using word-play and double-meanings while apparently talking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20, respectively. The recipient of the message must make a Insight check against the same DC to understand it.

INNUENDO DIFFICULTIES

DC	TASK
10	Basic message
15	Complex message
20	Message containing new or detailed information

Anyone listening in on your innuendo can attempt a Insight check against the message DC. If successful, the eavesdropper notices a message hidden in your conversation. If the eavesdropper gets at least two degrees of success, he also understands the message. Whether trying to send or pick up on a message, more than one degree of failure on the check means the receiver misinterprets the message in some fashion.

TRICKING

You can use Deception to mislead an opponent into taking a potentially unwise action, such as trying to hit you while standing in front of an electrical junction box or at the edge of a precipice. If your Deception check opposed by Deception or Insight succeeds, your opponent is heedless of the potential danger and may hit the junction box or lose his balance and fall, if his attack against you fails. (On the other hand, if the attack *succeeds,* it might slam *you* into the junction box or send you flying off the edge. You're taking a risk.)

More than one degree of failure on the Deception check means you put yourself in a bad position; you are vulnerable against the target's attacks until the start of your next round!

EXPERTISE

Intellect • Trained Only

Expertise is a broad skill encompassing knowledge and training in a variety of specialized fields, particularly professional disciplines and scholarship. Each is considered a separate skill and training in each is acquired separately, so a former police officer turned district attorney might have Expertise: Police Officer and Expertise: Law, each with their own ranks, for example.

If you are trained in an Expertise, you can practice and make a living at it. You know how to use the tools of that trade, perform the profession's daily tasks, supervise untrained helpers, and handle common problems. For example, someone trained in Expertise: Sailor knows how to tie basic knots, tend and repair sails, and stand a deck watch at sea. The GM sets DCs for specific tasks using the guidelines provided in **The Basics** chapter under **Checks**, keeping in mind that most job-related checks should be considered routine (see **Routine Checks** in that section).

You can also make Expertise checks to see if your character knows the answer to a particular question related to the area of expertise, such as a scientist confronted with a technical issue, or a lawyer considering a legal question. The DC is 10 for easy questions, 15 for basic questions, and 20 or higher for difficult questions. You can usually answer questions as a routine check, and the GM may make a check for you in secret, so you won't know whether or not your character's skill is entirely up to the task.

Expertise covers all areas *except* those tasks specifically covered by other skills. So, for example, a police detective is going to be trained in Investigation (and probably Insight and Perception) in addition to Expertise: Police Officer, the same for an intrepid reporter with Expertise: Journalism. A scientist might be trained in Technology

UNDER THE HOOD: CHARACTER EXPERTISE VS. PLAYER EXPERTISE

Expertise skills measure what your *character* knows about various things, whether you know anything about them or not. It's fairly easy to measure what a hero knows by making the appropriate skill check or looking at the routine check value of (bonus +10).

However, players may know things their characters do not, either because of the player's life experience or knowledge of the game and its rules (and source material). In this case the Gamemaster may prefer players limit themselves to only what Expertise skills their heroes have rather than what they may or may not know about a given situation. The GM may bend this rule by allowing a player to spend a hero point to have a character act upon something he or she would have no way of knowing, calling it a "hunch" or a "lucky guess" (a version of the inspiration rule). See the **Hero Points** section for guidelines.

If there's a question as to how to handle an issue of player versus character expertise in the game, consult your Gamemaster.

SAMPLE AREAS OF EXPERTISE

The following are examples of suitable areas of Expertise. This list is by no means exhaustive, the GM should feel free to add to or modify this list as needed to suit the game and the characters in it.

Art, Business, Carpentry, Cooking, Criminal, Current Events, Dance, History, Journalism, Law, Law Enforcement, Medicine, Military, Music, Magic, Philosophy, Politics, Popular Culture, Psychiatry, Science, Sociology, Streetwise, Theology

DEFAULTING TO RELATED AREAS OF EXPERTISE

On occasion, the GM may decide that training in an Expertise skill provides some ability to deal with tasks covered by other, related, skills with a circumstance penalty to the skill check.

> ***Example:*** *Figuring out a particular clue involving a government conspiracy requires an Investigation or Expertise: Politics check. However, the GM allows a hero to substitute an Expertise: Law check with a –2 circumstance penalty, as the knowledge is related, but outside the character's specific field. Expertise: Journalism might suffer a –5 penalty, but could still be useful (especially if the character works a legal or political beat as a reporter), while Expertise: Cooking is no help at all, and cannot be used for the check (unless the player comes up with a* very *clever explanation!)*

alongside Expertise: Science, a doctor needs training in Treatment along with Expertise: Physician, and a trial lawyer is going to want skill in Insight and Persuasion (and possibly Deception) along with the training in the law that comes with Expertise: Lawyer.

The ability modifier for Expertise is typically Intellect, but some areas of expertise may call for different abilities, perhaps depending on the task involved. For example, a technical expert might rely on Intellect to answer questions and handle day-to-day procedures, but need Dexterity to perform the actual functions of the job. Performance skills, such as acting or music, may rely on Presence. The GM sets the ability modifier as needed for the specific Expertise check.

Characters with expertise in a profession are also assumed to be licensed or certified to practice it, if necessary. Problems like licensing issues, professional rivalries, and so forth can be handled as complications (see **Complications** in the **Characteristics** chapter).

The GM may allow some Expertise checks to be made untrained, especially for "unskilled" areas, measuring broad general knowledge and life experience, but even then an untrained Expertise check *cannot* be routine, and the character can only handle easy or basic tasks or questions (DC 10-15).

INSIGHT

Awareness

You can tell someone's true intentions and feelings by paying attention to things like body language, inflection, and your own intuition.

A successful Insight check allows you to resist the effects of some interaction skills, becoming aware of the other person's true intent. You can also use the skill to tell when someone is behaving oddly or for assessing trustworthiness.

DETECT ILLUSION

The GM makes a secret Insight check to determine if your hero senses the true nature of an illusion (DC 10 + Illusion rank). Success means you pick up on a flaw in the illusion, sensing it is not real. See the **Illusion** effect in the **Powers** chapter for details.

DETECT INFLUENCE

You can make a Insight check to notice someone acting under outside influence. The DC is 10 + the rank of the effect or skill affecting the subject. If you succeed,



you notice the subject is not acting entirely of his or her own will. Three or more degrees give you a general idea of what is influencing them (and perhaps even whom, depending on the situation and the Gamemaster's judgment).

EVALUATE

With an Insight check, opposed by Deception, you can tell if someone is trustworthy and honorable (or not) upon meeting them. You can also make an Insight check (DC 20) to evaluate a social situation, getting a feel for the overall mood and prevailing attitudes. Two or more degrees of failure on either check mean you misinterpret the signs, so the GM may make these checks for you in secret.

INNUENDO

You can use Insight to pick up on hidden messages sent via the Deception skill (see the **Deception** skill description).

RESIST INFLUENCE

Make an Insight check when called to do so to resist or overcome the effects of certain interaction skills, such as Deception or Intimidation. If the result of your check exceeds your opponent's, you are unaffected by their attempt to influence you.

INTIMIDATION

Presence • Interaction

You know how to use threats (both real and implied) to get others to do what you want.

COERCING

Make an Intimidation check, opposed by the target's Insight or Will defense (whichever has the highest bonus). If your check succeeds, you may treat the target as friendly, but *only* for actions taken in your presence. That is, the target retains his normal attitude, but will talk, advise, offer limited help, or advocate on your behalf while intimidated. The target cooperates, but won't necessarily obey your every whim or do anything that would directly endanger him.

Properly intimidating someone takes time and an appropriately violent action or threat. Uses of Intimidation in action rounds are generally standard actions, although you can attempt to deceive as a move action by taking a –5 penalty to your check.

If you perform some action that makes you more imposing, you gain a circumstance bonus on your Intimidation check. If your target clearly has a superior position, you suffer a circumstance penalty.

With more than one degree of failure on your check, the target may actually do the *opposite* of what you want! Suc-



ceed or fail, a target's true attitude towards you generally becomes hostile after you attempt an Intimidation check, even if they go along with you for the moment.

DEMORALIZING

You can use Intimidation in combat as a standard action to undermine an opponent's confidence. Make an Intimidation check as a standard action. If it succeeds, your target is impaired (a –2 circumstance penalty on checks) until the end of your next round. With four or more degrees of success, the target is disabled (a –5 penalty) until the end of your next round.

INTIMIDATING MINIONS

You can intimidate a whole group of minions—who can all see and hear you—with a single check. If the group has you at a disadvantage, you suffer the usual circumstance penalty on your check. Compare your check result against a single resistance check made by the GM for the entire group. Your Intimidation check must have the same effect on every member of the group (that is, you cannot demoralize some and coerce others, for example).

> ***Example:*** *Rocky is facing down Pack-Rat in one of his many bolt holes around Emerald City when the big rat commands a pack of his street thieves to keep Rocky from following him. The gang of kids steps forward to get in Rocky's way. Rocky has no interest in hurting a bunch of kids, so he bellows, "Get outta the way or I'll knock your blocks off!" and his player decides to use Rocky's routine Intimidation check of 18 to attempt to coerce the entire group of minions into moving out of his way. The street kids are all Thugs, so they have a resistance rank of 0 (their Insight and Will ranks are tied). Since Rocky is attempting the same effect on every member of the group, he makes a single opposed check. Unfortunately, the GM rolls a 13, which isn't enough to beat Rocky's 18. The street kids know Rocky won't actually hurt them, but they dive out of the way anyway as Rocky bulls past."*

INVESTIGATION

Intellect • Trained Only

You know how to search for and study clues, gather information through interviews and surveillance, and analyze evidence to help solve crimes. The GM may make Investigation checks for you in secret, so you do not know exactly what you have found, or if you may have missed something.

SEARCH

You can search an area for clues, hidden items, traps, and other details. Perception allows you to immediately notice things, while an Investigation check allows you to pick up on details with some effort.

SEARCH DIFFICULTIES

DC	SAMPLE SEARCH
10	Ransack an area to find a certain object.
20	Notice a secret compartment, simple trap, or an obscure clue.
25+	Find a well-hidden secret compartment or trap, or an extremely obscure clue.

To determine how long it takes to search a given area, take the total area measurement (in square feet, yards, or miles), find the time measurement for that distance, and add 2. So searching 60 square feet (roughly an 8 ft. by 8 ft. room) takes the time rank of 60 feet (rank 1), plus 2, or 1 minute (time rank 3). Searching a square mile takes the time rank of 1 mile (rank 8), plus 2, or two hours (time rank 10).

The DC for an Investigation check to find a concealed object is usually opposed by the Stealth or Sleight of Hand check of the character who hid it.

GATHER EVIDENCE

To collect a piece of evidence for analysis, make an Investigation check (DC 15). If the check succeeds, the evidence can be analyzed (see the following). If the check fails, an analysis can be done, but with a –5 penalty for highly unfavorable circumstances. With more than one degree of failure, the evidence is ruined and no analysis can be done. On the other hand, two or more degrees of success provide a +2 circumstance bonus to later analysis.

ANALYZE EVIDENCE

You can make an Investigation check to apply forensic knowledge to evidence. This function of Investigation does not give you clues where none exist. It simply allows you to extract useful information from evidence and clues you have found.

The base DC 15, modified by the time elapsed since the evidence was left, and whether or not the scene was disturbed. Success gives you information based on the clue (and determined by the GM). Two or more degrees of failure may provide misleading or confusing evidence, also at the GM's discretion.

EVIDENCE DIFFICULTIES

DC	TASK
15	Analyze Evidence
15	Gather Evidence
MODIFIERS	
+2	Every day since event (max modifier +10)
+5	Crime scene is outdoors
+2	Crime scene disturbed
+5	Crime scene highly disturbed

GATHER INFORMATION

You know how to make contacts, collect gossip and rumors, question informants, and otherwise get information from people.

By succeeding at a DC 10 Investigation check taking at least an hour, you get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The degree of the check result determines the completeness and detail of the information. Information ranges from general to protected, and the DC increases accordingly for the type of information, as given on the table.

GATHER INFORMATION RESULTS

DEGREE OF SUCCESS	TYPE OF INFORMATION
One	General
Two	Specific
Three	Restricted
Four	Protected

- *General* information concerns local happenings, rumors, gossip, and the like.
- *Specific* information usually relates to a particular question.
- *Restricted* information isn't generally known and requires you to locate someone with access to the information.
- *Protected* information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answers.

Failure on the Investigation check means you waste time turning up nothing of value. An additional degree of failure means you also alert someone who may be interested in your inquiries, perhaps even someone you are investigating!

SURVEILLANCE

You can set up surveillance of a particular area, watching from a stationary location. The DC of the subject's Stealth check to evade your notice is equal to the result of your Investigation check. For actively following a subject, see **Tailing** in the **Stealth** skill description.

PERCEPTION

Awareness

Use this skill to notice and pick up on things. Discerning details—such as clearly hearing conversation or reading fine text—requires at least three degrees of success on the Perception check.

In general, you have a –1 circumstance penalty to Perception checks for every 10 feet between you and what you are

trying to perceive. So hearing a noise from 50 feet away is a –5 modifier to your Perception check, for example.

The GM usually makes Perception checks secretly so you don't know whether there was nothing to notice or you simply failed to notice it. The common sorts of Perception checks are:

HEARING

Make a check against a DC based on how loud the noise is or against an opposed Stealth check. Normal conversation is DC 0, a soft noise DC 10. Listening through a door is +5 DC, +15 for a solid wall. While you're asleep, hearing something well enough to wake up is +10 DC.

SEEING

Make a check against a DC based on how visible the object is or against an opposed Stealth check. Something in plain sight is DC 0, while something subtle or easily overlooked may be DC 5, 10 or more. Visual perception is also used to detect someone in disguise (see the **Deception** skill) or to notice a concealed object (see the **Sleight of Hand** skill).

OTHER SENSES

You can make Perception checks involving other sense types as well (see the **Powers** chapter for more on sense types). Noticing something obvious to a sense is DC 0. Less obvious things are DC 10 or so, hidden things DC 20 or more, and discerning details requires at least three degrees of success, as usual.

You can make a Perception check every time you have the opportunity to notice something new. As a move action, you can attempt to notice something you failed (or believe you failed) to notice previously.

Various sensory effects provide modifiers on Perception checks (see the **Powers** chapter for details).

PERSUASION

Presence • Interaction

You're skilled in dealing with people, from etiquette and social graces to a way with words and public speaking, all of which helps to get your point across, make a good impression, negotiate, and generally win people over to your way of seeing things.

In negotiations, all participants roll Persuasion checks to see who gains the advantage. Opposed checks also resolve cases where two advocates plead opposing cases before a third party.

Non-player characters each have an initial attitude towards you or your cause. The GM chooses the character's initial attitude based on circumstances. Most of the time,



people are favorable or indifferent toward heroes, but a specific circumstance or complication may call for a different attitude.

You can improve others' attitudes with a DC 15 Persuasion check. Success improves the subject's attitude by one step, while every two additional degrees of success improve it by another step (so two steps at three degrees, three steps at five degrees, and so forth). Failure means no change, and more than a degree of failure *worsens* the subject's attitude by one step! In the case of a hostile subject, they may outright attack or otherwise interfere with you if their attitude worsens.

ATTITUDES

ATTITUDE	EFFECT
Hostile	Will take risks to attack or interfere with you.
Unfavorable	Will insult, mislead, or otherwise cause you trouble.
Indifferent	Acts as socially expected towards you.
Favorable	Will chat, advise, and offer limited help.
Helpful	Will take risks to help or protect you.

Persuading someone is at least a standard action, usually quite a bit longer. The GM decides if you can persuade at all once a conflict has broken out! Even if the initial check succeeds, the other character can only be persuaded so far; you can try again in the same scene, but you check against the subject's *initial* attitude, and may end up worsening it rather than improving it!

> ***Example:*** *The heroes must convince the imperious King of Atlantis that the surface world is not responsible for recent attacks against his kingdom in order to avert a war. The king's attitude is unfavorable towards these surface-world interlopers to begin with. The team's spokesperson makes a Persuasion attempt and gets a check result of 22, a success with two degrees total. That shifts the king's attitude one step, to indifferent. He's inclined to continue negotiating with the heroes and willing to place the assault on the surface world on-hold for the time-being. The heroes try to convince the king further, but any additional checks need at least the same degree of success as the first to get his attitude to favorable, where he is willing to call off the attack, and more than one degree of failure on any check moves his attitude to hostile, where he orders the intruders arrested and the attack to begin at once!*

If a Persuasion check fails, trying again is futile; the subject is too set against your arguments. At the GM's discretion, you can try again when the situation changes in some way: you find a new approach to your argument, new evidence appears, and so forth. The GM may consider you at a disadvantage in further negotiations, imposing a circumstance penalty as well.

RANGED COMBAT

Dexterity

You're trained with a particular type of ranged attack, giving you a bonus to your attack checks with it equal to your skill rank (see **Attack Check** in **The Basics** and in the **Action & Adventure** chapter). Each ranged attack is a separate Ranged Combat skill with its own rank, and encompasses a single weapon or power, although an array may be considered one power, at the Gamemaster's discretion (see **Arrays** in the **Powers** chapter for more information).

So a hero might have Ranged Combat: Guns or Ranged Combat: Fire Control, but Ranged Combat: Powers is too broad. Ranged Combat: Throwing is an option and includes both thrown weapons and objects a character simply picks up and throws.

The bonus from a Ranged Combat skill applies only to attack checks with the particular attack, not to defenses. For a broader bonus to attack checks that is less than simply raising Dexterity rank, see the Ranged Attack advantage in the **Advantages** chapter.

SLEIGHT OF HAND

Dexterity • Manipulation • Trained Only

You can perform dexterous feats of legerdemain such as palming small objects, picking pockets, slipping out of restraints, and so forth. Stage magicians use Sleight of Hand legitimately as a performance skill, but it is most commonly known for its criminal applications.

CONCEALING

You can use Sleight of Hand to conceal a small item on your person, making your check result the DC of an Investigation or Perception check to find it.

CONTORTING

You can use Slight of Hand to contort your body. Make a DC 30 Sleight of Hand check to fit through a tight space wide enough for your head but too narrow for the width of your shoulders, or to reach through an opening wide enough for your hand, but too narrow for your arm.

ESCAPING

Make a Sleight of Hand check to slip out of various restraints. This takes at least a minute per check.



ESCAPING DIFFICULTIES

DC	SAMPLE RESTRAINT
15	Ropes
20	Handcuffs
25	Straightjacket
15 + rank	Power Effect

Escaping from a grab is an Acrobatics or Athletics check. See **Grab** in the **Conflict** section and **Contorting**, previously, for details.

LEGERDEMAIN

Minor feats of sleight of hand, such as making a coin or playing card "vanish," have a DC of 10 unless an observer is focused on noticing what you are doing. When you perform this skill under observation, your check is opposed by the observer's Perception check to see if they notice the trick.

STEALING

To covertly take something from another person make a Sleight of Hand check (DC 20). Your target makes a Perception check and notices the attempt if his check result beats yours, whether you succeed in taking the object or not.

You can also make a Sleight of Hand check to *plant* a small object on someone, slip something into their pocket, drop something into their drink, place a tiny radio tracer on them, and so forth. To plant the object, you must get a check result of 20 or higher, regardless of the opponent's check result. The opponent notices the attempt if his check result beats yours, whether you succeed in planting the item or not.

> **Example:** *The Rubber-Bandit is robbing a museum of some of its valuables when a security guard passes by while making his rounds. The bouncing Bandit has no fear of the rent-a-cop, so he decides to have some fun. He has Skill Mastery for his Stealth and, unsurprisingly, the guard doesn't notice him slither closer, but then the Rubber-Bandit decides to try and steal the guard's gun without being noticed. Bandit has Sleight of Hand +12 and adds that to the roll of a die. A whopping 19 plus 12 for a total of 31! The guard, with a Perception skill of only +5, doesn't have a prayer of noticing his gun being eased out of its holster, but the GM rolls anyway and gets a total of 20. A good roll, but no enough.*

STEALTH

Agility

You're skilled in going unnoticed. While using Stealth, you can move at your speed rank minus 1 with no penalty. Faster than that, up to your full speed, you take a –5 circumstance penalty to your Stealth checks.

HIDING

If you have cover or concealment, make a Stealth check, opposed by an observer's Perception check, to hide and go unnoticed.

If others are aware of your presence, you can't use Stealth to remain undetected. You can run around a corner so you are out of sight and *then* use Stealth, but others know which way you went. You can't hide at all if you have absolutely no cover or concealment, since that means you are standing out in plain sight. Of course, if someone isn't looking directly at you (you're sneaking up from behind, for example), then you have concealment relative to that person.

A successful Deception or Intimidation check can give you the momentary distraction needed to make a Stealth check while people are aware of you. When others turn their attention from you, make a Stealth check if you can reach cover or concealment of some kind. (As a general guideline, any such cover has to be within 1 foot for every rank you have in Stealth.) This check, however, is at a –5 penalty because you have to move quickly.

TAILING

You can use Stealth to tail someone at your normal speed. This assumes you have some cover or concealment (crowds of people, shadows, fog, etc.). If the subject is worried about being followed, he can make a Perception check (opposed by your Stealth check) every time he changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he only gets one Perception check for the scene. If the subject notices you, make a Deception check, opposed by Insight. If you succeed, you manage to pass off your presence as coincidence and can continue tailing. A failed Deception check, or being noticed a second time, means the subject knows something is up and reacts accordingly.

TECHNOLOGY

Intellect • Trained Only • Manipulation • Requires Tools

Technology covers operating, building, repairing, and generally working with technological devices and equipment. Without the proper tools or equipment, you take a –5 penalty to Technology checks for highly unfavorable circumstances.

OPERATING

Most routine operations of technological equipment don't require a skill check and can be done untrained. Using an unfamiliar device does require a check, with the DC determined by how foreign or unusual the device is, from simple (DC 10) to highly advanced (DC 25 or more).

BUILDING

The difficulty and time required to make an item depends on its complexity, as shown on the **Building Items** table. If your Technology check succeeds, you have made the item after the necessary time. If the check fails, you did not produce a usable end result, and any time and materials are wasted. More than one degree of failure on the check may produce an accident or other unfortunate side-effect at the GM's discretion.

REPAIRING

You can also use Technology to repair damaged items, with a –5 to the DC to build the item and –2 to the time rank required. So you can perform repairs on a complex item in eight hours (time rank 12) with a DC of 20. Failure on the check means you spend the time, but make no progress. Two or more degrees of failure may indicate further damage to the item or an accident similar to building it.

You can reduce the time rank to build or repair an item by 1 by taking a –5 penalty to your skill check.

JURY-RIGGING

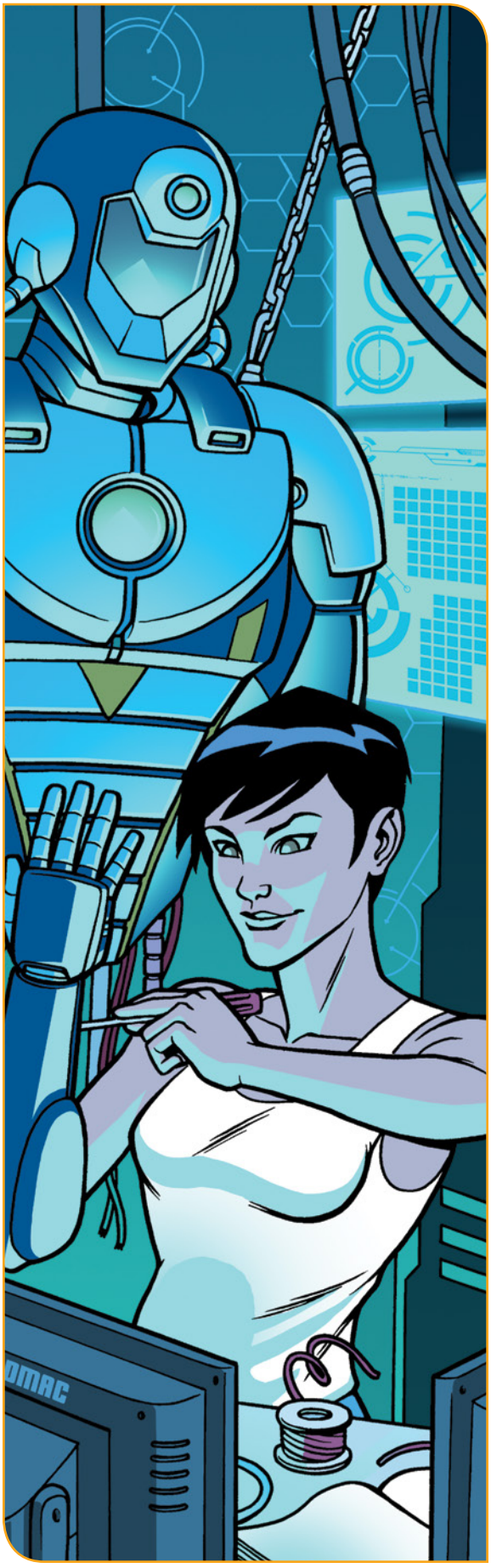
You can also attempt jury-rigged, or temporary, repairs. Doing this reduces the repair DC by an additional 5 (for a total of –10 to the DC to build the item), and allows you to make the Technology check as a standard action. However, a jury-rigged repair can only fix a single problem, and the repair only lasts until the end of the scene. The jury-rigged item must be fully repaired thereafter, and cannot be jury-rigged again until it is fully repaired.

DEMOLITIONS

Careful placement of an explosive against a fixed structure can maximize damage by exploiting vulnerabilities in the structure. This requires at least a minute and a DC 10 Technology check. The GM makes the check, so you don't know exactly how well you have done until the explosive

BUILDING ITEMS

DC	COMPLEXITY	TIME RANK	EXAMPLES
15	Simple	10 (2 hours)	electronic timer or detonator, tripwire trap
20	Moderate	12 (8 hours)	radio direction finder, lock, engine component
25	Complex	14 (24 hours)	cell phone, combustion engine
30	Advanced	16 (4 days)	computer, vehicle



goes off. For every two full degrees of success, the explosive deals +5 damage to the structure. Failure means the explosive does not go off as planned, while more than one degree of failure means the charge goes off while you are setting it! In all cases, the explosive deals normal damage to all other targets.

You can make an explosive device more difficult to disarm. To do so, choose a disarm difficulty class before making your check to set the detonator. Your DC to set the detonator is the desired disarm DC. Failure means the explosive fails to go off as planned. Two or more degrees of failure mean the explosive goes off as the detonator is being installed!

Disarming an explosive also requires a Technology check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC (previously). If you fail the check, you do not disarm the explosive. With more than a degree of failure, the explosive goes off. Setting or disarming a detonator is a standard action.

INVENTING

If you have the Inventor advantage (see the **Advantages** chapter), you can use Technology to create inventions, temporary devices. See **Inventing**, page 211, for details.

SECURITY

You can use Technology to disarm or sabotage various security devices, including locks, traps, and sensors. This takes at least a minute, possibly longer, at the GM's discretion. The GM makes your Technology check secretly so you don't necessarily know right away if you have succeeded. The Gamemaster sets the DC of the check based on the level of security:

SECURITY LEVELS

DC	SECURITY EXAMPLE
10	Simple lock or home alarm system
15	Quality lock or home alarm system
20	Business and corporate security
25	High security: branch bank vault, museum
30	Very high security: bank headquarters vault, medium prison
35	Maximum security: highly secure prison
40	Super-max security: super-prison
	MODIFIERS
+5	Preventing your tampering from being noticed.

Failure on your skill check means nothing happens, but you can keep trying. More than one degree of failure sets off the security or trap, if it is possible to do so.

TREATMENT

Intellect • Trained Only • Manipulation • Requires Tools

You're trained in treating injuries and ailments. The check DC and effect of Treatment depend on the task:

TREATMENT DIFFICULTIES

DC	TASK
10	Diagnose injuries and ailments.
15	Provide long-term care.
15	Revive dazed or stunned characters.
15	Stabilize dying character.
15	Treat diseases or poisons.

If you do not have the appropriate medical equipment and supplies, you take a –5 circumstance penalty on your check. If your subject has a particularly unusual biology (an alien, for example) you may also suffer a circumstance penalty.

You can use the Treatment skill on yourself, but only to diagnose, provide care, or treat disease or poison. You take a –5 circumstance penalty on checks when treating yourself.

DIAGNOSIS

You can diagnose injuries and ailments with an eye toward further treatment. This takes at least a minute. At the GM's discretion, a successful diagnosis provides a +2 bonus for favorable circumstances on further Treatment checks.

PROVIDE CARE

Providing care means treating an injured patient for a day or more. If successful, the patient further reduces the recovery time by 1 rank (see **Recovery** in the **Action & Adventure** chapter). You can provide care for up to your Treatment rank in patients at one time.

REVIVE

You can remove the dazed or stunned conditions from a subject (see **Conditions** in the **Action & Adventure** chapter). The check to revive is a standard action. A successful check removes the condition. Other conditions the patient may have remain, so reviving someone incapacitated due to fatigue still leaves the patient exhausted, for example, while awakening someone incapacitated due to damage still leaves the patient staggered. You can't awaken a dying character without stabilizing him first (see the following).

STABILIZE

As a standard action, a successful Treatment check stabilizes a dying character.

TREAT DISEASE AND POISON

You can treat a character afflicted with a disease or poison. Each time the character makes a resistance check against the ailment, you make a Treatment check. One degree of success provides the patient with a +2 circumstance bonus to the resistance check, three or more degrees of success provides a +5 circumstance bonus.

VEHICLES

Dexterity • Trained Only • Manipulation

Use this skill to operate vehicles, from ground vehicles like cars to boats, planes, or even spaceships! See **Vehicles** in the **Gadgets & Gear** chapter for details.

Routine tasks, such as ordinary operation of known vehicles, don't require a check and may even be done untrained for some vehicles, particularly common ones like cars. Make a check only when operating the vehicle in a stressful or dramatic situation like being chased or attacked, or trying to reach a destination in a limited amount of time.

You can also make Vehicle checks to perform various maneuvers with a vehicle:

VEHICLES DIFFICULTIES

DC	MANEUVER
5	Easy (low-speed turn)
10	Average (sudden reverse, dodging obstacles)
15	Difficult (tight turns)
20	Challenging (bootlegger reverse, loop, barrel roll)
25	Formidable (high-speed maneuvers, jumping or flying around obstacles)

Note that the Vehicles skill does not cover riding animal mounts. For that, use the Expertise: Riding skill, based on Agility, with the same guidelines as given for Vehicles skill checks. At the Gamemaster's discretion, skills like Athletics can serve for riding mounts (perhaps with a circumstance penalty), especially if riding is a fairly uncommon skill, as it is in the modern world.



CHAPTER 5: ADVANTAGES

Heroes are more than just skilled, they often have amazing **advantages**, beyond the abilities of ordinary people. In Mutants & Masterminds, advantages often allow heroes to "break the rules," gaining access to and doing things most people cannot, or simply doing them better.

ACQUIRING ADVANTAGES

Advantages are rated in ranks and bought with power points, just like abilities and skills. Advantages cost 1 power point per rank. Some advantages have no ranks and are acquired only once, effectively at rank 1.

ADVANTAGE COST = 1 POWER POINT PER ADVANTAGE RANK

ADVANTAGE DESCRIPTIONS

Each advantage's description explains the benefit it provides. It also says if the advantage can be acquired in ranks and the effects of doing so. Such advantages are listed as "Ranked" alongside the advantage name. Ranks in a advantage are noted with a number after the advantage's name, such as "Defensive Roll 2" (for a character who has taken two ranks in the Defensive Roll advantage), just like skill and power ranks. If there is a maximum number of ranks a character can take, it's listed in parentheses after the word "Ranked" in the advantage's heading.

TYPES OF ADVANTAGES

Advantages are categorized as one of four types:

- **Combat Advantages** are useful in combat and often modify how various combat maneuvers are performed.
- **Fortune Advantages** require and enhance the use of hero points.
- **General Advantages** provide special abilities or bonuses not covered by the other categories.
- **Skill Advantages** offer bonuses or modifications to skill use.

ADVANTAGE DESCRIPTIONS

Each advantage is listed by name, type, and if the advantage is available in multiple ranks, followed by a description of the advantage's benefits. The effects of additional ranks of the advantage (if any) are noted in the text of each advantage. In some cases a advantage's description mentions the normal conditions for characters who do not have the advantage for comparison.

ACCURATE ATTACK — COMBAT

When you make an accurate attack (see **Maneuvers**, page 249) you can take a penalty of up to –5 on the effect modifier of the attack and add the same number (up to +5) to your attack bonus.

AGILE FEINT — SKILL

You can use your Acrobatics bonus or movement speed rank in place of Deception to feint and trick in combat as if your skill bonus or speed rank were your Deception bonus (see the **Deception** skill description). Your opponent opposes the attempt with Acrobatics or Insight (whichever is better).

ALL-OUT ATTACK — COMBAT

When you make an all-out attack (see **Maneuvers**, page 249) you can take a penalty of up to –5 on your active defenses (Dodge and Parry) and add the same number (up to +5) to your attack bonus.

ANIMAL EMPATHY — SKILL

You have a special connection with animals. You can use interaction skills on animals normally, and do not have to speak a language the animal understands; you communicate your intent through gestures and body language and learn things by studying animal behavior. Characters normally have a –10 circumstance penalty to use interaction skills on animals, due to their Intellect and lack of language.

ARTIFICER — SKILL

You can use the Expertise: Magic skill to create temporary magical devices. See **Magical Inventions**, page 212, for details.

COMBAT ADVANTAGES

ADVANTAGE	EFFECT
Accurate Attack	Trade effect DC for attack bonus.
All-out Attack	Trade active defense for attack bonus.
Chokehold	Suffocate an opponent you have successfully grabbed.
Close Attack	+1 bonus to close attack checks per rank.
Defensive Attack	Trade attack bonus for active defense bonus.
Defensive Roll	+1 active defense bonus to Toughness per rank.
Evasion	Circumstance bonus to avoid area effects.
Fast Grab	Make a free grab check after an unarmed attack.
Favored Environment	Circumstance bonus to attack or defense in an environment.
Grabbing Finesse	Substitute Dex for Str when making grab attacks.
Improved Aim	Double circumstance bonuses for aiming.
Improved Critical	+1 to critical threat range with an attack per rank.
Improved Defense	+2 bonus to active defense when you take the defend action.
Improved Disarm	No penalty for the disarm action.
Improved Grab	Make grab attacks with one arm. Not vulnerable while grabbing.
Improved Hold	–5 circumstance penalty to escape from your holds.
Improved Initiative	+4 bonus to initiative checks per rank.
Improved Smash	No penalty for the smash action.
Improved Trip	No penalty for the trip action.
Improvised Weapon	Use Unarmed Combat skill with improvised weapons, +1 damage bonus.
Move-by Action	Move both before and after your standard action.
Power Attack	Trade attack bonus for effect bonus.
Precise Attack	Ignore attack check penalties for either cover or concealment.
Prone Fighting	No penalties for fighting while prone.
Quick Draw	Draw a weapon as a free action.
Ranged Attack	+1 bonus to ranged attack checks per rank.
Redirect	Use Deception to redirect a missed attack at another target.
Set-up	Transfer the benefit of an interaction skill to an ally.
Takedown	Free extra attack when you incapacitate a minion.
Throwing Mastery	+1 damage bonus with thrown weapons per rank.
Uncanny Dodge	Not vulnerable when surprised or caught off-guard.
Weapon Bind	Free disarm attempt when you actively defend.
Weapon Break	Free smash attack when you actively defend.

ASSESSMENT — GENERAL

You're able to quickly size up an opponent's combat capabilities. Choose a target you can accurately perceive and have the GM make a secret Insight check for you as a free action, opposed by the target's Deception check result.

If you win, the GM tells you the target's attack and defense bonuses relative to yours (lower, higher, or equal). With each additional degree of success, you learn one of the target's bonuses *exactly*.

If you lose the opposed roll, you don't find out anything. With more than one degree of failure, the GM may lie or otherwise exaggerate the target's bonuses.

ATTRACTIVE — SKILL, RANKED (2)

You're particularly attractive, giving you a +2 circumstance bonus on Deception and Persuasion checks to deceive, seduce, or change the attitude of anyone who finds your looks appealing. With a second rank, you are Very Attractive, giving you a +5 circumstance bonus. This bonus does not count as part of your regular skill bonus in terms of the series power level, but also does not apply to people or situations which (in the GM's opinion) would not be influenced by your appearance.

While superheroes tend to be a fairly good-looking lot, this advantage is generally reserved for characters with particularly impressive looks.

FORTUNE ADVANTAGES

ADVANTAGE	EFFECT
Beginner's Luck	Spend a hero point to gain 5 temporary ranks in a skill.
Inspire	Spend a hero point to grant allies a +1 circumstance bonus per rank.
Leadership	Spend a hero point to remove a condition from an ally.
Luck	Re-roll a die roll once per rank.
Seize Initiative	Spend a hero point to go first in the initiative order.
Ultimate Effort	Spend a hero point to get an effective 20 on a specific check.

GENERAL ADVANTAGES

ADVANTAGE	EFFECT
Assessment	Use Insight to learn an opponent's combat capabilities.
Benefit	Gain a significant perquisite or fringe benefit.
Diehard	Automatically stabilize when dying.
Eidetic Memory	Total recall, +5 circumstance bonus to remember things.
Equipment	5 points of equipment per rank.
Extraordinary Effort	Gain two benefits when using extra effort.
Fearless	Immune to fear effects.
Great Endurance	+5 on checks involving endurance.
Instant Up	Stand from prone as a free action.
Interpose	Take an attack meant for an ally.
Minion	Gain a follower or minion with (15 x rank) power points.
Second Chance	Re-roll a failed check against a hazard once.
Sidekick	Gain a sidekick with (5 x rank) power points.
Teamwork	+5 bonus to support team checks.
Trance	Go into a deathlike trance that slows bodily functions.

SKILL ADVANTAGES

ADVANTAGE	EFFECT
Agile Feint	Feint using Acrobatics skill or movement speed.
Animal Empathy	Use interaction skills normally with animals.
Artificer	Use Expertise: Magic to create temporary magical devices.
Attractive	Circumstance bonus to interaction based on your looks.
Connected	Call in assistance or favors with a Persuasion check.
Contacts	Make an initial Investigation check in one minute.
Daze	Use Deception or Intimidation to daze an opponent.
Fascinate	Use an interaction skill to entrance others.
Favored Foe	Circumstance bonus to checks against a type of opponent.
Hide in Plain Sight	Hide while observed without need for a diversion.
Improvised Tools	No penalty for using skills without tools.
Inventor	Use Technology to create temporary devices.
Jack-of-all-trades	Use any skill untrained.
Languages	Speak and understand additional languages.
Ritualist	Use Expertise: Magic to create and perform rituals.
Skill Mastery	Make routine checks with one skill under any conditions.
Startle	Use Intimidation to feint in combat.
Taunt	Use Deception to demoralize in combat.
Tracking	Use Perception to follow tracks.
Well-informed	Immediate Investigation or Persuasion check to know something.

BEGINNER'S LUCK — FORTUNE

By spending a hero point, you gain an effective 5 ranks in one skill of your choice you currently have at 4 or fewer ranks, including skills you have *no* ranks in, even if they can't be used untrained. These temporary skill ranks last for the duration of the scene and grant you their normal benefits.

BENEFIT — GENERAL, RANKED

You have some significant perquisite or fringe benefit. The exact nature of the benefit is for you and the Gamemaster to determine. As a rule of thumb it should not exceed the benefits of any other advantage, or a power effect costing 1 point (see **Feature** in the **Powers** chapter). It should also be significant enough to cost at least 1 power point. An example is Diplomatic Immunity (see **Sample Benefits**). A license to practice law or medicine, on the other hand, should not be considered a Benefit; it's simply a part of having training in the appropriate Expertise skill and has no significant game effect.

Benefits may come in ranks for improved levels of the same benefit. The GM is the final arbiter as to what does and does not constitute a Benefit in the setting. Keep in mind some qualities may constitute Benefits in some series, but not in others, depending on whether or not they have any real impact on the game.

SAMPLE BENEFITS

The following are some potential Benefits. The GM is free to choose any suitable Benefit for the series.

- **Alternate Identity:** You have an alternate identity, complete with legal paperwork (driver's license, birth certificate, etc.). This is different from a costumed identity, which doesn't necessarily have any special legal status (but may in some settings).
- **Ambidexterity:** You are equally adept using either hand, suffering no circumstance penalty for using your off-hand (as you don't have one).
- **Cipher:** Your true history is well hidden, making it difficult to dig up information about you. Investigation checks concerning you are made at a –5 circumstance penalty per rank in this benefit.
- **Diplomatic Immunity:** By dint of your diplomatic status, you cannot be prosecuted for crimes in nations other than your own. All another nation can do is deport you to your home nation.
- **Security Clearance:** You have access to classified government information, installations, and possibly equipment and personnel.
- **Status:** By virtue of birth or achievement, you have special status. Examples include nobility, knighthood, aristocracy, and so forth.
- **Wealth:** You have greater than average wealth or material resources, such as well-off (rank 1), independently wealthy (rank 2), a millionaire (rank 3), multimillionaire (rank 4), or billionaire (rank 5).

CHOKEHOLD — COMBAT

If you successfully grab and restrain an opponent (see **Grab**, page 248), you can apply a chokehold, causing your opponent to begin suffocating for as long as you continue to restrain your target (see **Suffocation**, page 238).

CLOSE ATTACK — COMBAT, RANKED

You have a +1 bonus to close attacks checks per rank in this advantage. Your total attack bonus is still limited by power level. This advantage best suits characters with a level of overall close combat skill (armed and unarmed). For capability with a particular type of attack, use the Close Combat skill.

CONNECTED — SKILL

You know people who can help you out from time to time. It might be advice, information, help with a legal matter, or access to resources. You can call in such favors by making a Persuasion check. The GM sets the DC of the check, based on the aid required. A simple favor is DC 10, ranging up to DC 25 or higher for especially difficult, dangerous, or expensive favors. You can spend a hero point to automatically secure the favor, if the GM allows it. The GM has the right to veto any request if it is too involved or likely to spoil the plot of the adventure. Use of this advantage always requires at least a few minutes (and often much longer) and the means to contact your allies to ask for their help.

CONTACTS — SKILL

You have such extensive and well-informed contacts you can make an Investigation check to gather information in only one minute, assuming you have some means of getting in touch with your contacts. Further Investigation checks to gather information on the same subject require the normal length of time, since you must go beyond your immediate network of contacts.

DAZE — SKILL, RANKED (2)

You can make a Deception or Intimidation check as a standard action (choose which skill when you acquire the advantage) to cause an opponent to hesitate in combat. Make a skill check as a standard action against your target's resistance check (the same skill, Insight, or Will defense, whichever has the highest bonus). If you win, your target is dazed (able to take only a standard action) until the end of your next round. The ability to Daze with Deception and with Intimidation are separate advantages. Take this advantage twice in order to be able to do both.

DEFENSIVE ATTACK — COMBAT

When you make a defensive attack (see **Maneuvers**, page 249), you can take a penalty of up to –5 on your attack

MARTIAL ARTS AND FIGHTING STYLES

You can use combinations of advantages—particularly combat advantages—to create different "fighting styles" ranging from martial arts to superhero combat techniques. For example, a "soft" fighting style focusing primarily on defense might include the advantages Defensive Attack, Improved Defense, Improved Trip, and Instant Up. A "hard" fighting style focused on offense might include All-out Attack, Improved Critical, Improved Smash, Power Attack, and Startle for a fierce *kiai* shout! You can combine various advantages to create specific styles or allow players to mix-and-match to design their own unique styles.

SAMPLE FIGHTING STYLES

Use the following advantage combos as examples of how to create different fighting styles. Students who have not yet mastered a style may have only some of a style's associated advantages rather than all of them.

Any of these fighting styles might include ranks of the Close Attack advantage. Other fighting style advantages might include:

- **Boxing:** All-out Attack, Defensive Attack, Improved Critical (Unarmed), Power Attack, Takedown.
- **Judo:** Accurate Attack, Defensive Attack, Improved Disarm, Improved Grab, Improved Hold, Improved Trip.
- **Kung Fu:** Defensive Attack, Improved Critical (Unarmed), Improved Smash, Improved Trip, Instant Up, Power Attack, Startle.
- **Sword-fighting:** Accurate Attack, Defensive Attack, Improved Disarm, Improved Initiative, Power Attack, Taunt.
- **Wrestling:** Chokehold, Fast Grab, Improved Grab, Improved Hold, Power Attack.

SUPER FIGHTING STYLES

Comic book martial artists often have abilities far beyond the scope of the advantages and fighting styles given in this chapter. Such superhuman martial arts abilities as leaping vast distances, punching through solid stone, shrugging off damage, and killing with a mere touch are powers. See the **Powers** chapter for details.

bonus and add the same number (up to +5) to both your active defenses (Dodge and Parry).

DEFENSIVE ROLL — COMBAT, RANKED

You can avoid damage through agility and "rolling" with an attack. You receive a bonus to your Toughness equal to your advantage rank, but it is considered an active defense similar to Dodge and Parry (see **Active Defenses** in the **Abilities** chapter), so you lose this bonus whenever you are vulnerable or defenseless. Your total Toughness, including this advantage, is still limited by power level.

This advantage is common for heroes who lack either superhuman speed or toughness, relying on their agility and training to avoid harm.

DIEHARD — GENERAL

When your condition becomes dying (see **Conditions** in the **Action & Adventure** chapter) you automatically stabilize on the following round without any need for a Fortitude check, although further damage—such as a finishing attack—can still kill you.

EIDETIC MEMORY — GENERAL

You have perfect recall of everything you've experienced. You have a +5 circumstance bonus on checks to remember things, including resistance checks against effects that alter or erase memories. You can also make Expertise skill checks to answer questions and provide information as if you were trained, meaning you can answer questions involving difficult or obscure knowledge even without ranks in the skill, due to the sheer amount of trivia you have picked up.

EQUIPMENT — GENERAL, RANKED

You have 5 points per rank in this advantage to spend on equipment. This includes vehicles and headquarters. See the **Gadgets & Gear** chapter for details on equipment and its costs. Many heroes rely almost solely on Equipment in conjunction with their skills and other advantages.

EVASION — COMBAT, RANKED (2)

You have a +2 circumstance bonus to Dodge resistance checks to avoid area effects (see the **Area** extra in the **Powers** chapter). If you have 2 ranks in this advantage, your circumstance bonus increases to +5.

EXTRAORDINARY EFFORT — GENERAL

When using extra effort (see **Extra Effort** in **The Basics** chapter), you can gain *two* of the listed benefits, even stacking two of the same type of benefit. However, you also double the cost of the effort; you're exhausted starting the turn after your extraordinary effort. If you are already fatigued, you are incapacitated. If you are already exhausted, you cannot use extraordinary effort. Spending a hero point at the start of your next turn reduces the cost of your extraordinary effort to merely fatigued, the same as a regular extra effort.

FASCINATE — SKILL, RANKED

One of your interaction skills is so effective you can capture and hold other's attention with it. Choose Deception, Intimidation, or Persuasion when you acquire this advantage. You can also use Fascinate with an appropriate Expertise skill, like musician or singer, at the GM's discretion.

You are subject to the normal guidelines for interaction skills, and combat or other immediate danger makes this advantage ineffective. Take a standard action and make an interaction skill check against your target's opposing check (Insight or Will defense). If you succeed, the target is entranced. You can maintain the effect with a standard action each round, giving the target a new resistance check. The effect ends when you stop performing, the target successfully resists, or any immediate danger presents itself. Like all interaction skills, you can use Fascinate on a group, but you must affect everyone in the group in the same way.

You may take this advantage more than once. Each time, it applies to a different skill.

FAST GRAB — COMBAT

When you hit with an unarmed attack you can immediately make a grab check against that opponent as a free action (see **Grab**, page 248). Your unarmed attack inflicts its normal damage and counts as the initial attack check required to grab your opponent.

FAVORED ENVIRONMENT — COMBAT

You have an environment you're especially suited for fighting in. Examples include in the air, underwater, in space, in extreme heat or cold, in jungles or woodlands, and so forth. While you are in your favored environment, you gain a +2 circumstance bonus to attack checks or your active defenses. Choose at the start of the round whether the bonus applies to attack or defense. The choice remains until the start of your next round. This circumstance bonus is not affected by power level.

FAVORED FOE — SKILL

You have a particular type of opponent you've studied or are especially effective against. It may be a type of creature (aliens, animals, constructs, mutants, undead, etc.), a profession (soldiers, police officers, Yakuza, etc.) or any other category the GM approves. Especially broad categories like "humans" or "villains" are not permitted. You gain a +2 circumstance bonus on Deception, Intimidation, Insight, and Perception checks dealing with your Favored Foe. This circumstance bonus is not limited by power level.

FEARLESS — GENERAL

You are immune to fear effects of all sorts, essentially the same as an Immunity to Fear effect (see **Immunity** in the **Powers** chapter).

GRABBING FINESSE — COMBAT

You can use your Dexterity bonus, rather than your Strength bonus, to make grab attacks. You are not vulnerable while grabbing. See **Grab**, page 248, for details. This is a good advantage for skilled unarmed combatants focused more on speed than strength.

GREAT ENDURANCE — GENERAL

You have a +5 bonus on checks to avoid becoming fatigued and checks to hold your breath, avoid damage from starvation or thirst, avoid damage from hot or cold environments, and to resist suffocation and drowning. See **Hazards and the Environment** in the **Action & Adventure** chapter for details on these checks.

HIDE IN PLAIN SIGHT — SKILL

You can hide (see **Hiding** under **Stealth** in the **Skills** chapter) without any need for a Deception or Intimidation check or any sort of diversion, and without penalty to your Stealth check. You're literally there one moment, and gone the next. You must still have some form of cover or concealment within range of your normal movement speed in order to hide.

IMPROVED AIM — COMBAT

You have an even keener eye when it comes to ranged combat. When you take a standard action to aim, you gain double the normal circumstance bonus: +10 for a close attack or ranged attack adjacent to the target, +5 for a ranged attack at a greater distance. See **Aim**, page 246, for details.

IMPROVED CRITICAL — COMBAT, RANKED

Increase your critical threat range with a particular attack (chosen when you acquire this advantage) by 1, allowing you to score a critical hit on a natural 19 or 20. Only a natural 20 is an automatic hit, however, and an attack that misses is not a critical. Each additional rank applies to a different attack or increases your threat range with an existing attack by one more, to a maximum threat range of 16-20 with 4 ranks.

IMPROVED DEFENSE — COMBAT

When you take the defend action in combat (see **Defend** in the **Action & Adventure** chapter) you gain a +2 circumstance bonus to your active defense checks for the round.

IMPROVED DISARM — COMBAT

You have no penalty to your attack check when attempting to disarm an opponent and they do not get the opportunity to disarm you (see **Disarm** in the **Action & Adventure** chapter).

IMPROVED GRAB — COMBAT

You can make grab attacks with only one arm, leaving the other free. You can also maintain the grab while using your other hand to perform actions. You are not vulnerable while grabbing (see **Grabbing** in the **Action & Adventure** chapter).

IMPROVED HOLD — COMBAT

Your grab attacks are particularly difficult to escape. Opponents you grab suffer a –5 circumstance penalty on checks to escape.

IMPROVED INITIATIVE — COMBAT, RANKED

You have a +4 bonus to your initiative checks per rank in this advantage.

IMPROVED SMASH — COMBAT

You have no penalty to attack checks to hit an object held by another character (see **Smash** in the **Action & Adventure** chapter).

IMPROVED TRIP — COMBAT

You have no penalty to your attack check to trip an opponent and they do not get the opportunity to trip you. When making a trip attack, make an opposed check of your Acrobatics or Athletics against your opponent's Acrobatics or Athletics, you choose which your opponent uses to defend, rather than the target choosing (see **Trip** in the **Action & Adventure** chapter). This is a good martial arts advantage for unarmed fighters.

IMPROVISED TOOLS — SKILL

You ignore the circumstance penalty for using skills without proper tools, since you can improvise sufficient tools with whatever is at hand. If you're forced to work without tools at all, you suffer only a –2 penalty.

IMPROVISED WEAPON — COMBAT, RANKED

When wielding an improvised close combat weapon—anything from a chair to a telephone pole or entire car—you use your Close Combat: Unarmed skill bonus for attack checks with the "weapon" rather than relying on your general Close Combat skill bonus. Additional ranks in this advantage give you a +1 bonus to Damage with improvised weapons per rank. Your maximum Damage bonus is still limited by power level, as usual.

INSPIRE — FORTUNE, RANKED (5)

You can inspire your allies to greatness. Once per scene, by taking a standard action and spending a hero point, allies able to interact with you gain a +1 circumstance bonus per Inspire rank on all checks until the start of your next round, with a maximum bonus of +5. You do not gain the bonus, only your allies do. The inspiration bonus ignores power



LITERACY

Characters are assumed to be literate in their native language and any other language they know. At the GM's discretion, characters may have to spend an additional Languages rank to be literate in a language with a different alphabet or style of writing from the character's native language (such as Arabic, Japanese *kanji* or Russian Cyrillic for an English speaker). Completely illiterate characters are faced with a potential Disability complication during the game.

level limits, like other uses of hero points. Multiple uses of Inspire do not stack, only the highest bonus applies.

INSTANT UP — GENERAL

You can go from prone to standing as a free action without the need for an Acrobatics skill check.

INTERPOSE — GENERAL

Once per round, when an ally within range of your normal movement is hit by an attack, you can choose to place yourself between the attacker and your ally as a reaction, making you the target of the attack instead. The attack hits you rather than your ally, and you suffer the effects normally. You cannot use this advantage against area effects or perception range attacks, only those requiring an attack check.

INVENTOR — SKILL

You can use the Technology skill to create inventions. See **Inventing**, page 211, for details.

JACK-OF-ALL-TRADES — SKILL

You can use any skill untrained, even skills or aspects of skills that normally cannot be used untrained, although you must still have proper tools if the skill requires them.

LANGUAGES — SKILL, RANKED

You can speak and understand additional languages. With one rank in this advantage, you know an additional language. For each additional rank, you double your additional known languages: two at rank 2, four at rank 3, eight at rank 4, etc. So a character with Languages 7 is fluent in 64 languages! Characters are assumed to be fluent in any languages they know, including being able to read and write in them.

For the ability to understand *any* language, see the **Comprehend** effect in the **Powers** chapter.

LEADERSHIP — FORTUNE

Your presence reassures and lends courage to your allies. As a standard action, you can spend a hero point to re-



move one of the following conditions from an ally with whom you can interact: dazed, fatigued, or stunned.

LUCK — FORTUNE, RANKED (1/2 PL)

Once per round, you can choose to re-roll a die roll, like spending a hero point (see **Hero Points**, page 20), including adding 10 to re-rolls of 10 or less. You can do this a number of times per game session equal to your Luck rank, with a maximum rank of half the series power level (rounded down). Your Luck ranks refresh when your hero points "reset" at the start of an adventure. The GM may choose to set a different limit on ranks in this advantage, depending on the series.

MINION — GENERAL, RANKED

You have a follower or minion. This minion is an independent character with a power point total of (advantage rank x 15). Minions are subject to the normal power level limits, and cannot have minions themselves. Your minions (if capable of independent thought) automatically have a helpful attitude toward you. They are subject to the normal rules for minions (see page 245).

Minions do not earn power points. Instead, you must spend earned power points to increase your rank in this advantage to improve the minion's power point total and traits. Minions also do not have hero points. Any lost minions are replaced in between adventures with other followers with similar abilities at the Gamemaster's discretion.

MOVE-BY ACTION — COMBAT

When taking a standard action and a move action you can move both before *and* after your standard action, provided the total distance moved isn't greater than your normal movement speed.

POWER ATTACK — COMBAT

When you make a power attack (see **Maneuvers,** page 250) you can take a penalty of up to –5 on your attack bonus and add the same number (up to +5) to the effect bonus of your attack.

PRECISE ATTACK — COMBAT, RANKED (4)

When you make close or ranged attacks (choose one) you ignore attack check penalties for cover or concealment (choose one), although total cover still prevents you from making attacks. Each additional rank in this advantage lets you choose an additional option, so with Precise Attack 4, all your attacks (both close and ranged) ignore penalties for both cover and concealment.

PRONE FIGHTING — COMBAT

You suffer no circumstance penalty to attack checks for being prone, and adjacent opponents do not gain the usual circumstance bonus for close attacks against you.

THE LANGUAGE BARRIER

Generally speaking, languages are not terribly important in comic book superhero stories except as background color or occasional plot complications. Gamemasters should allow players with characters fluent in other languages the occasional opportunity to show them off or put them to good use. If you *specifically* set up the language barrier as an obstacle by confronting the heroes with a language they cannot possibly understand, that should count as a complication and be worth a hero point.

QUICK DRAW — COMBAT

You can draw a weapon from a holster or sheath as a free action, rather than a move action.

RANGED ATTACK — COMBAT, RANKED

You have a +1 bonus to ranged attacks checks per rank in this advantage. Your total attack bonus is still limited by power level.

REDIRECT — COMBAT

If you successfully trick an opponent (see **Trick** under **Deception** in the **Skills** chapter), you can redirect a missed attack against you from that opponent at another target as a reaction. The new target must be adjacent to you and within range of the attack. The attacker makes a new attack check with the same modifiers as the first against the new target.

RITUALIST — SKILL

You can use the Expertise: Magic skill to create and cast magical rituals (see page 212). This advantage is often a back-up or secondary magical power for superhuman sorcerers, and may be the *only* form of magic available to some "dabbler" types.

SECOND CHANCE — GENERAL, RANKED

Choose a particular hazard, such as falling, being tripped, triggering traps, mind control (or another fairly specific power effect, such as Damage with the fire descriptor) or a particular skill with consequences for failure. If you fail a check against that hazard, you can make another immediately and use the better of the two results. You only get one second chance for any given check, and the GM decides if a particular hazard or skill is an appropriate focus for this advantage. You can take this advantage multiple times, each for a different hazard.

SEIZE INITIATIVE — FORTUNE

You can spend a hero point to automatically go first in the initiative order. You may only do so at the start of combat, when you would normally make your initiative check. If more than one character uses this advantage, they all make initiative checks normally and act in order of their

initiative result, followed by all the other characters who do not have this advantage.

SET-UP — COMBAT, RANKED

You can transfer the benefits of a successful combat use of an interaction skill to your teammate(s). For example, you can feint and have your target vulnerable against one or more allies next attack(s), rather than yours. Each rank in the advantage lets you transfer the benefit to one ally. The interaction skill check requires its normal action, and the affected allies must be capable of interacting with you (or at least seeing the set-up) to benefit from it.

SIDEKICK — GENERAL, RANKED

You have another character serving as your partner and aide. Create your sidekick as an independent character with (advantage rank x 5) power points, and subject to the series power level. A sidekick's power point total must be less than yours. Your sidekick is an NPC, but automatically helpful and loyal to you. Gamemasters should generally allow you to control your sidekick, although sidekicks remain NPCs and the GM has final say in their actions.

Sidekicks do not earn power points. Instead, you must spend earned power points to increase your rank in Sidekick to improve the sidekick's power point total and traits; each point you spend to increase your rank in Sidekick grants the sidekick 5 additional power points. Sidekicks also do not have hero points, but you can spend your own hero points on the sidekick's behalf with the usual benefits. Sidekicks are not minions, but full-fledged characters, so they are not subject to the minion rules.

SKILL MASTERY — SKILL

Choose a skill. You can make routine checks with that skill even when under pressure (see **Routine Checks** in **The Basics** chapter). This advantage does *not* allow you to make routine checks with skills that do not normally allow you to do so. You can take this advantage multiple times for different skills.

STARTLE — SKILL

You can use Intimidation rather than Deception to feint in combat (see **Feint** under the **Deception** skill description). Targets resist with Insight, Intimidation, or Will defense.

TAKEDOWN — COMBAT, RANKED (2)

If you render a *minion* incapacitated with an attack, you get an immediate extra attack as a free action against *another minion* within range and adjacent to the previous target's location. The extra attack is with the same attack and bonus as the first. You can continue using this advantage until you miss or there are no more minions within range of your attack or your last target.

A second rank in this advantage allows you to attack non-adjacent minion targets, moving between attacks if necessary to do so. You cannot move more than your total speed in the round, regardless of the number of attacks you make. You stop attacking once you miss, run out of movement, or there are no more minions within range of your attack.

TAUNT — SKILL

You can demoralize an opponent with Deception rather than Intimidation (see **Demoralize** under the **Intimidation** skill description), disparaging and undermining confidence rather than threatening. Targets resist using Deception, Insight, or Will defense.

TEAMWORK — GENERAL

You're effective at helping out your friends. When you support a team check (see **Team Checks** in **The Basics** chapter) you have a +5 circumstance bonus to your check. This bonus also applies to the Aid action and Team Attacks.

THROWING MASTERY — COMBAT, RANKED

You have a +1 damage bonus with thrown weapons per rank in this advantage. You can also throw normally harmless objects—playing cards, pens, paper clips, and so forth—as weapons with a damage bonus equal to your advantage rank and range based on the higher of your advantage rank or Strength (see **Ranged** in the **Powers** chapter). Your maximum damage bonus with any given weapon or attack is still limited by power level.

TRACKING — SKILL

You can use the Perception skill to visually follow tracks like the Tracking Senses effect (see the **Powers** chapter).

TRANCE — GENERAL

Through breathing and bodily control, you can slip into a deep trance. This takes a minute of uninterrupted meditation and a DC 15 Awareness check. While in the trance you add your Awareness rank to your Stamina rank to determine how long you can hold your breath and you use the higher of your Fortitude or Will defenses for resistance checks against suffocation (see **Suffocation**, page 238). Poison and disease effects are suspended for the duration of the trance. It requires a Perception check with a DC equal to your Awareness check result to determine you're not dead because your bodily functions are so slow. You are aware of your surroundings while in trance and can come out of it at any time at will. You cannot take any actions while in the trance, but your GM may allow mental communication while in a trance.

ULTIMATE EFFORT — FORTUNE

You can spend a hero point on a particular check and treat the roll as a 20 (meaning you don't need to roll the die at all, just apply a result of 20 to your modifier). This is not a natural 20, but is treated as a roll of 20 in all other respects. You choose the particular check the advantage

applies to when you acquire it and the GM must approve it. You can take Ultimate Effort multiple times, each time, it applies to a different check. This advantage *may not* be used after you've rolled the die to determine if you succeed.

SAMPLE ULTIMATE EFFORTS

The following are some potential Ultimate Efforts. The GM is free to add others suitable to the series.

- **Ultimate Aim:** When you take a standard action to aim an attack (see **Aim**, page 246), you can spend a hero point to apply a 20 result to the attack check on the following round. Since the Ultimate Aim bonus is not a natural 20, it also does not qualify as an automatic or critical hit.
- **Ultimate Resistance:** You can spend a hero point to apply a 20 result to a resistance check with one defense determined when you acquire this advantage.
- **Ultimate Skill:** You can spend a hero point to apply a 20 result to checks with a particular skill.

UNCANNY DODGE — COMBAT

You are especially attuned to danger. You are not vulnerable when surprised or otherwise caught off-guard. You are still made vulnerable by effects that limit your mobility.

WEAPON BIND — COMBAT

If you take the defend action (see **Defend** in the **Action & Adventure** chapter) and successfully defend against a close weapon attack, you can make a disarm attempt against the attacker immediately as a reaction. The disarm attempt is carried out normally, including the attacker getting the opportunity to disarm you.

WEAPON BREAK — COMBAT

If you take the defend action (see **Defend** in the **Action & Adventure** chapter) and successfully defend against a close weapon attack, you can make an attack against the attacker's weapon immediately as a reaction. This requires an attack check and inflicts normal damage to the weapon if it hits (see **Smash** in the **Action & Adventure** chapter).

WELL-INFORMED — SKILL

You are exceptionally well-informed. When encountering an individual, group, or organization for the first time, you can make an immediate Investigation or Persuasion skill check to see if your character has heard something about the subject. Use the guidelines for gathering information in the **Investigation** skill description to determine the level of information you gain. You receive only one check per subject upon first encountering them, although the GM may allow another upon encountering the subject again once significant time has passed.





CHAPTER 6: POWERS

Although some heroes and villains rely solely on their skills and advantages, most are set apart by their superhuman powers. Mutants & Masterminds characters can lift tanks, fly through the air, throw lightning from their hands, shoot lasers from their eyes, or any number of other amazing things. This chapter describes these and many other powers and how you can create your own.

ACQUIRING POWERS

Players spend power points on various powers for their heroes, like acquiring skills or other traits. A power is made up of one or more **effects**, possibly with different **modifiers**, which increase or decrease the cost of the effects.

Effects can be used to create any number of different powers. A hero with the **Concealment** *effect* (see page 153) could use it to create a *power* called Blending, Blur, Cloak, Invisibility, Shadowmeld, or anything else appropriate to the character you wish to play. It's all a matter of how powerful the effect is and what modifiers have been placed on it to increase or decrease its performance. Another way to think of it is that this book is filled with effects, but your character sheet is filled with powers.

POWER COSTS

Power effects are acquired in ranks, like ranks for other traits. The more ranks an effect has, the greater its effect. Each effect of a power has a standard cost per rank.

MODIFIERS

Modifiers change how an effect works, making it more effective (an **extra**) or less effective (a **flaw**). Modifiers have ranks, just like other traits. Extras increase a power's cost while flaws decrease it. Some modifiers increase an effect's cost per rank, others apply an unchanging cost to the power's total; these are called **flat modifiers**. For more information see **Modifiers,** on page 187.

The final cost of a power is determined by base effect costs, modified by extras and flaws, multiplied by the power's rank, with flat modifiers applied to the total cost.

POWER COST = ((BASE EFFECT COSTS + EXTRAS - FLAWS) X RANK) + FLAT MODIFIERS

POWER DESCRIPTORS

The rules in this chapter explain what the various powers *do,* that is, what their game effects are, but it is left up to the player and Gamemaster to apply **descriptors** to define exactly what a power *is* and what it looks (and sounds, and feels) like to observers beyond just a collection of game effects.

A power's descriptors are primarily for color. It's more interesting and clear to say a hero has a "Flame Blast" or "Lightning Bolt" power than a generic "Damage effect." "Flame" and "lightning" are descriptors for the Damage effect. Descriptors do have some impact on the game since some effects work only on or with effects of a particular descriptor. A hero may be immune to fire and heat, for example, so any effect with the "fire" or "heat" descriptor doesn't affect that character. The different sense types (see page 176) are descriptors pertaining to sensory effects.

Generally speaking, a descriptor is part of what a power is called beyond its game system name. For example, a weather-controlling heroine has the following effects: Damage, Concealment, and Environment. Her Damage effect is the power to throw lightning bolts, so it has the descriptor "lightning." If a villain can absorb electricity, then his power works against the heroine's Damage (since lightning is electrical in nature). Concealment creates thick banks of fog, giving it the "fog" or "mist" descriptor. So if an opponent transforms into mist, with the ability to regenerate in clouds or fog, he can regenerate inside the heroine's Concealment area. Her Environment is the power to control the weather, giving it the descriptor "weather." If the heroine's power comes as a gift from the gods, it may also have the descriptor "divine" or "magical." On the other hand, if it comes from her mutant genetic structure, then it has the descriptor "mutant." A villain able to nullify mutant powers could potentially nullify all of the heroine's powers!

The number of power descriptors is virtually limitless. The players and Gamemaster should cooperate to apply the appropriate descriptors to characters' powers and use common sense when dealing with how the different descriptors interact. Just because one hero throws "lightning" and an opponent can absorb "electricity" doesn't mean the villain's absorption doesn't work because it's not the exact same descriptor. Lightning is a form of electricity. A certain amount of flexibility is built into descriptors, allowing them to cover the full range of possible powers. As in all things, the GM is the final arbitrator and should be consistent when ruling on whether or not a particular descriptor is appropriate and how all effects and descriptors interact in the series.

The powers in this chapter provide numerous examples of descriptors. Feel free to create your own as desired.

REQUIRED DESCRIPTORS

In some settings, the Gamemaster may *require* certain descriptors for all powers. Usually, a required descriptor reflects some common element of the series. For example, if all characters with powers are mutants, then all powers have the "mutant" descriptor by definition, unless the player comes up with a good explanation why they should not. If all superhumans are psychic mutants, then all powers have both the "psychic" and "mutant" descriptors. The GM sets the rules as far as what descriptors are required (or restricted) in the series. A character who breaks this guideline—say the one alien in a setting where all powers are otherwise mutant in origin—might have a Benefit (unusual origin) or face certain complications, possibly both.

NOTICING POWER EFFECTS

Effects with a duration of instant, concentration, or sustained must be noticeable in some way. For example, a Blast effect might have a visible beam or make a loud noise (ZAP!) or both. Some effects are quite obvious, such as Flight, Insubstantiality, Growth, or Shrinking. Effects with a continuous or permanent duration are not noticeable by default.

If an instant, concentration, or sustained effect's base duration is changed using modifiers, the effect remains noticeable. A continuous or permanent effect made instant, concentration, or sustained also becomes noticeable. The Subtle modifier (see page 196) can make noticeable powers difficult or impossible to detect. Conversely, the Noticeable modifier (see page 200) makes a normally subtle effect noticeable.

SAMPLE DESCRIPTORS

Allegiances: Anarchy, Balance, Chaos, Evil, Good, Justice, Law, Liberty, Tyranny

Elements: Air, Earth, Fire, Plant, Water, Weather

Energy: Acid, Chemical, Cold, Cosmic, Darkness, Electricity, Gravity, Heat, Kinetic, Light, Magnetic, Radiation, Sonic, Vibration

Phenomena: Colors, Dimensions, Dreams, Entropy, Ideas, Luck, Madness, Memes, Mind, Quantum Forces, Space, Thought, Time

Sources: Alien, Biological, Chi, Divine, Magic, Mystic, Mutant, Preternatural, Primal, Psionic, Psychic, Skill, Technology, Training

POWERS THAT AREN'T

"Powers" in Mutants & Masterminds refer to all extraordinary traits other than abilities, skills, and advantages. Whether a character with powers is "superhuman" or not is largely a matter of opinion and the descriptors used. For example, there are lots of comic book characters with superhuman traits still considered "normal" humans. Their amazing effects come from talent, training, luck, self-discipline, devices, or some similar source, with appropriate descriptors. They're still "powers" in game terms, but they don't necessarily mean the character is something other than human.

Ultimately it's up to the GM to decide if having certain effects makes a character something "other than human," (and what, if anything, that means) depending on the nature of powers in the setting.

EFFECT TYPES

Power effects fall into certain categories or **effect types**. Effects of the same type follow similar rules and provide descriptors for certain other effects. This section discusses the different effect types and the rules governing them.

ATTACK

Attack effects are used offensively in combat. They require an attack check and damage, hinder, or otherwise harm their target in some way. Attack effects require a standard action to use. Their duration is usually instant although their results—whether damage or some other hindrance—may linger until the target recovers. Attack effects *always* allow for a resistance check.

CONTROL

Control effects grant the user influence over something, from the environment to the ability to move objects or even create them out of thin air. Control effects require a standard action to initiate, but can then usually be sustained. Control effects used against unwilling targets usually require an attack check and allow a resistance check, the same for the hazards they are capable of causing, such as creating intense cold or dropping a heavy object on someone.

DEFENSE

Defense effects protect in various ways, typically offering a bonus to resistance checks, or granting outright immunity to particular effects or conditions. Most defense effects work only on the user and are subtle and permanent, functioning at all times. Some are activated and sustained as a free action, meaning they can switch on or off, but can potentially leave the user unprotected.

GENERAL

General effects don't fit into any other particular category. They're not governed by any special rules other than those given in the effect's description.

MOVEMENT

Movement effects allow characters to get around in various ways. Some provide a speed rank with a particular form of movement—such as ground, air, or water—while others offer different modes of movement, like walking on walls or slithering along the ground like a snake.

Although activating a movement effect is typically a free action, the character must still take a move action in order to actually move using the effect. So, for example, the action of the Flight effect is "free" and activating it grants the character a Flight speed rank equal to the effect rank. Moving that speed rank still requires a move action, however.

SENSORY

Sensory effects enhance or alter the senses. Some sensory effects improve the user's senses while others grant entirely new senses or fool the senses in some way. Sensory effects are typically a free action to activate and sustain, or are permanent and always in effect.

SENSE TYPES

Senses in Mutants & Masterminds are grouped into **sense types**, descriptors for how different sensory effects work. The sense types, and some of the senses included in them, are:

- **Visual:** normal sight, darkvision, infravision, low-light vision, microscopic vision, ultravision, X-Ray vision
- **Auditory:** normal hearing, sonar (accurate ultrasonic), ultrasonic hearing
- **Olfactory:** normal smell and taste, scent
- **Tactile:** normal touch, tremorsense
- **Radio:** radio, radar (accurate radio)
- **Mental:** mental awareness, Mind Reading, Precognition, Postcognition
- **Special:** This is the catchall for other sensory descriptors not given above, including unusual senses or exotic descriptors like cosmic, gravitic, magical, and so forth.

HOW POWERS WORK

Using powers is a fairly simple matter. Some power effects work automatically. Others—particularly those affecting other people—require some effort to use, like an attack check or a effect check. Powers affecting others allow resistance checks against their effects.

EFFECT CHECKS

In some cases, you may be required to make an **effect check** to determine how well an effect works. A power check is just like any other check: d20, plus the power's rank, plus any applicable modifiers, against a difficulty class set by the Gamemaster. The results of various power checks are described in this chapter.

EFFECT CHECK = D20 + RANK + MODIFIERS VS. DIFFICULTY CLASS

ROUTINE EFFECT CHECKS

Many power effects allow for routine checks involving their use, generally specified in the effect's description (see **Routine Checks** in **The Basics** chapter).

OPPOSED EFFECT CHECKS

In some cases, usually when one effect is used directly against another, or against a particular trait like an ability or skill, an opposed check is called for (see **Opposed Checks** in **The Basics** chapter). If a contest is entirely a matter of whose power is greater, a comparison check (see page 14) is called for; the character with the higher power rank wins automatically.

EFFECT PARAMETERS

Each effect has certain **parameters** that describe the time needed to use the effect, the subject or target, the distance it works at, and so forth. The basic effect parameters are Action, Range, and Duration.

ACTION

Using or activating an effect requires a particular amount of time. See **Actions**, page 246, for details about the different types of actions. Modifiers may change the action needed to use an effect.

- **Standard:** Using the effect requires a standard action.
- **Move:** Using the effect requires a move action.
- **Free:** It requires a free action to use or activate the effect. Once an effect is activated or deactivated, it remains so until your next turn. As with all free actions, the GM may limit the total number of effects a hero can turn on or off in a turn.
- **Reaction:** It requires no action to use the effect. It operates automatically in response to something else, such as an attack.
- **None:** It requires no action to use the effect. It is always active.

POWER EFFECTS

NAME	TYPE	ACTION	RANGE	DURATION	RESISTANCE	COST
Affliction	Attack	Standard	Close	Instant	Fort. or Will	1 per rank
Alternate Form	*Varies*	*Varies*	*Varies*	*Varies*	—	*See description*
Blast	*Attack*	*Standard*	*Ranged*	*Instant*	*Toughness*	*2 per rank*
Burrowing	Movement	Free	Personal	Sustained	—	1 per rank
Communication	Sensory	Free	Rank	Sustained	—	4 per rank
Comprehend	Sensory	None	Personal	Permanent	—	2 per rank
Concealment	Sensory	Free	Personal	Sustained	—	2 per rank
Create	Control	Standard	Ranged	Sustained	—	2 per rank
Damage	Attack	Standard	Close	Instant	Toughness	1 per rank
Dazzle	*Attack*	*Standard*	*Ranged*	*Instant*	*Fort. or Will*	*2 per rank*
Deflect	Defense	Standard	Ranged	Instant	—	1 per rank
Duplication	*Control*	*Standard*	*Close*	*Sustained*	—	*3 per rank*
Element Control	*Control*	*Standard*	*Perception*	*Sustained*	*Strength*	*2 per rank*
Elongation	General	Free	Personal	Sustained	—	1 per rank
Energy Absorption	*General*	*Free*	*Personal*	*Sustained*	—	*See description*
Energy Aura	*Attack*	*Reaction*	*Close*	*Instant*	*Toughness*	*4 per rank*
Energy Control	*Attack*	*Standard*	*Ranged*	*Instant*	*Toughness*	*2 per rank*
Enhanced Trait	General	Free	Personal	Sustained	—	As base trait
Environment	Control	Standard	Rank	Sustained	—	1-2 per rank
Extra Limbs	General	None	Personal	Permanent	—	1 per rank
Feature	General	None	Personal	Permanent	—	1 per rank
Flight	Movement	Free	Personal	Sustained	—	2 per rank
Force Field	*Defense*	*Free*	*Personal*	*Sustained*	—	*1 per rank*
Growth	General	Free	Personal	Sustained	—	2 per rank
Healing	General	Standard	Close	Instant	—	2 per rank
Illusion	Control	Standard	Perception	Sustained	Awareness	1-5 per rank
Immortality	Defense	None	Personal	Permanent	—	2 per rank
Immunity	Defense	None	Personal	Permanent	—	1 per rank
Insubstantial	General	Free	Personal	Sustained	—	5 per rank
Invisibility	*Sensory*	*Free*	*Personal*	*Sustained*	—	*4 or 8 points*
Leaping	Movement	Free	Personal	Instant	—	1 per rank
Luck Control	Control	Reaction	Perception	Instant	—	3 per rank
Magic	*Attack*	*Standard*	*Ranged*	*Instant*	*Toughness*	*2 per rank*
Mental Blast	*Attack*	*Standard*	*Perception*	*Instant*	*Will*	*4 per rank*
Mimic	*General*	*Move*	*Personal*	*Sustained*	—	*8 per rank*
Mind Control	*Attack*	*Standard*	*Perception*	*Instant*	*Will*	*4 per rank*
Mind Reading	Sensory	Standard	Perception	Sustained	Will	2 per rank
Morph	General	Free	Personal	Sustained	—	5 per rank
Move Object	Control	Standard	Ranged	Sustained	Strength	2 per rank
Movement	Movement	Free	Personal	Sustained	—	2 per rank
Nullify	Attack	Standard	Ranged	Instant	Rank/Will	1 per rank
Power-Lifting	*General*	*Free*	*Personal*	*Sustained*	—	*1 per rank*
Protection	Defense	None	Personal	Permanent	—	1 per rank
Quickness	General	Free	Personal	Sustained	—	1 per rank
Regeneration	Defense	None	Personal	Permanent	—	1 per rank
Remote Sensing	Sensory	Free	Rank	Sustained	—	1-5 per rank

POWER EFFECTS

NAME	TYPE	ACTION	RANGE	DURATION	RESISTANCE	COST
Senses	Sensory	None	Personal	Permanent	—	1 per rank
Shapeshift	*General*	*Move*	*Personal*	*Sustained*	—	*8 per rank*
Shrinking	General	Free	Personal	Sustained	—	2 per rank
Sleep	*Attack*	*Standard*	*Ranged*	*Instant*	*Fortitude*	*2 per rank*
Snare	*Attack*	*Standard*	*Ranged*	*Instant*	*Dodge*	*3 per rank*
Speed	Movement	Free	Personal	Sustained	—	1 per rank
Strike	*Attack*	*Standard*	*Close*	*Instant*	*Toughness*	*1 per rank*
Suffocation	*Attack*	*Standard*	*Ranged*	*Instant*	*Fortitude*	*4 per rank*
Summon	Control	Standard	Close	Sustained	—	2 per rank
Super-Speed	*See description*	*Free*	*Personal*	*See description*	—	*3 per rank*
Swimming	Movement	Free	Personal	Sustained	—	1 per rank
Teleport	Movement	Move	Rank	Instant	—	2 per rank
Transform	Control	Standard	Close	Sustained	—	2-5 per rank
Variable	General	Standard	Personal	Sustained	—	7 per rank
Weaken	Attack	Standard	Close	Instant	Fort. or Will	1 per rank

RANGE

Each effect has a default range, which may be changed by modifiers.

- **Personal:** The effect works only on you, the user.
- **Close:** The effect can target anyone or anything you touch. Touching an unwilling subject requires an unarmed attack check against the subject's Parry.
- **Ranged:** The effect works at a distance, limited by perception and path and requiring a ranged attack check against the subject's Dodge defense. A ranged effect has a short range of (rank x 25 feet), a medium range of (rank x 50 feet) and a long range of (rank x 100 feet). Ranged attack checks at medium range suffer a –2 circumstance penalty, while ranged attacks at long range suffer a –5 circumstance penalty. See the **Action & Adventure** chapter for details.
- **Perception:** The effect works on any target you can perceive with an accurate sense, without any need for an attack check. If you cannot accurately perceive the target, you cannot affect it.
- **Rank:** The effect's range or area of effect is determined by its rank, as given in its description.

DURATION

Each effect lasts for a particular amount of time, which may be changed by modifiers.

- **Instant:** When used, the effect occurs and ends in the same turn, although its results may linger.
- **Concentration:** You can keep a concentration effect going by taking a standard action each round to do so. If you are incapable of taking the necessary action, or simply choose not to, the effect ends.
- **Sustained:** You can keep a sustained effect going by taking a free action each round to do so. If you are incapable of taking the necessary action, or simply choose not to, the effect ends.
- **Continuous:** The effect lasts as long as you wish, without any action required on your part. Once active, it stays that way until you choose to deactivate it (a free action).
- **Permanent:** The effect is always active and *cannot* be deactivated, even if you want to. A permanent effect cannot be improved using extra effort.

RESISTANCE CHECK

Effects targeting other characters allow a resistance check. The defense used and the difficulty class depend on the effect and its modifiers.

Willing characters can forgo their resistance check against an effect, if they wish. This includes characters who *think* they're receiving a beneficial effect, even if they're not! You can't forgo Toughness checks, but you may choose to discontinue the use of effects with a duration of Continuous or Sustained that grant a Toughness bonus in order to lower your resistance.

The Immunity effect allows characters to ignore certain effects altogether, removing the need for a resistance check.

COUNTERING EFFECTS

In some circumstances the effects of one power may *counter* another, negating it. Generally for two effects to counter

each other they must have opposed descriptors. For example, light and darkness powers can counter each other as can heat and cold, water and fire, and so forth. In some cases, such as magical or mental effects, powers of the same descriptor can also counter each other. The GM is the final arbiter as to whether or not an effect with a particular descriptor can counter another. The Nullify effect (see page 173) can counter *any* effect of a particular descriptor!

HOW COUNTERING WORKS

To counter an effect, you must take the ready action (see page 248). In doing so, you wait to complete your action until your opponent tries to use a power. You may still move, since ready is a standard action.

You must be able to use the readied effect as a standard action or less. Effects usable as a reaction do not require a ready action; you can use them to counter at any time. Effects requiring longer than a standard action cannot counter during action rounds (although they may be able to counter ongoing effects, see the following section).

If an opponent attempts to use a power you are able to counter, use your countering effect as your readied action. You and the opposing character make effect checks (d20 + rank). If you win, your two powers cancel each other out and there is no effect from either. If the opposing character wins, your attempt to counter is unsuccessful. The opposing effect works normally.

> ***Example:*** *Siren, goddess of the seas, is fighting the White Knight. The hate-mongering villain hurls a blast of white-hot fire (a Ranged Damage effect). Having prepared an action, Siren's player says she wants to counter White Knight's fire blast with her water powers. The GM agrees the two powers should be able to counter each other, so he asks Siren's player to make a Water Control effect check, while he makes a Fire Control effect check for White Knight. Siren's player rolls a result of 26 while the GM rolls a result of 19 for White Knight. Siren successfully counters the flame blast, which fizzles out in a gout of steam.*

COUNTERING ONGOING EFFECTS

You can also use one power to counter the ongoing effect of another, or other lingering results of an instant effect (like flames ignited by a fiery Damage effect). This requires a normal use of the countering effect and an opposed check, as above. If you are successful, you negate the effect (although the opposing character can attempt to re-establish it normally).

> ***Example:*** *Mastermind has placed Johnny Rocket under his mental control (an Affliction effect). Lady Liberty has the power to break such bonds (the Nullify effect). She shines the light of liberty on her teammate and makes an effect check (d20 + her Nullify rank). The GM makes a check of d20 + Mastermind's Affliction rank. If Lady Liberty wins, Johnny is free of Mastermind's control. If she fails, the Freedom League will have to come up with another plan to neutralize their super-fast teammate without hurting him.*

INSTANT COUNTERING

You can spend a hero point to attempt to counter another power as a reaction, without the need to ready an action to do so. See **Hero Points**, page 27, for details.



POWER EFFECTS

This section describes the various power effects available in Mutants & Masterminds. They are listed in alphabetical order.

AFFLICTION — ATTACK

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 1 point per rank

You can impose some debilitating condition or conditions on a target by making a close attack. You set the conditions your Affliction causes at each degree when you acquire it and they may not be changed. Higher degree conditions replace lower degree conditions and do not stack with them. See the possible conditions for each degree under the **Affliction Resistance Check** table. The target resists with Fortitude or Will defense (chosen when you take the effect):

AFFLICTION RESISTANCE CHECK

FORTITUDE OR WILL VS. DC [AFFLICTION RANK + 10]

Success: No effect.

Failure (one degree): The target is dazed, entranced, fatigued, hindered, impaired, or vulnerable (choose one). Potential descriptors include coughing or sneezing, creeping mental influence, drowsiness, euphoria, fear, itchiness, lethargy, nausea, pain, or tipsiness.

Failure (two degrees): The target is compelled, defenseless, disabled, exhausted, immobile, prone, or stunned (choose one). Potential descriptors include agonizing pain, confusion, ecstasy, momentary emotional or mental influence, paralysis, seizure, terror, or vomiting.

Failure (three degrees): The target is asleep, controlled, incapacitated, paralyzed, transformed or unaware (choose one).

The target of an Affliction makes a resistance check at the end of each of his turns to remove first and second degree conditions. Third degree conditions require a minute of recovery time or outside aid, such as the Treatment skill or Healing effect (DC 10 + rank).

The exact nature and descriptors of the Affliction are up to you, chosen when you acquire the effect, with the GM's approval; some examples are provided, but feel free to make up your own.

EXTRAS

Alternate Resistance: Some Afflictions may be initially resisted by Dodge, representing the need for quick reaction time or reflexes to avoid the effect. In this case, the later resistance checks to remove the Affliction's conditions are typically still based on Fortitude or Will. For example, a target might make a Dodge check to avoid a blinding light or spray of liquid, but a Fortitude check to eliminate the effect if the initial Dodge fails. *+0 cost per rank.*

Concentration: Once you have hit with a Concentration Affliction, so long as you continue to take a standard action each turn to maintain the effect, the target must make a new resistance check against it, with no attack check required. *+1 cost per rank.*

Cumulative: Normally, an Affliction does not have a cumulative effect on the same target, so getting two results of one degree, one after the other, has no more or less effect than a single one degree result; you have to get a higher degree with a later attack, which replaces the initial result. A Cumulative Affliction *adds* any further degrees to the ex-

EFFECT DESCRIPTION FORMAT

EFFECT NAME — TYPE

Action • Range
Duration • Cost

Name: What the effect is called.

Type: The type of effect.

Action: The action required to use the effect: standard, move, free, reaction, or none.

Range: The range at which the effect operates: personal, close, ranged, perception, or rank.

Duration: The effect's duration: instant, concentration, sustained, continuous, or permanent.

Cost: How many power points the base effect costs per rank.

A description of the effect and what it does in game terms follows.

EXTRAS

A listing of extras relevant or unique to the effect. Extras unique to an effect are in colored orange.

FLAWS

A listing of flaws relevant or unique to the effect.

If any of these entries do not apply, they are omitted. So if an effect does not have any particular extras associated with it, the extras entry is omitted.

SAMPLE POWERS

Spread throughout this section are boxes like this one, providing examples of some of the most common powers found amongst superhero characters to give you a "menu" of pre-fabricated powers to choose from when creating your own heroes (and villains) in Mutants & Masterminds. Sample powers are presented on the **Power Effects** table in italics.

Each power is presented in the following format:

NAME

Effect(s): Modifier(s) • ***Cost***

Name: What the power is called. Feel free to modify the name to suit how you're using the power.

Effects: The power's effect or effects are listed by name.

Modifiers: Any modifiers applying to the effect are listed with it. If a power has multiple effects, each is listed with its applicable modifiers.

Cost: Lastly, the power's cost is given. This is a cost per rank of the power if it has a ranked effect, otherwise it is a flat cost in power points. Some powers may have a flat cost for the initial power, plus a cost per rank for additional ranks.

isting degrees on the target. For example, if you hit a target and impose a vulnerable condition (one degree), then attack again and get one degree on the effect, you impose the Affliction's second degree condition. *+1 cost per rank.*

Extra Condition: Your Affliction imposes an additional condition per degree of success. So with one application of this extra, your Affliction imposes two conditions—such as dazed and hindered, or impaired and vulnerable—rather than just one. With two applications, it imposes three conditions, and so forth. Since mutually incompatible conditions are largely wasted, Afflictions with this extra often have the Limited Degree flaw as well. *+1 cost per rank.*

Progressive: This modifier causes an Affliction to increase incrementally without any effort from you. If the target fails a resistance check to end the Affliction, it not only persists, but *increases* in effect by one degree! So a target affected by the first degree of a Progressive Affliction who fails to resist progresses to the second degree of the effect at the start of his next round. A successful resistance check still ends the Affliction, as usual. *+2 cost per rank.*

FLAWS

Instant Recovery: Similar to the Reversible extra (see p. 196), the target of an Affliction effect with this modifier recovers automatically, no check required, at the end of

ALTERNATE FORM

Effect: Varies, Activation • ***effects total –1 or 2 points***

You can transform into something other than mere flesh and blood, from a body of organic steel to a cloud of gas, a mass of liquid, a swarm of tiny insect-sized robots, or anything else you want to develop. Choose a set of effects that reflect the capabilities of your Alternate Form, based on the examples following. Then choose the action required to assume your Alternate Form: if it requires a move action, subtract 1 power point from the total cost of the effects. If it requires a standard action, subtract 2 points. See the **Activation** flaw for details.

Some potential Alternate Forms (and their possible effects) include:

- **Energy:** You are made up of energy, such as fire or electricity: Damage (close or ranged), Flight, Immunity, Insubstantial 3, and Teleport (Energy Medium).
- **Gaseous:** You are a cloud of gas, like fog or mist: Affliction (Suffocate), Concealment (Visual, Attack), Flight, Immunity, and Insubstantial 2.
- **Ghost:** You are incorporeal and invisible, largely unaffected by the physical world: Concealment (Visual), Flight, Immunity, and Insubstantial 4.
- **Heroic:** You have a distinct "hero" form, in addition to your "normal" form. Essentially, *all* your powers have the Activation modifier! The inability to assume your heroic form might also constitute a complication for you from time to time.
- **Liquid:** You are made up of liquid (such as water): Affliction (Suffocate), Concealment (Visual, Limited to Underwater), Elongation, Immunity, Insubstantial 1, and Swimming.
- **Particulate:** Your body is composed of a granular or particulate substance like sand, dust, salt, and so forth: Damage, Elongation, Immunity, Insubstantial 1, and Movement (Slithering).
- **Shadow:** You transform into a living shadow: Concealment (Visual, Limited to Darkness and Shadows), Immunity, Insubstantial 4, and Movement (Slithering, Wall-crawling).
- **Solid:** You are made up of a hard solid substance like stone or metal: Enhanced Stamina, Enhanced Strength, Immunity, and Protection.
- **Swarm:** Your "body" is actually thousands of other tiny creatures: insects, worms, even little robots: Flight, Immunity, Insubstantial 2, and Movement (Slithering, Wall-crawling).
- **Two-Dimensional:** You can flatten yourself to become almost infinitely thin: Concealment (Visual, Limited to One Side), Damage (Penetrating – sharp edges), Insubstantial 1 (for slipping through narrow spaces), and Movement (Slithering).

the round in which the duration ends. So, for example, an instant duration Affliction only lasts one round, while a sustained duration Affliction lasts until no longer sustained. *–1 cost per rank.*

Limited Degree: Your Affliction is limited to no more than two degrees of effect. With two applications of this modifier, it is limited to no more than one degree of effect. *–1 cost per rank.*

BURROWING — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can burrow through the ground, leaving a tunnel behind if you choose. You move through soil and sand at a speed rank equal to your Burrowing rank, minus 5. So Burrowing 8, for example, lets you move through the ground at speed rank 3 (around 16 MPH). Burrowing through hard clay and packed earth reduces speed one additional rank. Burrowing through solid rock reduces it by two additional ranks. The tunnel you leave behind is either permanent or collapses behind you immediately (your choice when you begin burrowing each new tunnel).

Note that Burrowing differs from the Permeate effect of Movement, which allows you to pass through an obstacle like the ground at your normal speed without disturbing it at all (see **Movement** for details).

EXTRAS

Penetrating: Normally, the hardness of the ground affects only the speed at which you burrow. At the GM's discretion, some super-hard materials may be considered Impervious to Burrowing, in which case this extra allows you to dig through them. *1 point per rank.*

Ranged: This extra either allows you to create tunnels at a greater distance (without having to be at the end-point of the tunnel as it forms) or, in conjunction with Affects Others, allows you to grant the Burrowing effect to someone else at a distance. Doing both requires two applications of the extra. *+1 or 2 cost per rank.*

FLAWS

Limited: Burrowing may be limited to certain circumstances or materials, such as only loose sand and soil (leaving the character unable to burrow through dense clay or solid rock), or only snow and ice (being unable to burrow through earth and soil at all). *–1 cost per rank.*

BLAST

Effect: Ranged Damage • ***2 points per rank***

You can make a damaging ranged attack. It might be a blast of energy, a projectile (arrow, bullet, throwing blade, etc.), or some similar effect. You make a ranged attack check against the target's Dodge defense. The attack's damage equals your power rank and the target makes a Toughness resistance check against it.

COMMUNICATION — SENSORY

Action: Free • **Range:** Rank
Duration: Sustained • **Cost:** 4 points per rank

You can communicate over a distance using a medium other than your normal voice. Choose a sense type as your Communication medium (see the list of examples). You may also use a special sense type (like neutrinos, gravitons, magical sendings, and so forth) noticeable only to an appropriate form of the Detect effect (see **Senses** in this chapter), at the GM's discretion.

- **Visual:** laser or fiber optic link
- **Auditory:** ultrasonic or infrasonic beam, "ventriloquism"
- **Olfactory:** pheromones or chemical markers
- **Tactile:** vibratory carrier wave
- **Radio:** AM, FM, and short-wave radio bands, microwaves
- **Mental:** telepathic transmission, psychic link, mystical sending

Your rank determines you maximum Communication range:

COMMUNICATION RANGE

RANK	DISTANCE
1	**Close range:** Within 100 feet
2	**Short range:** Within 1 mile
3	**Long range:** statewide or across a small nation
4	**Worldwide:** anywhere on Earth (or a similar-sized planet)
5	**Unlimited:** effectively anywhere

Communication is instantaneous with any subject within your range.

The recipient of your communication must be within range and have a means of receiving your transmission (super-sense, or a receiver of some sort; conscious awareness is all that's needed to "receive" Mental Communication). You can receive Communication of the same medium as your own. Receivers can choose to ignore your Communication, if they wish. Communication is language-dependent; you and the subject must share a common language (see **Comprehend** to communicate across language barriers). Your Communication is point-to-point (sent to a single receiver within your range).

Activating your Communication effect is a free action. Communicating, however, takes the normal amount of time. You can apply the Rapid modifier to speed things up, provided your recipient is capable of receiving communication at that speed.

Others with an acute sense able to detect your Communication medium can "tap into" your transmissions with a Perception check (DC 10 + your Communication rank). The eavesdropper must be within normal sensory range of you or the receiver. With two degrees of success on the check, the eavesdropped can also understand your transmissions. Effects like Concealment and Dazzle that target your Communication medium can "jam" or block your transmissions.

EXTRAS

Area: You can broadcast omni-directionally to every receiver within your maximum Communication range at once. Note this extra is only strictly necessary to communicate with everyone over a wide area all at once; since using and maintaining Communication are free actions, the GM may allow a communicator to establish and maintain contact with multiple discrete receivers—such as the members of the same team—all in the same round. *+1 cost per rank.*

Dimensional: Communication with this modifier can bridge dimensional barriers, reaching into other dimensions and planes of existence. The Communication effect still has its proximate range, and the GM may rule certain subjects "out of range" of the effect, depending on their relative positions in the other dimension. *Flat +1 point.*

Rapid: Your communication occurs 10 times faster than normal speech. Each additional rank increases communication speed by a factor of 10. This is useful for high-speed computer links, "deep sharing" psychic rapports, and so forth. *Flat +1 point.*

Selective: If you have the Area extra, you can choose which receiver(s) within range get your Communication, excluding everyone else. This allows you to go from a single receiver (point-to-point) to all potential receivers in range (omni-directional) or anywhere in between. *+1 cost per rank.*

Subtle: Your Communication cannot be "overheard" (it is encrypted, scrambled, or otherwise protected). With 2 ranks, your Communication cannot even be *detected* (that is, no one can even tell you are transmitting, much less what you're saying). *Flat +1 or 2 points.*

FLAWS

Limited: Communication may be limited to only members of a particular group, such as a species, family, members of an organization, and so forth. This is in addition to limitations imposed by medium (that is, requiring subjects to have a means of picking up on the Communication). *–1 cost per rank.*

Sense-Dependent: Communication itself is already sense-dependent (in that the subject(s) must be able to sense your communication medium to pick up your transmissions) and so cannot have this flaw. However, other perception range effects can be Communication-Dependent, meaning you must be in communication with your subject for them to work (using your Communication medium as a "carrier" for the other effect). If your Communication is blocked in any way, the other effect doesn't work. *-1 cost per rank.*

COMPREHEND — SENSORY

Action: None • **Range:** Personal
Duration: Permanent• **Cost:** 2 points per rank

You can comprehend different sorts of communication. Each rank in this effect allows you to choose one of the following options:

ANIMALS

You can either speak to or comprehend animals. You can ask questions and receive answers, although animals are not any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while especially stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you. For 2 ranks you can both speak to and understand the "speech" of animals.

LANGUAGES

You can either speak or understand the language of any intelligent creature. You can speak only one language at a time, although you can comprehend multiple languages at once. This effect does not enable you to speak with creatures that don't possess a language. For 2 ranks you can both speak and understand all languages. For 3 ranks anyone able to hear you can understand what you're saying, regardless of language. Being able to also *read* any language you comprehend requires 1 additional rank.

MACHINES

You can communicate with electronic devices, making inquiries and understanding their replies. This requires two Comprehend ranks. Most are limited by their programming and peripherals in terms of what they "know," and may not be able to answer some inquiries with anything other than an "unknown" or "not found." At the GM's discretion, you can use the Technology skill as an interaction skill when communicating with machines.

OBJECTS

You can communicate with inanimate objects, granting them the ability to speak to you or simply "reading" impressions from them. This requires two Comprehend ranks. Objects only "know" about events directly affecting them or occurring in their immediate area. Gamemasters can apply the guidelines for Postcognition (see page 178) to this effect.

PLANTS

You can communicate with plants, both normal plants and plant creatures. This requires two Comprehend

CONCEALMENT AND PERCEPTION RANGE

Perception range effects must accurately perceive a target in order to affect it. This generally means you cannot target subjects with total concealment from your accurate senses with perception range effects. Thus, foes with Visual Concealment (the most common accurate sense) can be quite effective against characters relying on perception range attacks, unless the attacker has an unusual accurate sense to circumvent the Concealment. This is one reason Visual Concealment costs extra.

At the Gamemaster's discretion, a successful Perception check to accurately locate a target with an acute sense *may* allow you to use perception range effects on that target; however, the target still benefits from concealment, granting a +5 circumstance bonus to resistance against the effect.

ranks. A plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity.

SPIRITS

You can communicate with incorporeal and normally invisible and inaudible spirit beings, such as ghosts or certain extradimensional entities, depending on the context of the setting. Rank 1 essentially allows you to function as a "medium" of sorts, able to perceive spirits and relay what you see and hear. Rank 2 allows you to be clearly understood by denizens of the spirit world, as well. At the GM's discretion, this effect may extend to undead creatures, demons, or other supernatural entities, depending on the setting.

FLAWS

Type: You can only comprehend a broad type of subject (only elves, canines, avians, or sea creatures, for example). For an additional flaw, you can only comprehend a narrow type of subject (dogs, falcons, or dolphins, for example). *Broad –1 cost per rank. Narrow –2 cost per rank.*

CONCEALMENT — SENSORY

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You gain total concealment from a particular sense while this effect is active, although you are still detectable to other senses (even other senses of the same sense type; so you could have full concealment against normal sight, but not infravision or any other sense in the sight sense type). Each additional rank gives you concealment from another sense; two ranks give you concealment for an entire sense type. See **Concealment** on page 244 for the full effects.

Concealment from visual senses costs double (2 ranks for one visual sense, 4 ranks for all visual senses). You cannot have concealment from tactile senses, since that requires being incorporeal (see the **Insubstantial** effect). So with Concealment 5, you can have total concealment from all visual senses (4 ranks) and normal hearing (1 rank), for example. With Concealment 10 you have total concealment from *all* sense types other than tactile.

EXTRAS

Affects Others: This modifier allows you to grant Concealment to others while you are touching them, or at range, if you also apply the Range modifier. *+1 cost per rank.*

Area: Concealment with Affects Others (previously) or Attack (immediately following) may have this extra, affecting everything in the area. To only affect *some* targets in the area, apply the Selective modifier as well. *+1 cost per rank.*

Attack: Use this extra for a Concealment effect you can *impose* on others (whether they want to be concealed or not). An invisibility ray, for example, is a Visual Concealment Attack, while a field of darkness is a Burst Area Visual Concealment Attack. *+0 cost per rank.*

Precise: You can vary your Concealment at will as a free action: going from total to partial to no concealment, concealing some parts and not others, or anywhere in-between. If your Concealment affects multiple senses, you can also choose to affect some of those senses and not others. Concealment is normally all-or-nothing: either you are concealed to the full amount of your effect, or you're not. *Flat +1 point.*

FLAWS

Blending: You "blend" into the background. Your Concealment only functions as long as you move no faster than your (ground speed rank –1), since your blending can't adapt faster than that. *-1 cost per rank.*

Limited: Your Concealment only works under certain conditions, such as in fog, shadows, or in urban locales. One example is Limited to Machines, where your Concealment only fools senses with a technological descriptor. *-1 cost per rank.*

Partial: Your effect provides partial rather than total concealment (see **Concealment**, page 244, for details). *-1 cost per rank.*

Passive: Your Concealment only lasts until you do something requiring an attack or effect check on your part, at which point it stops working until you reactivate it, which you may do on the following round. *-1 cost per rank.*

Resistible: Your Concealment offers a resistance check (chose a defense when the flaw is applied) for anyone aware of your presence and actively looking for you. Concealment Resistible by Will may represent some sort of mental illusion effect. *-1 cost per rank.*

CREATE CONTROL

Action: Standard • **Range:** Ranged
Duration: Sustained • **Cost:** 2 points per rank

You can form solid objects essentially out of nowhere. They may be made of solidified energy, "hardened" water or air, transmuted bulk matter, ice, stone, or some other medium, depending on the effect's descriptors.

You can form any simple geometric shape or common object (such as a cube, sphere, dome, hammer, lens, disk, etc.). The GM has final say on whether or not a particular object is too complex for this effect. Generally, your objects can't have any moving parts more complex than a hinge. They can be solid or hollow, opaque or transparent, as you choose when you use the effect, limited by your descriptors and the Gamemaster's judgment.

You can create an object with a maximum volume rank equal to your effect rank and Toughness equal to your effect rank. Created objects can be damaged or broken like ordinary objects. They also vanish if you stop maintaining them. You can repair any damage to a created object at will by using your effect again (essentially "re-creating" the object). Your created objects are stationary once you have created them, although other effects can move them. Assume a created object has a mass rank equal to its volume rank.

CREATED OBJECTS, COVER, AND CONCEALMENT

A created object can provide cover or concealment (if the object is opaque) just like a normal object. Cover provided by a created object can block incoming attacks, but blocks outgoing attacks as well. Attacks hitting the covering object damage it normally (see **Damaging Objects**, page 244). Indirect effects can bypass the cover a created object provides just like any other cover (see the **Indirect** modifier). The Selective modifier allows you to vary the cover and concealment your objects provide.

TRAPPING WITH OBJECTS

You can trap a target inside a large enough hollow object (a cage or bubble, for example). This requires both an attack check against the target's Dodge and a Dodge resistance check against the effect's rank. A trapped character can break out of the object normally. Imposing conditions on the target other than just trapping them requires a separate effect, such as Affliction (see **Affliction** in this chapter), which you may wish to acquire as an Alternate Effect of Create (see **Alternate Effect** in this chapter).

UNDER THE HOOD: CREATE VS. SUMMON

Create and Summon are similar effects: both "create" things out of nowhere. So when should a character have one and not the other?

Generally, Create makes inanimate *objects*, while Summon conjures *creatures* of some sort, capable of independent action (albeit limited in the case of mindless creatures like robots or zombies). So a character able to create "sculptures" of ice, for example: walls, slides, columns, and so forth, should have Create. A character able to call up animated snowmen, on the other hand, should have Summon, while a powerful "ice elemental" may very well have both effects!

DROPPING OBJECTS

Simply dropping a created object on a target is treated like an Area Effect attack based on the object's size (see the **Area** extra in the **Powers** chapter). The object inflicts damage equal to its Toughness, and targets get a Dodge check to evade the falling object. A successful check results in no damage (rather than the usual half damage).

While a created object can potentially be wielded as an improvised weapon, the effect cannot otherwise create attacks or other effects; you must acquire these effects separately (perhaps as Alternate Effects).

SUPPORTING WEIGHT

If a created object needs to support weight—created as a bridge or to support a weakened structure, for example—it has an effective Strength equal to its rank. You can "shore up" a created object by taking a standard action and concentrating, increasing its Strength by 1 until the start of your next round. You can also use extra effort to increase a created object's Strength for one round, and these modifiers are cumulative.

EXTRAS

Continuous: Continuous Create makes objects that remain until they are destroyed, nullified, or you choose to dismiss them. *+1 cost per rank.*

Impervious: Applied to Create, this extra makes the objects' Toughness Impervious. *+1 cost per rank.*

Innate: Continuous or Permanent Create with this modifier makes objects that cannot be nullified, they're essentially "real" objects for all intents and purposes (although the user can "unmake" them at will unless the effect is also permanent). *Flat +1 point.*

Movable: You can move your created objects around with a Move Object effect at your Create rank (see **Move Object** in this chapter for details). *+1 cost per rank*.

Precise: You can create more precise and detailed objects. The exact parameters of Precise Create are up to the GM, but generally, you can create objects with moving parts, and considerable detail. *Flat +1 point.*

Selective: You can make your created objects selectively "transparent" to attacks, blocking some while allowing others (yours and your allies', for example) to pass through them. You can also selectively make your objects solid to some creatures and incorporeal to others, such as allowing one person to walk through a created wall, while blocking another. It takes a free action to change the selective nature of an object; permanent created ob-



jects cannot have their selectivity changed once they are created. *+1 cost per rank.*

Stationary: Your created objects can hang immobile in the air. They resist being moved with a Strength rank equal to the modifier rank. Unless you have the Tether extra or the Movable extra, you cannot move a stationary created object once it's placed any more than anyone else can. *+0 cost per rank.*

Subtle: This modifier either makes created objects not noticeable as constructs for 1 rank (they look just like real objects) or not noticeable at all for 2 ranks (such as objects composed of invisible force). *Flat +1or 2 points.*

Tether: You have a connection to your created objects, allowing you to exert your own Strength to move them (provided you are strong enough to do so). *Flat 1 point.*

FLAWS

Feedback: You may suffer damage when your created objects are damaged (see the **Feedback** flaw description for details). *-1 cost per rank.*

Permanent: Permanent created objects last until destroyed or nullified. Unlike Continuous Create, you cannot choose to dismiss such objects; they are truly permanent. You cannot repair permanent created objects or otherwise alter them once they're created. *+0 cost per rank* (for a Sustained effect).

Proportional: Your created objects have a total volume rank plus Toughness rank equal to your Create rank, rather than both volume and Toughness up to your rank. So you can create an object with volume rank 0 and Toughness equal to your Create rank, vice versa, or anywhere in between, so long as the sum of the two ranks does not exceed your Create rank. *–1 cost per rank.*

DAZZLE

Effect: Ranged, Cumulative Affliction, Limited to One Sense • ***2 points per rank***

You can overwhelm one of the target's senses, chosen when you take this effect. The target makes a Fortitude or Will resistance check against your effect DC (choose one when you acquire the effect). One degree of failure leaves the sense impaired (–2 penalty). Two degrees leave it disabled (–5 penalty) while three degrees leave the sense unaware: The target automatically fails Perception checks involving the sense, and everything effectively has total concealment from that sense.

The target makes a new resistance check at the end of each turn to recover. Success removes the condition imposed by the Dazzle power. Failure means it persists.

Multiple Dazzle effects against the same sense are cumulative. If a target is already visually disabled, for example, another Visual Dazzle with one degree of success leaves the target blind, as if subjected to a Dazzle with two degrees of effect.

Your Dazzle effect can work on more than one sense at once; apply the Extra Condition modifier for each additional sense affected.

DAMAGE ATTACK

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 1 point per rank

You can inflict damage on a target by making a close attack. The exact nature of your Damage is up to you, with the GM's approval; it can be anything from a powerful impact to razor claws, energy fields, or some other damaging medium. The target resists with Toughness:

DAMAGE RESISTANCE CHECK

TOUGHNESS VS. [DAMAGE RANK + 15]

Success : The damage has no effect.

Failure (one degree): The target has a –1 circumstance penalty to further resistance checks against damage.

Failure (two degrees): The target is dazed until the end of their next turn and has a –1 circumstance penalty to further checks against damage.

Failure (three degrees): The target is staggered and has a -1 circumstance penalty to further checks against damage. If the target is staggered again (three degrees of failure on a Damage resistance check), apply the fourth degree of effect. The staggered condition remains until the target recovers (see **Recovery**, following).

Failure (four degrees): The target is incapacitated .

DUPLICATION

Effect: Summon Duplicate, Active • ***3 points per rank***

You can create a duplicate of yourself. Your duplicate is a minion with the same traits as you, except for this power and any hero points. You can spend your own hero points for your duplicate's actions.

You must have this power at a rank equal to your own power point total (not counting Duplication), divided by 15, and rounded up for your duplicate to possess your full abilities. If you have it at a lower rank, create your duplicate as a scaled-down version of yourself, with a power level equal to your rank in this power and starting power points determined accordingly (power rank x 15). So a power level 11 hero who has Duplication 8 creates a power level 8 "duplicate" with (8 x 15) 120 power points and proportionately lower-ranked traits.

Your duplicate thinks and acts just like you, so it is automatically helpful toward you. Gamemasters should generally allow the hero's player to determine the duplicate's actions. Your duplicate disappears if your power is countered for any reason. You can also make your duplicate disappear at will by turning off your power.

You can apply Summon modifiers to this power (see **Summon**, page 181). Use the **Multiple Minions** extra to be able to create multiple duplicates.

The circumstance penalties to Toughness checks are cumulative, so a target who fails three resistance checks against Damage, each with one degree of failure, has a total –3 penalty.

If an incapacitated target fails a resistance check against Damage, the target's condition shifts to dying. A dying target who fails a resistance check against Damage is dead.

STRENGTH AND DAMAGE

Strength provides a "built-in" Damage effect: the ability to hit things! You can apply effect modifiers to the Damage your Strength inflicts, making it Penetrating or even an Area effect! You can also have Alternate Effects for your Strength Damage; see the **Alternate Effect** modifier for details. Like other Damage effects, a character's Strength Damage is close range and instant duration by default.

If you choose, a Damage effect can be Strength-based—something like a melee weapon—allowing your Strength Damage to add to it. You add your Strength and Damage ranks together when determining the rank of the attack. Any modifiers applied to your Damage must also apply to your Strength rank if its bonus damage is to benefit from them. However, any decrease in your Strength reduces the amount you can add to your Damage, and negative Strength *subtracts* from your Damage! Likewise, anything that prevents you from exerting your Strength also stops you from using a Strength-based Damage effect. If you can't swing your fist, you can't swing a sword, either. On the other hand, a laser blade or thuderbolt staff does the same damage whether you can exert your Strength with it or not.

DAMAGING OBJECTS

Objects (targets lacking a Stamina rank) take damage similar to other targets. Dazed and staggered results have no real effect on inanimate targets, since they do not take actions. Constructs, capable of action, are dazed and staggered normally (see **Constructs** in the **Gadgets & Gear** chapter).

Inanimate objects are defenseless by definition and therefore subject to finishing attacks (see **Finishing Attack** in the **Action & Adventure** chapter): essentially, you can choose between making your attack on the object as a routine check or, if you make the attack check normally, gaining an automatic critical hit if your attack hits, for a +5 bonus to effect.

Attacking an object held or worn by another character is a smash action (see **Smash** in the **Actions** section of **Chapter 8** for more details).

If an attacker's intention is to bend, break or destroy an object, then two degrees of failure on the Toughness check results in a bend or break (such as a hole punched through the object) while three or more degrees of failure means the object is destroyed (shattered, smashed to pieces, etc.).

Example: *Lady Liberty, rescuing people from a tenement fire, is hemmed-in by collapsed debris. Her player decides to simply punch a path through. Since she's going for maximum damage, she decides to make the attack check normally (rather than a routine check). Given her attack bonus, she'll only miss on a natural 1 anyway. She succeeds and does her Strength in Damage, +5 for the automatic critical. The GM decides the brick, mortar, and heavy beams have a toughness of 9 and makes a Toughness check, rolling a 5, against a DC 30 (Lady Liberty's Damage +15). A 14 result is three degrees of failure, so she easily smashes through the debris and clears the building, carrying people to safety!*

The Toughness ranks of some common materials are shown on the **Material Toughness** table. The listed ranks are for about an inch (distance rank –7) thickness of the material: apply a +1 per doubling of thickness or a –1 per halving of it. So a foot of stone is Toughness 8. Equipment has Toughness based on its material. Devices have a base Toughness equal to the total points in the device divided by 5 (rounded down, minimum of 1).

MATERIAL TOUGHNESS

MATERIAL	TOUGHNESS
Paper	0
Soil	0
Glass	1
Ice	1
Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super-alloys	20+

RECOVERY

Living targets remove one damage condition per minute of rest, starting from their worst condition and working back. So a damaged character recovers from being incapacitated, then staggered, dazed, and finally removes a –1 Toughness check penalty per minute until fully recovered. The Healing and Regeneration effects can speed this process. Lasting or more serious injuries are handled as complications (see **Lasting Injuries** in the **Recovery** section of the **Action & Adventure** chapter).

Objects, having no Stamina, do not recover from damage unless they have an effect like Regeneration. Instead, they must be repaired. See the guidelines under the **Technology** skill when repairing damaged objects.

DEFLECT DEFENSE

Action: Standard • **Range:** Ranged
Duration: Instant • **Cost:** 1 point per rank

You can actively defend for characters other than yourself, deflecting or diverting attacks against them at a distance, and may be able to more effectively defend yourself, depending on your rank. See the **Defend** action in the **Action & Adventure** chapter for details. You use your Deflect rank in place of an active defense. You still add 10 to a Deflect die roll of 10 or less, for a minimum roll of 11. Deflect modifiers are limited by power level.

Like a ranged attack, if you Deflect at medium range, you have a –2 circumstance modifier on your check. At long range, you have a –5 circumstance modifier. Range is measured from you to the *target* of the attack you are deflecting.

Like the defend action, Deflect does not work against area effects or perception ranged attacks, nor versus attacks targeting defenses other than Dodge or Parry.

EXTRAS

Action: Because it requires the defend action, Deflect cannot take less than a standard action. To create a kind of "deflection field" or similar effect that automatically deflects attacks over a wide area, use an Enhanced Dodge and/or Enhanced Parry effect with modifiers like Area and Selective.

Reflect: You can reflect attacks back at the attacker as a free action. First, you must successfully deflect the attack, then make a normal attack check using your own attack modifier to hit with the reflected attack. It has its normal effect if it hits. *+1 cost per rank.*

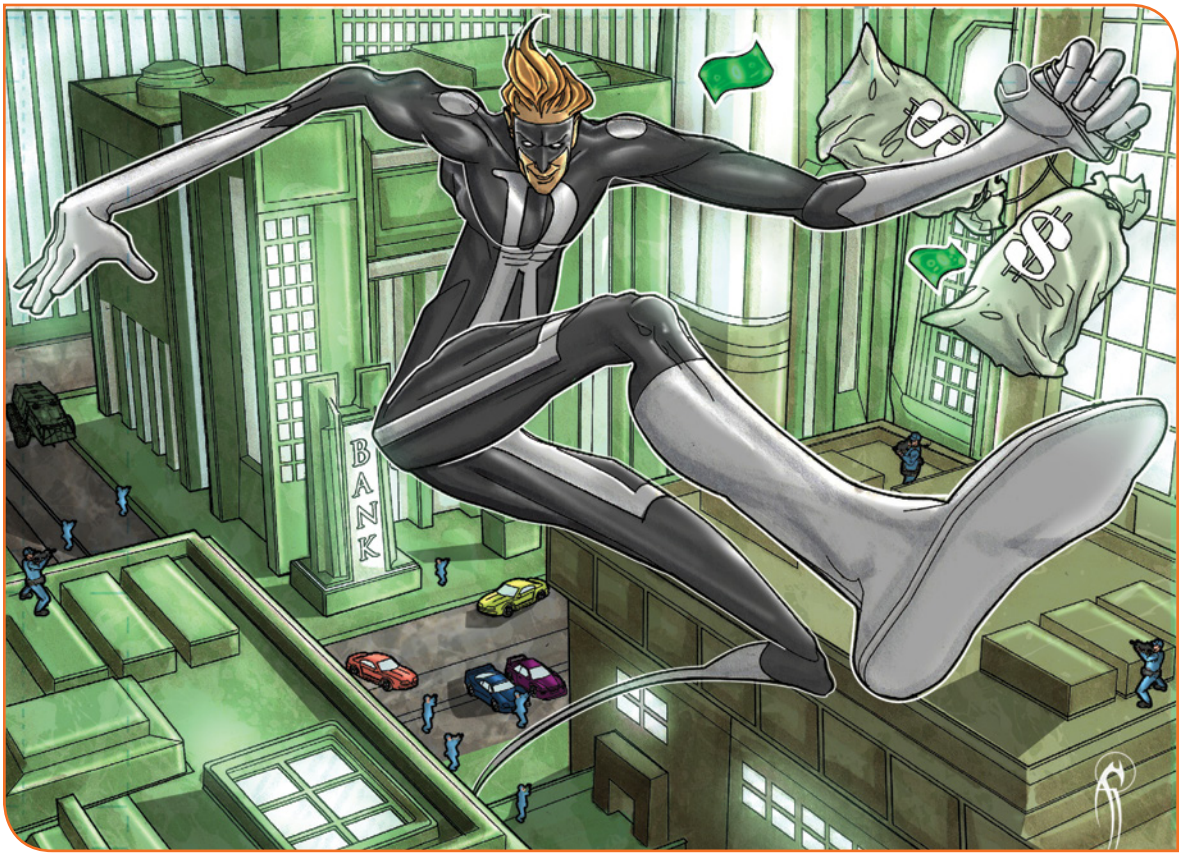
Redirect: You can redirect attacks you successfully deflect at *any* target within the attack's normal range, as Reflect, above. You must have the Reflect extra to take this one. *+1 cost per rank.*

ELEMENT CONTROL

Effect: Perception Ranged Move Object, Limited to Element • ***2 points per rank***

You can control and move a mass of an element like air, earth, or water. Your power's effective Strength equals its rank, which is also the mass rank of the element you can move at once. So Earth Control 11 lets you move up to 50 tons of earth and stone, for example.

Element Control is further refined with various Alternate Effects (see **Alternate Effects**, page 188), expanding what you can do with your control. So Earth Control might let you kick up clouds of dust (Area Visual Concealment Attack), build walls and other structures of rock (Continuous or Permanent Create), tunnel through the ground (Burrowing), or fly standing on a chunk of rock (Platform Flight), to name a few. Alternate Effects you do not add to your power as full-fledged modifiers are still available to you as power stunts using extra effort (see **Powers Stunts**, page 20).



ELONGATION GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can elongate your body and/or limbs to extend your reach. Add your effect rank to your normal size rank to determine how far you can elongate; for a normal-sized human (size rank –2) this is 15 feet at rank 1, 30 feet at rank 2, and so forth. Rank 20 Elongation can stretch 1,000 miles! "Snapping back" to your normal shape is a free action.

You can use Elongation to make "close" attacks at a greater distance by elongating your limbs. Once elongated, you can make melee attacks within your new reach as a standard action. If you can't accurately sense your target (you're elongating around a corner, for example), apply the rules for concealment (see **Concealment** in the **Action & Adventure** chapter). In addition, Elongation allows you to wrap up and entangle an opponent so it grants a +1 bonus to grab checks per rank (limited by PL).

ENHANCED TRAIT GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** As base Trait

You can temporarily improve one of your existing traits, chosen when you take this effect. While this effect is active, you increase the affected trait by its rank. So, for example, Enhanced Strength 5 increases your Strength by +5 while it is active. Your enhanced trait is still subject to power level limits, so your unenhanced rank must be below the limit by at least the amount of the enhancement to accommodate it.

The cost of Enhanced Trait is the same per rank as acquiring a rank in the affected trait. The key differences are that Enhanced Trait is a power effect, rather than a natural trait, and as an effect it can be combined with extra effort and other effects. See **Extra Effort** in **The Basics** chapter and **Enhanced Abilities** in the **Abilities** chapter for more.

FLAWS

Limited: Enhanced Traits are often Limited in some fashion, such as Nighttime (or Daytime) Only, While Angry (or in another emotional state), Underwater (or in some other environment), and so forth. A limit that rarely comes into play—like losing your Enhanced Trait during a new moon—can be handled as a power loss complication. See **Complications** in **The Basics** chapter for details. *–1 cost per rank.*

Permanent: At no change in cost, your Enhanced Trait may be a permanent improvement, rather than a sustained effect. The primary difference is that your permanent enhancement cannot be turned on and off and cannot be improved by extra effort, including using it to perform power stunts (see **Extra Effort**). There is no action to use a Permanent Enhanced Trait, as it is always active. *+0 cost per rank.*

ENERGY AURA

Effect: Damage, Reaction • ***4 points per rank***

You can surround your body with an aura of damaging energy or some similar effect. Anyone you touch or that touches you must make a Toughness resistance check against your aura's Damage rank. You can turn your aura on and off at will as a free action. If your Aura damages some targets but not others, apply the Selective or Limited modifiers (depending on whether or not the selectivity is under your control).

Reduced Trait: One or more of your traits is *lowered* while others are enhanced. This flaw is worth as many points as the reduction in the affected trait(s). So, for example, if you lose Intellect while you gain in Strength, treat the value of the lost Intellect ranks as the value of the flaw. As with all flaws, the effect must still cost at least 1 power point. *Flat –points equal to the lowered trait.*

ENVIRONMENT CONTROL

Action: Standard • **Range:** Rank
Duration: Sustained • **Cost:** 1–2 points per rank

You can change the environment in an area: raising or lowering the temperature, creating light, causing rain, and so forth (see **The Environment** in the **Action & Adventure** chapter for details).

Your Environment affects a 30 foot radius around you at rank 1. Each additional rank moves the radius up one distance rank, for a reach of approximately 2,000 miles at rank 20, sufficient to alter the environment of an entire continent!

Each of the following is a separate Environment effect. If you have one you can acquire others as Alternate Effects, but you can then only use and maintain one at a time. To use or maintain multiple Environment effects simultaneously, add their costs together for the effect's total cost per rank or apply the Selective modifier, allowing you to mix-and-match effects.

COLD

You can lower the temperature in the area. For 1 point per rank, you create intense cold; for 2 points per rank, you create extreme cold.

HEAT

You can raise the temperature in the area. For 1 point per rank, you create intense heat, for 2 points per rank; you create extreme heat.

IMPEDE MOVEMENT

You can impede movement through the area with high winds, icy or wet surfaces, or similar effects. For 1 point per rank, you reduce movement speed through the area by 1 rank; for 2 points per rank, you reduce it by 2 ranks. Depending on your descriptors, you may also apply circumstance modifiers to Acrobatics and Athletics checks for surface conditions.

ENERGY CONTROL

Effect: Ranged Damage • ***2 points per rank***

You can generate and project a type of energy, such as cold, electricity, fire, kinetic force, magnetism, radiation, or even cosmic energy, in a damaging blast (see the **Blast** power).

Energy Control is further defined by the addition of Alternate Effects (see **Alternate Effects**, page 188), expanding what you can do with your control. For example, Cold Control might let you lower the surrounding temperature (Environment – Cold) or trap targets in ice (Affliction, see the **Snare** version). Magnetic Control could let you manipulate metallic objects (Limited Move Object) while Electrical Control lets you generate an electrical pulse to overload electronics (Burst Area Nullify Electronics). Add as many Alternate Effects to your Energy Control as you can afford, and consider some additional ones as options for power stunts (see **Powers Stunts**, page 20).

ENERGY ABSORPTION

Effect: Enhanced Trait, Fades, Reaction • ***as base trait***

You take the energy from a particular type of attack, chosen when you take this power, and use it to enhance one of your traits. Typically this is either Strength or a Ranged Damage effect of the same energy type as the initial attack, but other traits are possible, including Quickness, Regeneration, Speed, or the like. The enhancement to your trait is equal to your power rank or the attack's rank, whichever is less.

The enhancement of the affected trait occurs automatically when you are subjected to the attack. Thereafter, the enhanced trait fades at a rate of 1 point per turn until it is gone. Further attacks can "top off" your Enhanced Trait, restoring it to its full rank again, before it is completely faded. Your rank is the limit of how much it can increase, however.

> ***Example:*** *Rebound has rank 11 Energy Absorption that applies the energy of kinetic attacks to Strength. If he's hit with Damage 5, he gets +5 Strength. On the other hand, if he's hit with Damage 14, he only gets +11 Strength, the rank limit of his power. Thereafter, his enhanced Strength fades at 1 rank per round until it is back to its normal, unenhanced, rank. However, if Rebound is hit again on the following turn for Damage 4, he gains up to 4 ranks of Strength, up to his maximum again.*

Note that this power does not provide any *resistance* to attacks; the character suffers the effects of any attacks normally. Absorption often includes the additional effect of Protection (Impervious and often Limited to the absorbed type of attack) or even Immunity to the absorbed attack. Neither effect inhibits how Absorption works, they just make the absorbing character more resistant to the incoming attack.

LIGHT

You can raise the light level in the area, countering the concealment of darkness, but not other forms of concealment. For 1 point per rank, you can create enough light to reduce total concealment to partial and partial concealment to none. For 2 points per rank, you can shed light as bright as a sunlit day, eliminating all concealment provided by natural darkness. Power effects with the darkness descriptor may be countered with a successful power check (see **Countering Effects**, page 148).

VISIBILITY

You impose a -2 modifier to Perception checks for 1 point per rank, and a -5 for 2 points per rank. For more significant obscuring of senses (via darkness, fog, etc.) use an Area Concealment Attack effect (see **Concealment** in this chapter).

EXTRAS

Selective: With this extra you can vary the environment within your affected area, affecting some while not affecting others, or even mixing and matching different environments (making part of the area cold and another hot, for example). *+1 cost per rank.*

EXTRA LIMBS — GENERAL

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You have extra manipulative limbs, such as arms, tentacles, or even prehensile hair or a tail. Each rank in this effect grants you an extra limb.

Extra Limbs do *not* allow you to take additional actions in a round, although they do provide the benefits of the Improved Grab advantage—grabbing with some of your limbs and leaving others free. All additional limbs except your dominant limb are considered your "off-hand." If you have the Benefit (Ambidexterity) advantage, you have no off-hand penalties with *any* of your limbs.

If you apply all of your limbs to a grab attempt (rather than taking the option to leave some of them free), you gain a +1 circumstance bonus per rank in Extra Limbs to a maximum of +5, much like a team check (see page 16).

UNDER THE HOOD: EXTRA LIMBS, NOT EXTRA ACTIONS

As a default, Extra Limbs do *not* grant characters the ability to take extra actions in a round, simply because multiple actions—especially extra standard actions usable for attacks—tend to slow down and unbalance play.

As an option for including some combat benefits with Extra Limbs, consider allowing the application of the Multiattack extra to the Strength of a character with Extra Limbs, reflecting the ability to launch a flurry of attacks at a single opponent, or to "spread" those attacks among a number of nearby opponents. See the **Multiattack** description under **Extras** in this chapter for details.

EXTRAS

In general, modifiers affecting attack effects (e.g. Affects Corporeal, Area, Penetrating, etc.) should apply to the Strength of a character with Extra Limbs rather than to the Extra Limbs effect itself. Such modifiers applied to Strength affect all of the character's limbs.

Continuous: Continuous Extra Limbs are a power effect you can turn on and off at will, but that remain until you choose to deactivate them, even if you are stunned or incapacitated . *+1 cost per rank.*

Projection: Your Extra Limbs are merely a projection of your power rather than an extension of your body. Therefore, any harm directed specifically against your Extra Limb(s) has no effect. So, for example, one of your additional limbs could reach into a container of acid or a blast furnace to pull out an object without any harm to you. The GM may require Extra Limbs with this extra to modify their duration to continuous or sustained, but this is not essential. It's likely Extra Limbs with this extra are not eligible for the Innate modifier. *+1 cost per rank.*

Sustained: Sustained Extra Limbs can be turned on or off (growing or forming the additional limbs and then making them disappear just as easily), but the limbs disappear or stop working if you are unable to continue the effect. *+0 cost per rank.*

FLAWS

Distracting: Coordinating the actions of your multiple limbs is difficult, so you are vulnerable while applying any extra limbs to an action. This flaw should generally not apply to any creature with Innate Extra Limbs, especially if they are part of its natural physiology. *-1 cost per rank.*

FEATURE — GENERAL

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You have one or more minor features, effects granting you an occasionally useful ability, one per rank. This effect is essentially a version of the Benefit advantage (see page 134) but a power rather than a virtue of skill, talent, or social background. For example, diplomatic immunity or wealth are Benefits; fur, the ability to mimic sounds, or a hidden compartment in your hollow leg are Features.

It's up to the GM what capabilities qualify as Features; generally, if something has no real game effect, it's just a descriptor. If it has an actual game system benefit, it may be a Feature. There's no need to define every possible Feature a character may have down to the last detail.

Some Features may be sustained duration rather than permanent with no change in cost. This suits active Fea-

tures a character has to use and maintain rather than having them as passive traits requiring no effort whatsoever.

SAMPLE FEATURES

- **Insulating Fur:** You have a layer of fur that protects you from intense heat and cold, giving you immunity to those environments.
- **Internal Compartment:** You can carry a portion of your carrying capacity *inside* your body! You have a pouch or compartment of some sort, able to hold objects with a size rank no greater than 3 less than your own (size -5 for a normal size rank -2 human).
- **Iron Stomach:** You can eat anything that's not toxic without ill effects, no matter how unpleasant it may be: spoiled or particularly gross or spicy food, for example.
- **Mimicry:** You can imitate almost any sound you've heard, giving you a +10 bonus to Deception checks to convince others your mimicked sounds are real.
- **Quick Change:** You can change clothes—such as into or out of your costume—as a free action. With 2 ranks, you can change into any outfit at will.
- **Special Effect:** You have some special effect, like a gust of wind at the right dramatic moment, or ideal spotlighting, or personal theme music. The GM may give you a +2 bonus for favorable circumstances when your special effect is likely to impress people or otherwise aid you.
- **Temporal Inertia:** You are somehow uniquely "anchored" in the space-time continuum, making you immune to changes in history. You recall the "true" version of historical events, even if no one else does.

FLIGHT — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You can fly through the air, including hovering in place. You have a flight speed rank equal to your effect rank.

EXTRAS

Aquatic: You can move underwater as easily as in the air. You have a water speed equal to your Flight rank, minus 2, subject to the usual rules for swimming (see the **Athletics** skill description for details). You can make Athletics checks to swim as routine checks. This power does not allow you to breathe underwater (for that see **Immunity**, page 165). This is the **Swimming** power as an Alternate Effect. *Flat +1 point.*

Continuous: Continuous Flight operates even when the user is incapacitated or otherwise unable to sustain it. The user remains hanging in the air, maintaining relative position to the ground, if necessary. Alternately, the user might float safely down to the ground when unable to maintain Flight as a kind of "safety net," your choice when you apply the modifier. *+1 cost per rank.*

Subtle: The default Flight effect is noticeable, whether from the rush of air, the roar of jets, or a glowing contrail or aurora, for example. This modifier reduces, and then eliminates, these traces. If your Flight is completely Subtle, you do not need to make Stealth checks to move silently while flying (you do so automatically), although you may still need to do so to avoid being seen or otherwise detected. *Flat +1 or 2 points.*

FLAWS

Concentration: Flight requiring concentration means you can fly, but can't do much else at the same time. *–1 cost per rank.*

Distracting: You are not very maneuverable and therefore vulnerable while flying (see the **Vulnerable** condition in **The Basics** chapter). *–1 cost per rank.*

Gliding: You fly by gliding on wind currents. Your maximum gliding distance is limited to the vertical distance rank of your starting height, plus your flight speed rank. You may be able to gain altitude occasionally by catching thermal updrafts and winds at the GM's discretion. Otherwise you must land at the end of your maximum distance. *–1 cost per rank.*

UNDER THE HOOD: FEATURE

The Feature effect is intended to round out various minor traits and abilities characters might have, but it is entirely optional and not meant to burden Mutants & Masterminds character design with needless amounts of detail. It's for traits with an actual game effect, not merely descriptors or background color (neither of which should cost any points). Ultimately, the Gamemaster decides what traits merit a rank (or more) of Feature and what Features are permitted for any given game or setting, using the examples given here.

If a "feature" is something likely to come up only occasionally, or even just once, then you are better off allowing it as an aspect of the inspiration and power stunt rules (see the **Characteristics** chapter), charging the player a hero point for the feature when it comes into play. The player can then choose whether or not to use earned power points to acquire the Feature as a regular part of the character's traits later on.

FORCE FIELD

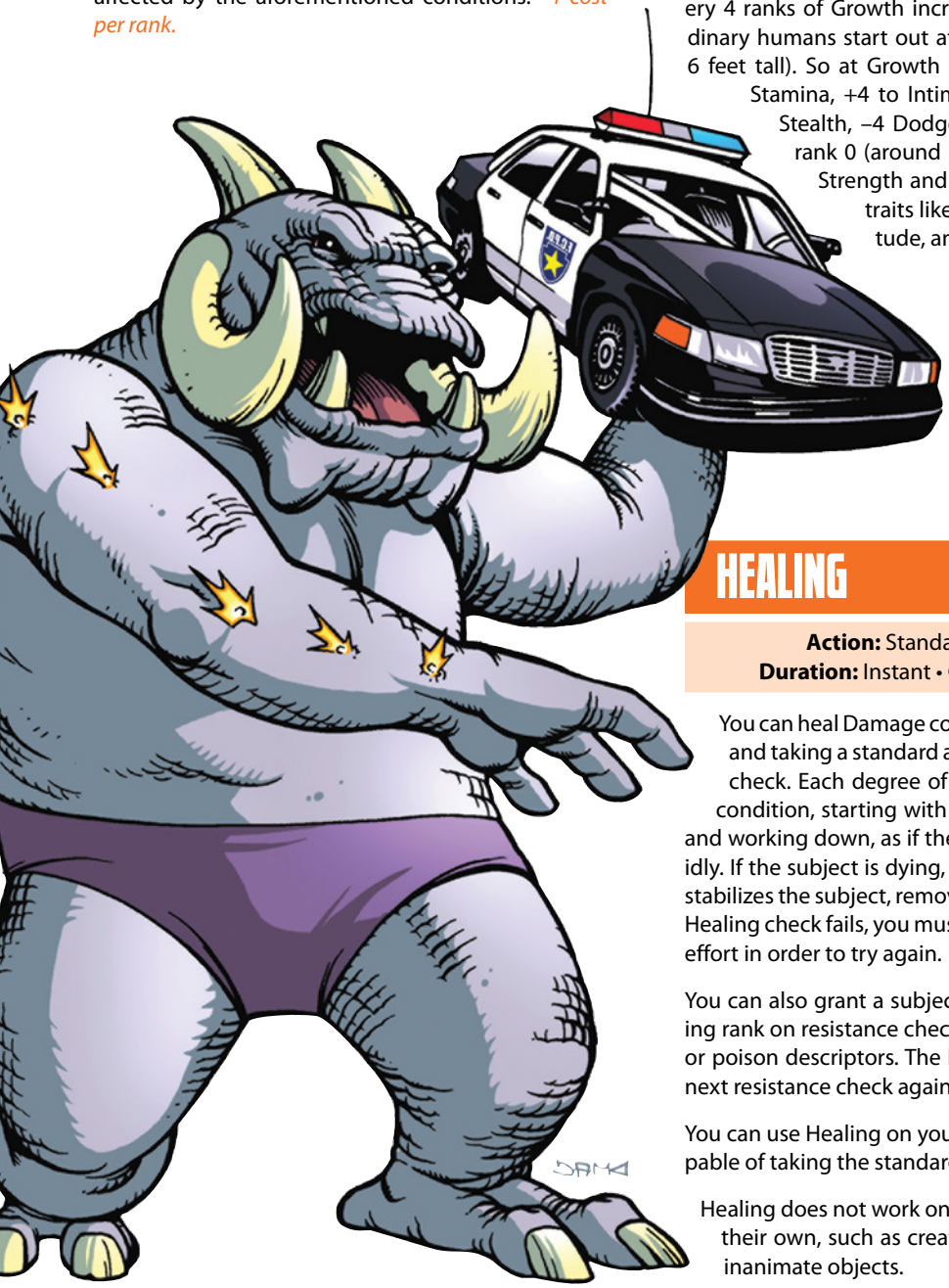
Effect: Protection, Sustained • ***1 point per rank***

You can surround your body with a protective field of energy or force, providing you with a Toughness increase equal to your rank. As a sustained effect, your Force Field is noticeable, unless you apply the Subtle modifier. Force Fields are often Impervious as well, immune to certain lower thresholds of Damage.

Levitation: You can only move vertically, straight up and down, and not side to side, although you can allow yourself to be carried along in the direction of the wind horizontally. *–1 cost per rank.*

Platform: Your Flight is reliant on some sort of platform on which you stand or sit. If you fail a resistance check while flying, or you are grabbed by someone standing on the ground, you're knocked or pulled off your platform and cannot fly. You can regain the use of your flying platform by reactivating your Flight effect on your next turn. *–1 cost per rank.*

Wings: You have wings that allow you to fly, but they run the risk of being fouled or restrained, which prevents you from flying. If you are immobilized, restrained, or bound, you cannot fly. You can regain the use of your wings by reactivating your Flight effect once you are no longer affected by the aforementioned conditions. *–1 cost per rank.*



GROWTH — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You can temporarily increase your size, gaining Strength and Stamina at the cost of becoming a bigger, heavier, less agile target, unable to maneuver through small spaces. Growth modifiers are restricted by power level limits.

Each rank of Growth adds 1 rank to your Strength and Stamina (constructs add 1 rank to Strength and Toughness if they lack Stamina) and adds 1 rank to your mass. Every two ranks adds a +1 bonus to Intimidation. Every 8 ranks adds 1 to your Speed. Every rank of Growth subtracts 1 from your Stealth checks. Every 2 ranks (rounded up) subtracts 1 from your Dodge and Parry defenses. Every 4 ranks of Growth increases your size rank by 1 (ordinary humans start out at size rank –2, between 3 and 6 feet tall). So at Growth 8, you have +8 Strength and Stamina, +4 to Intimidation, +1 Speed, but -8 to Stealth, –4 Dodge and Parry, and you are size rank 0 (around 30 feet tall). Increases to your Strength and Stamina also improve related traits like your Strength Damage, Fortitude, and Toughness.

EXTRAS

Permanent: Permanent Growth, typically with Innate, suits giant-sized characters and creatures that are a fixed larger size. *+0 cost per rank.*

HEALING — GENERAL

Action: Standard • **Range:** Close
Duration: Instant • **Cost:** 2 points per rank

You can heal Damage conditions by touching a subject and taking a standard action to make a DC 10 Healing check. Each degree of success healing one Damage condition, starting with the subject's worst condition, and working down, as if the subject were recovering rapidly. If the subject is dying, the highest degree of success stabilizes the subject, removing the dying condition. If the Healing check fails, you must wait one minute or use extra effort in order to try again.

You can also grant a subject a bonus equal to your Healing rank on resistance checks against effects with disease or poison descriptors. The bonus applies to the subject's next resistance check against the effect.

You can use Healing on yourself, provided you are still capable of taking the standard action needed.

Healing does not work on subjects unable to recover on their own, such as creatures with no Stamina rank or inanimate objects.

EXTRAS

Action: This extra reduces the action required for you to use Healing. You cannot use Healing more than once per turn regardless. To heal multiple subjects at once, apply the Area modifier. *+1 cost per rank.*

Affects Objects: Your Healing can also "heal" damage to non-living subjects. You make a Healing check against the subject's worst damage condition, as normal. *+1 cost per rank.*

Area: Healing with this extra grants the same benefit to all subjects in the affected area. Area Empathic Healing (see this power's Flaws) is an unwise combination, as the healer takes on *all* of the damage conditions of the affected subjects at once! *+1 cost per rank.*

Energizing: You can heal the fatigued and exhausted conditions as well as damage conditions: DC 10, one degree of success for fatigued, two degrees of success for exhausted. However, you take on the removed conditions and cannot use Healing to eliminate your own fatigue (although you can still use hero points to recover from them). If the Healing check fails, you must wait the normal recovery time or use extra effort to try again. *+1 cost per rank.*

Perception: Applied to Ranged Healing (following), Perception Ranged Healing does not require an attack check to "touch" the subject. *+1 cost per rank.*

Persistent: Your Healing can remove even Incurable effects (see the **Incurable** modifier). *Flat +1 point.*

Ranged: Ranged Healing requires an attack check to "touch" the subject with the Healing effect. The GM may waive the check for a willing subject holding completely still, but the subject is defenseless that round, making it an unwise decision in the midst of combat. *+1 cost per rank.*

Restorative: Your Healing effect can restore power points removed by Weaken effects with the appropriate descriptors, such as injury, disease, or poison. You restore points equal to your rank to the affected trait(s). *+1 cost per rank.*

Resurrection: You can restore life to the dead! If the subject has been dead for fewer minutes than your Healing rank, makes a DC 20 Healing check. If successful, the patient's condition becomes incapacitated, as if just stabilized. If the check fails, you can only try again using extra effort. *+1 cost per rank.*

Selective: Area Healing may have this extra, allowing you to choose who in the area does and does not gain the benefits. *+1 cost per rank.*

Stabilize: You don't need to make a Healing check to stabilize a dying character, your Healing effect does so automatically, although it still requires the normal standard action. *Flat +1 point.*

FLAWS

Empathic: When you successfully cure someone else of a condition, you acquire the condition yourself and must recover from it normally. You can use Healing and Regeneration to cure your own conditions. You can have the Resurrection modifier for Healing, but if you successfully use it, you die! This may not be as bad as it seems if you have Immortality, allowing you to return to life (see the Immortality effect for details). *–1 cost per rank.*

Limited: Examples of ways in which Healing may be Limited include: One Type of Damage (such as energy or bludgeoning damage), Objects (in conjunction with Affects Objects), Others (you can't use Healing on yourself), or Self (you can only use Healing on yourself). *–1 cost per rank.*

Temporary: The benefits of your Healing are temporary, lasting for one hour. The subject then regains any damage conditions you healed. These conditions stack with others the subject acquired since the initial healing, which may result in more severe damage or even death. *–1 cost per rank.*

ILLUSION CONTROL

Action: Standard • **Range:** Perception
Duration: Sustained • **Cost:** 1–5 points per rank

You can control others' senses to create false impressions, illusions. This can range from visual images to phantom sounds, smells, or even radar or mental images. For 1 point per rank, you can create an illusion affecting a single sense type. For 2 points per rank, you can affect two sense types. For 3 points per rank, you can affect three sense types. For 4 points per rank, you can affect four sense types, and for 5 points per rank, you can affect all sense types. Visual senses count as two sense types. Your rank determines how convincing your illusion is, including the DC for the Insight resistance check (10 + rank).

ILLUSION SIZE

Your illusion occupies an area with a maximum volume rank equal to your effect rank. To increase the size of the illusion you can create, apply the Area extra; each application increases the area your illusion covers by 1 rank.

ILLUSIONARY EFFECTS

Illusions have no substance and cannot have any real-world effect. So they cannot provide illumination, nutrition, warmth, or the like (although they can provide the *sensations* of these things). Likewise, an illusory wall only prevents people from moving through an area so long as they believe it's real, and an illusory bridge or floor is revealed as false as soon as someone tries to walk across it, and falls through it!

OVERCOMING ILLUSIONS

Characters encountering an illusion do not receive checks to recognize it as illusory until they interact with it in some fashion. A successful Insight check against an illusion (DC 10 + Illusion rank) reveals it as false. A failed check means the character does not notice anything amiss. A character faced with clear proof an illusion isn't real needs no

Insight check. Senses with the Counters Illusion effect (see **Senses**) automatically detect illusions. If any viewer successfully uncovers an illusion and communicates this fact to others, they gain another Insight check with a +5 circumstance bonus. Circumstances may grant additional modifiers to the Insight check to uncover an illusion, depending on how convincing it is.

UNDER THE HOOD: ILLUSION

Illusion is a broad-ranging effect, usable for a number of different things. A few common considerations for Illusion include the following.

DAMAGING ILLUSIONS

For illusions so realistic they are capable of inflicting damage, add a Linked Perception Range Damage effect. At the GM's discretion, this effect can even be made into a Linked Array with a variety of alternate attack effects, allowing your illusionist to inflict conditions other than damage on targets. Keep in mind the attack effects all need to be perception range to match the range of Illusion.

ILLUSORY APPEARANCE

Illusion can alter a subject's appearance, providing an essentially impenetrable disguise—at least until someone makes a successful check to see through the illusion. However, for just the ability to alter appearance, use the Morph effect, which is generally more effective than Illusion Limited to Appearance.

MENTAL ILLUSIONS

The default Illusion effect is perceptible to anyone or anything (including machines) as if it were real. Some illusions exist solely in the mind, like projected psychic hallucinations. This type of Illusion has the Resistible by Will flaw and the Selective extra, since the illusionist can choose whether or not to project the illusion into a particular subject's mind, and therefore decides who can or cannot perceive the illusion. This is a net +0 modifier, for the same base cost.

MY ALLY, MY ENEMY

A common Illusion trick is to switch the appearances of an enemy and an ally, causing a foe's teammate to attack that enemy by mistake. You can generally handle this with an opposed check of Illusion and Insight; if you win, the target is unaware of the switch and attacks the wrong target.

I DISBELIEVE!

Keep in mind characters don't get to make a resistance check to overcome an illusion unless they have reason to believe the illusion is not real. Given the rather fantastic things that can happen in Mutants & Masterminds settings, an illusion generally has to provide some evidence of its true nature. Smart illusionists keep the true nature of their powers secret, and smart Gamemasters require players to come up with something a bit more comprehensive than "I disbelieve!" to figure out when there are illusions at hand.

MAINTAINING ILLUSIONS

Maintaining an active illusion (such as a fighting creature) requires a standard action each round, but maintaining a static illusion (one that doesn't move or interact) is only a free action.

EXTRAS

Independent: Your active illusions only require a free action to maintain, rather than a standard action. *+1 cost per rank.*

Selective: You choose who perceives your Illusion and who doesn't. *+1 cost per rank.*

FLAWS

Feedback: Although Illusion does not have a physical "manifestation" per se, it can apply this flaw, in which case a successful damaging attack on one of your illusions causes you to suffer damage, using the guidelines given in the description of the Feedback flaw. *–1 cost per rank.*

Limited to One Subject: Only a single subject at a time can perceive your Illusion. *–1 cost per rank.*

Ranged: It is left to the GM's discretion whether or not Illusion's range can be reduced at all, since being able to perceive the affected area is important in creating and directing the illusion. In order to solely alter your own appearance, see the Morph effect, possibly with the Resistible modifier. *–1 cost per rank.*

Resistible: Illusions Resistible by Will are typically hallucinatory effects projected into the target's mind. This flaw is commonly combined with Selective, so only the targets you choose perceive your illusions. Illusions Resistible by Fortitude may represent a hallucinatory drug or similar biochemical effect. As usual, targets immune to effects targeting the resistance are unaffected by the illusion as well. So Illusions Resistible by Fortitude or Will have no effect on non-living targets, for example. This resistance check is in addition to the usual Insight check; the first determines if the target can resist the effect creating the illusion, the Insight check determine if the target notices something wrong about the illusion, revealing it as false. *–1 cost per rank.*

IMMORTALITY — DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 2 points per rank

You can recover from death! If your condition becomes dead, you return to life after a time. Subtract your Immortality rank from a time rank of 19 (one month) to determine how long it takes. So Immortality 11, for example, restores you to life in just 30 minutes (19 – 11 = time rank 8). At rank 20, you recover from death at the start of each action round! When you recover, all your damage conditions are removed, but you also lose all accumulated hero points, starting over with none.

FLAWS

Limited: You must specify a reasonably common effect (or set of uncommon effects) that keeps you from recovering from death, such as beheading, cremation, a stake through the heart, and so forth. Even then, if the effect is somehow removed or reversed (*e.g.* the stake is removed from your corpse) you may still be able to come back. *-1 cost per rank*.

IMMUNITY DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You are immune to certain effects, automatically succeeding on any resistance check against them. You assign ranks of Immunity to various effects to gain immunity to them (with more extensive effects requiring more ranks). These assignments are permanent. Examples include the following:

- **1 rank:** aging, disease, poison, one environmental condition (cold, heat, high pressure, radiation, or vacuum), one type of suffocation (breathe normally underwater or in an alien atmosphere, for example), starvation and thirst, need for sleep, or a rare power descriptor (such as your own powers, a close sibling's powers, etc.).
- **2 ranks:** critical hits, suffocation effects (no need to breathe at all), or an uncommon power descriptor (such as chemical, gravitic, necromantic, etc.).
- **5 ranks:** alteration effects, sensory Affliction effects, emotion effects, entrapment (grabbing, snares, or bonds), fatigue effects, interaction skills, or a particular Damage effect, descriptor (such as bullets, cold, electricity, falling, fire, magic, radiation, sonic, etc.)
- **10 ranks:** a common power descriptor (such as all effects with cold, electricity, fire, radiation, or weather descriptors, for example), life support (includes immunity to disease, poison, all environmental conditions, suffocation, and starvation and thirst).
- **20 ranks:** a very common power descriptor (bludgeoning or energy, for example).
- **30 ranks:** All effects resisted by Fortitude, All effects resisted by Will.
- **80 ranks:** All effects resisted by Toughness (the equivalent of 40 ranks of Impervious Toughness).

DEGREES OF IMMUNITY

Some Immunity effects are a matter of degree. For example, "immunity to cold" can range from the environmental effects of cold (described under **The Environment**) to cold damage, to complete immunity to all effects with the "cold" descriptor. The first requires only 1 rank, and provides no resistance to other sorts of cold effects. The second requires 5 ranks and only provides immunity to cold Damage effects. The third requires 10 ranks and provides complete immunity to all effects with the "cold" descriptor whatever they may be.

EXTRAS

Affects Others: This extra allows you to grant the benefits of your Immunity to others by touch. It's most commonly used with life support, such as the power to maintain a life support "bubble" around you. *+1 cost per rank.*

Sustained: Sustained duration Immunity may be suitable for certain types of powers, particularly force fields or similar protective abilities requiring a modicum of concentration. It is a net +0 modifier from Immunity's base permanent duration. *+0 cost per rank.*

Ranged: Affects Others Immunity may have this extra, allowing it to grant its benefits at range. *+1 cost per rank.*

Reflect: You can reflect attacks to which you are immune back at the attacker as a free action. Make a normal attack check using your own attack modifier to hit with the reflected attack. It has its normal effect if it hits. *+1 cost per rank.*

Redirect: You can redirect attacks to which are you are immune at *any* other target within the attack's normal range, as Reflect, above. You must have the Reflect extra to take this one. *+1 cost per rank.*

FLAWS

Limited to Half Effect: You suffer half the normal effect rather than being entirely immune to it. For environmental effects, you only make checks half as often. For other effects, halve the effect's rank (round down) before determining its resistance check DC, including for things like Impervious. *-1 cost per rank*.

UNDER THE HOOD: IMMUNITY

There are characters in comic books flatly immune to certain things. Immunity is intended to provide this option in Mutants & Masterminds. It's simpler at some point to say a character is immune to something than it is to bother rolling dice. Immunity also encourages creativity: if you can't overcome a foe just by hitting him, what then? Encourage players to use tactics, cleverness, power stunts, and hero points to deal with foes immune to their more conventional attacks.

If you find Immunity—especially broad immunities at higher ranks—a problem in your game, feel free to restrict it (perhaps to no more than 10 ranks) or eliminate it altogether, replacing it with Protection and defense bonuses with appropriate power modifiers.

For a degree of immunity to Damage, see the Impervious extra in the **Modifiers** section.

INSUBSTANTIAL GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 5 points per rank

You can assume a less solid form, with each Insubstantial rank becoming progressively less solid. You do not gain the ability to assume lower-ranked Insubstantial forms at higher ranks, but you can acquire a lower-ranked form as an Alternate Effect of a higher-ranked one. You can switch between normal and Insubstantial form at will as a free action once per round. The default is that substantial is your "normal" form, but the GM may permit you to make Insubstantial your "normal" form, in which case remaining *solid* is a sustained duration for you! Insubstantial offers four ranks of effect:

RANK 1 - FLUID

You become a fluid mass. You can flow through any sort of opening, under (or around) doors, through keyholes and pipes, and so forth. You cannot pass through watertight seals. You can automatically flow out of any restraint—such as a snare or grab—that is not watertight. So you cannot flow out of a bubble completely enclosing you, for example, but anything less cannot hold you. You can exert your normal Strength and can still push or carry objects, although your manual dexterity may be limited (at the GM's discretion).

A fluid character may attempt to catch a falling person or object, cushioning the fall with the character's flexible form. This requires a move action, and reduces the falling damage by the cushioning character's Toughness bonus (representing flexibility in this case). Both characters must make resistance checks against the remaining damage. Higher rank insubstantial forms—lacking physical Strength—cannot attempt this.

RANK 2 - GASEOUS

You become a cloud of gas or fine particles. You have no effective Strength in gaseous form, but have Immunity to Physical Damage. Energy and area attacks still affect you normally. You can flow through any opening that is not airtight. You can use your various other effects normally.

RANK 3 - ENERGY

You become coherent energy. You have no effective Strength, but have Immunity to Physical Damage. Energy attacks (other than the energy making up your form, to which you have Immunity) damage you normally. You can pass through solid objects permeable to your type of energy, but energy resistant barriers, like heavy shielding or force fields, block your movement.

RANK 4 - INCORPOREAL

You become an incorporeal phantom. You can pass through solid matter at your normal speed and you have Immunity to Physical and Energy Damage. Sensory effects (other than tactile) and those targeting Will still work on you, as do effects with the Affects Insubstantial modifier. Choose one other reasonably common effect or descriptor that works on you while you are incorporeal. You have no effective Strength and cannot affect the physical world, except with effects with the Affects Corporeal modifier. Your sensory effects work normally.

Unless you have Immunity to Suffocation, you must hold your breath while passing through a solid object, and you can suffocate. If you revert to solid form while inside a solid object for any reason, you suffer damage equal to the object's Toughness, resisted by your Fortitude. If not incapacitated by the damage, you're immediately ejected from the object into the nearest open space. If you are incapacitated, you're trapped inside the object and your condition worsens to dying on the following round (making it very difficult for aid to reach you).

INSUBSTANTIAL DESCRIPTORS

Note that the fluid, gaseous, etc., rank names are themselves essentially descriptors for the different Insubstantial effects. A character with Insubstantial 1 might instead be a stretchable, rubbery form rather than a liquid, for example, while one with Insubstantial 2 could transform into a swarm of insects rather than a gas.

EXTRAS

Affects Corporeal: This extra is required for any effect that works on corporeal targets while you are incorporeal. See the description of this extra for details and cost.

Affects Others: This modifier allows you to extend your Insubstantial effect to another character by touch, taking them Insubstantial with you. If you ever withdraw the effect while someone is inside a solid object, see the effect's description for the unpleasant results. *+0 or +1 cost per rank.*

Attack: Applied to Insubstantial, this extra makes it into a close range effect able to turn targets Insubstantial. You must be able to physically touch the target to make an Insubstantial Attack, meaning it must have the Affects Corporeal modifier to use it while you are incorporeal. This modifier is most effective for ranks 2 through 4, since the victim loses some or all ability to interact with the physical world. The default resistance for an Insubstantial Attack is Dodge, although it can be Fortitude or Will, as best suits the effect's descriptors. You need to grab a target in order to drag them inside a solid object unless the target is already defenseless. You and the target are not insubstantial to each other. The cost is +0 per rank if it is an Insubstantial Attack only, +1 cost per rank if you can

INVISIBILITY

Effect: Visual Concealment • ***4 or 8 points***

You can vanish from sight at will, gaining total visual concealment, although other senses can still detect you. This power costs 4 points if you are only invisible to normal vision, 8 points if you cannot be detected by *any* visual sense (including infrared and ultraviolet).

both be Insubstantial and make an attack to make others Insubstantial. *+0 or +1 cost per rank.*

Continuous: Extending the effect's duration to continuous allows you to remain Insubstantial until you choose to return to your corporeal form. *+1 cost per rank.*

Innate: Use this modifier if your character's form is naturally or innately Insubstantial, particularly if the effect is permanent in duration. *Flat +1 point.*

Precise: This modifier allows you to selectively make some portions of your body insubstantial while keeping others substantial (or vice versa). This allows you to do things like reach through a wall, solidify your hand to pick up an object or tap someone on the shoulder (or punch them in the face), and become incorporeal again to withdraw it on the following round. *Flat +1 point.*

Progressive: You *can* assume lower ranked forms of Insubstantial, but you must progress through them in order to reach the higher-ranked ones. For example if you have Progressive Insubstantial 3, you can assume fluid, gaseous, or energy forms, but to assume energy form, you must first progress through fluid and gaseous, becoming less and less substantial. Since you can only activate the effect once per turn, it takes you three turns to get there. *+0 cost per rank.*

Reaction: Becoming Insubstantial is normally a free action, meaning you can't switch to an Insubstantial form when surprised or otherwise unable to take action. At the GM's option, applying the Action extra to use Insubstantial as a reaction allows you to switch forms "reflexively" in response to such hazards, even if it is not your turn. *+1 cost per rank.*

Subtle: This extra makes your Insubstantial nature less noticeable to observers. Rank 1 requires a Perception check (DC 20) to detect that you are Insubstantial, while 2 ranks mean you look entirely normal in Insubstantial form (which may cause opponents to waste effort on you, not knowing you are immune to their attacks, for example). *Flat +1 or 2 points.*

FLAWS

Absent Strength: This flaw applies only to rank 1 Insubstantial and removes your effective Strength while in that form, leaving you with limited ability to affect the physical world like the higher ranks of the effect. *Flat –1 point.*

Permanent: You are always Insubstantial; you cannot assume solid form, although your Insubstantial effect can still be Nullified unless it is also Innate. *+0 cost per rank.*

LEAPING — MOVEMENT

Action: Free • **Range:** Personal
Duration: Instant • **Cost:** 1 point per rank

You can make prodigious leaps, far more than even a skilled athlete. Your Leaping rank, minus 2, is the distance rank you cover in a single standing jump: so 15 feet at rank 1, 30 feet at rank 2, up to 1,000 *miles* at rank 20! You do not suffer any damage from landing after a jump, so long as it is within your maximum distance.

The speed rank of your leap maxes out at 7 (around 250 miles per hour), so leaps of greater than distance rank 7 take time equal to the distance rank minus 7. For example, a massive leap of 500 miles (distance rank 17) takes time rank 10 (17 – 7, or two hours) of time in the air! Because of this, leapers may choose to make shorter "hops" of just a couple miles, leaving them airborne for only a minute or so, to better control their direction.

EXTRAS

Affects Others: You can give someone you are touching the ability to leap like you do while the effect lasts. You do not need this extra to simply carry someone while you leap; you can carry what your Strength normally allows. *+0 or +1 cost per rank.*

FLAWS

Acrobatics Check Required: In order to use Leaping, you must make an Acrobatics skill check (DC 10). Each point your check total exceeds the DC allows you to use 1 rank of Leaping, up to your total rank. *–1 cost per rank.*

Full Power: With this flaw, you can *only* leap your maximum distance; you can make shorter leaps only by not using your Leaping effect at all, just the normal jumping distance for your Strength. This may suit uncontrollable "leaping" effects like rocket boosters and the like. *Flat –1 point.*

LUCK CONTROL — CONTROL

Action: Reaction • **Range:** Perception
Duration: Instant • **Cost:** 3 points per rank

You can use hero points or ranks of Luck to affect others in various ways (see **Hero Points**, page 20). For each rank you have in this effect, choose one of the following capabilities:

- You can spend a hero point or use Luck on another character's behalf, with the normal benefits.
- You can bestow your hero point or use of Luck on others. You can use this only once on any given character in a round, but the recipient may use the bestowed point(s) normally.
- You can spend one of your hero point or uses of the Luck advantage to negate someone else's use of a hero point, use of their Luck advantage, or a Gamemaster-imposed complication (at the GM's discretion). The latter also eliminates the complication, however, so no hero points are awarded for it.
- You can spend a hero point or use Luck to force someone else to re-roll a die roll and take the *worse* of the two rolls. The target of this last effect may spend a hero point or use Luck to avoid having to re-roll.



EXTRAS

Area: Your Luck Control effect works equally on all targets in the affected area. You spend only one hero point, but the subjects are each affected individually. You must apply the same effect to all subjects at once. *+1 cost per rank.*

Luck: Each rank in this extra gives you the benefit of a rank in the Luck advantage (see **Luck** in the **Advantages** chapter). It is subject to the same limits as the Luck advantage set by the GM. *Flat +1 point per rank of Luck.*

Selective: This extra, applied to Area Luck Control, allows you to choose who in the area is or is not affected by it. *+1 cost per rank.*

FLAWS

Action: If the action required for Luck Control is increased beyond a reaction, it is only usable during your turn each

MENTAL BLAST

Effect: Perception Ranged Damage, Resisted by Will • ***4 points per rank***

You can strike targets' minds with "mental force," inflicting Damage resisted by the target's Will rather than Toughness, but having no effect on targets immune to effects resisted by Will, such as inanimate objects. Mental Blasts are often, but not always, Subtle as well, which costs a flat 1 point.

MAGIC

Effect: Ranged Damage • ***2 points per rank***

You are a sorcerer, witch, or wizard, able to cast a variety of magical spells. Your basic default effect is a Blast of eldritch force, able to inflict Ranged Damage (see the **Blast** power, previously).

However, like the Energy Control power, Magic can have a wide range of Alternate Effects, each a separate spell you have mastered. The possibilities are virtually limitless, within the bounds of your hero's descriptors and the Gamemaster's approval. Examples include mystic bindings (Affliction, see the **Snare** version), dispelling magical effects (Nullify Magic), conjuring clouds of mist or fog (an Area Visual Concealment Attack), scrying distant places (Remote Sensing), or slipping between the dimensions to appear elsewhere (Teleport), to name just a few.

All Magic effects have the "magic" descriptor regardless of their other descriptors, so a Blast of flames conjured with magic has both the "magic" and "fire" descriptors, for example.

Magicians often have a Power Loss complication (see **Complications** in **The Basics** chapter): if they are unable to freely speak and gesture to cast their spells, they cannot use Magic (or any related magical powers reliant on spellcasting). Certain styles of Magic may impose other complications or limits as well.

round, which limits its usefulness in responding to the actions of others. *–1 cost per rank.*

Ranged: Luck Control normally requires no attack check; if Ranged, it does. *–1 cost per rank.*

Resistible: Targets of your Luck Control get a resistance check—usually Dodge or Will—to avoid its effects. *–1 cost per rank.*

Side Effect: As a particular side effect of Luck Control, if your effort to alter luck fails, you suffer a setback without earning a hero point. Effectively the GM gains a "free" complication against you. *–1 or –2 cost per rank.*

MIND READING — SENSORY

Action: Standard • **Range:** Perception
Duration: Sustained • **Cost:** 2 point per rank

You can read another character's mind. To use Mind Reading, make an opposed effect check against the result of the target's Will check. The degree of success determines the degree of contact:

MIND READING RESISTANCE CHECK

SUCCESS	DEGREE OF CONTACT
1	**Surface thoughts:** You can read what the target is presently thinking. Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a common language.
2	**Personal thoughts:** You can probe deeper into the target's mind for information. You can essentially ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that as well.
3	**Memory:** You can read the subject's memories and recollections. This allows you to perceive them exactly as the target recalls them, one memory per round.
4	**Subconscious:** You can read memories from the target's subconscious, things even the target does not consciously know. This might mean repressed or hidden memories, deep-seated psychological traumas, or even other personalities.

If you lose the opposed check, you cannot read the target's mind. With two or more degrees of failure, any renewed attempt in that scene requires extra effort (see **Extra Effort**). If you desire a greater degree of contact, you must take another standard action and make a new opposed check.

The target gets a new Will check (DC 10 + Mind Reading rank) at the end of each turn to shut you out; success ends the effect.

MIND CONTROL

Effect: Perception Ranged, Cumulative Affliction, Resisted by Will • ***4 points per rank***

You can impose your will on others, forcing them to obey your commands. Targets failing a Will resistance check against your effect DC first become dazed, then compelled, as they try to fight off your influence. Finally, with three or more degrees of effect, the target becomes controlled and obeys any commands you give.

Degrees of failure on resistance checks against Mind Control are cumulative. You can also apply the Progressive modifier (see the **Affliction** effect) so your mental hold increases each time the target fails a resistance check against it!

MIMIC

Effect: Variable, Move Action • ***8 points per rank***

You can duplicate the traits of another character you can perceive, requiring a move action to scan them. You gain (Mimic rank x 5) power points worth of traits the target has, up to a maximum of the target's rank, and limited by the total power points you can Mimic. If you can only mimic some traits, apply the Limited flaw to this power.

Some Mimics are Limited to only copying subjects they can touch, requiring a successful close attack check to touch an unwilling subject. Others do not mimic other *people* but instead mimic the traits of animals (substituting the "animal" descriptor for "another character").

MIND READING AND DECEPTION

If you can interact with your subject, a successful Deception check against the target's Insight check causes the subject to consciously think about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's mind with surface thoughts contact.

EXTRAS

Cumulative: Your Mind Reading *adds* any further degrees of success to the existing degree on the target, rather than using just the result of the new opposed check. For example, if you have one degree of contact and make another Mind Reading check, getting one degree, you now have two degrees of contact. *+1 cost per rank.*

Effortless: Trying again after two or more degrees of failure does *not* require extra effort for you. You can retry a Mind Reading attempt an unlimited number of times. *+1 cost per rank.*

Sensory Link: You can "tap into" the senses of your subjects, perceiving what they perceive like a Remote Sensing effect (see **Remote Sensing**) so long as you have at least one degree of contact. Your own senses are inactive while you are using your sensory link and you can only perceive through the senses of one subject at a time. *+1 cost per rank*.

Subtle: As a mental sensory effect, Mind Reading has a degree of subtlety, only noticeable to the subject or to characters with an appropriate mental sense, such as Mental Awareness (see the **Senses** effect). Subtle Mind Reading is less detectable, requiring a DC 20 Perception check for either type of character to sense it, while two ranks of the Subtle modifier makes your Mind Reading completely undetectable. *Flat +1 or 2 points.*

FLAWS

Close: Applied to Ranged Mind Reading, Close Mind Reading requires a close attack check to touch an unwilling target and physical contact throughout the effect's duration; breaking contact ends the effect. *–1 cost per rank.*

Feedback: You suffer Feedback if a subject you are reading is harmed, using your Mind Reading rank as the resistance check bonus against the damage. Additionally, you may suffer Feedback at the GM's discretion from reading or experiencing particularly traumatic or emotionally-charged thoughts of memories from the subject. *–1 cost per rank.*

Limited by Language: You can only understand the subject's thoughts or memories if you share a common language. *–1 cost per rank.*

Limited to Emotions: You can only read or probe for emotions and emotional associations, not coherent thoughts or memories. *–1 cost per rank.*

Limited to Sensory Link: If you have the Sensory Link extra and this flaw, you can *only* tap into a subject's senses, you cannot read their thoughts or memories. *–1 cost per rank.*

Limited to Surface Thoughts: You can only read surface thoughts and cannot achieve higher degrees of contact. *–1 cost per rank.*

Ranged: Ranged Mind Reading requires a ranged attack check in addition to the effect's normal resistance check. *–1 cost per rank.*

Sense-Dependent: Your Mind Reading is dependent on a sense other than just having to accurately sense the target, such as needing to see his expressions (Sight-Dependent), hear him speak (Hearing-Dependent), smell his changes in biochemistry (Scent-Dependent), and so forth. Alternately, it may be dependent on first being in Mental Communication with the target (see **Communication**). *–1 cost per rank.*

MORPH — GENERAL

Action: Free • **Range:** Personal
Du**ration:** Sustained • **Cost:** 5 points per rank

You can alter your appearance. Your traits do not change; your new form is merely a cosmetic change. You gain a +20 bonus to Deception checks to disguise yourself as the form you assume (see the **Disguise** guidelines for **Deception**).

Your Morph rank determines what form(s) you can assume: At rank 1 you can assume a single other appearance. At rank 2 you can assume any of a narrow group of forms, such as people of roughly your size and gender, a type of animal like birds or reptiles, and so forth. At rank 3 you can assume any of a broad group of forms like hu-



manoids, animals, machines, and so forth. At rank 4 you can assume any form of the same mass as your own.

For the ability to change size as well as appearance see the Growth and Shrinking effects. To take on the other traits of forms you assume, see the Metamorph extra, following, or the Variable effect, later in this chapter.

EXTRAS

Attack: A Morph Attack *imposes* a different appearance on the target creature. Unlike an Affliction that imposes the transformed condition, a Morph Attack is entirely cosmetic: you can't change the target's traits other than appearance. *+0 cost per rank.*

Metamorph: Morph only changes your appearance; you still have all the traits of your normal form. This modifier allows you to have an alternate set of traits, essentially a complete alternate *character* you change into, one set of traits per rank in Metamorph. You can switch between sets of traits at will, once per round, as a free action. Your other form(s) must have the same point total as you and are subject to the same power level limits. They must also have traits suitable to your Morph effect. For example, if you can only Morph into humanoid forms, then your alternate forms all have to be humanoid. All of your forms must have your full Morph effect as well; those power points cannot be reallocated. The GM may require certain additional common traits for all of your forms, particularly mental abilities and skills, if you retain them. Metamorph is best suited to characters with defined sets of alternate traits. For a character able to transform into a virtually unlimited number of forms with various traits, see the **Variable** effect later in this chapter. *Flat +1 point per rank of Metamorph.*

FLAWS

Resistible: A Morph effect Resistible by Will is most likely a mental illusion of some sort. Observers who succeed on the Will resistance check see you as you truly are rather than in your Morph guise. This is in addition to the usual Perception check to penetrate your disguise. If you have the Metamorph extra, then targets that resist your effect treat you as if you had your normal traits, and not those granted by your Metamorph form. *–1 cost per rank.*

MOVE OBJECT — CONTROL

Action: Standard • **Range:** Ranged
Du**ration:** Sustained • **Cost:** 2 points per rank

You can move objects at a distance without touching them. Move Object has no action/reaction; a moving object cannot drag the character "holding on" to it, for example. This effect is also not considered "physical contact" or "touch" for effects requiring it.

Your effective Strength for lifting and moving objects with this effect is equal to your rank. By taking a move action to concentrate you can increase this by +1 Str, changing the effect's duration to Concentration (see **Duration** at the start of this chapter). This is in addition to using extra effort to further increase your rank (see **Extra Effort,** page 19).

This effect can move objects, but cannot perform tasks of fine manipulation (like untying knots, typing, or manipulating controls) without the Precise modifier. Objects thrown into targets as attacks base their damage off your power rank as if it were your Strength rank.

Move Object cannot inflict damage directly; you can't "punch" or "crush" objects with it. You *can* use it to make disarm, grab, and trip attacks. See the **Action & Adventure** chapter for details.

EXTRAS

Continuous: Move Move Object generally cannot have a continuous duration, since it is an active effect and requires at least a modicum of attention to maintain. The GM may allow Continuous Move Object as a variation that is not disrupted when you are unable to maintain it, but that still requires your conscious attention to do anything other than have the affected object hang in midair. There's no change in the cost of the extra, this is just a limitation of the Move Object effect *+1 cost per rank.*

Damaging: Your effect can inflict damage, like an application of normal Strength with damage equal to its rank. This includes damaging targets in grabs and making ranged "strike" attacks. *+1 cost per rank.*

Improvised Weapon or Throwing Mastery: You are particularly adept at using objects as weapons with your power. Each rank of either advantage increases the damage of objects wielded or thrown using Move Object by 1. *Flat +1 point per rank of Improvised Weapon or Throwing Mastery.*

Perception: Perception Ranged Move Object can affect any object you can accurately perceive, with no need for an attack check. *+1 cost per rank.*

Precise: Move Object with this modifier can be used for tasks involving fine manipulation. *Flat +1 point.*

Subtle: The default version of Move Object involves some noticeable manifestation like a "tractor beam," a glow around your head or hands (along with a corresponding glow around the affected object), big glowing hands, blazing "energy talons," a lasso, whip, or the like. Apply the Subtle modifier for a less noticeable Move Object effect, such as invisible "psychokinesis" (which is generally also Perception Range). *+1 point per rank.*

FLAWS

Close: Since Move Object works on things at a distance by definition, it cannot generally be reduced to close ranged. At the GM's discretion, a Close Ranged Move Object effect may represent "tactile telekinesis" or a supernatural influence over objects you are able to touch, but such things are usually better represented by the Enhanced Strength effect. *–1 cost per rank.*

Concentration: Concentration Move Object requires more attention to maintain. You cannot concentrate to increase your lifting capacity or to grab or move another object while you are still "holding" your first. *–1 cost per rank.*

Limited Direction: You can only move objects in a particular direction or path, such as only up and down (towards and away from the ground), only directly towards or away from you (attraction and repulsion), and so forth. This is useful for "gravitic" or "magnetic" versions of the effect. *–1 cost per rank.*

Limited Material: You can only move a particular type of object or material, such as only metals, plants, rock, water, and so forth. *–1 cost per rank* (The GM may allow a –2 cost per rank flaw for a particularly limited type of material, such as only precious metals, leaves, sand, or petroleum).

MOVEMENT MOVEMENT

Action: Free • **Range:** Personal
Du**ration:** Sustained • **Cost:** 2 points per rank

You have a special form of movement. For each rank in this effect, choose one of the following options:

DIMENSION TRAVEL

You can move instantly from one dimension to another as a move action. For 1 rank, you can move between your home dimension and one other. For 2 ranks you can move between any of a related group of dimensions (mystical dimensions, alien dimensions, etc). For 3 ranks you can travel to *any* dimension. You can carry up to 50 lbs. (mass rank 0) of additional material with you when you move. If you apply the Increased Mass modifier, you can carry additional mass up to your modifier rank.

ENVIRONMENTAL ADAPTATION

You're adapted to a particular environment, such as underwater, zero gravity, and so forth (see **Environmental Hazards**, pages 185-187, for details). You suffer none of the normal unfavorable circumstance or movement penalties associated with that environment, moving and acting normally. You are still affected by environmental hazards like suffocation, exposure, and so forth. You need the Immunity effect to ignore such things.

PERMEATE

You can pass through solid objects as if they weren't there. For 1 rank, you can move at speed rank –2 through any physical object. For 2 ranks, you can move at speed rank –1 and for 3 ranks, you move at your normal speed through any obstacles. You cannot breathe while completely inside a solid object, so you either need Immunity to Suffocation or have to hold your breath. You may also need Penetrates Concealment Senses to know where you're going, since you cannot see inside solid objects, either.

Permeate is often Limited to a particular substance like earth, ice, or metal, for example. Permeate provides no protection against attacks, although you do gain cover while inside an object (see **Cover**, page 244). For the ability to allow things (including attacks) to pass through *you,* see the **Insubstantial** effect.

SAFE FALL

So long as you are capable of action, you can fall any distance without harm. You can also stop your fall at any point along a distance so long as there is a handhold or projection for you to grab (such as a ledge, flagpole, branch, etc.). If you have the Wall-crawling power (later in **Movement**), any surface you can climb provides you with a handhold.

Safe Fall may be Limited to only when you are near a surface (such as the side of a building); you're assumed to be using the surface to help slow your fall.

SLITHERING

You can move while prone at your normal ground speed. You suffer no circumstance penalty for making attacks while prone.

SPACE TRAVEL

You can travel faster than the speed of light through the vacuum of space (but not in a planetary atmosphere). At rank 1 you can travel to other planets in a solar system. At rank 2, you can travel to other star systems, while at rank 3, you can visit distant star systems, perhaps even other galaxies! This effect does not provide protection from the rigors of outer space (for that, see the **Immunity** effect in this chapter).

SURE-FOOTED

You're better able to deal with obstacles and obstructions to movement. Reduce the speed penalty for moving through or around such obstacles by 1 for each rank of this effect. If you reduce the speed penalty to 0 or less, you are unaffected by that obstacle and move at full normal speed.

SWINGING

You can swing through the air at your normal ground speed rank, using a swing-line you provide or available lines and projections (tree limbs, flagpoles, vines, telephone- and power-lines, etc.).

TIME TRAVEL

You can move through time! For 1 rank, you can move between the present and another fixed point in time (such as 100 years into the past, or 1,000 years into the future). For 2 ranks you can move to any point in the past or any point in the future (but not both). For 3 ranks, you can travel to *any* point in time. Reaching alternate timelines or parallel worlds requires at least 2 ranks of Dimension-Travel. You can carry up to 50 lbs. (mass rank 0) of additional material with you

when you time-travel. If you apply the Increased Mass modifier, you can carry additional mass up to your modifier rank.

TRACKLESS

You leave no trail and cannot be tracked using visual senses (although you can still be tracked using scent or other means). You can walk across the surface of soft sand or snow without leaving tracks and you have total concealment from tremorsense (see **Concealment**, page 244). Each additional rank renders you trackless to another sense type.

WALL-CRAWLING

You can climb walls and ceilings at your ground speed rank –1 with no chance of falling and no need for an Athletics check. You are still vulnerable while climbing, however. An additional rank of this effect means you climb at your full speed rank and are not vulnerable while climbing.

WATER-WALKING

You can stand or move at your normal ground speed on the surface of water, quicksand, and other liquids without sinking. If you fall prone for any reason, you sink into the liquid normally. With 2 ranks of this effect, you can also lie prone on a liquid surface without sinking; you only sink if you choose to.

NULLIFY — ATTACK

Action: Standard • **Range:** Ranged
Du**ration:** Instant • **Cost:** 1 point per rank

Nullify can counter particular effects of a particular descriptor, such as fire effects, magical effects, mental effects, and so forth (see **Countering Effects**, at the start of this chapter). You can counter one effect of your chosen descriptor per use of Nullify. You can't nullify innate effects (see the **Innate** modifier description).

Make a ranged attack check to hit the target. Then make an opposed check of your Nullify rank and the targeted effect's rank or the target's Will defense, whichever is higher. If you are targeting the *subject* of an effect rather than the effect's user, make an opposed check of Nullify rank vs. effect rank. If you win, the targeted effect turns off, although the user can re-activate it normally. If you lose the opposed check, you do not Nullify the effect. With two or more degrees of failure, trying again against the same subject in the same scene requires extra effort.

EXTRAS

Affects Insubstantial: Nullify does *not* require this modifier to affect insubstantial targets, or the Insubstantial effect itself. You can attempt to nullify the effects of insubstantial targets normally.

Alternate Resistance: Nullify may require a Fortitude rather than a Will check to represent an effect resisted by health and stamina rather than strength of will. *+0 cost per rank.*

UNDER THE HOOD: TIME, SPACE, AND DIMENSION TRAVEL

The Time, Space, and Dimension Travel effects of Movement are comparatively cheap considering what they do, primarily because such special movement capabilities are highly dependent on the plot and nature of the setting, and subject to a *lot* of Gamemaster oversight. Thus, they largely amount to supped-up Features, mainly allowing heroes to visit exotic locales.

Temporal mechanics and the effects of time travel are left *entirely* up to the GM, who may choose to make Time Travel Limited, Uncontrolled, or Unreliable for player characters, or disallow it altogether, treating it solely as a plot-device in the setting.

Space travel in the comic books rarely involves the laws of physics and tends to occur "at the speed of plot". Characters and vehicles (such as alien starships) able to traverse the void of space do so primarily to facilitate adventures out among the stars. Exactly how fast characters travel through the void of space does not really matter; it is how long it takes them to get where they're going that matters. So Space Travel is largely defined in terms of "how far can you go between scenes?" The same is true of the mechanism of travel, whether hyperspace, jump drive, faster-than-light "warp speed," or what have you.

The Gamemaster likewise decides on the existence and nature of other dimensions in the setting, what they are like, and who can reach them. Like Time Travel, the GM may require Dimension Travel be Limited, Uncontrolled, or Unreliable for player characters, or treat it solely as a plot-device rather than a defined effect.

Area: An Area Nullify effect works on all targets in the area. Make a single power check and compare the result against the opposed checks of the targets. Targets lacking effects you can nullify are, naturally, unaffected. If your Area Nullify has a duration longer than instant, choose whether or not the effect remains in the chosen area (affecting anyone entering or leaving it) or moves with the targets hit with the initial effect. There is no difference in cost, but to be able to do both, take one Area Nullify as an Alternate Effect of the other. *+1 cost per rank.*

Broad: Broad Nullify can counter effects of a particularly broad descriptor like magical, mutant, or technological effects. This modifier is available only with the Gamemaster's permission and may depend on the effects available in the series. *+1 cost per rank.*

Concentration: Any countered effect is suppressed and cannot be re-activated while you concentrate. The user of the countered effect may use extra effort to gain another opposed Nullify check. If successful, the effect can be re-activated. *+1 cost per rank.*

Simultaneous: Simultaneous Nullify can counter all effects of a particular descriptor (such as fire or magic) at once. *+1 cost per rank.*

Effortless: Trying again after two or more degrees of failure does not require extra effort for you. You can retry a Nullify attempt an unlimited number of times. *+1 cost per rank.*

Precise: If you can Nullify multiple effects, this modifier allows you to choose which are nullified and which are not. *Flat +1 point.*

Randomize: Rather than being countered, the effect(s) targeted by your Nullify acquire the Uncontrolled flaw and go out of control (as dictated by the GM). *+0 cost per rank.*

Selective: If you have an Area Nullify effect, this extra allows you to choose who in the area is affected, nullifying some targets and not others. *+1 cost per rank.*

Sustained: If this modifier is applied to Concentration Nullify, keeping the countered effect(s) suppressed is only a free action for you each turn. *+1 cost per rank.*

FLAWS

Side Effect: If you fail to nullify an effect, you might suffer some kind of "backlash" or similar side effect. *–1 cost per rank.*

PROTECTION — DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

Protection shields you against damage, giving you +1 to your Toughness defense per rank. So Protection 4 gives you +4 Toughness.

FLAWS

Sustained: Your Protection is a sustained effect, rather than permanent. The effect can be turned on and off and can be improved using extra effort, including using it to perform stunts (see **Extra Effort**). Sustained Protection might be a power like a personal force field, or the ability to consciously harden your skin and turn it into armor. *+0 cost per rank.*

QUICKNESS — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can perform routine tasks—anything that can be done as a routine check (see **Routine Checks** in **The Basics** chapter)—fast, perhaps *very* fast. Subtract your effect rank from the normal time rank to perform a task to determine how long it takes you. So, for example, if you have Quickness 7, a routine task normally taking an hour (time rank 9) takes you (9 – 7 = time rank 2) 30 seconds. Non-routine checks are not affected by Quickness, nor is movement speed.

If you can perform a task in less than a second (time rank –2), the GM may choose to treat that task as a free action for you (although the GM can still limit the number of free actions you can accomplish in a turn as usual).



FLAWS

Limited to One Type: Your Quickness applies to only physical or mental tasks, not both. *–1 cost per rank.*

Limited to One Task: Your Quickness applies to only one particular task, such as reading, mathematical calculations, and so forth. *–2 cost per rank.*

REGENERATION DEFENSE

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

You recover quickly from damage. Remove penalties to your Toughness checks due to damage equal to your Regeneration rank each minute. You then recover other damage conditions equal to your Regeneration rank each minute, starting from your most severe condition. Spread this recovery out evenly over a minute (10 action rounds). So with Regeneration 5, you remove a –1 Toughness penalty every other round (every round with Regeneration 10, and up to a –2 penalty per round with Regeneration 20).

REGENERATION ABSENT STAMINA

Characters with no Stamina do not heal (see **Absent Abilities** in the **Abilities** chapter). One or more ranks of Regeneration overcome this. An absent Stamina character with Regeneration 1 recovers at a normal rate; additional Regeneration ranks speed up that rate.

EXTRAS

Persistent: You can regenerate even Incurable damage conditions (see the **Incurable** modifier). *+1 cost per rank.*

FLAWS

Source: Your Regeneration only works when you have access to a particular source to replenish yourself, such as blood, electricity, sand, scrap metal, sunlight, and so forth. *–1 cost per rank.*

REMOTE SENSING SENSORY

Action: Free • **Range:** Rank
Duration: Sustained • **Cost:** 1–5 points per rank

You can displace one or more of your senses over a distance, perceiving as if you were at that location, up to 60 feet away. Each additional rank increases your range one distance rank, so rank 2 is 120 feet, rank 3 is 250 feet, and so on. Remote Sensing overrides your normal sense(s) while you are using it. Subjects observed via Remote Sensing can "feel" it with an Insight check (DC 10 + rank).

You can make Perception checks normally using your displaced senses, taking the normal action to do so. To search a large area for someone or something, use the search guidelines given in the description of the Investigation skill.

Remote Sensing costs 1 point per rank for one sense type, 2 points per rank for two sense types, 3 points per rank for three, and 4 points per rank for four, and 5 points per rank for all of your senses. Visual senses count as two sense types (so visual Remote Sensing is 2 points per rank). You can use perception range sensory effects via Remote Sensing if your effect applies to their sense type and an accurate sense (usually sight). Sensory effects targeted on the spot where you have displaced your senses affect you normally.

Because Remote Sensing overrides your normal senses, you are vulnerable (at half your normal active defenses) while using it, since you are less aware of your immediate surroundings.

EXTRAS

Dimensional: This modifier allows you to extend your Remote Sensing into other dimensions with range proximate to your location in that dimension. One rank of Dimensional allows you to sense into a single other dimension, two for a group of related dimensions, and three for any dimension in the setting suitable to your Remote Sensing descriptors. Dimensional Remote Sensing for an accurate sense is especially useful for targeting other Dimension effects. *Flat +1 point per rank of Dimensional.*

No Conduit: Sensory effects targeted where you have displaced your senses do not affect you, but neither can you

UNDER THE HOOD: QUICKNESS

Quickness, like many power effects, is not especially realistic; it allows you to do things like disassemble an entire car as a free action at a high enough rank (around rank 13-14), but doesn't have any effect on how many attacks you can make on your turn. Why? Two reasons: first because allowing any character potentially *thousands* of attacks per turn would slow down the game and be hugely unbalancing (to say the least). Second, and perhaps more important, it's how superhuman quickness works in the comics: speedsters do *routine* things in the blink of an eye, but in fights they don't really act more often than anyone else. See **Super-Speed** for some examples of the super-fast attacks speedsters might have, in addition to their Quickness.

POWER-LIFTING

Effect: Enhanced Strength, Limited to Lifting • ***1 point per rank***

Your lifting and carrying capacity is out of proportion with the rest of your Strength. Each rank in this power gives you +1 to your Strength rank for determining how much weight you can lift and carry, but does not increase your Strength damage or other effects of your Strength rank.

use perception ranged effects via your Remote Sensing. Despite the built-in limitation, this is an extra, since it allows you to use your Remote Sensing to observe subjects in relative safety. *+1 cost per rank.*

Simultaneous: You can use both Remote Sensing and your normal senses at the same time, perceiving two locales like "translucent" overlays of each other. This means you're more capable of taking physical action while also using your Remote Sensing, although the effect still requires its normal duration to maintain. You are not vulnerable while using your Remote Sensing. *+1 cost per rank.*

Subtle: Remote Sensing already has a degree of subtlety. Applying 1 rank of Subtle to Remote Sensing increases the DC to notice the effect to 20 + rank or makes it noticeable only to a particular unusual sense (with the usual DC 10 + rank perception check). Subtle 2 makes Remote Sensing completely unnoticeable, as usual. *Flat +1 point per rank of Subtle.*

FLAWS

Feedback: With this flaw, damaging attacks directed at where you displaced your senses can affect you. Your sensory-point is considered to have partial cover from attacks and you use your Remote Sensing rank as your Toughness defense against any successful attack. The feedback may be psychosomatic in nature or due to some sort of disruption caused by an assault on the point where you have redirected your senses. Note that sensory effects already work on you via Remote Sensing and this flaw doesn't apply to them. *–1 cost per rank.*

Medium: You require a medium for your Remote Sensing, such as shadows, flames, mirrors, open water, television screens, and so forth. You can only perceive locations where your chosen medium exists. *–1 cost per rank.*

Noticeable: Remote Sensing with this flaw has an easily noticeable display, like a glowing set of eyes or a phantom image of your face, head, or body at the location you are observing. This manifestation cannot be used for communication, however (for that, take the **Communication** effect). *Flat –1 point.*

Sense-Dependent: Remote Sensing is already Sense-Dependent and cannot apply this flaw. Another effect might potentially have the flaw Remote-Sensing Dependent, such as an Affliction that targets only remote viewers observing a target or an area as a means of blocking or deterring them.

SENSES — SENSORY

Action: None • **Range:** Personal
Duration: Permanent • **Cost:** 1 point per rank

One or more of your senses are improved, or you have additional sensory abilities beyond the normal five senses. Allocate ranks in Senses to the following effects. Some options require more than one rank, noted in their descriptions. So if you have Senses 5, for example, you can have darkvision (2 ranks), direction sense (1 rank), distance sense (1 rank), and ultra-hearing (1 rank), or any other combination adding up to 5 ranks.

Like all sensory effects, Senses uses the sense types described on page 178 as descriptors.

ACCURATE — 2 OR 4 RANKS

An accurate sense can pinpoint something's exact location. You can use an accurate sense to target something in combat. Visual and tactile senses are normally accurate for humans. Cost is 2 ranks for one sense, 4 for an entire sense type.

ACUTE — 1-2 RANKS

You can sense fine details about anything you can detect with a particular sense, allowing you to distinguish between and identify different subjects. Visual and auditory senses are normally acute for humans. Cost is 1 rank for one sense, 2 for an entire sense type.

ANALYTICAL — 1-2 RANKS

Beyond even acute, you can perceive specific details about anything you can detect with an analytical sense, such as chemical composition, exact dimensions or mass, frequency of sounds and energy wavelengths, and so forth. You can only apply this effect to an acute sense. Normal senses are not analytical. Cost is 1 rank for one sense, 2 for an entire sense type.

AWARENESS — 1 RANK

You can sense the use of effects of a particular descriptor with a successful Perception check (DC 10, with –1 to your check per 10 feet range). Examples include Cosmic Awareness, Divine Awareness, Magical Awareness, Mental Awareness, and so forth. You can apply other Sense effects to your Awareness to modify it. Choose the sense type for your Awareness; it is often a mental sense, but doesn't have to be. Awareness counts as an "exotic sense" for noticing effects with the first rank of the Subtle modifier (see **Subtle** under **Extras** for details).

COMMUNICATION LINK — 1 RANK

You have a link with a particular individual, chosen when you acquire this option, who must also have this ability. The two of you can communicate over any distance like a use of the Communication effect. Choose a sense type as a communication medium when you select this option; mental is common for psychic or empathic links. If you apply the Dimensional modifier to your Communication Link, it extends to other dimensions as well (see **Dimensional** under **Power Modifiers** for details).

COUNTERS CONCEALMENT — 2 RANKS

A sense type with this trait ignores the Concealment effect of a particular descriptor; you sense the subject of the effect normally, as if the Concealment wasn't even there. So if you have vision that Counters Invisibility, for example,



then invisible beings are visible to you. For 5 ranks, the sense type ignores *all* Concealment effects, regardless of descriptor. Concealed subjects seem slightly "off" to you, enough to know they are concealed to others. This trait does not affect concealment provided by opaque objects, for that, see Penetrates Concealment.

COUNTERS ILLUSION 2 RANKS

A sense type with this trait ignores the Illusion effect; you automatically succeed on your resistance check against the illusion if it affects your sense type, realizing that it isn't real.

DANGER SENSE 1 RANK

When you would normally be surprised in combat, make a Perception check (DC 10): One degree of success means you're not surprised, but can't act during the surprise round (so you don't suffer any conditions of being surprised), while two or more degrees of success means you are not surprised and may act during the surprise round (if any). Failure means you are surprised (although, if you have Uncanny Dodge, you are not vulnerable). The GM may raise the DC of the Danger Sense check in some circumstances. Choose a sense type for your Danger Sense. Sensory effects targeting that sense also affect your Danger Sense ability and may "blind" it.

DARKVISION 2 RANKS

You can see in complete darkness as if it were normal daylight; darkness provides no concealment to your vision. This is essentially the same as Counters Concealment (Darkness).

DETECT 1-2 RANKS

You can sense a particular item or effect by touch with a Perception check. Detect has no range and only indicates the presence or absence of something (being neither acute nor accurate). Choose what sense type your Detect falls under (often mental). For 2 ranks you can detect things at range (with the normal –1 per 10 feet modifier to your Perception check).

DIRECTION SENSE 1 RANK

You always know what direction north lies in and can retrace your steps through any place you've been.

DISTANCE SENSE 1 RANK

You can accurately and automatically judge distances.

EXTENDED 1 RANK

You have a sense that operates at greater than normal range. Your range with the sense—the distance used to determine penalties to your Perception check—is increased by a factor of 10. Each additional time you apply this option, your range increases by an additional factor of 10, so 1 rank means you have a –1 to Perception checks per 100 feet, 2 ranks makes it –1 per 1,000 feet, and so on. An extended sense may be limited by conditions like the

UNDER THE HOOD: NORMAL SENSES

Senses in Mutants & Masterminds are broken down into sense types, used as descriptors for sensory effects. Here are the traits of normal human senses, for use when modifying them with the options from Senses:

VISUAL

Normal vision is ranged (with a –1/10 feet modifier), acute (able to distinguish fine details) and accurate (able to pinpoint the locations of things).

AUDITORY

Normal hearing is ranged (with a –1/10 feet modifier), acute (able to pick up details like differences in tone), and radius (able to pick up on sounds coming from any direction). Normal hearing is not accurate.

OLFACTORY

Normal human olfactory senses, which lump together smell and taste for descriptor purposes, are fairly limited. Ordinary human olfactory senses are neither acute nor accurate. The sense of smell is a radius sense, however, able to pick up on scents coming from any direction. Its "range" is quite limited, however, effectively only close, except for especially strong scents.

TACTILE

The normal sense of touch is, by definition, close range. It is accurate (in that you know the location of anything you can touch) and radius (in that you can feel things from any surface of your body).

MENTAL

In Mutants & Masterminds terms, the "sixth sense" or mental sense type is fairly crude in normal humans, limited essentially to interactions with the Insight skill and awareness of mental effects used directly on you. Thus it is close range and has none of the Sense qualities.

horizon and physical barriers between you and the subject, unless it also Penetrates Concealment.

INFRAVISION 1 RANK

You can see in the infrared portion of the spectrum, allowing you to see heat patterns. Darkness does not provide concealment for objects differing in temperature from their surroundings. If you have the Track effect, you can track warm creatures by the faint heat trails they leave behind. The Gamemaster is the final judge on how long the trail remains visible.

LOW-LIGHT VISION 1 RANK

You ignore circumstance penalties to visual Perception checks for poor lighting, so long as it is not completely dark.

MICROSCOPIC VISION 1-4 RANKS

You can view extremely small things. You can make Perception checks to see tiny things nearby. Cost is 1 rank for dust-sized objects, 2 ranks for cellular-sized, 3 ranks for DNA and complex molecules, 4 ranks for atomic-sized. The GM may require an Expertise skill check to understand and interpret what you see.

PENETRATES CONCEALMENT 4 RANKS

A sense with this trait is unaffected by concealment from obstacles (rather than Concealment effects). So vision that Penetrates Concealment sees right through opaque objects, for example, and hearing that Penetrates Concealment is unaffected by sound-proofing or intervening materials, and so forth.

POSTCOGNITION 4 RANKS

Your senses extend into the past, allowing you to perceive events that took place previously. You can make Perception checks to pick up on past information in an area or from a subject. The Gamemaster sets the DC for these checks based on how obscure and distant in the past the information is, from DC 15 (for a vague vision that may or may not be accurate) to DC 30 (for near complete knowledge of a particular past event as if you were actually present). Your normal (present-day) senses don't work while you're using Postcognition; your awareness is focused on the past. Your postcognitive visions last for as long as you concentrate. Postcognition does not apply to sensory effects like Mind Reading or any other ability requiring interaction. Postcognition may be Limited to past events connected to your own "past lives" or ancestors, reducing cost to 2 ranks.

PRECOGNITION 4 RANKS

Your senses extend into the future, allowing you to perceive events that *may* happen. Your precognitive visions represent *possible* futures. If circumstances change, then the vision may not come to pass. When you use this ability, the Gamemaster chooses what information to impart. Your visions may be obscure and cryptic, open to interpretation. The Gamemaster may require appropriate Perception skill checks for you to pick up on particularly detailed information, with a DC ranging from 15 to 30 or more. The GM can also activate your Precognition to impart specific information to you as an adventure hook or plot device. Your normal (present-day) senses don't work while you're using Precognition; your awareness is focused on the future. Your precognitive visions last as long as you concentrate. Precognition does not apply to sensory effects like Mind Reading or any other ability requiring interaction.

RADIO 1 RANK

You can "hear" radio frequencies including AM, FM, television, cellular, police bands, and so forth. This allows you to pick up on Radio Communication (see the **Communica-**

tion effect). This is the base sense of the radio sense type. It's ranged, radius, and acute by default.

RADIUS 1-2 RANKS

You can make Perception checks with a radius sense for any point around you. Subjects behind you cannot use Stealth to hide from you without some other concealment. Auditory, olfactory, and tactile senses are normally radius for humans. Cost is 1 rank for use with one sense, 2 ranks for one sense type.

RANGED 1 RANK

You can use a sense that normally has no range (taste or touch in humans) to make Perception checks at range, with the normal –1 per 10 feet modifier. This can be enhanced with the Extended Sense effect.

RAPID 1 RANK

You can read or take in information from a sense faster than normal: each rank increases your perception speed by a factor of 10 (x10, x100, etc.) with a single sense, double cost for an entire sense type. You can use rapid vision to speed-read, pick up on rapid flickering between frames of a film, watch video replays in fast-forward speeds, and such, rapid hearing to listen to time-compressed audio "blips," and so forth.

TIME SENSE 1 RANK

You always know what time it is and can time events as if you had an accurate stopwatch.

TRACKING 1 RANK

You can follow trails and track using a particular sense. Basic DC to follow a trail is 10, modified by circumstances, as the GM sees fit. You move at your speed rank –1 while tracking. For 2 ranks, you can move at full normal speed while tracking

ULTRA-HEARING 1 RANK

You can hear very high and low frequency sounds, like dog whistles or ultrasonic signals, including those used by some remote controls.

ULTRAVISION 1 RANK

You can see ultraviolet light, allowing you to see normally at night by the light of the stars or other UV light sources.

EXTRAS

Affects Others: You can grant the benefits of one or more Senses to another character. Apply Affects Others only to the ranks of the chosen sense(s). *+0 or +1 cost per rank.*

Area: The Area modifier only applies to Senses that Affect Others, and only to extend their benefits to everyone in an area. Apply the Selective modifier for the ability to choose who in the area does and does not benefit from the Senses. To affect the area of a sense itself, use the Extended and Radius traits of the Senses effect. *+1 cost per rank.*

Dimensional: This modifier allows you to extend your senses into other dimensions. It's assumed to apply to all your senses, allowing you to sense your proximate location in the other dimension(s). For a more extended range, use Remote Sensing with this modifier. *+1 point per rank.*

Innate: Senses, particularly those of aliens or constructs like robots, may be Innate, although this does *not* prevent sensory effects like Concealment or Dazzle from disabling them. *Flat +1 point.*

Ranged: Likewise, the Ranged extra only applies to Senses that Affect Others, extending the distance at which you can grant their benefits. To extend the range of a sense itself, use the Extended, Radius, and Ranged options of the Senses effect. *+1 or +2 cost per rank.*

UNDER THE HOOD: PRECOGNITION & POSTCOGNITION

Precognition and Postcognition can be problematic abilities, since they provide players with considerable information. Keep in mind precognitive and postcognitive information is often cryptic or unclear, and changes in circumstances may lead to changes in visions of the future. If players use either too often, feel free to have their visions become less and less clear as the timelines become tangled by so much constant surveillance and intervention.

Generally, Precognition is best treated as a plot device for the GM to provide information to the player as suits the adventure, similar to a free use of the inspiration ability of hero points. In fact, GMs looking to limit Precognition and Postcognition may wish to require extra effort or hero points to use them, or require the Uncontrolled modifier.

FLAWS

Limited: Some Senses may be Limited to only sensing certain things or only under certain circumstances. As usual, the sense must lose about half its utility to qualify for this flaw, less than that is more likely a particular descriptor associated with the sense and may constitute a complication at the GM's discretion when it comes up in play. *–1 cost per rank.*

Noticeable: Senses with this flaw are particularly noticeable in some way: your eyes may glow, for example, or you may emit a noticeable sound, vibration, energy, or the like for use as a sensor. *Flat –1 point.*

Unreliable: Some Senses may be unreliable; the GM makes checks for reliability when the sense is used. Two variations of this flaw may apply: in the first, the Senses effect is unreliable, when it doesn't work, the character perceives nothing with that sense. In the second, the charac-

SHAPESHIFT

Effect: Variable (assumed forms), Move Action • ***8 points per rank***

You can transform into different forms, gaining the physical traits (abilities, skills, advantages, and powers) of the assumed form. You gain (Shapeshift rank x 5) power points worth of traits. You can also redistribute points spent on your own physical traits (lowering your Strength to apply those points elsewhere, for example). You are limited to the inherent traits of the forms you assume and do not gain new mental traits, even if that form possesses them.

Shapeshift is often further Limited by the specific types of forms the character can assume, such as Limited to Animals or Limited to Machines.

ter's *perceptions* are unreliable, the sense appears to work, but the character gets the wrong information. For this reason, the GM should make all reliability checks for Senses in secret, just informing the player of what the character does (or does not) notice. *–1 cost per rank.*

SHRINKING — GENERAL

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 2 points per rank

You can temporarily decrease your size, becoming smaller, harder to see — and hit — at the cost of losing Strength and speed. Every 4 ranks of Shrinking reduces your size rank by 1 (normal humans are size rank –2 by default) and each reduction in size rank subtracts 1 from your Strength and every two reductions in size rank subtract 1 from your ground speed rank. Add half your Shrinking rank (rounded down) to your active defenses. Add your Shrinking rank as a bonus to Stealth checks, since you are harder to spot, but apply half your rank (rounded down) as a penalty to Intimidation checks (hard to be imposing when you're tiny). Shrinking modifiers are restricted by power level limits.

So at Shrinking 12, you are size rank –5 (about 6 inches tall), and have a +6 bonus to active defenses and +12 Stealth bonus, but –3 Strength, –1 speed, and –6 Intimidation penalties.

EXTRAS

Atomic: At Shrinking 20 (and size rank –7), you can shrink down to the molecular or even atomic level, allowing you to pass through solid objects by slipping between their atoms. It takes at least a full turn to do so, possibly longer for larger objects. You're effectively immune to damage and many effects at this scale, since you are essentially shifted out of the ordinary universe. The GM decides if a particular effect can reach you at the atomic level. If you have this extra, you might also acquire a Dimensional Travel effect allowing you to shift into a sub-atomic "universe" or similar realm. *Flat +1 point.*

Normal Strength: You retain your full Strength, Speed, and Intimidation while shrunk. *+1 cost per rank.*

SPEED — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can move faster than normal. You have a ground speed rank equal to your effect rank. This also improves all forms of movement based on ground speed.

SUMMON — CONTROL

Action: Standard • **Range:** Close
Duration: Sustained • **Cost:** 2 points per rank

You can call upon another creature—a minion—to aid you. This creature is created as an independent character with (effect rank x 15) power points. A summoned minion is limited to a Power Level equal to the rank of the Sum-

UNDER THE HOOD: SUMMON

Summon is a useful effect; it doesn't cost much to summon up a gang of minions, giving you a *lot* of effective actions per round! Gamemasters may wish to limit large numbers of minions (summoned or otherwise) to villains and non-player characters. Player character minions are subject to the series power level limits. There are also practical matters limiting just how much your minions can do at any one time.

First, directing your minions to do something is a move action. If you want to issue different commands to different minions, then it's one move action per command. So it's easier to tell all of your minions "attack!" than it is to issue complex commands to each one in the midst of combat.

Second, Gamemasters may wish to have groups of minions use team checks (see **Team Checks** in **The Basics** chapter) rather than rolling their actions separately. For example, instead of making eight attacks for eight different minions, the GM has seven minions aid the eighth, giving that minion a +5 bonus. This makes groups of minions more effective and efficient overall, but keeps the number of die rolls to a minimum. GMs should keep in mind the limits on the number of opponents that can team up on a character at once.

Gamemasters may wish to limit the use of the Heroic extra for Summon. Treating minions the same as heroes can greatly slow down combat, especially if there are more than a couple of them, since it becomes that much harder to take them out of a fight.

mon effect used to create it, is subject to the normal power level limits, and cannot have minions of its own, either from this effect or the Minions advantage.

You can summon your minion automatically as a standard action; it appears in the nearest open space beside you. Minions have their own initiative (see **Initiative** in the **Action & Adventure** chapter) and act starting on the round after you summon them. Summoned minions are dazed, taking only a standard action each round. Directing a minion to do something is a move action for you, but minions generally do as they are told until a task is completed.

You always have the same minion unless you apply the Variable Type modifier, allowing you to summon different minions. Your minion automatically has a helpful attitude and does its best to aid you and obey your commands.

Incapacitated minions disappear. They recover normally and you cannot summon an incapacitated minion until it has completely recovered. Your summoned minions also vanish if your effect is not maintained, or is countered or nullified. For more information and rules regarding **Minions**, see page 245.



EXTRAS

Active: Your minions are particularly independent and do not have the dazed condition, having a full set of actions each round. *+1 cost per rank.*

Controlled: Your minions all have the controlled condition (see **Controlled** in **The Basics** chapter). They have no free will of their own and are completely under your direction. *+1 cost per rank.*

Heroic: The creatures you summon are not subject to the minion rules, but treated like normal non-player characters. Additionally, they do not have the dazed condition and take a full set of actions each round. Do not apply the Active modifier to Heroic minions, as this modifier already includes it. Gamemasters should be particularly cautious about allowing this extra for Summon effects used by player characters, especially ones summoning more than one minion. *+2 cost per rank.*

Horde: If you have Multiple Minions (see following) you may take a standard action to summon any number of minions up to your maximum amount. You are vulnerable (see the **Distracting** flaw) until the start of your next turn when summoning a horde. *+1 cost per rank.*

SLEEP

Effect: Ranged Affliction, Resisted by Fortitude • ***2 points per rank***

You cause a the target to feel tremendous weariness. Targets failing the Fortitude resistance check against your effect DC become fatigued, then exhausted, and finally asleep as they succumb.

Sleep is not normally cumulative, but you can apply the Cumulative or Progressive modifiers, making the fatigue that much harder for victims to fight off.

SNARE

Effect: Ranged, Cumulative Affliction, Extra Condition, Resisted by Dodge, Limited Degree • ***3 points per rank***

You can restrain a target with bonds of ice, glue, webbing, bands of energy, and so forth (whatever suits your descriptors). The target makes a Dodge resistance check against your effect DC. One degree of failure leaves the target hindered and vulnerable, while two results in the target becoming defenseless and immobilized. There is no additional effect for three or more degrees of failure.

The resistance check to break out of a Snare is based on Damage (including Strength Damage) or Sleight of Hand, either breaking the effect or slipping out of it. This is part of the power's Alternate Resistance, with no change in cost.

Mental Link: You have a mental link with your minions, allowing you to communicate with them and issue orders telepathically like the Communication Link effect (see the **Senses** effects in this chapter). *Flat +1 point.*

Multiple Minions: You can summon more than one minion. Each application of this extra doubles your total number of minions. So, for example, with Summon 6, you summon a single 90-point minion. With Multiple Minions 1, you can summon two 90-point minions, with Multiple Minions 2, four minions, and so forth. It requires a standard action to summon each minion unless you also have the Horde extra (see previous). *+2 cost per rank.*



STRIKE

Effect: Damage • ***1 point per rank***

You inflict additional damage in close combat. Your Strike either substitutes for your Strength damage or adds to it, if it is Strength-based, see the **Damage** effect for details. It might be claws, energy fields, focused striking strength, or something similar, depending on your descriptors. Close combat weapons are either equipment or this power with the Removable flaw. See the **Gadgets & Gear** chapter (following) for more information.

Sacrifice: When you are hit with an effect requiring a resistance check, you can spend a hero point to shift it to one of your minions instead. The minion must be within range of the effect and a viable target. Needless to say, this is not a particularly heroic ability. In fact, the GM may wish to restrict it to villains or non-player characters (in which case a hero *earns* a hero point when a villain uses this extra to avoid an effect by sacrificing a minion). *Flat +1 point.*

Variable Type: Minions are normally identical in terms of traits, although they may differ cosmetically. With this modifier you can summon different minions of a general type (like elementals, birds, fish, etc.), or even a broad type (like animals, demons, humanoids, etc.). *General Type: +1 cost per rank. Broad Type: +2 cost per rank.*

FLAWS

Attitude: Your summoned minions are less than cooperative: indifferent or even unfriendly. You can use interaction skills and other effects to get your summoned minions to cooperate, but success is by no means assured! *Indifferent: –1 cost per rank. Unfriendly: –2 cost per rank.*

Resistible: Your minions get an appropriate resistance check (typically Will) against (DC 10 + Summon rank) to avoid being summoned. If they successfully resist, you cannot attempt to summon them again in that scene without using extra effort. *–1 cost per rank.*

SUMMON AND DESCRIPTORS

Some effects might *seem* to be Summon, calling up minions to do things for the character, but are actually better treated as descriptors of other effects. Take for example a shaman able to "summon" various spirits to perform magical tasks. By calling on particular spirits of the winds, he can attack a foe with an Affliction that "steals" their breath. Is the "wind spirit" a minion? Technically, no, it's just a personified effect, since it cannot be attacked, interacted with, or do anything other than create the Affliction effect. It can be Nullified, but so can any effect. The same is true of a character summoning a "minion" that acts as a shield, providing the Deflect or Protection effect, but doing nothing else.

Consider carefully whether or not the particular effect a player wants really needs Summon, or if the "minion" in question is just a descriptor for another effect, no differ-

SUFFOCATION

Effect: Ranged, Progressive Affliction, Resisted by Fortitude • ***4 points per rank***

You render the target unable to breathe. Targets failing the Fortitude resistance check against your effect DC become dazed, stunned, and finally incapacitated, passing out from the lack of oxygen. A failed attempt to resist the ongoing effect of Suffocation causes the target's condition to worsen by one degree.

ent than "heat ray" is a descriptor for a Damage effect or "sticky webbing" is a descriptor for a hindering Affliction; in neither case does the character need Summon Heat Ray or Summon Webbing to create the desired powers!

SWIMMING — MOVEMENT

Action: Free • **Range:** Personal
Duration: Sustained • **Cost:** 1 point per rank

You can swim fast. You have a water speed equal to your Swimming rank –2, subject to the usual rules for swimming (see the **Athletics** skill description for details). You can make Athletics checks to swim as routine checks. This power does not allow you to breathe underwater (for that see **Immunity**, page 165).

TELEPORT — MOVEMENT

Action: Move • **Range:** Rank
Duration: Instant • **Cost:** 2 points per rank

You can move instantly from place to place without crossing the distance in between. You can teleport yourself and up to 50 lbs. (mass rank 0) of additional mass a distance rank equal to your effect rank as a move action. Unwilling passengers get a Dodge resistance check to avoid being taken along.

You can only teleport to places you can accurately sense or know especially well (in the GM's judgment). You retain your position and relative velocity when you teleport. So if you are falling when you teleport, you are still falling at the same speed when you arrive at your destination.

Teleport is meant for use on or around a planet. For things like traveling to distant planets or stars, apply the Space Travel effect of Movement as a "hyperjump" or similar power.

EXTRAS

Accurate: You don't need to know or accurately sense your destination to teleport there, just be able to generally describe it, such as "inside the capitol building lobby" or "atop the Emerald Tower's roof." If the destination isn't in your Teleport range, nothing happens. *+1 cost per rank.*

SUPER-SPEED

Effect: Enhanced Initiative, Quickness, Speed • ***3 points per rank***

You are *fast!* Each rank of Super-Speed gives you the effects of Improved Initiative as an Enhanced Trait, Quickness, and Speed, with a ground speed rank equal to your power rank. So with Super-Speed 10, for example, you have +40 to initiative checks, can perform routine actions normally requiring two hours in just 6 seconds, and have a ground speed of 2,000 miles per hour!

Heroes with Super-Speed often have additional powers based on their speed, particularly things like Air Control (whipping up powerful winds, see **Element Control**, previously) or modifiers to their Strength Damage like Area or Multiattack to represent the ability to make a rapid series of attacks in a single turn. High (possibly Enhanced) active defenses are also common for characters with Super-Speed.

Change Direction: You can change your direction or orientation after a teleport. *Flat +1 point.*

Change Velocity: You can teleport "at rest" to your destination. Among other things, this means you can teleport out of a fall and suffer no damage. *Flat +1 point.*

Easy: You are not dazed or vulnerable when making extended teleports (following). *+1 cost per rank.*

Extended: You can take two move actions to make an extended teleport with a distance rank equal to your effect rank +8. You are dazed and vulnerable for one round after an extended teleport. *+1 cost per rank.*

Increased Mass: You can carry additional mass when you teleport equal to your rank in this extra. *Flat +1 point per rank in Increased Mass.*

Portal: You open a portal or gateway between two points as a free action. The portal is five feet across. Anyone stepping through the portal (a move action) is transported. The portal remains open as long as you concentrate, taking a standard action each turn to maintain it. *+2 cost per rank.*

Turnabout: You can teleport, take a standard action, and teleport back to your starting point in a single round, so long as the total distance moved doesn't exceed your Teleport range. *Flat +1 point.*

FLAWS

Limited to Extended: You can only make extended teleports. You must have the Extended extra, and this flaw effectively makes it a +0 modifier. *–1 cost per rank.*

Medium: You require a medium for your teleportation, such as electrical or telephone wires, root structures, waterways, shadows, flames, mirrors, and so forth. You can only teleport from and to locations where your medium exists. *–1 cost per rank.*

TRANSFORM — CONTROL

Action: Standard • **Range:** Close
Duration: Sustained • **Cost:** 2-5 points per rank

You can change objects into other objects, altering their shape or material composition in the process. You must touch the chosen object, which requires a close attack check if the object is held or worn by another character.

What you can transform affects cost per rank:

- **2 points:** Transform one thing or substance into one other thing or substance, such as metal into wood, iron into glass, or broken objects into repaired ones.
- **3 points:** Transform a broad group of things into a single result (any metal into gold, for example) or a single target into any of a broad group (one type of metal, such as lead, into any other metal, water into other liquids, and so forth).
- **4 points:** Transform a broad group of targets into one of a broad group of results (solids into other solids, for example).
- **5 points:** Transform any material into anything else.

Inanimate objects do not make resistance checks and transform automatically, so long as you can affect their total mass. You can transform (Transform rank –6) rank mass, so Transform 1 can affect up to 1.5 lbs (mass rank –5), then 3 lbs. at rank 2, and so forth, on up to rank 20, which affects 400 tons at once.

The transformation lasts as a sustained effect. When you stop maintaining it, the target reverts to normal. Continuous Transform is irreversible except by using another Transform effect to turn the target back into its previous form.

Transforming someone's devices or equipment requires targeting them first: characters can make Dodge resistance checks for their held or worn items, with a +5 circumstance bonus for hand-held and similar sized objects. So transforming a hand-held weapon like a gun requires an attack check and permits the wielder a Dodge resistance check with a +5 bonus (for a hand-held item). Targeting a worn suit of armor requires an attack check and allows the wearer a Dodge resistance check (with no modifier for a large item).

Transform is generally just another way of "removing" a device or equipment, considered a part of their discount in cost, although transformed items should eventually be restored or replaced.

UNDER THE HOOD: TRANSFORM

Transform is a powerful effect, particularly in the hands of a cunning player. To a degree, Transform can duplicate certain other effects, such as trapping a target by transforming air into a solid material or turning oxygen into a suffocating gas (both Afflictions). This is perfectly allowable; use the rules for other effects as guidelines on how to handle these situations, using Transform rank to determine resistance DCs.

Keep in mind, however, that Transform has a sustained duration, which may affect how such "tricks" work (*e.g.*, the trap disappears if the character is stunned, the suffocating gas dissipates unless the character concentrates each round to continue transforming it, etc.). As always, the GM should use common sense and good judgment.

You may wish to require characters using Transform to acquire money (gold, precious gems, etc.) or other permanent material goods to spend power points on ranks of the Benefit advantage to reflect this newfound wealth; otherwise, the goods fade or remain impermanent in some way. (Assuming things like wealth matter in your series in some way.)

DESTRUCTIVE TRANSFORMATIONS

It is possible for Transform to effectively destroy objects: turning a steel door into water, air, or even rust certainly removes it as a barrier. However, keep in mind that Transform is normally sustained; the target isn't truly destroyed unless the effect is continuous, and therefore irreversible. Even then, the destruction of targets tends to be all-or-nothing. For an effect capable of wearing-down and eventually destroying objects, use Weaken Toughness instead.

TRANSFORMING BEINGS

Transforming living or otherwise animate beings as opposed to inanimate matter requires an effect other than Transform. To alter a target's outward appearance only, go with a Morph Attack (see the **Morph** effect). For a harmful effect that does something like turn the target to stone or into a mind-controlled zombie, see **Affliction**. When dealing with non-living creatures (those absent Stamina) capable of resistance checks (possessing Will) the GM may permit Transform to function like an Affliction against them.

VARIABLE — GENERAL

Action: Standard • **Range:** Personal
Duration: Sustained • **Cost:** 7 points per rank

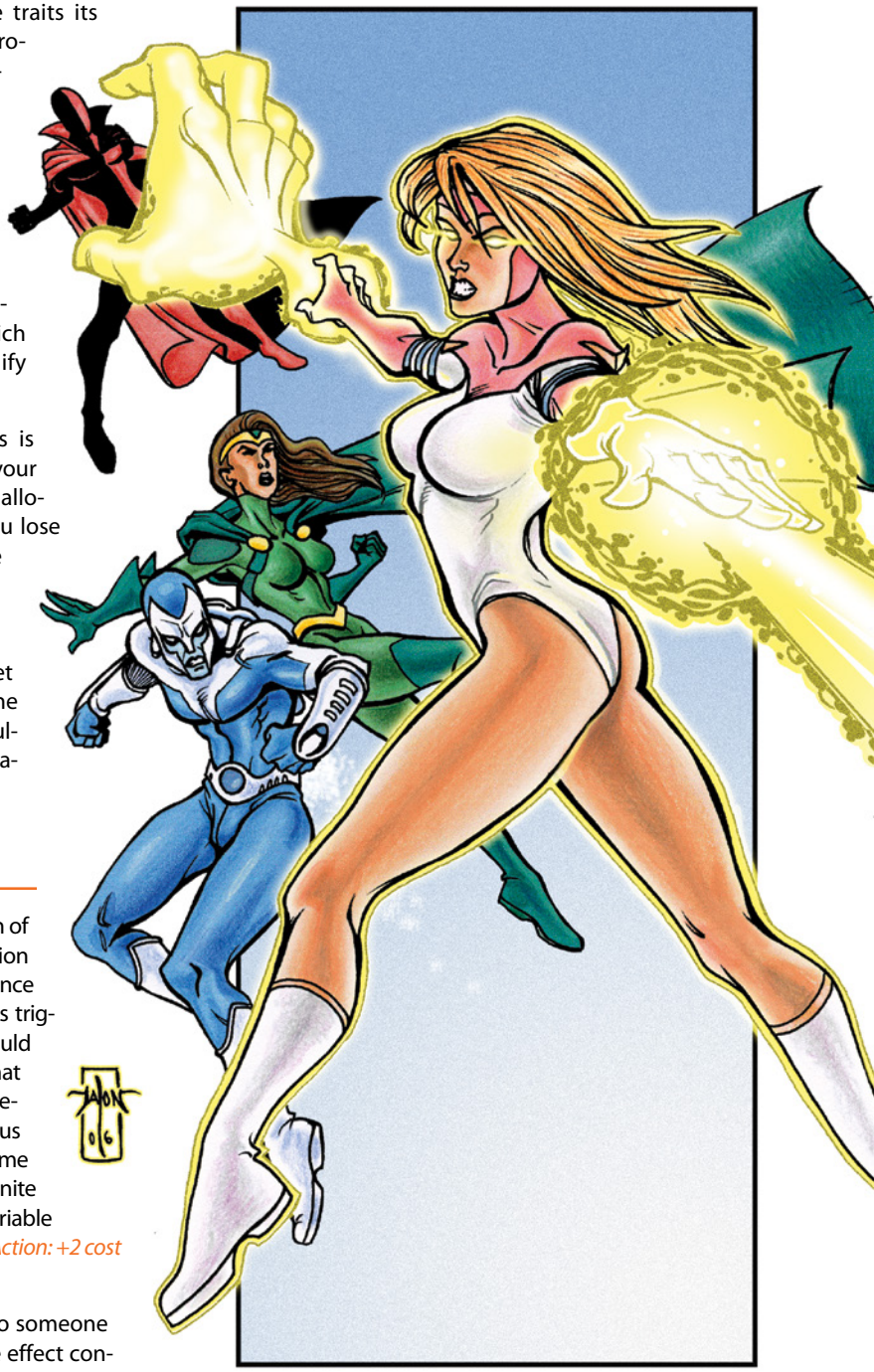
You can gain or use potentially *any* effect of the appropriate type and descriptor! A Variable effect provides you with a set of (rank x 5) power points you can allocate to different effects. Take an action on your turn and choose where to allocate your Variable power points. It is a good idea to have a "menu" of commonly used options written down in advance to help speed up this process during play.

The effects you gain from your Variable effect are subject to the normal power level and series limits. So you cannot, for example, acquire Enhanced Trait as a Variable effect to improve a trait beyond its power level limit, or acquire effects or descriptors the Gamemaster has specifically banned from the series. The GM has final say as to whether or not a particular use of a Variable effect is appropriate and may veto your allocations, if necessary.

You must also place descriptors on your Variable effect limiting its scope. For example, a Variable effect that

mimics other's traits is limited to the traits its subject(s) possess; a Variable effect providing you with traits suitable to different shapes is limited by the form(s) you assume; a Variable effect providing adaptations is limited to the stimulus to which it adapts, and so forth. This descriptor does *not* reduce the effect's cost unless it's especially narrow or limiting, and the GM is the final arbiter of what constitutes a suitable descriptor and which descriptors are narrow enough to qualify for a Limited flaw.

The allocation of your Variable points is sustained, so if you stop maintaining your Variable effect for any reason, your allocated points "reset" to a "null" state: you lose any temporary traits and must take the action necessary to reallocate your Variable points again on your turn to regain them. Points in a Continuous Variable effect remain where you set them without maintenance, unless the Variable effect itself is countered or nullified. Variable effects cannot be permanent in duration by definition.



EXTRAS

Action: You can change the configuration of your effect faster, although only a Reaction Variable can change more often than once per turn, and then only in response to its triggering circumstances. Gamemasters should exercise caution with Variable effects that can be reconfigured as a free action or reaction: they not only grant tremendous flexibility, they can also slow down game play as the player considers virtually infinite possibilities for each action using the Variable effect. *Move Action: +1 cost per rank. Free Action: +2 cost per rank. Reaction: +3 cost per rank.*

Affects Others: You can grant effects to someone else. The subject granted the use of the effect controls its configuration, if appropriate for its descriptors (although you retain the ability to withdraw use of the effect altogether whenever you wish). *Affects Others Only: +0 cost per rank. Affects Others or yourself: +1 cost per rank.*

Perception: Applied to a Ranged Affects Others Variable, this extra allows you to grant the benefits of the effect to any target you can accurately perceive. *+1 cost per rank.*

Ranged: A Variable effect with Affects Others may have the Ranged extra to improve the range at which you can grant the effect to another. This does not alter the ranges of the effect's various configurations. To do so, apply the Range modifier to the effect(s) within a particular configuration. *+1 cost per rank.*

FLAWS

Limited: As noted in the description, a Variable effect must be limited by certain descriptors by default. To qualify for this flaw, the effect must be even *more* limited. This is highly situational and left to the Gamemaster's judgment. An example is a Variable effect only able to provide Enhanced Skills; in most settings, this is Limited. However, in settings where powers are rare and most characters rely on skills, it might not be. Conversely, a Variable effect *prohibited* from providing Enhanced Skills, but able to provide a wide range of other effects, isn't particularly Limited, just defined by its descriptors. *–1 (or more) cost per rank.*

UNDER THE HOOD: VARIABLE EFFECTS

Powers based off the Variable effect are obviously *very* flexible, capable of duplicating a wide range of other effects. Responsibility for controlling Variable effects in the game is placed largely in the hands of both the Gamemaster and responsible players. To do otherwise would require weighing the effect down with numerous game-system limitations that would keep it from doing what it is supposed to do: create a wide range of effects.

Keep in mind a Variable effect is *not* supposed to be "any effect I want." That kind of unlimited power doesn't belong in the hands of player characters, and is better reserved as a plot device for NPCs. A Variable effect *can* be "any effect within a given set of parameters," but it's up to you and the GM to define those parameters. The limits of power flexibility in Mutants & Masterminds are deliberately set by Variable effects, the use of extra effort, and hero points.

Many comic book heroes who *appear* to have the power to "do anything" are actually using one of these options in Mutants & Masterminds terms. For example, a super-wizard can do *practically* anything with magic. However, generally speaking, these characters have certain abilities they use all the time (powers they have acquired with power points) and "stunts" they only do from time to time, essentially power stunts performed with extra effort (and possibly hero points). This is why the Magic power given later in this chapter, for example, is *not* a Variable effect: most powers in the game have the potential to do "stunts" via extra effort, so the "variability" of Magic seen in the comics is already built-in to the system, with some costs to control it, without having to give players *carte blanche* to duplicate any effect in the game at will (which is just likely to slow things down and cause game balance issues).

Variable effects are better reserved for things where it is difficult to cost-out and define everything about a given power in advance. For example, the ability to shapechange into any animal *could* be an application of the Morph effect with a *long* list of Metamorph options, but listing out every single possible animal form, one at a time, would be tedious to say the least, especially when a good number of those forms would be superfluous. A Variable effect, with the descriptor "animal forms" is easier to manage. The player can pre-build certain commonly used animal forms for use during play, but also has the option to new configurations that fit into the power's descriptors. See the **Sample Powers** section later in this chapter for some examples of Variable effects in practice.

In short, Variable effect is a "last resort" in power design, and the GM should treat it as such.

Slow: You can only reconfigure your Variable effect outside of action time. You might need access to a lab, arsenal, spellbook, or other special equipment, or need to perform certain procedures or rituals. It takes at least a minute, possibly as long as an hour or more. The GM sets the specific time in cases where it matters, but it should be short enough that you can reconfigure between scenes in a game, but long enough that you effectively cannot do it during action time. The GM *may* allow you to spend a hero point to reconfigure your Variable effect during action time as a power stunt, if circumstances warrant it. *–1 cost per rank.*

WEAKEN — ATTACK

Action: Standard • **Range:** Close
Du**ration:** Instant • **Cost:** 1 point per rank

You can temporarily lower one of a target's traits, chosen when this effect is acquired. You must touch the target, making a normal close attack check.

WEAKEN RESISTANCE CHECK

FORTITUDE OR WILL VS. DC [10 + WEAKEN RANK]

Success: No effect.

Failure: The target loses power points from the affected trait equal to the difference between the check result and the DC, up to a maximum of the Weaken rank.

Multiple failed resistance checks against a Weaken effect are cumulative, up to a maximum of the Weaken rank, at which point the effect cannot weaken the trait further. Lost points return at a rate of 1 per round at the end of each of the target's turns. Inanimate objects do not recover weakened Toughness; they must be repaired. Objects may or may not recover other weakened traits, at the GM's discretion and depending on the effect's descriptors.

WEAKENING ABILITIES

Abilities weakened *below* a rank of –5 become debilitated. See **Debilitated Abilities** for details of specific abilities at this point. It is not possible to weaken an ability past the point of debilitation. Any further uses of Weaken on the subject have no effect until the ability recovers to a rank of at least –5.

WEAKENING DEVICES

Weaken with Affects Objects and the right descriptor(s) can lower the traits provided by a device (see the **Removable** flaw in this chapter and the **Gadgets & Gear** chapter). For example, Weaken Magic could potentially drain the powers of a magical device as well as a target's own magical powers. Likewise Weaken Electricity could affect an electrical device, and so on. This also applies to equipment, although it tends to have fewer traits to weaken, and the GM should feel free to disallow any Weaken effects that don't make reasonable sense. For example, just because a Weaken Damage effect is possible doesn't mean a character should be able to cause guns to do less damage; this sort of thing is better handled by an all-or-nothing effect like Nullify (see its description earlier in this chapter).

EXTRAS

Affects Objects: Weaken with this modifier works on inanimate objects, although the effect can still only affect traits the objects possess. This is most often applied to Weaken Toughness for an effect that can weaken both creatures and objects. *+1 cost per rank, +0 for Affects Only Objects.*

Broad: You can Weaken any of a broad set of traits, one at a time suited to your effects descriptors. So you might be able to Weaken Abilities, for example, or Weaken Mental Effects. You choose which trait from the set is weakened when you use the effect. *+1 cost per rank.*

Concentration: Once you have hit with a Concentration Weaken, so long as you continue to take a standard action each turn to maintain the effect, the target must make a new resistance check against it, with no attack check required. *+1 cost per rank.*

Incurable: Weaken with this modifier cannot have its effects countered by another power (such as Restorative Healing) without the Persistent modifier; the target must recover from the Weaken normally. *Flat +1 point.*

Precise: A Weaken effect capable of reducing more than one trait at once can have this modifier, allowing you to choose which traits are affected, while not affecting others. Note this differs from the Selective extra (following). *Flat +1 point.*

Progressive: A Progressive Weaken effect reduces the affected traits each round until the target successfully resists. Make a new resistance check for the target at the end of each turn; failure weakens the affected trait(s) further, while success stops the Progressive Weaken, but the target must still recover ranks already lost (at the rate of 1 point per turn). *+2 cost per rank.*

Selective: This extra is applied to an Area Weaken so it only affects some targets and not others. Combined with Precise (previously), you can use an Area Weaken to selectively affect only certain traits of certain targets. *+1 cost per rank.*

Simultaneous: If applied to a Broad Weaken, this extra allows it to affect all of the traits in its set at the same time. Each trait loses the difference between the resistance check result and the DC in power points on a failed check. So a Simultaneous Weaken Fire Effects subtracts points from every fire effect the target possesses with a single attack. The effect must be Broad to apply this modifier. *+1 cost per rank.*

MODIFIERS

Modifiers enhance or limit effects in various ways, sometimes significantly changing how they work. Modifiers that enhance effects are called **extras**, while those limiting or weakening effects are called **flaws**.

Unless its description specifies otherwise, a modifier is a *permanent* change in how the effect works. That is, you do not have the option of using the modifier or not, it always applies. For different versions of an effect with different modifiers—such as a regular Damage effect and one with the Area modifier—see the Alternate Effect modifier.

APPLYING MODIFIERS

An extra increases an effect's cost *per rank* by a set amount (usually 1 point) while a flaw decreases the effect's cost *per rank* by a set amount (usually 1 point as well). To determine the effect's final cost per rank, take the base cost, add up all the extras, and subtract all of the flaws.

MODIFIED COST = BASE EFFECT COST + EXTRAS - FLAWS

FRACTIONAL COSTS

If total flaws reduce an effect's cost per rank to less than 1 power point, each additional –1 to cost per rank beyond that *adds* to the number of ranks of the effect you get by spending 1 power point on a 1-to-1 basis.

In essence, an effect's cost can be expressed as the ratio of power points per rank (PP:R). So an effect costing 3 points per rank is 3:1. If that effect has a total of –2 in modifiers, it costs 1:1, or 1 power point per rank. Applying another –1 modifier adds to the second part of the ratio, making it 1:2, or 1 power point per two ranks, and so forth.

Continue the progression for further reductions. Gamemasters may wish to limit the final modified cost ratio of any effect in the series (to 1:1, 1:2, 1:4, or whatever figure is appropriate). As a general rule, 1:5 (five ranks per power point) should be the lowest modified cost for an effect, but the GM sets the limit (if any).

> ***Example:*** *A hero has Protection, which costs 1 point per rank. The Protection has two modifiers; the first is the Imperious extra (a +1 point per rank modifier), and the second is the flaw Limited to Blunt Physical Attacks (a –3 points per rank modifier) for a total modifier of –2. Since Protection costs 1 point per rank, the –2 modifier increases the number of ranks per power point, so the final cost is 1 power point per 3 ranks of Impervious Protection Limited to Blunt Physical Attacks.*

PARTIAL MODIFIERS

You can apply a modifier to only *some* of an effect's ranks and not others to fine-tune the effect. A modifier must ap-

ply to at least one rank, and may apply to as many ranks as the effect has. The change in cost and effect applies only to the ranks with the modifier; the unmodified ranks have their normal cost and effect.

> ***Example:*** *Caliber's micro-rockets are a Damage 7 effect. They also explode on impact, for a Burst Area Damage effect, but the Area Damage is only rank 4. So the first 4 ranks of the Caliber's Damage effect have the Burst Area modifier, costing 1 point more (or 3 per rank). The remaining 3 ranks have their usual cost (2 per rank). Caliber makes a normal ranged attack check against the main target for his micro-rocket launcher; if he hits, the target has to resist Damage 7, and everyone within the area around the target resists Damage 4 (the Area Damage). Even if he misses, the main target has to resist the Area Damage 4, since the micro-rocket explodes close by! In Caliber's business, it pays to cover your bases...*

FLAT-VALUE MODIFIERS

Some modifiers, rather than increasing or decreasing an effect's cost per rank, have a flat value in power points, noted as **flat** in the modifier's header. For example, the Subtle extra costs only 1 or 2 points, depending on how subtle the effect is. Likewise, the Activation flaw has a flat value of –1 or –2 points, depending on how long the power takes to activate.

Flat-value modifiers are applied to the *final* cost of an effect, after its cost per rank and total cost for its number of ranks is determined. So, for example, if an effect costs 2 points per rank, with +1 per rank for extras and –2 per rank for flaws. It has a final adjusted cost of (2 + 1 – 2) or 1 point per rank. With 8 ranks, it costs 8 power points. If the same effect also has a flat-value extra costing 2 points and a flat-value flaw worth –1 point, then you add 2 to the final cost and subtract 1, for a total of (8 points for the effect + 2 points for the flat extra – 1 point for the flat flaw) or 9 power points.

MODIFIED COST + FLAT EXTRA VALUE - FLAT FLAW VALUE

A flat-value flaw cannot reduce an effect or power's final cost below 1 power point.

EXTRAS

The following section lists the available extras, starting with the extra's name and cost per rank in power points, along with a description of what the extra does in game terms.

ACCURATE — FLAT • 1 POINT PER RANK

An effect with this extra is especially accurate; you get +2 per Accurate rank to attack checks made with it. The power level limits maximum attack bonus with any given effect.

AFFECTS CORPOREAL — FLAT • 1 POINT PER RANK

An incorporeal being can use an effect with this extra on the corporeal world (see the **Insubstantial** effect description). When an effect is used against a corporeal target, the effect's rank is equal to the rank of this extra, up to a maximum of the effect's full rank. Characters with lower ranks 1–3 of Insubstantial do not require this extra for their effects to work on the physical world, although they can apply it to their Strength rank to allow them to exert some Strength while Insubstantial.

AFFECTS INSUBSTANTIAL — FLAT • 1 OR 2 POINTS

An effect with this extra works on insubstantial targets, in addition to having its normal effect on corporeal targets. Rank 1 allows the effect to work at half its normal rank against insubstantial targets (rounded down); rank 2 allows the effect to function at its full rank against them.

AFFECTS OBJECTS — +0 OR +1 COST PER RANK

This modifier allows effects normally resisted by Fortitude to work on non-living objects (those with no Stamina). Generally, this extra applies to effects like Heal or Weaken, allowing them to work on objects in the same way as they do living creatures. If the effect **Affects Only Objects**, working on objects but *not* on living creatures, it has a net modifier of +0.

Objects do not get resistance checks; the effect works on the targeted object at its maximum degree of success. At the GM's discretion, someone holding, carrying, or wearing an object can make a Dodge resistance check against the effect, representing pulling the object out of the way at the last moment.

AFFECTS OTHERS — +0 OR +1 COST PER RANK

This extra allows you to give someone else use of a personal effect. You must touch the subject as a standard action, and they have control over their use of the effect, although you can withdraw it when you wish as a free action. If you are unable to maintain the effect, it stops working, even if someone else is using it. Both you and your subject(s) can use the effect simultaneously.

If the effect **Affects Only Others**, and not you, it has a net modifier of +0.

ALTERNATE EFFECT — FLAT • 1 OR 2 POINTS

This modifier allows you to "swap-out" the effect for an entire other, alternate, effect! For example, a Damage effect with the descriptor of "laser" might have a visual Dazzle as an Alternate Effect: the same light beam can be used to damage or blind a target, just not both at once. Think of Alternate Effects as different "settings" for a power. (For combinations of effects that work simultaneously, see the **Linked** modifier in this section.) A set of Alternate Effects is called an **array**.

An Alternate Effect can have any rank, or combination of modifiers. Alternate Effects may also have different descriptors, usually thematically linked, within reason. This allows you to have two versions of a Damage effect, for example: such as a fire blast and an ice blast. Permanent

EXTRAS

NAME	COST	DESCRIPTION
Accurate	1 flat per rank	+2 attack check bonus per rank
Affects Corporeal	1 flat per rank	Effect works on corporeal beings with rank equal to extra rank.
Affects Insubstantial	1-2 flat points	Effect works on insubstantial beings at half (1 rank) or full (2 ranks) effect.
Affects Objects	+0-1 per rank	Fortitude resisted effect works on objects.
Affects Others	+0-1 per rank	Personal effect works on others.
Alternate Effect	1-2 flat points	Substitute one effect for another in a power.
Alternate Resistance	+0-1 per rank	Effect uses a different resistance.
Area	+1 per rank	Effect works on an area.
Attack	+0 per rank	Personal effect works on others as an attack.
Contagious	+1 per rank	Effect works on anyone coming into contact with its target.
Dimensional	1-3 flat points	Effect works on targets in other dimensions.
Extended Range	1 flat per rank	Doubles ranged effect's distances per rank.
Feature	1 flat per rank	Adds a minor capability or benefit to an effect.
Homing	1 flat per rank	Attack effect gains additional chances to hit.
Impervious	+1 per rank	Resistance ignores effects with difficulty modifier of half extra rank or less.
Increased Duration	+1 per rank	Improves effect's duration.
Increased Mass	1 flat per rank	Effect can carry a greater amount of mass.
Increased Range	+1 per rank	Improves effect's range.
Incurable	1 flat point	Effect cannot be countered or removed using Healing or Regeneration.
Indirect	1 flat per rank	Effect can originate from a point other than the user.
Innate	1 flat point	Effect cannot be Nullified.
Insidious	1 flat point	Result of the effect is more difficult to detect.
Linked	0 flat points	Two or more effects work together as one.
Multiattack	+1 per rank	Effect can hit multiple targets or a single target multiple times.
Penetrating	1 flat per rank	Effect overcomes Impervious Resistance.
Precise	1 flat point	Effect can perform delicate and precise tasks.
Reach	1 flat per rank	Extend effect's reach by 5 feet per rank.
Reaction	+1 or 3 per rank	Changes effect's required action to reaction.
Reversible	1 flat point	Effect can be removed at will as a free action.
Ricochet	1 flat per rank	Attacker can bounce effect to change direction.
Secondary Effect	+1 per rank	Instant effect works on the target twice.
Selective	+1 per rank	Resistible effect works only on the targets you choose.
Sleep	+0 per rank	Effect leaves targets asleep rather than incapacitated.
Split	1 flat per rank	Effect can split into multiple, smaller, effects.
Subtle	1-2 flat points	Effect is less noticeable (1 point) or not noticeable (2 points).
Sustained	+0 per rank	Makes a permanent effect sustained.
Triggered	1 flat per rank	Effect can be set for later activation.
Variable Descriptor	1-2 flat points	Effect can change descriptors.

effects cannot have Alternate Effects, nor can they be Alternate Effects (since they can't be turned on and off).

An Alternate Effect can have a total cost in power points no greater than the primary effect. So a rank 10 primary effect costing 2 points per rank, for a total of 20, can have any Alternate Effect with a cost of 20 power points or less.

This cost does *not* include the cost of the Alternate Effect modifier itself. So if the 20-point power has 5 Alternate Effects (making the final cost 25 points), each Alternate Effect is still limited to a total value of 20 points (including any modifiers it may have), that of the base effect. Essentially, each Alternate Effect has to have all of the others as Alternate Effects. Since the modifier applies equally to all

UNDER THE HOOD: ALTERNATE EFFECTS

Arrays—collections of Alternate Effects—are one of the more complex and important constructs in Mutants & Masterminds and require some special care in terms of their creation and use. Players should take these things into account when creating characters with arrays, and Gamemasters should consider them when approving such characters and dealing with them in play.

The main reason for the Alternate Effect modifier is to allow a degree of flexibility in terms of a character's power effects within the cost restrictions laid down by having a finite number of power points. It's based on the assumption that a wide range of powers has a diminishing return in terms of value, since characters can only use so many effects at once. A power with various "settings," usable one at a time, is more valuable than a power with only one, but not as valuable as various effects all usable at the same time.

However, Alternate Effect can be abused to try and squeeze the most "efficiency" out of a character's power points, gaining the most effects for the lowest cost. The guidelines for Alternate Effects are intended to help limit this somewhat, but there is no way they can eliminate the possibility entirely and still provide all the benefits of flexibility they're intended to offer. Some Gamemaster oversight is therefore necessary when it comes to the creation and use of arrays.

Before giving a character Alternate Effects, it is wise to ask, "Is an array *really* needed for this concept?" Some concepts, such as a variety of different attacks, clearly call for an array. Others, like a power with a few rarely used stunts, may not call for an array. Such a power may be better served by acquiring such occasional stunts through extra effort and the spending of hero points rather than the creation of a permanent set of Alternate Effects. That is what the power stunts rules are for, after all: so you do not have to fill up character sheets with minor Alternate Effects a hero will rarely ever use.

If you decide an array is appropriate, the first thing is to determine its overall theme and associated descriptors. Is it an array of different attacks, like a "weapons array" of a battlesuit? Is it a collection of regular power stunts for a themed power like earth control, or spells for magic? Is it a series of alternate forms for a metamorph? And so forth. Arrays should have some unifying theme beyond "all the powers I want my hero to have," and Gamemasters should feel free to veto inappropriate arrays lacking a strong theme.

effects in the array, its cost is discounted in terms of the "free" points they have to spend.

Like any power, an Alternate Effect may be made up of two or more effects, but their total cost cannot exceed the cost of the primary effect.

> ***Example:*** *The SABER battlesuit has an array of weapons drawing on a common power-source, and therefore not usable at the same time. So the suit's gauntlet blasters (Ranged Damage) are the primary power, but the blinding strobe beam (an Affliction) and the sonic "screamers" (a different Affliction) are Alternate Effects. Since the SABER suit's enhanced artificial "musculature" also draws on the same power source, the Enhanced Strength it provides the wearer is an Alternate Effect, not usable at the same time as any of the weapons.*

Alternate Effects cannot be used or maintained at the same time as other Alternates in the same array; they are mutually exclusive. Switching between Alternates requires a free action and can be done once per turn. If anything disables, nullifies, or drains *any* power in an array, all of them are affected in the same way.

DYNAMIC ALTERNATE EFFECT

For 2 power points an Alternate Effect is **dynamic**; it can share power points with other Dynamic Alternate Effects, allowing them all to operate at the same time, but at reduced effectiveness (so you must have two Dynamic Alternate Effects for this option to be useful). You decide how many power points are allocated to the effects once per turn as a free action. Making the base effect of an array Dynamic requires 1 power point.

> ***Example:*** *Empyrean can create a variety of effects with his "cosmic power," limited only by his imagination and concentration in terms of what he can maintain all at once. Some effects (like Immunity to the rigors of space and alien environments, or his protective force field) are automatic, but others, like energy blasts (Ranged Damage) or energy constructs (Create) are Dynamic Alternate Effects. The base effect (Create) has a 1-point modifier to make it Dynamic, and each additional effect added to the array costs 2 points (1 for the Alternate Effect, 1 to make it Dynamic as well). So Empyrean can, for example, put some power points into an energy construct and still put points into an offensive blast as well.*

ALTERNATE RESISTANCE +0 OR +1 COST PER RANK

An effect with this modifier has a different resistance than usual. The resistance check difficulty class remains the same, only the resistance differs. If the change is to a generally lower (and therefore more advantageous) resistance, this extra increases cost per rank by +1. If, in the GM's opinion, there is no real increase in effectiveness, just a chance to the resistance, it has a net modifier of +0.

AREA +1 COST PER RANK

This extra allows an effect that normally works on a single target to affect an area. No attack check is needed; the effect simply fills the designated area, based on the type of modifier. Potential targets in the area are permitted a Dodge resistance check (DC 10 + effect rank) to avoid some of the effect (reflecting ducking for cover, dodging



out of the way, and so forth). A successful resistance check reduces the Area effect to half its normal rank against that target (round down, minimum of 1 rank).

SHAPE

Choose one of the following options:

- **Burst:** The effect fills a sphere with a 30-foot radius (distance rank 0). Bursts on level surfaces (like the ground) create hemispheres 30 feet in radius and height.
- **Cloud:** The effect fills a sphere with a 15-foot radius (distance rank –1) that lingers in that area for one round after its duration expires (affecting any targets in the area normally during the additional round). Clouds on level surfaces (like the ground) create hemispheres 15 feet in radius and height.
- **Cone:** The effect fills a cone with a length, width, and height of 60 feet (distance rank 1), spreading out from the effect's starting point. Cones on a level surface halve their final height.
- **Cylinder:** The effect fills a cylinder 30 feet in radius and height (distance rank 0).
- **Line:** The effect fills a path 6 feet wide and 30 feet long (distance ranks -2 and 0, respectively) in a straight line. Additional ranks of area increases the length. To increase the width, purchase additional ranks for that.
- **Perception:** The effect works on anyone able to perceive the target point with a particular sense, chosen when you apply this extra, like a Sense-Dependent effect (see the **Sense-Dependent** modifier). Targets get a Dodge resistance check, as usual, but if the check is successful suffer *no* effect (rather than half). Concealment that prevents a target from perceiving the effect also blocks it. This modifier includes the Sense-Dependent flaw (see **Flaws**) so it cannot be applied again. If it is applied to an already Sense-Dependent effect, it costs 2 points per rank rather than 1.
- **Shapeable:** The effect fills a volume of 30 cubic feet (volume rank 5), and you may shape the volume as you wish, so long as it all remains contiguous. Affecting an average-sized human requires 4 cubic feet (volume rank 2).

Each +1 point increase in cost per rank moves the area's distance rank up by 1. So a Burst Area with +2 cost per rank has a 60-foot radius (distance rank 1), a 120-foot radius at +3 cost per rank (distance rank 2), and so forth.

RANGE

The Area modifier interacts with different ranges as follows:

- **Close:** An effect must be at least close range in order to apply Area (personal range effects work only on the user by definition). A Close Area effect originates from the user and expands to fill the affected area; the user is not affected by it. So, for example, Close Burst Area Damage does not damage the user, who is at the cen-

ter of the burst. This immunity does not apply to other effects, nor does it extend to anyone else: for that, apply the Selective extra. If the user *wants* to be affected at the same time, increase cost per rank by +1. An example would be a Close Burst Area Healing effect that included the user along with everyone else in the area. This is the equivalent of the +1 Affects Others modifier.

- **Ranged:** A ranged area effect can be placed anywhere within the effect's range, extending to fill the area's volume from the origin point.
- **Perception:** A perception area effect can be placed anywhere the user can accurately perceive. Perception area effects neither require an attack check nor allow a Dodge resistance check, although targets still get a normal resistance check against the effect. Perception area effects are blocked by either concealment or cover; choose one when acquiring the effect. For concealment, if the attacker can't accurately perceive a target in the area, it is unaffected. Thus even heavy smoke or darkness can block the effect. Effects blocked by cover are much like conventional area effects: solid barriers interfere with the effect, even if they are transparent, but the effect ignores concealment like darkness, shadows, or smoke. Only targets behind total cover are unaffected.

  Example: *Mastermind has a Burst Area Affliction, allowing him to seize control of the minds of everyone in the affected area. He must be able to accurately perceive a target to control it; an invisible foe or one out of his line of sight, for example, would be unaffected, even if they were within the area of the burst. On the other hand, targets behind a glass wall or invisible force field are affected, since Mastermind can perceive them. Conversely, Fear-Master has a Burst Area Affliction as well—his fear-inducing gas. Targets behind a solid barrier (such as on the other side of that glass wall or invisible shield) are unaffected, but the unseen or concealed target is, even though Fear-Master can't perceive him, since the gas still reaches them.*

ATTACK +0 COST PER RANK

This extra applies to personal range effects, making them into attack effects. Examples include Shrinking and Teleport, causing a target to shrink or teleport away, respectively. Unlike most extras, the effect's cost does not change, although it does work differently.

The effect no longer works on you (so a Teleport Attack can't be used to teleport yourself, for example). It affects one creature of any size or 50 lbs. of inanimate mass. The effect has close range and requires a standard action and an attack check to touch the subject. Its range can be improved with the Range extra while its required action can be changed with the Action modifier. The target gets a resistance check, determined when the effect is made into an attack. Generally Dodge or Will is the most appropriate. A successful check negates the effect.

You must also define reasonably common circumstances that negate an Attack effect *entirely,* such as force fields or the ability to teleport blocking a Teleport Attack. You control the effect, and maintain it, if it has a duration longer than instant.

If you want both versions of an Attack effect, such as being able to Teleport yourself *and* Teleport others as an attack, take both as Alternate Effects. For the ability to use both options simultaneously—to teleport a target and yourself at the same time, for example—take the effects as separate powers.

CONTAGIOUS +1 COST PER RANK

Contagious effects work on both the target and anyone coming into contact with the target. New targets resist the effect normally. They also become contagious, and the effect lingers until all traces of it have been eliminated. A Contagious effect is also eliminated if its duration expires. Examples of effects with this extra include "sticky" Afflictions trapping anyone touching them, disease- or toxin-based Weaken effects, or even a Nullify effect spreading from one victim to another.

DIMENSIONAL FLAT • 1-3 POINTS

This modifier allows an effect to work on targets in other dimensions (if any exist in the series). You affect your proximate location in the other dimension as if you were actually there, figuring range modifiers from that point.

One rank in Dimensional can affect a single other dimension. Two ranks can affect any of a related group of dimensions (mythic dimensions, mystic dimensions, fiendish planes, and so forth). Three ranks can reach into any other dimension in the setting.

For many effects, you may need a Dimensional Remote Sensing effect to target them. Targets in other dimensions you cannot sense have total concealment from you.

EXTENDED RANGE FLAT • 1 POINT PER RANK

This modifier extends the distance over which a ranged effect works. Each rank of Extended Range doubles all of the effect's range categories. So 1 rank makes short range (rank x 50 ft.), medium range (rank x 100 ft.) and long range (rank x 200 ft.). Each additional rank further doubles range.

The GM may set limits on the maximum Extended Range an effect can have; as a general guideline, effects used on a planetary surface are limited to the distance to the horizon (beyond which the curvature of the planet makes it impossible to see anything to target it). On Earth at sea level, this is roughly three miles (distance rank 10).

FEATURE FLAT • 1 POINT PER RANK

The Feature effect (see page 160) can also serve as an effect *modifier,* essentially adding on some minor additional capability or benefit to a basic effect. Although listed here as an extra, this is essentially the same as having the Feature Linked to the base effect (see the **Linked** modifier later in this section); the Feature is an intrinsic part of the overall power, rather than separate.

As with the Feature effect, a Feature extra should be significant enough to be worth at least 1 power point and not solely based on the power's descriptors. So, for example, a fiery Ranged Damage effect does not need a Feature to ignite fires; doing so is part of its "fire" descriptor and can be equally advantageous and problematic. A Ranged Damage effect that consistently "brands" its target with a visible and traceable mark, on the other hand, is an effect with an added Feature.

HOMING — FLAT • 1 POINT PER RANK

This modifier grants a ranged effect an additional opportunity to hit. If an attack check with a Homing effect fails, it attempts to hit again on the start of your next turn, requiring only a free action to maintain and allowing you to take other actions, including making another attack. Each rank in Homing grants the effect one additional attack check, but it still only gets one check per round.

The Homing effect uses the same accurate sense as the original attack to "track" its target, so concealment effective against that sense may confuse the effect and cause it to miss. If a Homing attack misses due to concealment, it has lost its "lock" on the target and does not get any further chances to hit. You can take Senses Linked to the Homing effect, if desired (to create things like radar-guided or heat-seeking missiles, for example). If a Homing attack is countered before it hits, it loses any remaining chances to hit. The same is true if it hits a different target.

IMPERVIOUS — •1 COST PER RANK

A defense with this modifier is *highly* resistant. Any effect with a resistance difficulty modifier equal to or less than half the Impervious rank (rounded up) has *no* effect. So, for example, Impervious Toughness 9 ignores any Damage with a rank of 5 or less. Penetrating effects can overcome Impervious Resistance (see the **Penetrating** extra description).

Impervious is primarily intended for Toughness resistance checks, to handle characters immune to a certain threshold of damage, but it can be applied to other defenses with the GM's permission, to reflect characters with certain reliable capabilities in terms of resisting particular effects or hazards.

INCREASED DURATION — •1 COST PER RANK

Effects have a standard duration: instant, sustained, continuous, or permanent. See **Duration** at the start of this chapter for details. This modifier increases an effect's duration. Choose one of the following options:

- **Concentration:** When applied to an instant duration effect, this modifier makes it maintainable with concentration, taking a standard action each turn to do so. If the effect requires an initial attack check, no additional attack check is needed to maintain it on a target, but subsequent rounds of effect also do not benefit from critical hits. The target is affected on each of the effect user's turns, making a normal resistance check (if any). Once the user stops concentrating for any reason, the effect ends and the target recovers normally, including resistance checks to remove ongoing effects.
- **Continuous:** When applied to a sustained duration effect, this modifier makes it continuous.

INCREASED MASS — FLAT • 1 POINT PER RANK

This modifier may apply to an effect that allows you to carry or affect a set amount of mass, typically a movement effect like Dimensional Travel or Teleport. Each rank of this extra increases the mass rank you can carry or move with the effect by 1. So Increased Mass 3 on Teleport allows you to carry up to 400 lbs. of extra mass with you when you teleport, for example.

INCREASED RANGE — •1 COST PER RANK

Effects have a standard range: personal, close, ranged, or perception. See **Range** at the start of this chapter for details. This modifier increases an effect's range. Choose one of the following options. Increasing the range of an effect from personal to close requires either the Affects Others or Attack extras (see their descriptions). Making a close effect into a perception ranged effect requires two applications of this extra, for +2 cost per rank.

- **Ranged:** Applied to a close effect, this modifier makes it a ranged effect.
- **Perception:** When applied to a ranged effect, this modifier makes it perception range.

INCURABLE — FLAT • 1 POINT

Effects such as Healing and Regeneration cannot heal the damage caused by an effect with this modifier; the target must recover at the normal rate. Effects with the Persistent extra can heal Incurable damage.

INDIRECT — FLAT • 1-4 POINTS

A ranged effect with this modifier can originate from a point other than the user, ignoring cover between the user and the target, such as walls and other intervening barriers, so long as they do not provide cover between the effect's origin point and the target. An Indirect effect normally originates from a fixed point directed away from you. In some cases, an Indirect effect may count as a surprise attack (see **Surprise Attack**, page 251).

- **Indirect 1:** the effect originates from a fixed point away from you.
- **Indirect 2:** the effect can come from any point away from you or a fixed point in a fixed direction (notaway from you).
- **Indirect 3:** The effect can come from any point in a fixed direction (not away from you) or a fixed point in any direction.



- **Indirect 4:** The effect can originate from any point and aim in any direction, including towards you (hitting a target in front of you from behind, for example).

INNATE — FLAT • 1 POINT

An effect with this modifier is an innate part of your nature and unaffected by Nullify (see the **Nullify** effect in this chapter). Gamemasters should exercise caution in allowing the application of Innate; the effect must be a truly inborn or essential trait, such as an elephant's size or a ghost's incorporeal nature. If the effect is not something normal to the character's species or type, it probably isn't innate.

INSIDIOUS — FLAT • 1 POINT

This modifier is similar to the Subtle modifier (later in this section), except Insidious makes the *result* of an effect harder to detect rather than the effect itself. For example, a target suffering from Insidious Damage isn't even aware he's been damaged. Someone affected by an Insidious Weaken feels fine until some deficiency makes it obvious that he's weaker, and so forth. A target of an Insidious effect may remain unaware of the danger until it's too late!

An Insidious effect is detectable either by a DC 20 skill check (usually Perception, although skills like Expertise, Insight, or Treatment may apply in other cases) or a particular unusual sense, such as an Insidious magical effect noticeable by Detect Magic or Magical Awareness.

Note that Insidious does not make the effect itself harder to notice; apply the Subtle modifier for that. So it is possible for an active Insidious effect to be noticeable: the target can perceive the use of the effect, but not its results: the effect appears "harmless" or doesn't seem to "do anything" since the target cannot detect the results.

LINKED — FLAT • 0 POINTS

This modifier applies to two or more effects, linking them together so they *only* work in conjunction as one.

The Linked effects must operate at the same range. The action required to use the combined effects is the longest of its components and they use a single attack check (if one is required) and resistance check (if both effects use the same type of check). If the effects have different resistances, targets check against each effect separately. Different Alternate Effects *cannot* be Linked since they can't be used at the same time by definition. Generally, the same effect cannot be Linked to itself to "multiply" the results of a failed resistance check (such as two Linked Damage effects causing "double damage" on a failed check).

This modifier does not change the cost of the component effects; simply add their costs together to get the combined effect's cost.

Example: *Captain Thunder has the ability to hurl thunderbolts that shock their targets with electricity and deafen them with powerful claps of thunder. This is a Ranged Damage effect (lightning), costing 2 points per rank, Linked to a Ranged Affliction (deafening thunder), costing 2 points per rank. The combined effect costs 4 points per rank.Since both effects are ranged and require a standard action to use, so does the combined effect. Since Damage requires a Toughness check and Affliction requires a Dodge check, the target checks against them separately, making a Toughness resistance check against the damage of the lightning and a Dodge check to avoid being deafened by the thunder. Since the two effects are Linked, Captain Thunder cannot throw a lightning bolt without the deafening thunderclap, nor can he attempt to merely deafen a target without also hitting them with lightning! (To do these things, Cap might take the stand-alone effects as Alternate Effects.)*

MULTIATTACK •1 COST PER RANK

A Multiattack effect allows you to hit multiple targets, or a single target multiple times, in the same standard action. Multiattack can apply to any effect requiring an attack check. There are three ways in which a Multiattack effect can be used:

SINGLE TARGET

To use a Multiattack against a single target, make your attack check normally. If successful, increase the attack's resistance check DC by +2 for two degrees of success, and +5 for three or more. This circumstance bonus does not count against power level limits.

If an Impervious Resistance would ignore the attack *before* any increase in the DC, then the attack still has no effect as usual; a volley of multiple shots is no more likely to penetrate Impervious Resistance than just one.

MULTIPLE TARGETS

You can use Multiattack to hit multiple targets at once by "walking" or "spraying" the Multiattack across an arc. Roll one attack check per target in the arc. You suffer a penalty to each check equal to the total number of targets. So making a Multiattack against five targets is a –5 penalty to each attack check. If you miss one target, you may still attempt to hit the others.

COVERING ATTACK

A Multiattack can provide cover for an ally. Take a standard action and choose an ally in your line of sight, who receives the benefits of cover against enemies in your line of sight and in range of your Multiattack. (You have to be able to shoot at them to get them to keep their heads down or this maneuver won't work.) You cannot lay down a covering attack for an ally in close combat. An opponent can choose to ignore the cover provided by your covering attack at the cost of being automatically attacked by it; make a normal attack check to hit that opponent.

PENETRATING FLAT • 1 POINT PER RANK

Your effect overcomes Impervious Resistance to a degree; the target must make a resistance check against an effect rank equal to your Penetrating rank. So, if a rank 4 (Penetrating 2) effect hits a target with Impervious 9, the target must resist a rank 2 effect (equal to the Penetrating rank). If the effect were rank 6, the target would have to resist the full effect anyway, since its rank is greater than half the Impervious rank. You cannot have a Penetrating rank greater than your effect rank.

PRECISE FLAT • 1 POINT

You can use a Precise effect to perform tasks requiring delicacy and fine control, such as using Precise Damage to spot-weld or carve your initials, Precise Move Object to type or pick a lock, Precise Environment to match a particular temperature exactly, and so forth. The GM has final say as to what tasks can be performed with a Precise effect and may require an ability, skill, or power check to determine the degree of precision with any given task.

REACH FLAT • 1 POINT PER RANK

Each time you apply this modifier to a close range effect, you extend its reach by 5 feet. This may represent a short-ranged effect or one with a somewhat greater reach, like a whip, spear, or similar weapon.

REACTION •1 OR •3 COST PER RANK

Each effect has a default action required to use it: standard, free, or none (for permanent effects). See **Action** at the start of this chapter for details. This modifier changes an effect's required action from a standard or free to a reaction, occurring automatically when a specific triggering event occurs. This is similar to the Triggered modifier (later in this section) but reaction effects do not need to be "set," originate from their user, and can function repeatedly, so long as their triggering requirement is met.

Specify a triggering circumstance that activates the effect, such as someone touching or attacking the user, activating a particular effect or power in the user's presence, and so forth. The GM is the final arbiter as to whether or not a triggering circumstance is suitable for a particular effect in the context of the series. Caution should be used to keep this option from being abused.

When the triggering circumstance occurs, the effect activates automatically, even if it is not the character's turn. The user can only prevent the reaction effect from occurring by choosing to deactivate the effect entirely (as a free action), in which case no circumstance will trigger it. For the ability to choose to have some triggering circumstances activate the effect and some not, apply the Selective modifier as well.

Example: *The villain Doctor Shock can create an aura of electricity around his body, damaging anyone or anything touching him. This is a Reaction Damage effect, causing Damage when Doctor Shock is touched. Of course, Doctor Shock's aura zaps anyone or anything touching him, including his allies! The only way he can prevent this is to turn the aura off altogether. If Doctor Shock possessed the ability to have his aura only damage people and things he wants it to damage, he would need to have the Selective modifier applied to the effect as well.*

The Reaction modifier applies +1 cost per rank to effects with a default action of free, +3 cost per rank to effects with a default standard action.

REVERSIBLE — FLAT • 1 POINT

You can remove conditions caused by a Reversible effect at will as a free action, so long as the subject is within the effect's range. Examples include removing the damage conditions caused by a Damage effect, repairing damage done by Weaken Toughness, or removing an Affliction instantly. Normally, you have no control over the results of such effects.

RICOCHET — FLAT • 1 POINT PER RANK

You can ricochet or bounce an attack effect with this modifier off of a solid surface to change its direction. This allows you to attack around corners, overcome cover and possibly make a surprise attack against an opponent. It does *not* allow you to affect multiple targets. The "bounce" has no effect apart from changing the attack's direction. You must be able to define a clear path for your attack, which must follow a straight line between each ricochet. Each rank in Ricochet allows you to bounce the attack once before it hits. Ricochet may grant a bonus to hit due to surprise, at the GM's discretion.

SECONDARY EFFECT — •1 COST PER RANK

An instant duration effect with this modifier affects the target once immediately (when the effect is used) and then once again on the following round, at the end of the attacker's turn. The target gets the normal resistance check against the secondary effect.

Secondary Effects don't stack, so if you attack a target with your Secondary Effect on the round after a successful hit, it doesn't affect the target twice; it simply delays the second effect for another round. You can attack the target with a different effect, however. So, for example, if you hit a target with a Secondary Damage Effect then, on the following round, hit with an Affliction, the target suffers both the Affliction and the Secondary Damage.

SELECTIVE — •1 COST PER RANK

A resistible effect with this extra is discriminating, allowing you to decide who is and is not affected by it. This is most useful for area effects (see the **Area** extra). You must be able to accurately perceive a target in order to decide whether or not to affect it. For a degree of selectivity with non-resistible effects, use the Precise modifier.

SLEEP — •0 COST PER RANK

When this modifier is applied to an effect that causes the incapacitated condition, the effect leaves them asleep whenever it would normally render them incapacitated. See the description of asleep under **Conditions**.

SPLIT — FLAT • 1 POINT PER RANK

With this modifier, a resistible effect that works on one target can split between two. The attacker chooses how many ranks to apply to each target up to the effect's total rank. So a rank 10 effect could be split 5/5, 4/6, 2/8, or any other total adding up to 10. If an attack check is required, the attacker makes one, comparing the results against each target. The effect works on each target at its reduced rank.

Each additional rank of this modifier allows the power to split an additional time, so rank 2 allows an effect to split among three targets, then four, and so forth. An effect cannot split to less than 1 rank per target, and cannot apply more than one split to the same target. Thus maximum Split rank equals the effect's rank.

SUBTLE — FLAT • 1-2 POINTS

Subtle effects are not as noticeable. A subtle effect may be used to catch a target unaware and may in some cases qualify for a surprise attack. Rank 1 makes an effect difficult to notice; a DC 20 Perception check is required, or the effect is noticeable only to certain exotic senses (at the GM's discretion). Rank 2 makes the effect completely undetectable.

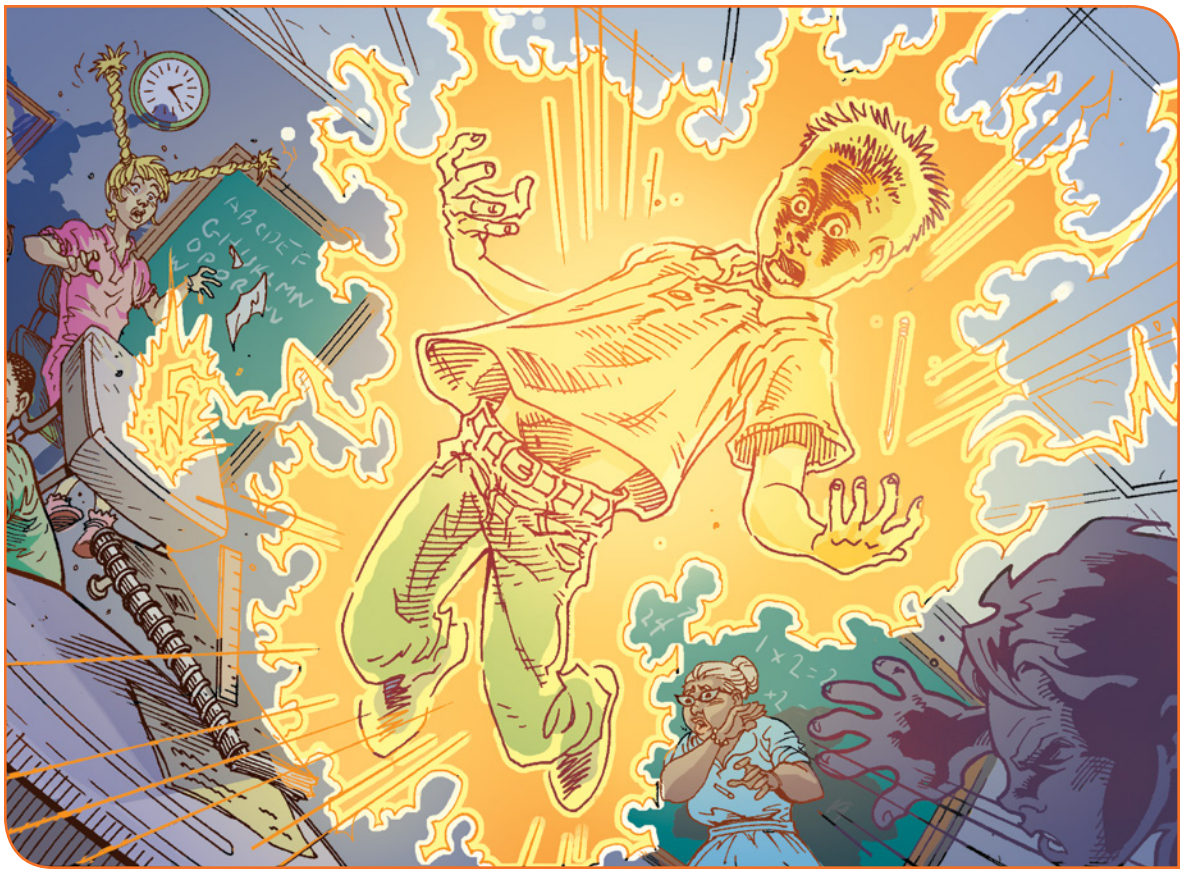
SUSTAINED — •0 COST PER RANK

Applied to a permanent duration effect, this modifier makes it sustained duration, requiring a free action to use (rather than none, like other permanent effects). The benefit is the sustained effect can be improved using extra effort, including using it to perform power stunts. The drawback is the effect requires a free action each turn to maintain it, and being unable to do so means the effect shuts off.

Example: *The Protection effect is permanent, meaning it always protects the character, but concentrating or trying harder does not make the effect more protective, nor can the character use it for power stunts. Sustained Protection can be turned on and off, improved with extra effort, and used for power stunts. It might represent a power like a personal force field, or increased density requiring a modicum of concentration to maintain.*

TRIGGERED — FLAT • 1 POINT PER RANK

You can "set" an instant duration effect with this modifier to activate under particular circumstances, such as in re-



sponse to a particular danger, after a set amount of time, in response to a particular event, and so forth—chosen when you apply the modifier. Once chosen, the trigger cannot be changed.

The circumstances must be detectable by your senses. You can acquire Senses Limited and Linked to Triggered effects, if desired. Setting the effect requires the same action as using it normally.

A Triggered effect lying in wait may be detected with a Perception check (DC 10 + effect rank) and in some cases disarmed with a successful skill or power check (such as Sleight of Hand, Technology, Nullify or another countering effect) with a DC of (10 + effect rank).

A Triggered effect is good for one use per rank in this modifier. After its last activation, it stops working.

You can apply an additional rank of Triggered to have a Variable Trigger, allowing you to change the effect's trigger each time you set it.

VARIABLE DESCRIPTOR — FLAT • 1-2 POINTS

You can change the descriptors of an effect with this modifier, varying them as a free action once per round. With rank 1, you can apply any of a closely related group of descriptors, such as weather, electromagnetic, temperature, and so forth. With rank 2, you can apply any of a broad group, such as any mental, magical, or technological descriptor. The GM decides if a given descriptor is appropriate in conjunction with a particular effect and this modifier.

FLAWS

The following section lists available flaws, starting with the flaw's name and the amount it reduces effect cost (in power points per rank or flat value), along with a description of how the flaw modifies effects in game terms.

A flat-value flaw cannot have more ranks than the effect itself.

ACTIVATION — FLAT • -1 OR -2 POINTS

A power with this flaw requires an action to prepare or activate before any of its effects are usable. If the power requires a move action to activate, the flaw is –1 point. If it requires a standard action, it is –2 points. Activation taking less than a move action is not a flaw, although may qualify as a complication (see the **Power Loss** complication for details).

Activation has no effect other than making all of the power's effects available for use. The effects themselves still require their normal actions to use. You can use a power's effects in the same turn as you activate it, provided you have sufficient actions to do so. If the power is deactivated—either voluntarily or involuntarily via effects like Nullify—you must activate it again in order to use any of its effects.

Activation applies to an entire power and all of its effects. Activating the power brings all of its effects "on-line" and makes them available. If you have to activate different ef-



fects separately, apply this flaw to each of them, requiring separate actions for each.

If Activation is not automatic, apply the Check Required flaw to the entire power as well and have the player make the necessary check in order to activate the power. If the check fails, the power does not activate, and the character has to take the activation action to try again.

ACTIVATION AND PERMANENT EFFECTS

The Activation flaw *does* allow permanent effects that are part of a power to be turned off, but only if the power as a whole is deactivated. It does not affect the other aspects of permanent duration, including the inability to improve the effect with extra effort. The GM should decide if allowing a permanent effect to have an Activation is appropriate based on the specific effect and any others it is combined with in the power.

> ***Example:*** *Stonewall has the power to turn into a super-strong rock-form. This is a combination of the Enhanced Strength, Impervious Protection, and Power-Lifting effects. Stonewall's player applies the Activation flaw to the power, saying Stonewall has to concentrate and take a standard action to assume his rock-form. That reduces the total cost of all three effects by 2 power points and means unless Stonewall takes a standard action to activate his rock-form, he cannot use any of the power's effects, even including permanent ones like Protection.*

CHECK REQUIRED — FLAT • -1 POINT PER RANK

An effect with this flaw requires a check of some sort—usually a skill check—with a base difficulty of 10, +1 for each additional rank in Check Required. If the check fails, the effect doesn't work, although the action required to use it is expended (so attempting to activate a standard action effect takes a standard action whether the check is successful or not).

If the check succeeds, the character gains the use of 1 effect rank per point the check exceeds the DC. Thus a check result of 14 allows the character to use up to 4 ranks of the effect. If a lesser rank of the effect doesn't do anything, then it's the same as failing the check.

The required check occurs as part of the action to use the effect and provides no benefit other than helping to activate it. Normal modifiers apply to the check, and if you are unable to make the required check for any reason, the effect doesn't work.

A natural 1 rolled on the check means it fails automatically, regardless of the check result. So there is always a small chance the effect won't work, regardless of the character's check bonus.

This check must be in addition to any check(s) normally required for the effect. So, for example, the normal Perception check made in conjunction with a sensory effect does *not* count as an application of this flaw, and applying it means an additional check is required before the effect's normally required check(s).

FLAWS

NAME	COST	DESCRIPTION
Activation	–1-2 flat points	Effect requires a move (1 point) or standard (2 points) action to activate.
Check Required	–1 flat per rank	Must succeed on a check to use effect.
Concentration	–1 per rank	Sustained effect becomes concentration duration.
Diminished Range	–1 flat per rank	Reduces short, medium, and long ranges for the effect.
Distracting	–1 per rank	Vulnerable while using effect.
Fades	–1 per rank	Effect loses 1 rank each time it is used.
Feedback	–1 per rank	Suffer damage when your effect's manifestation is damaged.
Grab-Based	–1 per rank	Effect requires a successful grab attack to use.
Increased Action	–1-3 per rank	Increases action required to use effect.
Limited	–1 per rank	Effect loses about half its effectiveness.
Noticeable	–1 flat point	Continuous or permanent effect is noticeable.
Permanent	–1 per rank	Effect cannot be turned off or improved with extra effort.
Quirk	–1 flat per rank	A minor flaw attached to an effect. The opposite of a Feature.
Reduced Range	–1-2 per rank	Effect's range decreases.
Removable	–1-2/5 flat points	Effect can be taken away from the user.
Resistible	–1 per rank	Effect gains a resistance check.
Sense-Dependent	–1 per rank	Target must be able to perceive the effect for it to work.
Side Effect	–1-2 per rank	Failing to use the effect causes a problematic side effect.
Tiring	–1 per rank	Effect causes a level of fatigue when used.
Uncontrolled	–1 per rank	You have no control over the effect.
Unreliable	–1 per rank	Effect only works about half the time (roll of 11 or more).

Example: *A spellcaster has Senses 4 (Detect Magic, Ranged, Acute, Analyze) with Expertise: Magic Check Required 4. The player needs to make a DC 13 skill check (10 + 3 additional ranks) to successfully cast the spell, followed by the normal Perception check to pick up on anything present, and perhaps another Expertise check to interpret what the character senses.*

CHECK EXAMPLES

Skill checks an effect may require include:

- **Acrobatics:** Suitable for effects requiring a measure of coordination or complex maneuvering.
- **Deception:** Good for effects intended to deceive, particularly sensory effects like Concealment or Illusion, and disguise or form-altering effects like Morph.
- **Expertise:** An Expertise skill check might represent having to know something about the subject of the effect or having to know something about the effect itself.
- **Intimidation:** Useful for effects intended to inspire fear as well as similar offensive effects like Affliction.
- **Stealth:** Best suited to sensory effects, particularly Concealment.
- **Technology:** Operating a complex device may require a Technology check.

CONCENTRATION -1 COST PER RANK

Applied to a sustained duration effect, this modifier makes it concentration duration, requiring a standard action, rather than a free action, each turn to maintain. See **Duration** at the start of this chapter for details.

DIMINISHED RANGE FLAT • -1 POINT PER RANK

Each rank of Diminished Range reduces the effect's short, medium, and long ranges. One rank in this flaw gives the effect a short range of 10 feet x power rank, medium range of 25 feet x power rank, and long range of 50 feet x power rank. A second rank reduces the multipliers to 5 feet, 10 feet, and 25 feet, and a third rank reduces them to 2 feet, 5 feet, and 10 feet. Three ranks is the maximum a character can have in this flaw.

DISTRACTING -1 COST PER RANK

Using a Distracting effect requires more concentration than usual, causing you become vulnerable when you use the effect, until the start of your next turn.

FADES -1 COST PER RANK

Each time you use an effect with this flaw, it loses 1 rank of effectiveness. For effects with a duration longer than instant, each round is considered "one use." Once the effect reaches 0 ranks, it stops working. A faded effect can

be "recovered" in some fashion, such as recharging, rest, repair, reloading, and so forth. The GM decides when and how a faded effect recovers, but it should generally occur outside of combat and take at least an hour's time. The GM may allow a hero to recover a faded effect immediately and completely by spending a hero point.

FEEDBACK -1 COST PER RANK

You suffer damage when a manifestation of your effect is damaged. This flaw only applies to effects with physical (or apparently physical) manifestations, such as Create, Illusion, or Summon, for example. If your power's manifestation is damaged, make a resistance check against the attack's damage rank, using your effect's rank as the resistance check bonus. For example, if a manifestation of a rank 10 effect is attacked for damage 12, you must make a resistance check against damage 12 with a +10 bonus (the effect's rank) in place of your normal Toughness.

GRAB-BASED -1 COST PER RANK

An attack effect with this flaw requires you to successfully grab a target before using the effect (see **Grab**, page 248). This generally applies to an effect that is close range, since you have to be in close combat to grab anyway. If the effect's default range is not close, apply the Close modifier as well. If you do not succeed on the grab, you cannot use the effect. If your grab attempt succeeds, the effect occurs automatically as a reaction.

> ***Example:*** *Lamprey has a draining touch that is a Grab-Based Weaken Strength effect. So the monstrous villain has to take a standard action and make a grab first in order to use it. If his close attack check hits, the target makes a Dodge or Fortitude resistance check against Lamprey's Strength. If it fails, the target then makes the Fortitude resistance check against the villain's Weaken effect to see how much Strength Lamprey drains away.*

This flaw is essentially a form of Resistible, with a grab check rather than a regular resistance check (see the **Resistible** flaw for more).

INACCURATE FLAT • -1 POINT PER RANK

An effect with this flaw is hard to control or wildly inaccurate. Each rank gives you a –2 penalty to attack checks with the effect.

INCREASED ACTION -1 TO -3 COST PER RANK

Using an effect requires one of the following types of actions: standard, move, free, or reaction. Each increase in the required action from that effect's base action type (free to move, for example) is a –1 cost per rank modifier.

LIMITED -1 COST PER RANK

An effect with this flaw is not effective all the time. Limited powers generally break down into two types: those usable only in certain situations and those usable only on certain things. For example Only While Singing Loudly, Only While Flying, Only on Men (or Women), Only Against Fire, Not Usable on Yellow Things, and so forth. As a general rule, the effect must lose about half its usefulness to qualify for this modifier. Anything less limiting is better handled as an occasional complication.

PARTIALLY LIMITED

If your effect is only *somewhat* effective in particular circumstances, apply the flaw to only some of its ranks. For example, an attack effect that does less damage against targets with Protection (to represent a diminished ability to penetrate armor, for example) applies the Limited flaw to only those ranks that are ineffective.

NOTICEABLE FLAT • -1 POINT

A continuous or permanent effect with this modifier is noticeable in some sort of way (see **Noticing Power Effects** at the start of the chapter). Choose a noticeable display for the effect. For example Noticeable Protection may take the form of armored plates or a tough, leathery-looking hide, making it clear the character is tougher than normal.

PERMANENT -1 COST PER RANK

A continuous effect with this flaw becomes permanent in duration. It *cannot* be turned off, it is always on by default. If some outside force—usually a Nullify effect—does turn it off, it turns back on automatically at the earliest opportunity. Additionally, you cannot improve a permanent effect using extra effort.

Permanent effects may be inconvenient at times (including things like being permanently incorporeal or 30 feet tall); this is included in the value of the flaw.

QUIRK FLAT • -1 POINT PER RANK

A Quirk is some minor nuisance attached to an effect, essentially the reverse of a Feature (see **Feature** under **Extras**). A Quirk is generally worth, at most, 2–3 power points, and many are simply 1-point flaws.

As with Features, the GM should ensure a Quirk is truly a flaw (albeit a minor one) and not simply part of the power's descriptors. For example, the fact that an attack with a "sonic" descriptor likely will not travel through a vacuum is not a Quirk, simply part of the "sonic" descriptor (especially since the attack may be enhanced by a medium such as water). On the other hand, a shapeshifter unable to change color (losing some of the power's utility), or a telepath unable to lie while using Mental Communication, *do* have Quirks to their powers.

The GM sets the rank (and therefore value) of any given Quirk for an effect, based on how troublesome it may be, similar to setting ranks for the Benefit advantage and Feature effect (see those trait descriptions for details).

REDUCED RANGE -1 OR -2 COST PER RANK

An effect has a range of close, ranged, or perception. Decreasing an effect's range by one step (from ranged to close, for example) is worth 1 point per rank. Some effects have their range determined by rank. To change the effect's range, increase or decrease its rank; this flaw does not apply. Effects that are close range by default cannot further decrease their range.

REMOVABLE FLAT • -1 OR -2 POINTS PER 5 POINTS

Removable applies to the *power* as a whole and not individual effects, although it may apply to a power with only one effect. The flaw is worth –1 point (–2 points for **Easily Removable**) per 5 total power points of the power's final cost, rounded up, after applying extras and flaws to its effects.

A removable power may only be removed when you are both stunned and defenseless, essentially unable to resist, and cannot be removed during action time. This means opponents can generally only remove the power after defeating you (leaving you incapacitated) or through some sort of scheme outside of a conflict, such as a plot to break into your headquarters and steal a device kept there, for example.

An easily removable power can be taken away with a disarm or grab action (see the **Action & Adventure** chapter). This typically represents some sort of handheld device (such as a weapon, magic wand, remote control, or the like) or some worn item easily snatched from you, like a hat or cloak.

REMOVABLE POINT VALUE

Removable applies to the *power* as a whole and not individual effects, although it may apply to a power with only one effect. The flaw is worth –1 point (–2 points for Easily Removable) per 5 total power points of the power's *final* cost, after applying extras and flaws to its effects.

> ***Example:*** *Ultramarine's armor provides Veronica with a number of effects, including Damage, Enhanced Strength, Flight, Protection, and Senses. The total power point cost of all the armors effects is 98 points, including extras and flaws applied to those effects. Dividing the total cost by 5 is 20. So the Removable flaw reduces the cost of the Ultramarine armor by 20 points, from 98 to 78 power points. However the armor can be taken away, disabled, and so forth, and the player receives no hero points for a complication when it happens due to the nature of the flaw.*

REMOVABLE AND DAMAGE

Removable devices can be damaged, possibly even destroyed (see the **Damage** effect description for details). So long as the character has power points invested in the device, it can be repaired, eventually. This usually requires time between adventures, perhaps even a special adven-



UNDER THE HOOD: REMOVABLE AND EQUIPMENT

Items provided by the Equipment advantage (see the **Advantages** chapter) are essentially effects and other traits with Easily Removable, along with the various other limitations outlined in the **Gadgets & Gear** chapter, amounting to a reduction of –4 points per 5 power points of final cost. Thus the Equipment advantage provides 5 points worth of equipment per rank (or 1 power point).

ture to find certain rare parts, specialized help, or other components.

For a flat 1-point reduction in the value of the Removable flaw, you can define a device as Indestructible. It can still be taken away, but cannot be damaged or destroyed, except as a GM-imposed complication (earning the player a hero point as usual). This reduction can lower the value of the flaw to 0, in which case the character gets no power point discount for the device.

REMOVABLE AND COMPLICATIONS

The temporary loss of a removable power does *not* constitute a complication, any more than the result of any other flaw. You can have a device or power-object as a descriptor *without* this flaw, if you wish, in which case the power cannot be removed or taken away from you without a complication applied by the GM (earning you a hero point) or the use of an effect like Nullify, which has predefined conditions for recovery.

RESISTIBLE -1 COST PER RANK

When applied to an effect that doesn't normally allow a resistance check, this flaw gives it one. Choose the defense when the flaw is applied. Since effects that work on others allow a resistance check by definition, this nearly always applies to personal effects that allow someone interacting with them to circumvent the effect with a successful check.

For example, an Enhanced Parry defense effect might reflect a low-level reading of a target's mind to anticipate and avoid attacks. It allows a Will resistance check to overcome the effect, denying you the defense bonus against that opponent (and applying this flaw to the effect). Likewise, your Concealment effect might be illusory rather than a true physical transformation, permitting a Will resistance check for someone to overcome it. A sustained Protection effect might be some sort of "kinetic field" that permits an attacker a Fortitude resistance check to overcome it.

When applied to an effect that *does* normally allow a resistance check, this flaw gives it an *additional* one, which may be the same as its normal resistance, or different. The target makes both resistance checks and applies the better of the two to determine the effect's result.

For example, a Damage effect might involve whirling blades an attacker can avoid with a successful Dodge resistance check, circumventing the need for a Toughness check against the damage. Similarly a Weaken effect based on a poison dart might add a Toughness check to see if the dart penetrates the target's skin in addition to making the usual Fortitude check against the effect.

SENSE-DEPENDENT -1 COST PER RANK

The target of a Sense-Dependent effect must be able to perceive the effect for it to work. The target gets a Dodge resistance check. Success means the target has managed to avert his eyes, cover his ears, etc. and the effect doesn't work. Otherwise the effect works normally and the target makes the usual resistance check against it, if any.

Opponents aware of a Sense-Dependent effect can also deliberately block the targeted sense: looking away, covering or blocking their ears, etc. This provides a +10 bonus to resistance checks against the effect, but gives others partial concealment from that sense. An opponent unable to use a sense (blind, deaf, etc.) is immune to effects dependent on it. Opponents can do this by closing their eyes, wearing ear- or nose-plugs, or using another effect like Concealment. This gives you total concealment from that sense.

Sensory effects are Sense-Dependent by definition, and cannot apply this flaw. To give a target additional resistance to a sensory effect, use the Resistible flaw.

SIDE EFFECT -1 OR -2 COST PER RANK

Failing to successfully use an effect with this flaw causes some problematic effect. Failure includes missing an attack check, or the target successfully resisting the effect. If the side effect *always* occurs when you use the effect, whether you succeed or fail, it is worth –2 cost per rank.

The exact nature of the side effect is for you and the Gamemaster to determine. As a general guideline, it should be an effect about the same in value as the effect with this flaw. So an effect with a cost of 20 points should have a 20-point side effect. Typical side effects include Affliction, Damage, or Weaken, or the base effect itself (it essentially rebounds and affects you instead). The Side Effect does not require an attack check and only affects you, although the GM may permit some Side Effects with the Area modifier on a case-by-case basis. You get a normal resistance check against the Side Effect. If you are immune to your own powers, you aren't immune to its side-effect.

The GM may also allow a Complication Side Effect, which essentially imposes a complication on you without awarding a hero point. See **Complications** on page 27 for more information.

TIRING -1 COST PER RANK

An effect with this flaw causes you to suffer a level of fatigue when you use it. You recover from this fatigue normally, and can use hero points to overcome it by spending the hero point at the start of the round following the



use of a tiring effect. In essence, the power requires extra effort in order to use it (see **Extra Effort**, page 19). This makes Tiring a useful flaw for creating an effect you can *only* use with extra effort.

Tiring is often applied to just some ranks of an effect to represent a higher level of the effect, usable only through extra effort. For example, a hero might have a rank 12 Damage effect, but routinely use only 8 ranks of it. The remaining 4 ranks are Tiring, so using them quickly fatigues the hero.

A Tiring effect can be combined with extra effort, but the fatigue stacks, causing a minimum of *two* levels of fatigue per use.

UNCONTROLLED -1 COST PER RANK

You have no control over an effect with this flaw. Instead, the Gamemaster decides when and how it works (essentially making it a plot device). This flaw is best suited for mysterious powers out of the characters' direct control or effects the GM feels more comfortable having under direct, rather than player, control.

UNRELIABLE -1 COST PER RANK

An Unreliable effect doesn't work all the time. Roll a die each round before you use or maintain the effect. On a 10 or less, it doesn't work this round, but you've still used the action the effect requires. You can roll again on the following round to see if it works, although you must take the normal action needed to activate the effect again. Spending a hero point on your reliability roll allows you to succeed automatically (since the roll is then at least an 11).

Alternately, instead of having a reliability roll, you can choose to have five uses where your effect works normally, then it stops working altogether until you can "recover" it in some way (see the **Fades** flaw for more on this). The GM may allow you to spend a hero point to automatically recover a spent Unreliable power.

Powers that are only occasionally unreliable (less than about 50% of the time) are better handled as complications (see **Complications**, page 30).

UNDER THE HOOD: RELOADING AND RESETTING

One possible application of the Unreliable flaw is to reflect weapons or equipment that occasionally run out of ammunition or "jam" or "crash" and must be reloaded or reset in some way. It really only applies to effects where this happens fairly often, as given in the Unreliable flaw description. Large ammo or fuel capacities, which only occasionally run out or inconvenience the character, are better handled as descriptors and occasional complications when they actually prove problematic.

Example: *A gun-toting vigilante, Caliber has a variety of guns (acquired via the Equipment advantage). Generally, he has sufficient ammunition that it isn't a concern, no matter how many shots he fires or how many thugs he guns down. When, during a long fire-fight, the Gamemaster decides Caliber's guns click on empty, the player gets a hero point for the complication, forcing the hero to come up with a new plan, fast!*

DESCRIPTORS

Descriptors help to bring a collection of effects and modifiers to life, differentiating them from similar (or even identical) configurations and making them into distinct powers. Although descriptors don't always have significant *game* effects in Mutants & Masterminds, they're perhaps the most important element in providing color and character to the powers of heroes and villains.

Descriptors do have some affect on game play. In particular, descriptors often govern how certain effects interact with each other, serving as convenient shorthand to help define an effect's parameters. For example, Immunity and Nullify work against effects with specific descriptors; if they were limited solely to things like effect type, it would leave out a tremendous range of options, like "Immunity to Fire" or "Nullify Mutant Powers," which are important to the source material.

TYPES OF DESCRIPTORS

Descriptors come in many different forms. The breakdown in this section is inexact, and deliberately so; some descriptors fall into more than one category, while others might not fall into any of these categories, being unique to that particular character or power. Still, the following are the major types of descriptors suited to Mutants & Masterminds powers, and things to consider when creating or choosing powers for a character.

ORIGIN

A descriptor may relate to the origin of a power, where it comes from or what granted it to the character. For example, did he gain Speed in a scientific accident or from years of focused meditation at a secret temple to the God of Speed? A power's origin may determine how it interacts with other powers. Some powers with the same origin might be better suited to counter each other, for example, or to work in conjunction, combining their benefits. Examples of origin descriptors include:

- **Accidental** powers are the result of random chance or accident: being struck by lightning, doused in chemicals, exposed to exotic radiation, and so forth. The circumstances of an accidental origin may or may not be something others can duplicate (although some are sure to try).
- **Bestowed** powers are granted by an outside agency of some sort, such as a deity, a technology, an alien race, or another superhuman. The process that bestows the powers can be transitory or effectively permanent, barring some sort of plot device or GM-created setback.
- **Invented** powers are designed and created by someone, either the inventor of a particular piece of technology or the designer of a technique or technology for bestowing powers on others.
- **Mutant** powers are inborn, but not natural to the character's race or species. They are the result of a genetic quirk or mutation of some sort, possibly due to environmental influences like chemical mutagens or radiation. Since they involve a change in the subject's DNA, mutant powers—or at least the potential for them—are inheritable.
- **Training** powers are gained from study and practice. While many training powers are "super-skills" or esoteric abilities learned from trained masters, this origin covers any power that is learned rather than acquired in another way. It's not necessarily limited to "skill-based" powers or advantages. For example, magical or psionic powers might be acquired through training and study.

SOURCE

A power's source differs from its origin in that the origin is where the potential or ability to use the power comes from (where the character got the power in the first place), while source is where the power's effect comes from, or where the power draws its energy.

Comic book style superpowers answer this question with vague descriptors, since the kind of real-world energy required for many powers is staggering, requiring all superhumans to be living fusion reactors! While this may well be the case in your own setting, the assumption is that power source is just another descriptor in most Mutants & Masterminds games.

Source descriptors influence the effects of certain powers, such as Nullify Magic Powers, which can counter powers with a magical source, whether or not their effects are magical. Examples of power sources include:

- **Biological** powers come from the user's own physiology, drawing power from stores of bio-chemical energy or perhaps from specialized organs or biological functions, like a squid's ink or a skunk's musk, which are generated biologically.
- **Cosmic** powers draw upon the fabric of the universe itself or "cosmic" power sources like quasars, white holes, or the background radiation of the Big Bang. Cosmic powers are close to divine in many respects (see the following) in that they transcend earthly sources of power.

- **Divine** powers come from a higher being, essentially a god or gods. Divine power is generally limited to the god(s) areas of influence and may be morally aligned, available only to wielders with an allegiance to that divinity.
- **Extradimensional** powers originate outside the home dimension of the setting, from other planes or dimensions of existence. Some extradimensional powers are scientific while others are downright mystical, or even beyond into realms "man was not meant to know."
- **Magical** powers draw upon magical energies, however they might be defined in the setting. Typically, there is some sort of "magical energy" in existence that magicians and magical creatures draw upon for their powers and effects. Note that powers with a magical source are not necessarily "spells," although they might be; a dragon's breath might use magic to power it, or it might be biological, depending on the descriptors applied to it (in other words, how it's defined in terms of the setting).
- **Moral** powers come from an abstract morality or ideal, essentially from an allegiance to that ideal. Whether or not the moral power is aware and capable of interaction is up to the GM and the specifications of the setting; it's the character's *belief* in that ideal that matters so far as the power is concerned. "Good" and "evil" are common abstract moral sources of powers, but others may include chaos, law, anarchy, order, justice, balance, neutrality, reason, and so forth.
- **Psionic** powers are powers of the mind, coming from the psyche of the wielder (or perhaps from the Collective Unconscious, which acts as a "wellspring" of psionic power). This power source is associated with classic "mental" powers like telepathy and telekinesis, although effects like Mind Reading and Move Object can also come from other sources.
- **Technological** powers are the result of technology, machines and technological devices. Although technological power sources often involve Devices or Equipment, they don't necessary have to; a technological power may be a permanent implant, for example, without the limitations of a Device, but still technological (and affected by things keyed to the technological descriptor).

MEDIUM

A power's medium is what the power uses to accomplish its effect(s). Often, a power's source and medium are one and the same: a psionic power uses psionic energy to power and accomplish its effects, likewise, a divine power often uses divine energy to power and accomplish its effects.

In some cases, however, source and medium may differ and the distinction may be significant. For example, the power to throw fireballs granted by the God of Fire is a bestowed origin with a divine source, using fire as the medium to cause its Damage effect.

Medium descriptors generally fall into either material or energy: material mediums are substances, ranging from







things like air (or other gases), water (or other liquids), and earth (soil, rock, sand, etc.) through to biological materials like acids, blood, and so forth. Energy mediums are different forms of energy, from electromagnetic (electricity, light, radio, radiation, etc.) to gravity, kinetic energy, or an exotic source like divine, magical, psionic, or cosmic energy (given under **Origin** descriptors).

RESULT

Lastly, a power's *result* is what happens when the power is used beyond just the game mechanics of its effect. For example, the rules of the Affliction effect describe the penalties suffered by the target, but they don't describe the result, the nature of the Affliction itself. Is it glowing bonds of energy, sudden fever and dizziness, a curse of misfortune, a life-sapping vapor, or any number of other things?

Result descriptors tend to be fairly broad, given the potential range of results available to effects in the game. Some powers may not have or need result descriptors; after all, "Mind Control" is a pretty clear description of a result. However, "an induced trance where the human brain becomes capable of accepting neurolinguistic programming inputs" is also a valid descriptor for that same effect.

Like medium descriptors, result descriptors may or may not match others the power already has. Take a taser-like weapon able to stun the nervous system of its target: it has an invented origin (someone designed and built it), a technological source (it's a technological device with a battery), uses a energy medium (an electrical shock), and results in an electrical overload of the target's nervous system (the result descriptor for its Affliction effect). This tells us a lot about that particular power and ways it might interact with other effects.



APPLYING DESCRIPTORS

Applying descriptors to a power is as simple as describing what the power is and how it works: "The divinely-granted ability to heal through a laying-on of hands," for example, "or the mutant power to control magnetic fields to move ferrous metal objects." Considerably more evocative and descriptive than "Healing effect" or "Move Object, Limited to Ferrous Metals," aren't they?

Generally, you should feel free to apply whatever descriptors seem appropriate and necessary to describe your character's powers, *so long as they don't significantly change how they work in game terms.* This is the key element. While descriptors may imply certain interactions or minor benefits or drawbacks, they shouldn't significantly change how an effect works, that's the role of modifiers. So, for example, "area" is not a descriptor, it is an extra you apply to allow a power to affect an area rather than a single target.

CREATIVE USES OF DESCRIPTORS

In many instances, players come up with creative uses for their characters' descriptors. This should be encouraged and, generally speaking, allowed freely so long as those uses don't spoil the game. So if a fire-using character wants to use a tiny amount of his flame blast power to light some candles, or the electrical-controlling character wants to use some of his power output to act as a living battery to jump-start a car, go for it. In the latter case you *might* want to call for a Technology skill check to make sure the character gets the terminals and the voltage right, but most of the time it's better to just let the trick go through and give the character a chance to shine.

Creative uses of descriptors with no real game effect are freebies: no extra effort or hero points needed. Situations where creative uses of descriptors have a significant game effect can be handled as power stunts: pick the effect that best suits the desired outcome and treat it as an Alternate Effect of the power the hero wants to use, with descriptors assigned as appropriate. If an electrical-controlling hero wants to use his power like a living defibrillator to save a heart-attack victim, for example, that can be a Healing power stunt. The hero uses extra effort (and possibly a hero point) and gets a one-shot use of Healing to stabilize the dying victim.

APPLYING DESCRIPTORS IN PLAY

While descriptors are generally applied to powers when those powers are defined (that is, when a character is created), in some cases, certain descriptors may be left unspecified and defined during play. This can either be because nobody thought to define the descriptor in advance, or it was deliberately left vague, to be filled-in later.

So, for example, a particular heroine might not know the origin or source of her powers, and her player doesn't *want* to know, leaving them a mystery for later development in the game. The GM agrees and so the heroine's powers have no origin or source descriptors. Instead, the GM chooses them, which isn't known until the heroine is subject to an anti-magical field and discovers her powers don't work! The GM awards the player a hero point for the unexpected setback and now the source of the heroine's powers is known, although their origin still remains a mystery….

Applying descriptors in play gives you a lot of flexibility, letting you handle certain things "on the fly" rather than having to describe every aspect of a character in excruciating detail beforehand. The key tool for handling the application of descriptors in play is the use of hero points. If applying a new descriptor is a setback for the hero, then award the player a hero point, just like any other setback (see **Complications**, page 30). If the new descriptor is chosen by the player and gives the hero a minor advantage, you might ask the player to pay a hero point for the privilege, although you can balance this with an immediate hero point award for the clever idea, if you want (making the hero point a token expenditure). If it's neither, then there's no hero point cost, just apply the descriptor.

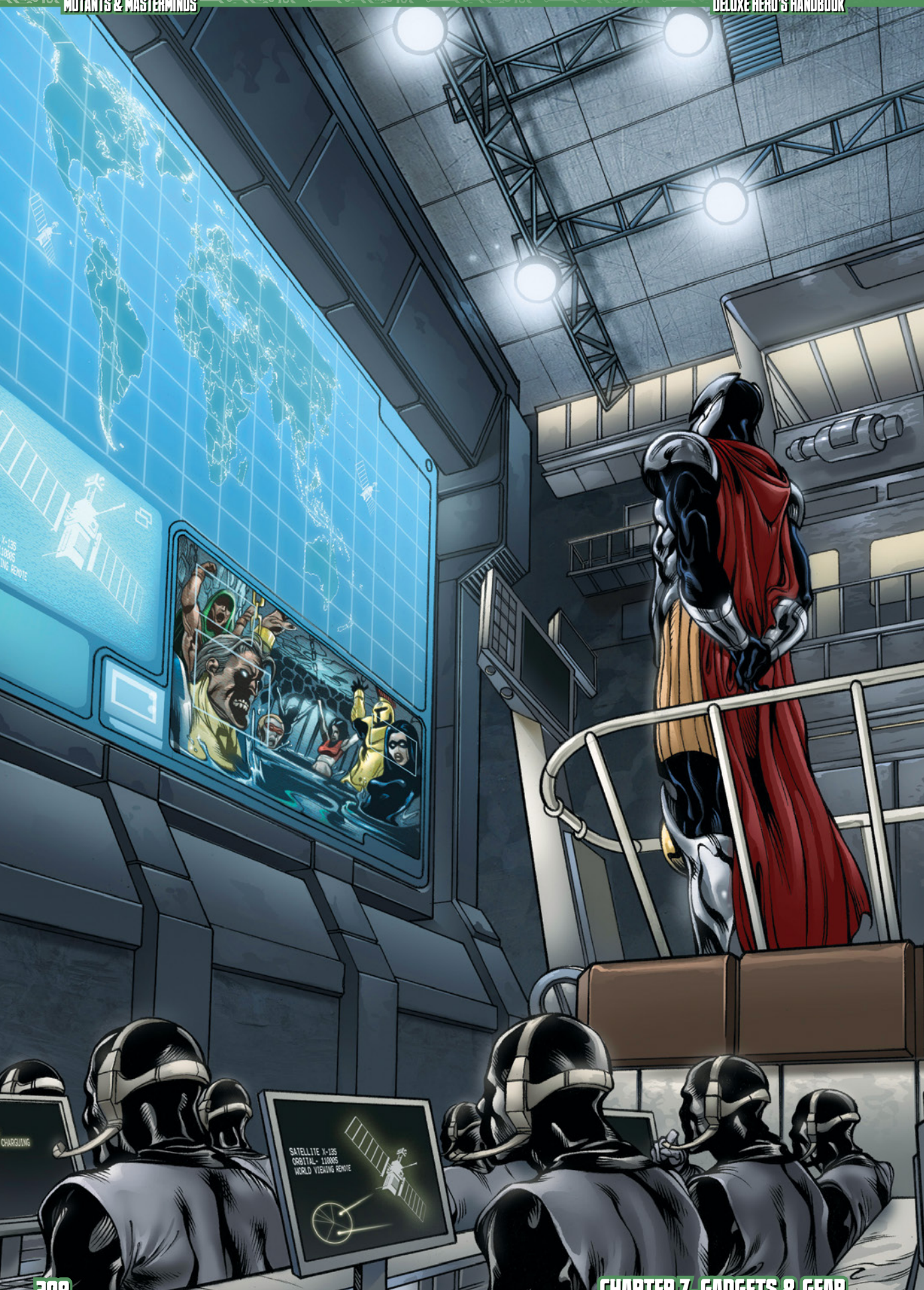
CHANGING DESCRIPTORS IN PLAY

On some occasions, you or a player may wish to change a particular descriptor during the course of the game, removing an existing descriptor and possibly replacing it with another one.

Sometimes this takes the form of discovering that a descriptor the character *thought* applied actually does not, such as a hero discovering his "magical" powers are actually the mutant ability to manipulate reality in certain ways. So long as the change doesn't contradict any previously introduced information, this is no different than applying a descriptor in play, and should be handled in the same way. On the other hand, if other effects previously worked on the hero as if his powers were magical, then some sort of explanation is required. The Gamemaster may wish to limit or ban "discovering" a descriptor that has already been established, although it might still be changed.

Changing descriptors is best handled as a plot device, much like re-allocating power points and redesigning characters (see page 26 for details). If exposure to strange magical forces changes a character's power source from biological to magical, for example, that's something for the GM to decide in the context of the game. Like with defining descriptors in play, if a change in descriptors through GM Fiat constitutes a setback, the GM should award the player a hero point. Changes that provide an advantage don't cost a hero point, however, since the GM chooses when and where they occur.

Temporarily changing a descriptor can be a use of extra effort, like any other power stunt. For example, a hero might change the result of an electrical Damage effect to a magnetic Move Object effect for one use. This is like any other power stunt and the changed or additional descriptors are an important part of the stunt. Sometimes a power stunt may change nothing *but* an effect's descriptor(s), such as changing a Damage effect from laser-light to a gamma-ray "graser" or from heat to cold. The GM decides what constitutes a reasonable change in descriptors for a power stunt, based on the power's existing descriptors and effects.


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CHAPTER 7: GADGETS & GEAR

From blaster rifles to anti-gravity belts, teleportation rings, and battlesuits, heroes and villains develop all manner of gadgets. Villains are forever coming up with doomsday machines and fiendish deathtraps while heroes use all sorts of gear to aid them in their fight for justice. This chapter looks at various sorts of devices and equipment in Mutants & Masterminds game terms. It also describes vehicles, headquarters, and constructs, ranging from zombie minions to giant robots.

DEVICES

A *device* is an item that provides a particular power effect or set of effects. While devices are typically creations of advanced science, they don't have to be. Many heroes and villains have magical devices such as enchanted weapons and armor, magical talismans, wands and staves of power, and so forth. Some devices are products of alien technology so advanced they might as well be magical, or focuses of psychic or cosmic power beyond the understanding of both magic and science. All devices work the same way in game terms, regardless of their origin or descriptors.

Generally speaking, devices are powers with the Removable flaw applied to them (see **Removable** in the **Powers** chapter), meaning the power is external to the character. Take away the device, and the wielder loses the ability to use those powers. So if an armored hero loses access to his battlesuit, for example, he also loses access to the powers tied-up in it. The same is the case of a hero loses a cosmic ring, magic helmet, or alien artifact, which is why Removable is a flaw for those powers.

Just like other powers, devices cost power points (albeit reduced some by the Removable flaw). Characters who want to have and use a device on a regular basis have to pay power points to have it, just like having any other power. The device becomes a part of the character's abilities. If the device is lost, stolen, or destroyed, the character can replace it, given time, since the device is considered a permanent part of the character. Only a re-allocation of the character's power points will change this, and Gamemasters should allow characters to re-allocate power points spent on a Removable power if it is somehow permanently lost.

In other cases, characters may make temporary use of a device. Most devices are usable by anyone able to operate them, in which case characters may loan devices to each other, or may pick up and use someone else's device (or even steal a device away from someone in order to use it against them). The key concept here is the use of the device is *temporary*, something that happens during a single scene or, at most, a single adventure. If the character wants to continue

UNDER THE HOOD: DEVICES VS. EQUIPMENT

There can sometimes be a fine line between devices (Removable powers) and equipment (relatively mundane technology). The primary differences are: Devices are part of the character's traits. They grant effects beyond the capabilities of normal equipment, and they're only ever lost or taken away temporarily. If an item is integral to the character's concept or abilities, it's probably a device.

Equipment, on the other hand, is limited to fairly "mundane" things, can be taken away or even destroyed with impunity, and merely supplements the character's traits. Equipment doesn't grant "powers" per se (although equipment does provide certain effects). Here are some examples of devices vs. equipment:

- A high-tech suit of powered armor. *Device.*
- A sword or other mundane melee weapon. *Equipment*.
- A magical sword able to slice through tank armor. *Device.*
- The power to summon weapons out of thin air. These weapons never run out of ammo and vanish when taken away from the wielder, who can summon another weapon as a free action. *Neither*. This is just a descriptor for various attack effect powers. Since the "weapons" can't *really* be taken away, they're not devices *or* equipment.
- The character wears a cape allowing him to glide on air currents. *Device*.
- The character has a commlink installed in her costume. *Equipment*.
- The character has a cybernetic implant allowing him to "hear" radio waves. *Neither.* Although it has a technological descriptor, the implant can't be removed without surgery, so it isn't a device or equipment. The same is true of devices like bionic claws or other implants.

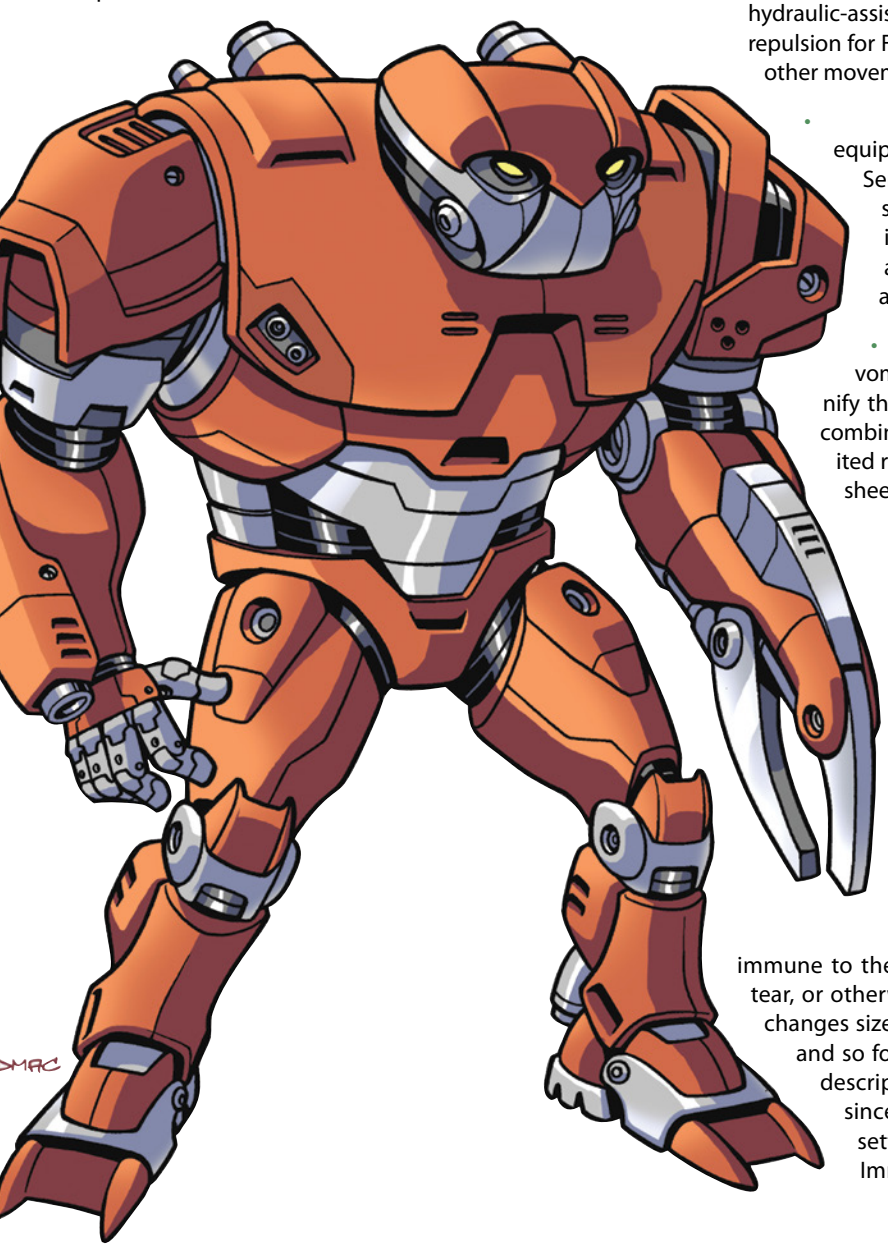
Ultimately, it is up to the GM whether or not a particular item is considered a device or equipment (or neither), depending on the nature of the series and the characters.

using the device beyond that, he must pay power points to make the device part of his regular abilities. Otherwise the GM can simply rule that the device is lost, reclaimed by its owner, runs out of power, breaks down, or whatever, and is therefore no longer accessible. Characters with the Inventor and Artificer advantages can create temporary devices for use in an adventure.

Gamemasters may require characters to spend a hero point to make temporary use of a device that doesn't belong to them, similar to performing a power stunt without suffering fatigue. This helps to limit the loaning and temporary use of devices.

BATTLESUITS

A common staple of comic books is the battlesuit, also known as power-armor. It is an advanced suit of technological (sometime magical) armor, giving the wearer various powers. Battlesuits commonly grant the following powers:



- **Armor:** Protection is the foundation power for a battlesuit. Whether it is armor plating, metallic mesh, flexible ballistic material, or some combination of these and other cutting-edge technologies, a battlesuit protects its wearer from damage. Some battlesuits provide Impervious Protection and some have Sustained Protection in the form of built-in force fields or the like.
- **Attacks:** Battlesuits are typically equipped with some kind of weapon or weapons, based around various attack effects, particularly Damage. A battlesuit with an array of weapons may have a primary attack effect and several others as Alternate Effects (see the **Alternate Effect** modifier in the **Powers** chapter).
- **Immunity:** A part of the protection a battlesuit offers is a sealed environment, offering Immunity to various conditions and hazards.
- **Movement:** After defense and offense, battlesuits typically allow the wearer to get around, whether it's hydraulic-assisted Leaping, boot-jets or anti-gravity repulsion for Flight, turbines for Swimming, or some other movement effect.
- **Sensors:** Battlesuits often come equipped with a suite of sensors providing Senses. Darkvision, direction sense (possibly from a global positioning system), infrared vision, radio, time sense (from a chronometer), and ultra-hearing are all common battlesuit sensors.
- **Strength:** A battlesuit might have servomotors or other mechanisms to magnify the wearer's Strength. This is typically a combination of Enhanced Strength and Limited ranks of Enhanced Strength to increase sheer lifting ability.

COSTUMES

In addition to being stylish, costumes may be made of unusual materials much tougher than they appear (courtesy of super-science or magic), allowing them to provide a Protection effect. Costumes may have other properties and can even be the source of a hero's powers, such as in the case of battlesuits (previously).

Comic book costumes are usually immune to their wearer's powers. They don't burn, tear, or otherwise suffer damage when the wearer changes size or shape, bursts into flames, freezes, and so forth. The GM can assume this is just a descriptor for all costumes. It costs no points, since everyone has it. In a more realistic setting, Gamemasters may wish to make Immunity (wearer's powers) a 1-point

feature and require characters to pay for it if their characters have such a costume. Otherwise characters have to make do with ordinary clothing (which may be damaged or destroyed when they use their powers).

ENHANCED EQUIPMENT

Some devices are otherwise normal equipment with special properties. Magical items, normal equipment imbued with magical properties, are examples. Magical weapons may have greater damage bonuses or grant attack bonuses while magical armor imposes no penalties and provides greater protection. Such enchantments move archaic weapons and armor from the realm of mundane equipment to devices. The same is true of equipment using super-alloys, bulletproof cloth, and other wonders of super-science.

WEAPONS

Weapons are common devices, ranging from super-powered versions of ordinary weapons like swords, bows, or guns (see **Enhanced Equipment**) to more exotic weapons like magic wands or alien power rings. A weapon device usually has one or more attack effects but may provide virtually any effect the player wants to include. Weapons often have several different attacks as Alternate Effects. One example is an array of magic rings, each with its own effect, but only usable one at a time.

OTHER DEVICES

The full range of devices Mutants & Masterminds characters can create and use is limited solely by your imagination. Essentially any item with a power is considered a device. Players and GMs may well come up with devices beyond those described here. Use the guidelines in this chapter and in the **Powers** chapter to handle any new devices and their capabilities.

INVENTING

Characters with the Inventor advantage can create inventions, temporary devices. To create an invention, the inventor defines its effects and its cost in power points. This cost is used for the necessary skill checks, and determines the time required to create the invention. Inventions are subject to the same power level limits as other effects in the series.

DESIGN CHECK

First, the inventor must design the invention. This is a Technology skill check the GM should make in secret. The DC is 10 + the invention's total power point cost, including all modifiers *except* Removable, which does not apply to inventions, as they are temporary by nature.

Designing an invention requires an hour's work per power point of the invention's cost. You *can* make a routine check to design an invention. You can reduce the rank of the design time, taking a –5 circumstance penalty on the check for each –1 time rank reduction.

Design Check = DC 10 + invention's point cost

If the check is successful, you have a design for the invention. If the check fails, the design is flawed and you must start over. With three or more degrees of failure, the designer is not aware of the design flaw; the design *seems* correct, but the invention won't function (or at least won't function properly) when it's used. For this reason, the GM should make the design check secretly and only inform the player whether or not the character appears to have succeeded.

CONSTRUCTION CHECK

Once the design is in-hand, the character can construct the invention. This requires four hours of work per power point of the invention's cost, so an invention costing 10 points takes 40 hours (about a week's work normally, or working two days straight without rest) to construct. When the construction time is complete, make a Technology skill check. The DC is 10 + the invention's power point cost and you can make it as a routine check. You can reduce the rank of the construction time, taking a –5 circumstance penalty on the check for each –1 time rank reduction.

Construction Check = DC 10 + invention's point cost

Success means the invention is complete and functional. Failure means the invention doesn't work. Three or more degrees of failure may result in a mishap, at the GM's discretion.

USING THE INVENTION

Once the invention is complete, it is good for use in one scene, after which it breaks down or runs out of power. If the character wishes to use the invention again, there are two options.

The first is to spend the necessary power points to acquire the invention as a regular power, part of the character's traits; in this case, the device qualifies for the Removable flaw and, once purchased, can be used again like any power.

The other option is to spend a hero point to get another one-scene use out of the invention. Each use costs an additional hero point, but doesn't require any further skill checks.

Although it's possible to prepare certain one-use devices in advance, the GM should require the player to spend a hero point to have a particular previously constructed invention conveniently on-hand during an adventure.

Example: *Makeshift needs to whip up a mind-shielding device to confront Gepetto, who has seized control of his teammates. Immunity to Mind Control (a common Affliction effect) cost 5 power points, so the Technology check is DC 15 (10 + 5) and takes 5 hours. Makeshift's skill bonus is +15, so he succeeds automatically. The construction check is also DC 15 (10 + the device's cost). It takes 20 hours. Makeshift again succeeds automatically on the check. However, that's 25 hours total to build the mind-shield, and Gepetto plans to send his new "puppets" into action in just a few hours. Even taking a –15 check penalty to cut the time to one-eighth only takes it down to just over three hours. Makeshift needs that device right now, so he's going to need to speed things up....*

JURY-RIGGING DEVICES

An inventor can choose to spend a hero point to jury-rig a device; ideal for when a particular device is needed *right now*. When jury-rigging a device, skip the design check and reduce the time of the construction check to one *round* per power point of the device's cost, but increase the DC of the check by +5. The inventor makes the check and, if successful, has use of the device for one scene before it burns out, falls apart, blows up, or otherwise fails. You can't jury-rig an invention as a routine check, nor can you speed up the process any further by taking a check penalty. You can use a jury-rigged invention again by spending another hero point.

Example: *Needing to get the mind shield device ready right away, Makeshift's player decides to spend a hero point to jury-rig it. He skips the design step altogether and reduces construction time to 5 rounds (just under a minute). The DC of the construction check increases to 20, but still well within Makeshift's skill; the player only needs to roll a 5 or better. He rolls a 25 result on the check and, a minute later, Makeshift has a makeshift mind-shield he hopes will protect him from Gepetto's power long enough to try and free his teammates from the villain's influence.*

WHAT ITEMS DO YOU PAY FOR?

Just because a character happens to own a cell phone, laptop computer, car, or a home does not mean the character is expected to have ranks in the Equipment advantage. Broadly speaking, Mutants & Masterminds characters are only expected to pay for *adventuring* equipment, which is to say items that have a direct impact on their roles as heroes. The rest is just background color, perhaps encompassed by ranks in the Benefit advantage for heroes with a *lot* of wealth and material resources.

So, for example, a hero pays no equipment points for the fact that, in his secret identity, he lives in a nice apartment or owns a computer and a cell phone. He does, on the other hand, pay equipment points for a hidden fortress or high-tech lair, where he keeps various dangerous items and trophies collected over his career. Likewise, a hero with Benefit ranks reflecting great personal wealth pays no equipment points for a sprawling mansion or penthouse apartment, nor for a collection of classic sports cars. She *does* pay equipment points for things like smoke bombs, boomerangs, and other weapons and crime-fighting tools, as well as for a hidden base of operations or souped-up vehicles used in costume.

As with many cases in Mutants & Masterminds, when in doubt, the Gamemaster can make a ruling whether or not a particular item should count as equipment. If it is something the character regularly uses as part of his or her heroic identity, then it probably should. If a player wants to bring some cost-free background element to bear on the adventure in an important way, the GM can assess a hero point cost to do so. See **Hero Points** for more information.

MISHAPS

At the GM's discretion, three or more degrees of failure, or a natural roll of 1, on any required inventing skill check may result in some unexpected side-effect or mishap. Exactly what depends heavily on the invention. Inventing mishaps can become a source of adventure ideas and put the heroes in some difficult situations. They may also be setbacks, suitable for hero point awards.

MAGICAL INVENTIONS

For magical, rather than technological, inventions, use the normal inventing rules, but substitute the Expertise: Magic skill for the Technology skill on the design and construction checks.

MAGICAL RITUALS

Characters with the Ritualist advantage can perform magical rituals. They are similar to inventions: one-time powers requiring some time and effort to set up.

For rituals, substitute the Expertise: Magic skill for both the design and construction checks. The design portion of the ritual takes 4 hours per power point of the ritual's cost (pouring over ancient scrolls and grimoires, drawing diagrams, casting horoscopes, meditating, consulting spirit-guides, and so forth). The performance of the actual ritual takes 10 minutes per point of the ritual's cost. So a ritual costing 10 power points takes 40 hours to research and 100 minutes to perform. As with inventing, the ritual is good for one scene. Failing the research check means the ritual isn't usable and three or more degrees of failure results in a mishap (at the GM's discretion).

"Jury-rigging" a ritual has the same effects as for an invention. Spending a hero point allows the ritualist to skip the design check and perform the ritual in a number of rounds equal to its cost. An Expertise: Magic check against a DC equal of (15 + the ritual's cost) is needed to successfully perform the ritual. Failure means the ritual does not work and the time and effort is wasted.

EQUIPMENT

In addition to their amazing devices, characters often make use of various mundane equipment—ordinary things found in the real world—ranging from a simple set of tools to cell phones, laptop computers, and even common appliances. These items are known as equipment to differentiate them from devices.

EQUIPMENT COST

Equipment is acquired with points from the Equipment advantage. Each piece of equipment has a cost in points, just like other traits. The character pays the item's cost out of the points from the Equipment advantage and can thereafter have and use that item.

EQUIPMENT EFFECTS AND FEATURES

An item's cost is based on its effects and features, just like a power (see the **Powers** chapter for more information), so a ranged weapon has a cost based on its Ranged Damage rank. Equipment often provides the Features effect, including some specific equipment Features described in this chapter. Indeed, some items of equipment provide only Features.

ALTERNATE EQUIPMENT

Just as with power effects, there is a diminishing value in having multiple items with a similar function, or a single piece of equipment with multiple functions, usable only one at a time. Equipment can have the Alternate Effect modifier (see the **Extras** section of the **Powers** chapter), such as a weapon capable of different modes of operation, or a reconfigurable tool.

Characters can also have Alternate Equipment, an array of items usable only one at a time. This is typically a multifunction item, or a kit or collection of various smaller items. The classic example is the utility belt (see its description later in this chapter). Alternate Equipment can also include things like an arsenal of weapons the character can swap out, providing different sets of weapons, with only a limited number usable at once.

ON-HAND EQUIPMENT

Characters may not necessarily carry all their equipment with them at all times. The GM may allow players to spend a hero point in order to have a particular item of equipment "on-hand" at a particular time. This is essentially an equipment "power stunt"—a one-time use of the item for one scene—and the Gamemaster rules whether or not having a particular item on-hand is even possible. For example, a hero out for an evening in his secret identity might have something like a concealed weapon or other small item on-hand, but it's unlikely the character is carrying a large weapon or item unless he has some means of concealing it.

RESTRICTED EQUIPMENT

The Gamemaster may rule some equipment is simply not available or that characters must pay for an additional Feature (or more) in order to have it. This may include certain kinds of weapons, vehicles, and anything else the GM feels should be restricted in the series.

DAMAGING EQUIPMENT

Most equipment can be damaged like other objects (see **Damaging Objects**, page 244), based on its Toughness. Equipment suffering damage loses some effectiveness. The item loses 1 Feature or suffers a –1 circumstance penalty on checks involving it each time it is damaged. These penalties are eliminated once the item is repaired.

REPAIRING AND REPLACING

Repairing an item requires a Technology check. You can also affect jury-rigged repairs to temporarily restore the item to normal (see **Technology** in the **Skills** chapter).

UNDER THE HOOD: AMMO, BATTERIES, AND CHARGES

Lots of equipment has a limited lifespan: guns run out of ammo, cars run out of gas, SCUBA tanks run out of oxygen, and batteries run out of juice. However, it can be a hassle to keep track of the lifespan of every piece of equipment the heroes may have (to say nothing of all the villains and supporting characters). So Mutants & Masterminds pays fairly little attention to equipment running out or breaking down except when the Gamemaster wants to make things interesting for the heroes with a complication or two. Thus equipment failure—either due to running out of fuel or simple malfunction—is a dramatic issue rather than a matter of cost-accounting and keeping track of things like ammo and how much gas is in the tank of the hero's super-car.

The material in this book assumes equipment and devices have effectively unlimited use, except when the GM declares a complication, and that heroes properly maintain, charge, reload, and refuel their gear "off-panel" in between the scenes of an adventure, unless the Gamemaster dictates otherwise.

Replacing damaged or destroyed equipment requires only time and resources, although the GM has the final say as to how much time. It's easy to replace a lost item when the store is right around the corner, harder when it's the middle of the night or you're out in the middle of nowhere, or the item is restricted in some fashion. Gamemasters can allow players to spend a hero point to have a replacement for a piece of equipment as an on-hand item (see **On-Hand Equipment**, previously).

THE LIMITS OF EQUIPMENT

While equipment is useful it does have its limits, particularly when compared to powers or devices. Equipment is less expensive—it's cheaper to have a handgun than a Damage power or even a super-science blaster weapon—but equipment is also more limited. Keep the following limitations of equipment in mind.

TECHNOLOGICAL LIMITS

Equipment includes only items and technology commonly available in the setting. The GM decides what is "commonly available," but as a rule of thumb assume equipment only includes things from the real world, not battlesuits, antigravity devices, shrink rays, and so forth. Those are all devices (see **Devices** at the start of this chapter).

AVAILABILITY

Ownership of some equipment is restricted and the GM decides what is available in the setting. For example, guns may require permits, licenses, waiting periods, and so forth. Also, equipment can be bulky and difficult to carry around. Gamemasters are encouraged to enforce the limitations of carrying a lot of equipment at once. Players who want to have an unusual item of equipment on-hand must either remember to bring it along or use the guidelines for on-hand equipment. Devices are not so limited and characters are assumed to have an easy means of carrying and transporting them.

BONUS STACKING

Equipment bonuses are limited compared to the bonuses granted by other effects. Generally, they do *not* stack with each other or other types of bonuses, only the highest bonus applies. Thus a hero with a high Protection bonus doesn't get much, if any, advantage from wearing a bulletproof vest. The only exception to this is Strength-based weapons, and there are limits on them as well (see **Melee Weapons**, later in this chapter).

NO EXTRA EFFORT

Unlike devices, you do not have the choice of suffering the strain of extra effort when improving equipment, the equipment *always* takes the strain. You can push your equipment to the limit (eventually causing it to fail) but trying real hard on your part isn't going to make your car go faster or your gun more effective. You also can't use extra effort to perform power stunts with equipment. Instead, you must spend a hero point to do so. The GM can always disallow extra effort with equipment if the item is one that is not capable of exceeding its normal operating limits.

DAMAGE AND LOSS

Equipment is subject to damage, malfunctions, and loss, even more so than devices with the Removable flaw (see the flaw description in the **Powers** chapter). Equipment may be lost or taken away from the character with impunity, and the GM may have equipment fail, run out of ammo or fuel, or otherwise malfunction as a complication.

GENERAL EQUIPMENT

Most items of general equipment provide Features or other comparatively minor effects. Each of the following items is a rank 1 Feature, costing 1 point, unless specified otherwise.

ELECTRONICS

Computers and electronics are common in the modern world. Gamemasters should note most of these devices are fairly delicate (Toughness 4 or less) and affected by electricity, radiation, and powerful magnetic fields, which can short them out entirely.

Camera: A digital or film camera for taking still images. Most cameras have a capacity of 24 or 36 images and you can use one in conjunction with appropriate Expertise skills, such as photography.

Cell Phone: A small handheld or headset unit for communication. The battery lasts for approximately 24 hours before it needs to be recharged. For an extra point, a phone can have most of the capabilities of a computer, at least with regard to accessing the Internet and providing data.

Commlink: A tiny button-sized device for radio communication with an effective range of about a mile (longer if patched into the cellular network or a similar network). Many hero (and villain) teams use commlinks.

Computer: A computer includes keyboard, mouse, monitor, printer, modem, and other standard peripherals, and may include things like a scanner at the GM's discretion.

Audio Recorder: These tiny digital recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording.

Video Camera: A hand-held camera that records video and audio on tape or digitally, with a capacity of about 6 hours of footage. Video cameras cost 2 points, since they effectively double as audio recorders as well.

CRIMINAL GEAR

This equipment is most often used by criminals or to catch criminals.

Handcuffs: Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any medium or small humanoid. Handcuffs can only be placed on a defenseless or unresisting target. Steel cuffs have Toughness 9 and are DC 20 to escape using Sleight of Hand (or Technology to pick the lock).

Lock Release Gun: This small, pistol-like device automatically disables and opens cheap and average mechanical locks operated by standard keys as a routine check. It does not affect other locks.

Restraints: Similar to handcuffs are plastic restraints, used in cases where authorities need to restrain a large number of people and cuffs are impractical. They are generally Toughness 5 or so and DC 20 to escape with Sleight of Hand but cannot be removed except by cutting or breaking them.

SURVEILLANCE GEAR

Heroes often use surveillance gear to keep tabs on criminals and their activities.

Binoculars: Standard binoculars allow the user to make visual Perception checks at a greater distance, or with a reduced penalty for distance, effectively providing a +5 equipment bonus that overcomes some or all of the distance penalty.

Concealable Microphone: A tiny receiver usable as a listening device. It has a broadcast range of about a mile. It requires an Investigation or Perception check against the results of the Sleight of Hand check used to conceal the microphone to find it.

Mini-Tracer: A tiny radio transmitter with an adhesive backing. It requires a successful attack check to plant a tracer on a target (or a Sleight of Hand check to plant it outside of action time). Noticing the tracer is a DC 20 Perception check or the result of the character's Sleight of Hand check, whichever is higher. The tracer has a transmission range of about 2 miles.

Night Vision Goggles: Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a –2 circumstance penalty on Perception checks made while wearing them. Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight visible only to the wearer (or anyone else with IR vision).

Parabolic Microphone: This apparatus has a gun-like microphone with an attached set of headphones. A parabolic mike provides a +5 equipment bonus to listening Perception checks that overcomes some or all of the penalty for listening to sounds at a distance, through walls, etc.

SURVIVAL GEAR

Camo Clothing: Clothing in the right camouflage pattern for the environment grants a +5 equipment bonus on Stealth checks in that environment. Patterns include foliage, desert, urban, and arctic.

Flash Goggles: These tinted eye-coverings provide protection against blinding light, granting a +5 equipment bonus to resistance checks against visual Dazzle attacks involving bright light.

Flashlight: Flashlights negate penalties for darkness within their illuminated areas. The standard flashlight projects a beam 30 feet long and 15 feet across at its end.

Fire Extinguisher: This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-by-10-foot area as a move action. It contains enough material for two such uses.

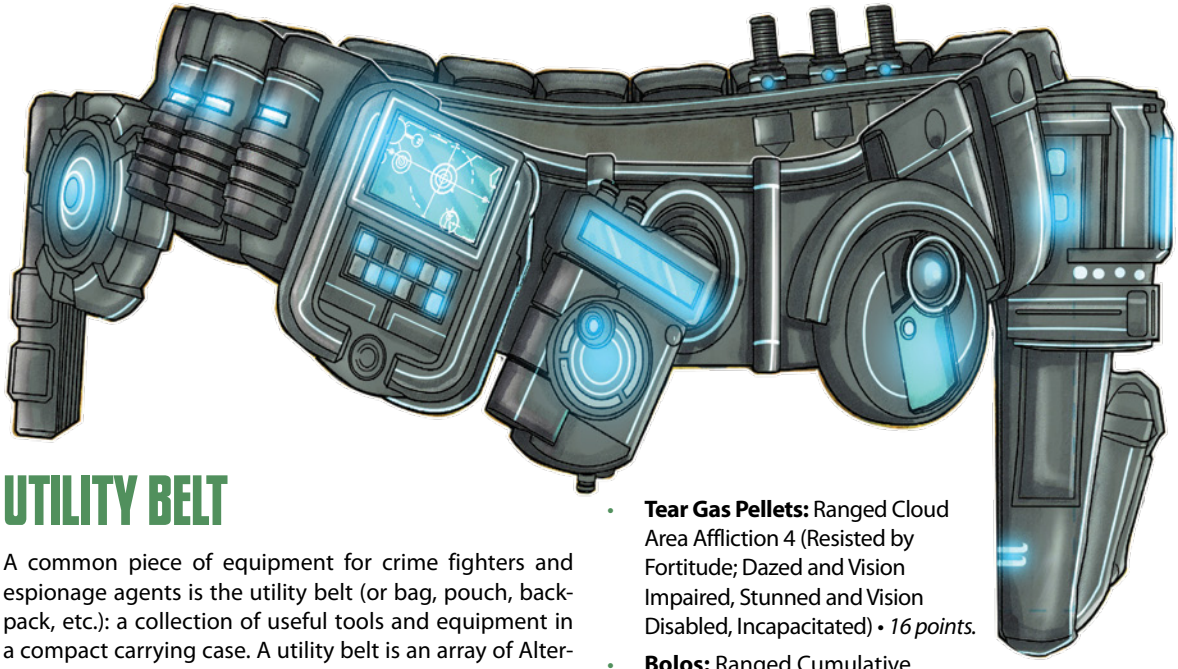
Gas Mask: This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides immunity to eye and lung irritants. The filter canister lasts for 12 hours of use.

GPS: Global positioning system receivers use signals from GPS satellites to determine the receiver's location to within a few dozen feet. A GPS receiver grants its user a +5 equipment bonus on checks to navigate, but it generally only works outdoors.

Multi-tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multi-tool can lessen the penalty for making skill checks without appropriate tools to –2 instead of the normal –5. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Rebreather: A small cylinder that fits over the mouth and provides two minutes (20 rounds) of oxygen, during which the character does not need to make suffocation checks.

SCUBA Gear: A back-mounted oxygen cylinder and facemask, used for diving. SCUBA (Self-Contained Underwater Breathing Apparatus) gear provides two hours of oxygen, and characters using it do not need to make checks for suffocation unless the gear is damaged or disabled.



UTILITY BELT

A common piece of equipment for crime fighters and espionage agents is the utility belt (or bag, pouch, backpack, etc.): a collection of useful tools and equipment in a compact carrying case. A utility belt is an array of Alternate Equipment. Some characters may have a Removable array of devices instead, allowing for far more unusual effects than run-of-the-mill equipment.

Note that equipment with a cost of 1 equipment point doesn't really need to be acquired as Alternate Equipment, since there's no change in cost. Still, heroes often have 1-point items in their utility belts, like flashlights, rebreathers, and so forth.

By spending hero points you can temporarily add Alternate Equipment to your utility belt, for those one-time items you may need in a pinch.

SAMPLE UTILITY BELT

Feel free to modify this example (adding or omitting items) to create your own customized utility belts. The tear gas, as the most expensive effect, has full cost. The other items cost 1 point each for Alternate Equipment, making the total equipment point cost of the utility belt 25 equipment points, or 5 power points (for 5 ranks of the Equipment advantage).

- **Tear Gas Pellets:** Ranged Cloud Area Affliction 4 (Resisted by Fortitude; Dazed and Vision Impaired, Stunned and Vision Disabled, Incapacitated) • *16 points.*
- **Bolos:** Ranged Cumulative Affliction 3 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *1 point.*
- **Boomerangs:** Ranged Damage 1, Strength-based • *1 point.*
- **Explosives:** Ranged Burst Area Damage 5 • *1 point.*
- **Cutting Torch:** Damage 1 Linked to Weaken Toughness 1 • *1 point.*
- **Flash-Bangs:** Ranged Burst Area Cumulative Affliction 4 (Resisted and Overcome by Will; Visually Impaired, Visually Disabled, Visually Unaware), Limited to Vision • *1 point.*
- **Pepper Spray:** see page 217 • *1 point.*
- **Power Knuckles:** Damage 4, Strength-based • *1 point.*
- **Sleep Gas Pellets:** Ranged Cloud Area Affliction 3 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep) • *1 point.*
- **Smoke Pellets:** Ranged Cloud Area Visual Concealment Attack • *1 point.*

WEAPONS

Weapons of various sorts are common for both heroes and villains. They range from melee weapons to ranged weapons like guns and bows and devices like shrink-rays, mind-control helmets and more. Characters who don't have any offensive powers often rely on weapons to get the job done.

MELEE WEAPONS

Melee weapons are hand-held close combat weapons. They typically have a Strength-based Damage effect (see the **Damage** effect in the **Powers** chapter), adding the wielder's Strength rank to the weapon's damage rank. Ordinary melee weapons are limited by their Toughness in terms of the amount of Strength they can add. If a wielder exerts Strength greater than the weapon's Toughness (4 for wooden weapons, 7 or 8 for metal weapons), the weapon breaks when it is used. Melee weapons have the following traits:

MELEE WEAPONS

WEAPON	EFFECT	CRITICAL	COST
SIMPLE WEAPONS			
Brass Knuckles	Damage 1, bludgeoning	20	1
Club	Damage 2, bludgeoning	20	2
Knife	Damage 1, piercing	19-20	2
Pepper Spray	Close Visual Dazzle 4, chemical	20	2
Stun Gun	Affliction 5, electrical	20	5
ARCHAIC WEAPONS			
Battleaxe	Damage 3, slashing	20	3
Sword	Damage 3, slashing	19-20	4
Spear	Damage 3, piercing	19-20	4
Warhammer	Damage 3, bludgeoning	20	3
EXOTIC WEAPONS			
Chain	Damage 2, Imp. Grab, Imp. Trip, Reach 2	20	6
Chainsaw	Damage 6, slashing	20	6
Nunchaku	Damage 2, bludgeoning	19-20	3
Whip	Imp. Grab, Imp. Trip, Reach 3	20	5

Category: Melee weapons are categorized as simple, archaic, and exotic.

Effect: The effect a hit with the weapon causes, typically Damage, although some modern melee weapons have other effects. The effect has the normal cost given in the **Powers** chapter. The effect may also have certain descriptors, such as bludgeoning or slashing, for defining things like resistance or vulnerability to certain effects.

Critical: The threat range for a critical hit with the weapon. Some weapons have a larger threat range than others. Increasing a weapon's threat range by 1 costs 1 point, like the Improved Critical advantage.

Cost: This is the weapon's cost in points. Characters pay this cost from their equipment points to have a weapon of this type as part of their regular equipment.

SIMPLE MELEE WEAPONS

Brass Knuckles: Pieces of molded metal fitting over the fingers, brass knuckles add +1 damage to your unarmed strikes. They include similar items like armored gauntlets.

Club: Any of a number of blunt weapons used to strike, including nightsticks, batons, light maces, quarterstaffs, and similar bludgeoning weapons. A particularly light club might be only Damage 1.

Knife: A bladed weapon with a length less than 18 inches or so. This includes daggers, stilettos, sais, switchblades, bowie knives, and hunting knives, among others.

Pepper Spray: A liquid sprayed in a target's face at close range to blind them.

Stun Gun: A stun gun hits its target with a surge of electricity, an Affliction that can daze, stun, and potentially incapacitate.

ARCHAIC MELEE WEAPONS

Battleaxe: A heavy-bladed axe that can be wielded with one or two hands.

Sword: A blade between 18 and 30 or more inches in length, single or double-edged. It includes longswords, katanas, sabers, scimitars, and similar weapons.

Spear: A bladed pole-arm. Most spears can also be thrown as a ranged attack.

Warhammer: A heavy hammer or mace that can be wielded with one or two hands. Warhammers can also be thrown as a ranged attack.

EXOTIC MELEE WEAPONS

Chain: A length of chain can strike targets up to 10 ft. away (Reach 2) and provides the benefits of the Improved Grab and Improved Trip advantages.

Chainsaw: A tool that sometimes sees use as a weapon, particularly against zombies and other slasher-flick monsters. Unlike most melee weapons, chainsaw damage is not Strength-based.

Nunchaku: A popular martial arts weapon, made of two wooden shafts connected by a short length or rope or chain.

Whip: A whip can strike targets up to 15 ft. away (Reach 3) and provides the benefits of the Improved Grab and Improved Trip advantages.



RANGED WEAPONS

Ranged weapons include both thrown and projectile weapons. Thrown weapons are Strength-based, adding the wielder's Strength rank to their Damage rank. Projectile weapons include bows, crossbows, and guns as well as energy weapons like lasers and blasters. Their Damage is generally not Strength-based.

Like melee weapons, ranged weapons have category, effect, critical, and cost traits. Ranged weapon categories are Projectile Weapons, Energy Weapons, Heavy Weapons, and Thrown Weapons.

PROJECTILE WEAPONS

Holdout pistol: A low-caliber, easily concealed pistol, typically used as a back-up or secondary weapon.

Light pistol: A common handgun, found in the hands of police officers and criminals alike.

Heavy pistol: A high-caliber handgun, usually used by those who want a lot of stopping power.

Machine pistol: A small automatic weapon, usable in one hand.

Submachine gun: Compact automatic weapons that fire pistol ammunition, submachine guns are common military weapons, also used by criminals with access to more serious firepower.

Shotgun: A shotgun can fire shot, which does Damage 5 with Accurate 1 due to the spread, but Limited to Damage 3 against targets with Protection. It can also load solid slugs, which inflict the same damage, but without the Accurate bonus or the Limit on Damage.

Assault rifle: Rifles designed for military-use capable of both single-fire and automatic fire.

Sniper rifle: Rifles designed for long-range use, typically in conjunction with a powerful scope or targeting system.

Bow: Although outdated, some heroes and villains favor the bow as a weapon and it can be quite effective in the right hands. A bow-wielding character may have various "trick" arrows with different powers, typically handled as devices.

Crossbow: Similar to a bow, and used for the same reasons.

ENERGY WEAPONS

Blaster pistol: A pistol that fires a coherent bolt of energy.

Blaster rifle: A larger rifle-sized weapon that fires a more powerful bolt of energy.

Taser: A compressed-air weapon firing a pair of darts. On impact they release a powerful electrical charge, for an Affliction effect that can daze, stun, or incapacitate (Fortitude resistance, DC 15).

HEAVY WEAPONS

Flamethrower: A flamethrower shoots a stream or arc of fire Damage as Cone or Line Area and can switch between settings as an Alternate Effect.

Grenade launcher: A grenade launcher fires various types of grenades out a greater distance, generally fragmentation grenades.

Rocket launcher: A rocket-launcher is generally an anti-tank weapon, although they also make useful anti-*superhero* weapons as well. The primary target hit by the rocket resists explosive Damage 10, while all other targets in the burst area resist Damage 7. Some "tank-killer" rockets are

RANGED WEAPONS

WEAPON	EFFECT	CRITICAL	COST
PROJECTILE WEAPONS			
Holdout pistol	Ranged Damage 2	20	4
Light pistol	Ranged Damage 3	20	6
Heavy pistol	Ranged Damage 4	20	8
Machine pistol	Ranged Multiattack Damage 3	20	9
Submachine gun	Ranged Multiattack Damage 4	20	12
Shotgun	Ranged Damage 5*	20	10
Assault Rifle	Ranged Multiattack Damage 5	20	15
Sniper Rifle	Ranged Damage 5	19-20	11
Bow	Ranged Damage 3	20	6
Crossbow	Ranged Damage 3	19-20	7
ENERGY WEAPONS			
Blaster pistol	Ranged Damage 5	20	10
Blaster rifle	Ranged Damage 8	20	16
Taser	Ranged Affliction 5*	20	10
HEAVY WEAPONS			
Flamethrower	Cone or Line Area Damage 6	—	13
Grenade Launcher	Burst Area Ranged Damage 5	—	15
Rocket Launcher	Ranged Damage 10, Burst Area 7	20	27
THROWN WEAPONS			
Bolos	Ranged Snare 3*	20	6
Boomerang	Ranged Damage 1	20	2
Javelin	Ranged Damage 2	20	4
Shuriken	Ranged Multiattack Damage 1	20	3

* = See individual descriptions for more information.

also Penetrating, to help overcome Impervious armor Protection, although the rocket's Damage typically does most of that work. Most rocket launchers can fire only one or two shots before they must be reloaded (standard action, meaning the launcher cannot fire that turn).

OTHER RANGED WEAPONS

Bolos: A set of weighted cords intended to entangle an opponent with a Snare Affliction that hinders and impedes, then renders the target defenseless and immobile. See **Snare** in the **Powers** chapter for details.

Boomerang: A common throwing weapon for heroes, a thrown boomerang returns to the thrower's hand, ready to be thrown again on the next round (less a Feature and more a special descriptor). Boomerang wielders often use this property of the weapon to feint, allowing for an attack against a vulnerable target on the return arc on the attacker's next turn.

Javelin: Light, flexible spears intended to be thrown. Javelins can also be used in melee combat.

Shuriken: Flat metal stars or spikes for throwing. Shuriken can be thrown in groups as a Multiattack. Although they are thrown weapons, shuriken are not Strength-based, being too light.

WEAPON ACCESSORIES

The following accessories can be added to the projectile weapons in this section. Each is considered a feature costing 1 equipment point.

Laser Sight: A laser sight projects a non-damaging laser beam showing where the weapon is aimed. This grants a Accurate 1 to the weapon it's attached, which grants a +2 bonus on attack checks with that weapon.

Stun Ammo: Ballistic weapons can fire rubber bullets while bows can fire blunt-tipped arrows or quarrels. This ammunition is intended to inflict nonlethal rather than lethal damage. Switching between ammo types is a move action (a free action for a character with the Quick Draw advantage).

GRENADES AND EXPLOSIVES

ITEM	EFFECT	DODGE DC	COST
	GRENADES		
Fragmentation	Ranged Burst Area Damage 5	15	15
Smoke	Ranged Cloud Area Concealment Attack 4	14	12
Flash-bang	Ranged Burst Area Dazzle 4	14	16
Sleep gas	Ranged Cloud Area Sleep 4*	14	12
Tear gas	Ranged Cloud Area Affliction 4*	14	16
	EXPLOSIVES		
Dynamite	Ranged Burst Area Damage 5	15	15
Plastic explosive	Ranged Burst Area Damage 10	20	30

* = See individual descriptions for more information.

Suppressor: A suppressor muffles the noise of a ballistic weapon, giving it Subtle 1 and making it difficult (DC 20) for normal hearing to detect it.

Targeting Scope: A targeting scope gives a weapon the benefits of the Improved Aim advantage, doubling the normal benefits of aiming.

GRENADES AND EXPLOSIVES

Fragmentation grenade: A common military grenade that sprays shrapnel in all directions.

Smoke grenade: A smoke grenade fills an area with thick smoke (colored as desired) providing total concealment to all visual senses.

Flash-bang grenade: A flash-bang grenade gives off a bright flash and a loud bang that can render targets temporarily blind and deaf. A flash grenade affects only vision and costs 12 points.

Sleep gas grenade: This grenade releases a gas with an Affliction (Sleep) effect.

Tear gas grenade: This type of grenade releases a cloud of gas that irritates the eyes and lungs, causing temporarily blindness and nausea (an Affliction with dazed and visually impaired, stunned and visually disabled, and incapacitated effects).

Dynamite: A common explosive. The damage on the table is for a single stick of dynamite. Each doubling of the amount of explosive increases Damage rank by 1.

Plastic explosive: Another common explosive, which can be worked into different shapes. The damage listed is for a 1-lb block. Each doubling of the amount of explosive increases Damage rank by 1.

ARMOR

With so many weapons and super-powered attacks around, characters may need armor to protect them. Some heroes are innately tough enough to stand up to a lot of punishment, while others rely on their high Dodge and Parry ranks. Others choose to wear armor, ranging from ancient metal armors to modern composites or ultra-modern battlesuits.

Armor provides a Protection effect, a bonus to Toughness. Like other equipment, armor bonuses do not stack with other armor or effect bonuses, only the highest bonus applies, one of the reasons why tough heroes rarely, if ever, wear armor. Toughness, even that granted by armor, is limited by your series' power level.

ARMOR TRAITS

Armor has the following traits:

Category: Armors are categorized as archaic (ancient styles of armor like chain- and plate-mail), modern (typically bulletproof composites and synthetics), and shields (requiring some active use to protect against attacks).

Effect: The effect of most armor is Protection, sometimes with the Impervious modifier. Shields provide a sort of mobile cover (see **Cover** in the **Action & Adventure** chapter), granting Enhanced Dodge and Parry defenses.

Cost: This is the armor's cost in points. Characters pay this cost from their equipment points to have the armor of this type as part of their regular equipment.

ARCHAIC ARMOR

Some characters in superheroic settings still wear ancient or archaic armor, either because they are from a place or time where such armor is common or because it is tied to their motif or powers in some way.

Leather: This can be archaic plates of boiled leather or a modern heavy leather jacket.

UNDER THE HOOD: SUPER-SHIELDS

Just as power armor is a device version of otherwise ordinary equipment armor, some heroes (and, less often, villains) have shield devices providing them with greater benefits than an ordinary shield.

A shield device may provide Enhanced Dodge and Parry defenses like a mundane shield, or it can grant ranks of Protection (which do stack with other effects, since they're not from equipment), perhaps even Impervious Protection for a "bulletproof" or "indestructible" shield. Such benefits are typically Sustained in duration, requiring some action on the shield-wielder's part.

A super-shield might even be useful as a weapon, providing a Damage effect, probably Strength-based. This is best handled as an Alternate Effect of the shield, meaning you can't use it both offensively and defensively at the same time! A hero able to hurl a shield at foes can even have a Ranged Damage effect with it.

Chain-mail: A shirt of heavy metal chain, often with a coif (hood) to cover the wearer's head.

Plate-mail: This is chain-mail augmented with a metal breastplate, greaves (leg-guards) and arm-guards.

Full-plate: A full (and heavy!) suit of articulated metal plates, like that worn by medieval knights.

MODERN ARMOR

Modern body armor is common among superheroes and villains, but even more so among people like police officers, soldiers, criminal agents, and so forth.

Undercover shirt: A thin shirt of ballistic armor that can be worn under street clothes.

ARMOR

ARMOR	EFFECT	COST
ARCHAIC		
Leather	Protection 1	1
Chain-mail	Protection 3	3
Plate-mail	Protection 5	5
Full-plate	Protection 6	6
MODERN		
Undercover shirt	Protection 2, Limited to Ballistic, Subtle	2
Bulletproof vest	Protection 4, Limited to Ballistic, Subtle	3
SHIELDS		
Small shield	+1 Active Defenses	2
Medium shield	+2 Active Defenses	4
Large shield	+3 Active Defenses	6

Bulletproof vest: A heavier vest of ballistic armor worn by police officers and soldiers.

SHIELDS

Small shield: A small hand shield large enough to cover the wearer's forearm.

Medium shield: A larger shield covering almost the entire arm, able to shield a large portion of the torso.

Large shield: A "kite" shield able to cover more than half of the wielder's body.

VEHICLES

Not every hero can fly (or teleport, or run at super-speed...). Sometimes heroes make use of other means to get around. Vehicles are used primarily for transportation, although they may come with additional capabilities—including weapons—making them useful in other situations as well.

VEHICLE TRAITS

Vehicles have the following traits: Size, Strength, Speed, Defense, and Toughness. Like characters, each of a vehicle's traits costs points to improve. The basic cost for a vehicle is its Speed, but other things, like the vehicle's ability to haul cargo or resist damage, cost points as well. Vehicles can even have power effects of their own. Equipment point costs are summarized on the **Vehicle Trait Cost** table.

SIZE

A vehicle's size is measured in categories, as shown on the **Vehicle Size Categories** table. A vehicle's size determines its base Strength, Toughness, and Defense values. Vehicles start out at medium size by default, and each increase in size category costs 1 power point.

STRENGTH

A vehicle's Strength, much like a character's, determines its carrying capacity. You can increase a vehicle's Strength over the base rank for its size for 1 equipment point per Strength rank.

SPEED

A vehicle buys the appropriate movement effect(s) for its Speed, paying the normal cost. Vehicles with multiple

VEHICLE SIZE CATEGORIES

VEHICLE SIZE (RANK)	EXAMPLES	STRENGTH	TOUGHNESS	DEFENSE
Awesome	Space transport	20	15	–12
Colossal	Passenger jet	16	13	–8
Gargantuan	Semi, yacht, private jet	12	11	–4
Huge	Stretch limo, SUV, tank	8	9	–2
Large	Car, small truck	4	7	–1
Medium	Motorcycle	0	5	0

VEHICLE TRAIT COST

TRAIT	COST
Size	1 point per size category
Strength	1 point per +1 Strength
Speed	movement effect cost
Toughness	1 point per +1 Toughness
Defense	1 point per +1 Defense
Features	1 point per feature
Powers	power cost (see **Chapter 5**)

modes of movement (air, ground, and water, for example) pay full cost for the most expensive and can acquire the others as Alternate Effects (see the **Alternate Effect** modifier in the **Powers** chapter).

DEFENSE

A vehicle's size determines its base Defense, which is used to determine the Defense Class to hit the vehicle with attacks. For sizes larger than medium, this is a penalty, making it easier to target the vehicle, even to the point where attackers can hit it as a routine check. You can "buy off" the Defense penalty applied to a vehicle for 1 equipment point per –1 penalty removed.

TOUGHNESS

Size category determines a vehicle's base Toughness rank, used for Toughness resistance checks. You can increase a vehicle's Toughness over the base rank for its size for 1 equipment point per Toughness rank.

FEATURES

Certain things are considered "standard" on any vehicle. These include seating, safety harnesses or seat belts, heating and air-conditioning, radio receiver, headlights, and similar things with little or no impact on game play. Features are "optional extras" for vehicles and cost 1 point each. The GM can determine if other features are included in the vehicle or cost points. Some "features" are actually powers, described in the following section.

- **Alarm:** The vehicle has an alarm system that goes off when an unauthorized access or activation attempt is made. A Technology check (DC 20) can overcome the alarm. For each additional equipment point, the DC increases by 5.
- **Caltrops:** A vehicle may be equipped with a dispenser for caltrops, spikes meant to damage tired. Activating the dispenser is a standard action. Caltrops automatically blow out the tires of ordinary vehicles that run over them (consider such vehicles "minions"). Heroes and villains can make DC 13 Toughness checks for their vehicles; tires are Toughness 3. One degree of failure slows the vehicle, while two degrees of failure immobilize it.
- **Hidden Compartments:** The vehicle has hidden compartments or cargo areas holding up to a tenth of the vehicle's medium load in cargo. A Perception check (DC 20) allows the searcher to find the hidden compartment. For each additional equipment point, the DC increases by 5.
- **Navigation System:** The vehicle is equipped with a navigation system that grants a +5 circumstance bonus on skill checks related to navigation.
- **Oil Slick:** The vehicle can release an oil slick, covering a 20-ft. by 20-ft. area and forcing the driver of a pursuing vehicle to make a Vehicles check (DC 15) to retain control of the vehicle. Releasing the oil slick is a standard action.
- **Remote Control:** The vehicle's owner can operate it remotely using a transmitter and control device. Remotely controlling a vehicle requires the same kind of action (usually a move action) as if you were actually behind the wheel of the vehicle.

POWERS

A vehicle can have power effects of its own, usually reflecting the vehicle's systems. Attack effects are suitable for vehicle-mounted weapons, while defense effects protect the vehicle (and often the passengers) from harm. Vehicle powers have their normal cost for the vehicle (meaning they cost one-fifth the normal amount for the vehicle's owner, since the effects are incorporated into the vehicle and cost equipment points rather than power points).

- **Armor:** Armor provides Protection for a vehicle in addition to its normal Toughness, possibly including Impervious Protection. Some vehicles may have Sustained Protection (such as force screens) instead of, or in addition to, Permanent Protection. *1 point per +1 Toughness.*
- **Cloaking Device:** A vehicle may have a "cloaking device" granting Concealment from visual senses. Some vehicles may also have Concealment from auditory senses or things such as radar, giving them a "stealth mode." *4 points (normal vision or all of another sense type) or 8 points (all visual senses).*
- **Immunity:** Vehicles normally provide immunity to the normal hazards of environments they travel through—such as underwater or in space—at no additional cost. Additional Immunity effects are for unusual hazards or circumstances, such as a car that provides a sealed air system, granting immunity to suffocation and other atmospheric hazards.
- **Smokescreen:** The vehicle can release a cloud of thick smoke or mist that provides an Area visual Concealment Attack to hide the vehicle or confuse pursuers. *12 points.*
- **Weapons:** Vehicle weapons are based on various attack effects, particularly Damage with various modifiers. Vehicles, especially military vehicles, may mount versions of some of the weapons listed elsewhere in this chapter.

SHARED VEHICLES

A team of heroes may share a vehicle used by the whole team, particularly useful for shuttling around team members who cannot fly or move at super-speed. The members of the team divide the equipment point cost of the vehicle among them as they see fit, devoting the necessary ranks of the Equipment advantage to covering the vehicle's cost.

ALTERNATE VEHICLES

Just like Alternate Equipment, characters may have multiple *vehicles*. These are generally Alternate Equipment by definition, since it's difficult to drive or pilot more than one vehicle at a time! So the character pays the full cost for the most expensive vehicle, and then 1 equipment point for each additional vehicle with the same or lesser cost.

So a hero with an array of vehicles, such as a plane, boat, and car pays full equipment point cost for the most expensive of the vehicles and just 1 equipment point for each of the others. The hero's player can even spend a hero point to pull out a motorcycle, submarine, jet-ski, or whatever other vehicle the hero might have stashed away waiting for the right occasion.

GROUND VEHICLES

Most cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as power seats, leather upholstery, and a sunroof.

Cars come in many different varieties. For variations on the base model, add +1 or +2 Str for larger, full-sized, cars, and +1 or even +2 Speed for sports and racing cars.



VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
GROUND VEHICLES						
Motorcycle	M	1	6	10	8	10
Car	L	5	5	8	8	10
Police Cruiser	L	6	6	8	9	11
Limousine	H	8	5	6	9	6
Truck	H	9	5	6	9	7
Armored Car	H	8	5	6	12	8
Tank*	H	10	4	6	12	65
APC*	H	12	4	6	12	35
Bus	G	12	5	4	11	8
Semi	G	13	5	4	11	9
Train engine	H	10	5	6	10	10
WATER VEHICLES						
Jet-Ski	M	1	5	10	7	8
Speedboat	L	6	6	8	7	8
Yacht	H	10	5	6	9	9
Cutter*	G	13	5	4	12	27
Destroyer*	C	16	5	2	14	38
Cruise ship	A	20	5	0	15	10
Battleship*	A	20	5	0	16	46
Submarine*	C	16	5	2	13	30*
AIR VEHICLES						
Helicopter	H	8	7	6	9	16
Military copter*	H	8	8	6	11	45
Private Jet	G	12	8	4	11	19
Jumbo-jet	C	16	7	2	13	18
Fighter Jet*	H	10	12	6	10	66
Bomber*	C	13	9	2	13	59
SPACE VEHICLES						
Space Shuttle*	C	16	12	2	13	28
Space Fighter*	H	10	14	6	11	56
Space Cruiser*	C	18	14	2	15	79
Space Battleship*	A	22	16	0	18	93
EXOTIC VEHICLES						
Dimension Hopper*	H	8	*	6	9	8
Mole Machine*	H	11	4	6	12	10
Time Machine*	H	8	*	6	9	8

* = See individual descriptions for more information.

Trucks include pick-ups, sport utility vehicles (SUVs), vans, and similarly sized vehicles.

Tanks are heavily armed and armored vehicles. The standard tank has Impervious Toughness 12 and comes equipped with a cannon (Ranged Damage 10, Burst Area 6) and a heavy machine gun (Ranged Multiattack Damage 6). It takes a move action to get into or out of a tank, and another move action to start it up.



APCs or Armored Personnel Carriers, are designed for carrying troops. They come with a smaller cannon (Ranged Damage 6, Burst Area 4), Impervious Toughness 8, and are set up so soldiers on board can fire their personal weapons from behind the cover of the APC's armor.

WATER VEHICLES

Water vehicles range from small boats and outboards to massive sea-going ships.

Cutters are used by the Coast Guard and the Navy. They're often equipped with light machine guns (Ranged Multiattack Damage 6).

Destroyers are main naval ships, carrying heavy guns (Ranged Damage 10, Burst Area 8).

Battleships have massive gun batteries (Ranged Damage 13, Burst Area 9) and heavy armor.

Submarines are equipped with torpedoes (Ranged Damage 8, Burst Area 5) and often ballistic missiles (Ranged Burst Area Damage 15 or higher, not included in listed cost).

AIR VEHICLES

Air vehicles are all capable of flight, some of them at very high speeds.

Military helicopters are equipped with machine guns (Ranged Multiattack Damage 6) and rockets (Ranged Damage 9, Burst Area 6).

Fighter jets have machine guns (Ranged Multiattack Damage 6) and air-to-air missiles (Ranged Damage 11, Burst Area 8, Homing 6).

Bombers may have machine guns and missiles, but also have powerful bombs (Burst Area Damage 12 or higher) they can drop on targets.

SPACE VEHICLES

Space vehicles are intended for use outside the atmosphere, some of them for interplanetary or even interstellar travel. Generally space vehicles are found in the possession of alien civilizations, although the GM may choose to allow some organizations and individuals on Earth to have space vehicles.

Space fighters are armed with blaster cannons (Ranged Damage 10).

Space cruisers have larger beam weapons (Ranged Damage 12) and often energy torpedoes (Ranged Damage 12, Burst Area 10, Homing 8).

Space battleships have the most massive weapons: blaster cannons (Ranged Damage 15) and high-powered energy torpedoes (Ranged Damage 15, Burst Area 12, Homing 8).

SPECIAL VEHICLES

These are unique vehicles, most likely found in the possession of supervillains, aliens, or eccentric inventors.

Dimension hopper is a van-sized vehicle capable of moving between dimensions like a rank 3 Movement (Dimensional Travel) effect.

Mole-machines are classic weapons for underground villains, consisting of a metallic cylinder with treads and a rotating drill mounted on the front, allowing the machine to bore through the earth. Its speed is a Burrowing effect (see page 151).

Time machines may be enclosed vehicles, from cubes to spheres or even pods on legs or police boxes, or they can simply be open platforms or projectors. They provide a Movement (Time Travel) effect, typically rank 2 or 3, although some time machines may transmit only to a fixed point in time.

HEADQUARTERS

Whether it's an underground cave, the top floors of a skyscraper, a satellite in orbit, or a base on the Moon, many heroes and villains maintain their own secret (or not so secret) headquarters. Teams may even pool their equipment points to have a headquarters they share, with the Gamemaster's approval.

A character can even have multiple bases of operation (see **Alternate Headquarters** later in this section). This is more common for villains, who have back-up plans and secret bases they can retreat to when their plans are defeated. If a character's headquarters is destroyed, the character can choose to rebuild it or build a new headquarters with different features using the same equipment points. Supervillains often go through a succession of different lairs.

HEADQUARTERS TRAITS

Headquarters have two main traits—Size and Toughness—and a number of possible Features. Each of these costs equipment points.

SIZE

A structure's size is measured similarly to that of a vehicle, and gives a general idea of the overall space it occupies and how much space is available inside it. See the **Structure Size Categories** table for guidelines. A headquarters starts out at Small size for 0 points. Each increase in size category costs 1 point, each decrease in size category gives you an additional point to spend elsewhere on your headquarters, although you're not going to have a lot of room for extras!

HEADQUARTERS TRAIT COST

TRAIT	STARTING VALUE	EQUIPMENT COST
Size	Small	1 point per size category
Toughness	6	1 point per +2 Toughness
Features	—	1 point per feature

STRUCTURE SIZE CATEGORIES

STRUCTURE SIZE	COST	EXAMPLES
Awesome	6	Small town, sprawling installation
Colossal	5	City block, private estate
Gargantuan	4	Skyscraper
Huge	3	Castle
Large	2	Mansion, cave complex
Medium	1	Warehouse
Small	0	House
Tiny	–1	Townhouse
Diminutive	–2	Apartment
Fine	–3	Loft
Miniscule	–4	Room

TOUGHNESS

A headquarters' Toughness indicates the strength of its structural materials, particularly its outer structure (walls, ceiling, etc.). A structure starts out with Toughness 6 for 0 points. +2 Toughness costs 1 equipment point.

POWER LEVEL

Some features refer to a headquarters' power level. For player characters, this is the power level of the series overall. For non-player characters, particularly villains, this is the base-owner's effective power level, or whatever power level the GM wishes to set, using the series power level as a guideline.

FEATURES

A headquarters may have a number of features, chosen from the list below. A headquarters automatically has the basic structural amenities like doors and windows, power outlets, utilities, and so forth at no cost. Each feature costs 1 equipment point. You can invent additional features, basing them off the ones given here, with the permission of the Gamemaster.

COMBAT SIMULATOR

A combat simulator is a special room equipped with various devices intended to test characters' powers and skills and allow them to train in realistic combat situations. Generally, a combat simulator has a suite of equipment that can simulate any appropriate attack effect at a rank up to the HQ power level.

As an additional feature, the combat simulator can project realistic illusions, allowing it to recreate or simulate almost any environment. Combat simulators are useful for training and short "war games" (pitting the characters against each other or simulated opponents). Clever heroes also can try to lure intruders into the combat simulator or an intruder might override the simulator's control systems and trap the heroes in it, turning it into a deathtrap.



COMMUNICATIONS

The communications feature allows the headquarters to receive and transmit on a wide range of radio and TV bands, monitor police and emergency channels, coordinate communications between members of a team, and so forth. It includes communications equipment, consoles, and monitors. The system's access to restricted communication bands depends on the clearance and skills of the user. Heroes often have access to special government channels, while a successful Technology skill check (DC 25) can grant a user illegal access to restricted systems.

COMPUTER

A state-of-the-art computer system serves the entire headquarters. This allows characters to make full use of the Technology skill and the computer can be programmed to handle routine base functions (including monitoring communications channels and controlling defensive systems). An artificially intelligent computer system should be created as a Minion or Sidekick, perhaps with the cost shared among members of a team. See the **Constructs** section for more.

CONCEALED

The headquarters is hidden from the outside world in some way. It may be camouflaged behind a false façade, buried underground, or something similar. Note this is in addition to the Isolated feature, if any. An isolated headquarters is difficult to reach, while a concealed headquarters is difficult to find in the first place. Skill checks to locate the headquarters have their DC increased by +10. Each additional feature applied to this increases the DC +5, to a maximum of +30.

DEFENSE SYSTEM

A defense system consists of various weapon emplacements defending the exterior and interior of the headquarters. A defense system can have any attack effect with a cost no greater than twice the HQ power level. Their attack bonus is equal to the power level.

DEATHTRAPS

A villainous version of the Defense System feature is deathtraps: the villain's lair has one or more fiendish traps suitable for disposing of those pesky heroes. Some deathtraps are designed as security systems to keep heroes out: concealed auto-guns, walls of flames, sealing rooms that fill with water or sand, and so forth. Others are intended for the slow elimination of captured heroes.

Note that not having this feature does not mean a villain cannot jury-rig a deathtrap within the lair—say, by chaining heroes beneath a rocket counting down to launch, or slowly lowering them into a volcano's caldera. It just means there's no part of the base specifically *designed* as a deathtrap.



Also note that, in spite of the name, not all "deathtraps" are necessarily lethal. Some may be intended to merely incapacitate and capture intruders (more along the lines of a nonlethal Defense System), allowing the villain to interrogate them...and then perhaps put them into a *real* deathtrap!

DIMENSIONAL PORTAL

The headquarters has a portal or gateway to another dimension or dimensions. This can range from an otherwise innocuous-looking door to a humming high-tech portal surrounded by support equipment and monitors. The portal provides two-way travel to and from the other dimension, and it may even reach a number of related dimensions. At the GM's discretion, an appropriate skill check—typically Expertise or Technology—may be required to operate the portal.

DOCK

A dock houses water vehicles and includes access to a nearby waterway, an airlock or lock system for moving vehicles in and out of the dock, and dry-dock facilities for repairing and maintaining water vehicles. The headquarters should be located within reasonable distance of a body of water to have this feature.

DUAL SIZE

The headquarters has two separate Size categories: its inside category (purchased normally), which determines the structure's interior space, and an outside category, one or more size categories *smaller*. In essence, the headquarters is larger on the inside than on the outside! So a small house, for example, might contain the space of a huge castle on the inside. The GM may even allow size categories beyond Awesome, with each additional category doubling size; expensive HQs could be pocket universes! Pay the cost of the larger size, plus this feature, which lets you set the exterior size at any smaller category.

In general, the exterior dimensions of the HQ cannot be smaller than a miniscule structure, about the size of a closet or phone booth (or, say, a wardrobe or police box), large enough for an adult human to pass through whatever serves as the base's entrance. Headquarters that have no "exterior" structure, such as an extra-dimensional fortress accessed by a magical talisman, do not have this feature, but instead have things like Dimensional Portal, Isolated, Sealed, and the like.

EFFECT

A headquarters can be given any appropriate power effect as a feature with the Gamemaster's approval. The effect cannot have a total cost greater than twice the HQ power level and cannot exceed the power level limits. Effects are assumed to affect either the headquarters or its occupants, if they do both, apply the Affects Others modifier, or take them as separate features.

FIRE PREVENTION SYSTEM

The headquarters is equipped with an automatic system for detecting and extinguishing fires. Any large open flame sets the system off (beware, fire-using heroes!). It functions as a Nullify Fire 5 effect. A computer-controlled fire prevention system can be programmed to ignore certain sources of fire or the system can be placed on manual control (requiring someone to throw a switch in order to activate it).

GARAGE

A garage houses ground vehicles and includes a ramp, elevator, or other access to move vehicles in and out, facilities for repairing and maintaining vehicles, and a sliding access door.

GROUNDS

In addition to the actual building(s) of the headquarters, it has a considerable area of land surrounding it. An HQ can have surrounding land of one size category larger than the structure at no cost, without having this feature. Having it allows for grounds up to three size categories larger than the structure, so a large mansion headquarters could have a colossal area of land.

If the headquarters has features like Defense System and Security System, they also extend over the grounds (with fences, sensors, weapon emplacements, and so forth).

GYM

A gym consists of weight-training and other exercise machines, space for working out, stretching, and similar exercises, and all the necessary amenities (lockers, showers, etc.). Some HQs may incorporate the gym feature into the combat simulator, for a multi-purpose training room. A gym may also include a pool (heated or unheated, good for aquatic characters), possibly even connected to an outside body of water, to the base's dock, or both at no additional cost.

HANGAR

A hangar houses air and space vehicles. It includes a hatch and/or runway for the vehicles to launch and facilities for repairing and maintaining flying vehicles. For some HQs the launch facilities of the hangar may require a long tunnel or other access to the outside.

HOLDING CELLS

These are cells for holding prisoners, usually temporarily, although some headquarters might have more permanent holding facilities. The cells are equipped with Nullify devices (ranked at the HQ power level) or their basic Toughness is increased by 50%, which option should be agreed upon by both player and GM (both options for two features). Heroes use holding cells to contain captured villains until they can be turned over to the proper authorities while villains use them to keep heroes prisoner until they can dispose of them in their latest deathtrap.

INFIRMARY

An infirmary consists of hospital beds and equipment for the full use of the Treatment skill. An infirmary can provide treatment for a number of characters equal to the base's power level at one time and it can be assumed to have the necessary facilities to handle any unusual physiology of the base's owner(s).

ISOLATED

Headquarters with this feature are situated somewhere out of the way like the Antarctic, the bottom of the ocean, on top of a lonely mountain peak, even in orbit or on the Moon. The base's owner doesn't have to worry about things like door-to-door salesmen or other unwanted visitors but the headquarters is also far from civilization (which can be limiting for heroes unable to travel fast). The headquarters is assumed to provide all the necessary life-support for its location, but doesn't provide characters with the means to get to the base or travel back. They need the appropriate powers, a vehicle, or a separate base feature.

LABORATORY

A laboratory is a facility for performing scientific tests or experiments. It contains all the necessary scientific equipment, including dedicated computers, if the headquarters doesn't have its own computer system. Characters can use the laboratory to perform research, study unusual phenomena (including many super-powers), and so forth. A laboratory may be required for certain Expertise, Investigation, or Technology skill checks, or provide a circumstance bonus to those checks.

LIBRARY

A library allows for use of various Knowledge skills when doing research. A library may consist of printed matter (books and periodicals), microfilm, digital files, or a combination of all three. A library may facilitate certain Expertise skill checks and provide a circumstance bonus for them.

LIVING SPACE

The headquarters includes all the necessary amenities for people to live there full-time. This is usually a number of residents equal to the HQ's power level comfortably (possibly more, at the GM's discretion). It includes bedrooms or private suites, kitchen facilities, dining area, and common living areas. Characters can live in a headquarters lacking this feature short-term, but they're not likely to be very comfortable.

PERSONNEL

The HQ has a staff of personnel commensurate with its size and facilities. The staff is made up of characters created and controlled by the GM and tasked with servicing

the headquarters. As such, they shouldn't be considered all-purpose Minions of the occupant(s). A base's personnel may help defend it in case of attack, but they're not going to go out on missions or otherwise assist outside of their duties. This feature simply ensures there's someone taking care of the place while the owner isn't at home.

Note that an HQ's personnel do not have to be ordinary humans. They could be service robots, magical golems, animated skeletons, enslaved aliens, trained apes, or just about anything else the GM chooses to fit with the theme of the base and its owner(s).

POWER SYSTEM

A power system makes the headquarters completely independent of outside power. It has its own generators (which may be solar, geothermal, nuclear, cosmic, or anything else the designer wants). They provide the base's entire power needs. The headquarters also has emergency back-up power should the generators fail. This generally lasts for a number of hours equal to the HQ's power level.

SEALED

This is similar to the Isolated feature, except the lair is sealed off from the outside world rather than isolated by geographic location. It may be a structure with no doors, windows, or other outside access, or behind some sort of barrier. Only the lair's owner and designated guests may enter, although the GM should determine means by which trespassers might do so, including effects like Dimensional Travel, Insubstantial, Permeate, and Teleport.

SECRET

This is similar to the Concealed feature except the headquarters is not so much concealed as it is "hiding in plain sight," its existence as a headquarters unknown. So, for example, people assume the abandoned house on the hill or the old, closed-down factory are just that. This feature increases the DCs of checks to discover the lair—typically starting at DC 10—by +10, with each additional application increasing them by +5 to a maximum of +30 (for truly "top-secret" locations).

SECURITY SYSTEM

Various locks and alarms protect the headquarters from unauthorized access. A Technology check (DC 20) overcomes these systems. Each additional feature increases the DC by +5, to a maximum of DC 40. The security system may be tied into a defense system (if the headquarters is equipped with that feature), so triggering an alarm activates the defense system to disable or restrain the intruder(s).

SELF-REPAIRING

The structure of the headquarters "heals" any damage done to it over time. Essentially, it recovers like a character does. If this feature is taken twice, the structure will even rebuild itself in a week if it is destroyed! If it cannot rebuild in its original location, it reappears in the nearest suitable place.

TEMPORAL LIMBO

Time within the headquarters actually moves at a different rate than that of the world outside! Time within the structure is either slowed or sped up compared to the normal passage of time, passing at half or twice the normal rate. Each additional application of this feature doubles the ratio of time passage: one-quarter or four times, one-eighth or eight times, and so forth.

This time differential allows a character within an accelerated Temporal Limbo to spend additional time planning, building, or recovering while little or no time passes outside, for example. Conversely, it allows characters in a slowed Temporal Limbo to pass great amounts of time outside without aging, perhaps allowing for long periods of self-imposed exile or contemplation.

WORKSHOP

A workshop has all the facilities for making various things. It includes tools, workbenches, supplies, and so forth. The Gamemaster may rule certain projects require a dedicated workshop of their own (which is an additional feature). For example, a workshop can easily handle woodworking, metalworking, and machining, but might not be suitable for creating magical inventions (see **Inventing** in this chapter), which require a separate dedicated workshop.

SHARED HEADQUARTERS

A team of heroes most often has a headquarters they all share. In this case, the team members may divide up the equipment point cost of the HQ among them however they wish, usually as evenly as possible. Given the equipment point costs of most HQs, team members rarely have to devote more than a single rank of the Equipment advantage to their headquarters, an any excess points may also cover things like team vehicles and equipment (commlinks, for example).

ALTERNATE HEADQUARTERS

In the event that a character has more than one headquarters, such as hidden bases scattered around the world, the others are treated as Alternate Equipment: the character pays the points for the most expensive HQ, then 1 equipment point for each additional HQ of the same or lesser cost. The extra headquarters are largely a convenience (for heroes visiting other areas) and insurance against the loss of any one HQ.

The only exception to the Alternate Headquarters guideline is a shared headquarters (previously), the characters sharing the HQ all contribute to its cost and pay for any personal headquarters separately.

SAMPLE HEADQUARTERS

Gamemasters can use the following sample headquarters as ready-made lairs for supervillains while players can use them as bases for their heroes.

ABANDONED WAREHOUSE

Size: Medium **Toughness:** 8 **Features:** Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System • *10 points.*

MOON-BASE

Size: Awesome **Toughness:** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System (DC 25), Teleport (Affects Others), Workshop • *28 points.*

ORBITING SATELLITE

Size: Colossal **Toughness:** 20 **Features:** Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System, Teleport (Affects Others) • *25 points.*

SANCTUM SANCTORUM

Size: Medium **Toughness:** 10 **Features:** Concealed, Dual-Size (Huge), Laboratory, Library, Living Space, Security System, Workshop • *12 points.*

SEA-BASE

Size: Gargantuan **Toughness:** 14 **Features:** Communications, Computer, Concealed, Dock, Fire Prevention System, Isolated, Living Space, Power System, Security System • *16 points.*

SKYSCRAPER (5 FLOORS)

Size: Large **Toughness:** 10 **Features:** Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *17 points.*

STATELY MANOR

Size: Huge **Toughness:** 10 **Features:** Communications, Computer, Concealed, Dock, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *19 points.*

UNDERGROUND LAIR

Size: Huge **Toughness:** 14 **Features:** Communications, Computer, Concealed, Defense System, Garage, Holding Cells, Isolated, Laboratory, Library, Living Space, Power System, Security System • *19 points.*

URBAN FORTRESS

Size: Large **Toughness:** 12 **Features:** Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System, Workshop • *22 points.*

CONSTRUCTS

Armored robots, humanlike androids, even magically-animated golems or zombies are all examples of **constructs**, non-living things capable of acting on their own to one degree or another, carrying out pre-programmed instructions, or even possessing independent thought in some cases.

Since they are capable of action on their own (rather than just improving their owner's abilities), constructs are considered minions—full-fledged characters—rather than devices or equipment and are acquired using the Minions advantage or summoned or created by a Summon effect.

CONSTRUCT CREATION

Constructs are created exactly like other characters, using the guidelines in the **Secret Origins** chapter, with a few exceptions, discussed in the following section.

Constructs are subject to the same power level limits as other characters and the Gamemaster should require constructs controlled by the players to observe these limits. Non-player character constructs have their power level determined the same as other NPCs.

ABILITIES

Constructs have no Stamina, because they are not living beings. Constructs do not recover from damage; they must be repaired instead. Constructs are immune to effects permitting Fortitude resistance checks unless the effect works on objects. Constructs also have *either* no Intellect and Presence ranks *or* no Strength and Agility ranks.

These qualities of constructs: lacking three abilities (–30 points) and Immunity to Fortitude Effects (30 points) average out to 0 points.

Constructs without Intellect and Presence are automatons, operating on simple instinct or programmed instructions. They are immune to Will effects and interaction skills and automatically fail Intellect and Presence checks.

Constructs without Strength and Agility ranks are immobile intellects, like an artificially intelligent computer or a



sentient magic item. They cannot undertake physical actions on their own, although they may be able to control other constructs. They cannot move or exert force, and automatically fail Strength and Agility checks. They can have Dexterity, used for manipulating remotes and such.

A construct can buy up one of its nonexistent ability ranks by spending power points; +1 rank per 2 power points, as usual, but starting at a rank of –5. This gives the construct the normal use of that ability. Note a construct with Intellect but no Presence is intelligent but non-sentient (not self-aware) and a construct needs a rank in both Strength and Agility to be able to move and act physically. Constructs cannot buy Stamina, since creatures with Stamina are, by definition, not constructs.

Like inanimate objects, constructs have a Toughness rank, which measures their ability to resist damage. A construct starts out at Toughness 0 and can increase its rank using the Protection effect. A mobile construct can even have the Defensive Roll advantage.

SKILLS

Constructs can have skills just like characters at the same cost. However, constructs cannot have skills based on abilities they lack.

ADVANTAGES

Constructs can have advantages at the same cost as other characters. Some advantages are less useful or even useless to constructs and, like skills, constructs cannot have advantages requiring abilities they lack.

POWERS

Constructs can have various power effects, like other characters. Some effects are less useful or even useless to constructs and the GM has final say as to whether or not a particular effect can be assigned to a construct. Power effects are often aspects of a construct's makeup or design, such as built-in armor (Protection), weapons (Damage), or sensors (Sense).

SIZE

Constructs larger or smaller than medium must pay power points for Innate and Permanent Growth or Shrinking.

COMMANDING CONSTRUCTS

A construct's owner can give it orders verbally or through any other means the construct understands. Commanding a construct is a move action. Constructs follow orders to the best of their ability. Non-intelligent constructs do exactly as they're told, without creativity or initiative, while intelligent constructs have the ability to interpret and improvise. An owner can also give a construct a series of basic orders for it to fulfill, such as "stay and guard this place and attack anyone who comes here other than me." In the absence of new orders, constructs follow the last order they were given.

DAMAGING AND REPAIRING CONSTRUCTS

Constructs suffer damage like inanimate objects (see the **Damage** effect in the **Powers** chapter for details). Constructs do not recover from damage. Instead, they must be repaired. See the Technology skill description for guidelines on repairing damaged objects.

Constructs with Regeneration are self-repairing (see the **Regeneration** effect in the **Powers** chapter).

SAMPLE CONSTRUCTS

The following are some typical constructs for Mutants & Masterminds, most likely to show up as a villain's minions . Individually, they're no match for most heroes, but large numbers of them can keep characters busy and even wear them down with a lucky attack or two.

ROBOT PL5

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
5	-	-1	-1	0	-	0	-

SKILLS

Close Combat (Unarmed) 4 (+4)

POWERS

Armor: Protection 10, Impervious 6 • *16 points*

Robot: Immunity 30 (Fortitude effects) • *30 points*

OFFENSE

INITIATIVE –1

Attack +4 Close, Damage 5

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	0	**TOUGHNESS**	10
WILL	Immune		

POWER POINTS

ABILITIES	–24	**SKILLS**	2
POWERS	46	**DEFENSES**	1
ADVANTAGES	0	**TOTAL**	25

ZOMBIE PL2

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
2	-	-1	-1	1	-	-1	-

POWERS

Undead: Immunity 30 (Fortitude effects), Protection 3

OFFENSE

INITIATIVE –1

Attack +1 Close, Damage 2

DEFENSE

DODGE	0	**FORTITUDE**	Immune
PARRY	1	**TOUGHNESS**	3
WILL	Immune		

POWER POINTS

ABILITIES	–30	**SKILLS**	0
POWERS	33	**DEFENSES**	1
ADVANTAGES	0	**TOTAL**	4

GIANT ROBOT PL8

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
16	-	0	0	0	-	0	-

POWERS

Armor: Protection 12, Impervious • *24 points*

Giant: Growth 16, Continuous, Permanent, Innate • *33 points*

Robot: Immunity 30 (Fortitude) • *30 points*

OFFENSE

INITIATIVE +0

Attack +0 Close, Damage 16

DEFENSE

DODGE	–5	**FORTITUDE**	Immune
PARRY	–5	**TOUGHNESS**	16
WILL	Immune		

POWER POINTS

ABILITIES	–30	**SKILLS**	0
POWERS	87	**DEFENSES**	0
ADVANTAGES	0	**TOTAL**	57



CHAPTER 8: ACTION & ADVENTURE

BAM! POW! Like the comics, Mutants & Masterminds is about *action,* so this chapter looks at the flow of the game and how heroes accomplish their amazing feats, ranging from last-minute rescues and brilliant investigations to thrilling battles against the forces of evil.

The chapter starts out with a look at action rounds, used to measure time when seconds count, then moves on to the different challenges heroes face, followed by handling conflicts like super-powered battles. The chapter concludes with information on the potential consequences, including various conditions imposed on heroes and the hazards of the environment around them. This is followed by handling conflicts like super-powered battles, including special actions, consequences of damage, and recovery from it.

ACTION ROUNDS

The **action round** (or simply **round**) is how Mutants & Masterminds breaks down time when things like who goes first and how much each character can accomplish are important. A round represents about six seconds of time in the game world.

During a round, each character involved takes a **turn**, which is that character's opportunity to do something. A character has an allotment of **actions**, used during that character's turn. Players decide what their characters do on their turns, while the GM handles everyone else's turn.

INITIATIVE

The order in which characters take their turns is determined by **initiative**. Base initiative bonus is equal to the character's Agility rank. Many characters have advantages or powers that modify their initiative, such as Improved Initiative. At the start of a conflict, roll an initiative check for each character:

D20 + INITIATIVE MODIFIER

The initiative check determines what order characters act in, counting down from highest check result to lowest. Usually, the GM writes the names of the characters down in initiative order to move quickly from one character to the next each round. You can also have all of the characters' names listed on index cards you can reshuffle to fit the initiative order. If two characters have the same initiative result, they act in order of highest Dodge bonus first, then highest Agility and highest Awareness. If there is still a tie, each tied player should roll a die, with the highest roll going first. The GM may roll just once for an entire group of minions, giving them all the same initiative.

If characters enter a conflict after it's begun, they roll initiative when they join-in and act when their turn comes up in the existing order.

SURPRISE

Some conflicts begin with one or more characters caught unaware or **surprised**. This is typically because the character did not succeed on a Perception or other check and was therefore caught off-guard. Some characters on a side can be surprised while others are not.

If any characters in the conflict are surprised, then the action begins with a **surprise round**. Everyone involved in the conflict makes initiative checks as usual. Surprised characters do not act on the surprise round. They are stunned and vulnerable until the next round (see **Conditions** in **The Basics** chapter). Other characters may act, but are limited to a standard action and free actions, although they may exchange their standard action for a move action, as usual.

ACTION TYPES

The four types of actions characters can take are standard, move, free, and reaction. In a normal round, you can perform a standard action and a move action, or two move actions. You can also perform as many free and reactions actions as your GM allows.

Some situations (like the surprise round) and conditions (like being dazed) limit the actions you can take during your turn.

STANDARD ACTION

A standard action allows you to do something. You can make an attack, use a skill, advantage, or power, or perform other similar actions. During a combat round, you can take a standard action and a move action.

MOVE ACTION

A move action allows you to move your speed or perform an action taking a similar amount of time, such as draw or



stow a weapon or other object, stand up, pick up an object, or perform some equivalent action (see the **Actions in Combat Table**).

You can take a move action in place of a standard action. For example, rather than moving your speed and attacking you can stand up and move your speed (two move actions), draw a weapon and climb (two move actions), or pick up an object and stow it (two move actions). You can also make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round.

FREE ACTION

Free actions consume very little time and, over the span of the round, their impact is so minor they are considered to take no real time at all. You can perform one or more free actions while taking another action. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on maintaining a power are all free actions.

REACTION

A reaction is something that happens in response to something else, like a reflex. Like free actions, reactions take so little time they're considered free. The difference between the two is a free action is a conscious choice made on the character's turn to act. A reaction can occur even when it's not your turn to act. Some powers and other traits are usable as reactions.

NO ACTION

Finally, some things players are called upon to do—certain die rolls like resistance checks, for example—are not considered actions at all, as they involve no action on the part of the characters.

TAKING YOUR TURN

When it is your turn in the initiative order, you declare what actions your character will perform, and they are resolved in order.

STARTING YOUR TURN

The Gamemaster informs you when it is your turn. When you start your turn, you should:

- End effects that last "until the start of your next turn".

TAKING ACTIONS

You get a standard and a move action each turn. You can exchange your standard action for an additional move action, allowing you to perform two move actions. You can also perform as many free actions on your turn as you wish.

ORDER OF ACTIONS

You perform your actions in any order that you wish, but you cannot normally "split" your actions. So, for example, al-

though you can move (move action) and then attack (standard action) or attack and then move, you cannot move half your distance, attack, and then move the other half unless you have some special trait that allows you to do so.

EXTRA ACTION

You can use extra effort in order to take an additional standard or move action on your turn (see **Extra Effort** on page 19).

ENDING YOUR TURN

At the end of your turn, you should:

- End any effects that last "until the end of your turn".
- Make any necessary resistance checks to recover from ongoing effects.
- Inform the Gamemaster and other players that your turn is finished, allowing the next character in the initiative order to go.

CHALLENGES

In Mutants & Masterminds game terms, a **challenge** is an action or series of actions where players are called upon to make checks of their characters' traits, but which do not involve direct conflict, such as fighting. Some challenges are quick and involve only a single character, such as a hero making a daring leap or acrobatic maneuver, while others are more involved and require the efforts of a whole team, such as clearing all of the people out of a burning building or searching the entire city (or world!) for an escaped criminal.

The challenges given in this section are by no means the only possible ones. They simply cover the major "building blocks" Gamemasters can use to create challenges in their own games and offer examples. Feel free to come up with your own challenges to test the heroes' abilities and give the players an opportunity to come up with clever plans of their own.

CHALLENGES AND INITIATIVE

Challenges may or may not involve initiative checks, depending on the nature of the challenge.

If all of the characters get a turn and it does not particularly matter who goes first, then the Gamemaster can dispense with initiative for the challenge. For example, if the heroes all have to leap across a chasm, then it is a challenge they must all complete, and it does not particularly matter which of them goes first or last in doing so (since their actions are all virtually simultaneous).

With other challenges, it does matter who goes first, particular when the challenge is timed in some fashion. So, for example, if the GM determines that part of a burning building will collapse after the first round, initiative may be checked to see which heroes go before the collapse and who does not quite act fast enough. The same may be true of other traps or hazards, which can have initiative ranks of their own.

CHALLENGE SEQUENCES

A **challenge sequence** is made up of a series of checks rather than a simple set of one or two. It represents a more involved or detailed challenge for the heroes. So, whereas a simple challenge might involve breaking down a door or figuring out a lock, a challenge sequence could be a lengthy investigation, searching for someone who has gone missing, or convincing a non-player character of the heroes' good intentions. It can involve several checks of the same trait, or multiple traits, such as a Persuasion check to get the heroes on good terms with the King of Atlantis, an Expertise check to explain the particular danger the kingdom faces, and an Insight check to realize the king's advisor has something other than the best interests of the kingdom and royal family at heart. Similarly, heroes might make Perception checks to pick up on particular clues, Investigate checks to gather and analyze them, and Expertise checks to figure out the villain's riddle behind them before it is too late.

CHALLENGES AND CONSEQUENCES

Challenges typically have some reward for success (usually moving on to the next part of the adventure) and some consequence for failure. The latter might be missing a vital clue or otherwise being unable to stop a villain's scheme. This may make later parts of the adventure more difficult for your heroes. Other consequences might include particular conditions (see **Conditions** in **The Basics** chapter); for example, failing a wilderness survival challenge may result in the heroes suffering from fatigue or exhaustion. Failing a challenge to cross a chasm could mean the hero falls and suffers damage. Failing a challenge to overcome a trap could mean the heroes are even incapacitated, falling into the villain's clutches! The GM decides the consequences of failing a particular challenge based on the challenge and the needs of the story.

ENVIRONMENTAL HAZARDS

Not all of the hazards heroes face come from supervillains. Sometimes the environment itself can be a danger, particularly when villains try to use it to their advantage. Heroes end up in a lot of dangerous places and deal with

less than ideal conditions. This section details some of the hazards heroes may face.

LIGHT AND DARKNESS

Criminals often lurk in the darkness, and many crimes take place at night. Most cities are lit well enough, but sometimes heroes run into areas where it's difficult to see. Poorly lit areas provide concealment. Characters with Counters Concealment (Darkness) Senses or other appropriate Senses effects can ignore concealment penalties for poor lighting.

HEAT AND COLD

Intense heat and cold wear down characters, while prolonged exposure to the elements can be extremely dangerous.

Characters in hot or cold conditions must make Fortitude checks (DC 10, +1 per previous check) to avoid becoming fatigued. Fatigued characters who fail a check become exhausted, then incapacitated, at which point the character's condition becomes dying after another failed Fortitude check.

How often characters have to make Fortitude checks depends on the conditions. Once an hour for uncomfortable heat or cold (a hot summer day or cold winter day), once per 10 minutes for intense heat or cold (a blazing desert or arctic conditions), once a minute for extreme heat or cold like the edge of a volcano or an arctic winter storm. Checks are made at the end of each period of exposure. Truly intense heat or cold—such as a blast furnace or touching liquid nitrogen—inflicts direct damage like an attack.

Characters with the appropriate Immunity do not need to make Fortitude checks for extreme temperatures.

STARVATION AND THIRST

Heroes can go without water for a day. After this, they need to make a Fortitude check (DC 10, +1 per previous check) each hour to avoid a level of fatigue. Heroes can go without food for three days. After this, they must make a Fortitude check (DC 10, +1 per previous check) each day to avoid fatigue. The character cannot recover until he gets water or food. Heroes with Immunity to Starvation can go an unlimited time without food or water.

SUFFOCATION

Characters can hold their breath for ten rounds (one minute) plus a number of rounds equal to twice their Stamina. After that time they must make a Fortitude check (DC 10) each round to continue holding their breath. The DC increases by +1 for each previous success. Failure on the Fortitude check means the character becomes incapacitated . On the following round the character is dying. A dying character cannot stabilize until able to breathe again. Heroes with Immunity to Suffocation can go an unlimited time without air.

FALLING

A fall inflicts damage rank 4 plus twice the distance rank fallen, to a maximum of rank 16 damage. Characters with the Acrobatics skill can fall greater distances without risk of damage. Falling into or onto a dangerous surface may cause additional damage, at the GM's discretion.

Catching a falling person or object requires a Dexterity check (DC 5). If you successfully catch a falling object, subtract your Strength rank from the falling damage rank. Both you and the object suffer any remaining damage. So if a character with Strength 6 catches someone falling for 12 damage, subtract 6 from 12, and both characters resist damage 6. If the catcher is using a power—such as Flight or Move Object—to catch the falling object, the power's rank can be substituted for Strength at the GM's discretion.

POISON

A deadly toxin introduced through a scratch, or even in the air, may be able to fell the strongest hero. Poisons generally have one of several effects particularly Affliction, Damage, or Weaken. Some poisons may even have multiple Linked effects. Heroes generally resist poisons with Fortitude.

Heroes with Immunity to Poison are completely unaffected by poisons. A Treatment skill check can provide a bonus on resistance checks against poison.

DISEASE

When heroes come into contact with a disease they must make a Fortitude check (DC 10 + the disease's rank) to avoid becoming infected. The method of infection depends on the disease: some are airborne while others require physical contact. Diseases are generally Affliction or Weaken effects. Some diseases may have multiple linked effects. Potentially fatal diseases usually Weaken Stamina, in addition to their other effects. If the disease goes untreated for long enough, the subject's Stamina may drop below –5, in which case death occurs.

Heroes with Immunity to Disease are completely unaffected by disease. A Treatment skill check can provide a bonus on resistance checks against disease.

RADIATION

Radiation in the comic books often causes mutations or triggers latent powers in those exposed to it rather than simply causing radiation sickness. Exposure to radiation (especially exotic or alien radiation) may be an excellent opportunity for a complication.

Otherwise the Gamemaster can treat radiation exposure like a disease: The victim makes an initial Fortitude check against (DC 10 + radiation's rank) and an additional check each day. Radiation sickness is typically a Weaken Stamina effect, but may include other effects, includ-

SAMPLE POISON RANKS

RANK	SAMPLE POISON
1	**Food poisoning:** Affliction conditions typically include impaired and disabled, perhaps also dazed and stunned for especially severe nausea.
	Alcohol: Impaired and disabled are the most common conditions, perhaps dazed and stunned for severe drunkenness, as for food poisoning.
3	**Pesticides:** Common Affliction conditions include impaired and disabled, although a large enough dose or repeated exposure can also Weaken Stamina, even leading to death.
4	**Chloroform:** Affliction with dazed, stunned, and incapacitated effects.
7	**Cobra venom:** Typically a Weaken effect against Strength, Agility, or Stamina (sometimes more than one), with Weaken Stamina potentially lethal, if the victim's Stamina drops below –5.
8	**Mustard gas:** Affliction with impaired, disabled, and incapacitated effects, linked with a Damage effect resisted by Fortitude.
9	**Poisonous mushrooms:** Typically a Fortitude Damage effect. Side-effects might include conditions like dazed, impaired, or hindered.
11	**Chlorine gas:** Affliction with dazed, stunned, and incapacitated effects, linked with a Damage effect resisted by Fortitude.
13	**Curare:** Affliction with dazed and hindered, stunned and immobilized, and incapacitated effects, linked with Weaken Stamina, as the poison can potentially stop the target's heart.
14	**Cyanide:** Fortitude Damage effect.
15	**Nerve gas:** Affliction with dazed and impaired, stunned and disabled, and incapacitated effects, linked with Fortitude Damage.
16+	**Alien, supernatural, or super-science toxins**

SAMPLE DISEASE RANKS

RANK	SAMPLE DISEASE
1-2	**Common colds:** Usually nothing more than an impaired condition.
3-5	**Influenza (including bird flu, swine flu, etc.):** Affliction with impaired, disabled, and incapacitated.
4	**Malaria:** Affliction with impaired, disabled, and incapacitated.
6	**Typhoid:** Affliction with dazed, stunned, and incapacitated.
7	**Rabies:** Affliction with impaired, compelled (paranoid and violent behavior), and incapacitated.
8	**Leprosy:** Affliction with impaired, disabled, and incapacitated.
10	**AIDS:** Weaken Fortitude, leading to other opportunistic infections.
11	**Smallpox:** Affliction with hindered and impaired, disabled, and incapacitated linked with Weaken Stamina.
12-14	**Bubonic plague:** Affliction with dazed and hindered, stunned and immobilized, linked with Weaken Stamina.
15	**Ebola virus:** Affliction with dazed, hindered, and impaired; stunned, immobilized, and disabled; and incapacitated, linked with Weaken Strength and Stamina.
16+	**Engineered super-viruses**

SAMPLE RADIATION RANKS

RANK	RADIATION EXAMPLE
1	Lingering irradiation
2-5	Nuclear fallout
5-10	Exposure to radioactive materials
10-12	Stellar radiation (deep space)
13-14	Nuclear reactor
15+	Nuclear blast

SAMPLE FIRE RANKS

RANK	FIRE EXAMPLE
1	Torch
2	Campfire
4	Blowtorch
6	Flame thrower
8	Burning jet fuel, napalm
10+	Chemical accelerants and fire powers

ing Damage resisted by Fortitude. At the GM's discretion, radiation exposure can lead to other effects, such as damage to a hero's power ranks (causing a temporary decrease in powers).

VACUUM

The primary hazards of the vacuum of space are lack of air and exposure to unfiltered ionizing radiation.

On the third round of exposure to vacuum, a character must succeed on a Fortitude check (DC 20) each round or suffer from aeroembolism ("the bends"). A failed check means excruciating pain as small air bubbles form in the creature's bloodstream; the creature is stunned and remains so until returned to normal atmospheric pressure. Two or more degrees of failure impose the incapacitated condition.

The real danger of vacuum comes from suffocation, though holding one's breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Fortitude check (DC 15) every round; the DC increases by 1 each round, and on a *successful* check the character loses a rank of Stamina (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding his breath, he begins to suffocate: the next round, he becomes incapacitated . The following round, he's dying and cannot stabilize until returned to a normal atmosphere.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear, see **Radiation**, previously.

Heroes able to ignore the effects of deep space must have Immunity to suffocation, vacuum, and radiation, at a minimum. See the **Immunity** effect in the **Powers** chapter for details.

CONFLICTS

A **conflict** is when two or more characters go up against each other, typically in a fight of some sort. Conflict between heroes and villains is a prime part of Mutants & Masterminds and a big element of the fun, just like the colorful and spectacular fights in the superhero comic books.

ATTACKS

An **attack check** represents an attempt to hit a target with an attack. When you make an attack check, roll the die and add your bonus with that attack. If your result equals or exceeds the target's defense, your attack hits and may have some effect.

ATTACK CHECK = D20 + ATTACK BONUS VS. DEFENSE CLASS

CRITICAL HITS

When you make an attack check and get a natural 20 (the d20 actually shows 20), you automatically hit, regardless of your target's defense, and you score a *threat*. The hit might also be a critical hit (sometimes called a "crit"). To find out if it's a critical hit, determine if the attack check total is equal to or greater than the target's defense. If so, it is a critical hit. If not, the attack still hits, but as a normal attack, not a critical.

INCREASED THREAT RANGE

Characters with the Improved Critical advantage (see page 136) can score a threat on a natural result less than 20, although they still automatically hit *only* on a natural 20. Any attack check that doesn't result in a hit is not a threat.

A critical hit can have one of the following three effects, chosen by the player when the critical hit is determined:

- **Increased Effect:** The critical hit increases the difficulty to resist the attack's effect by +5. Against a minion, this bypasses the resistance check entirely; the minion automatically receives the highest degree of the attack's effect.
- **Added Effect:** The critical hit adds another effect onto the attack, but its effective rank is 0, so the resistance DC is just the base value (10, or 15 for Damage). The added effect can be anything the player can reasonably describe and justify as adjunct to the original effect: an Affliction (useful for all sorts of "gut checks," blows to the head or vitals, etc.), Dazzle (blood in the eyes, boxing the ears, etc.), or Weaken, to name a few. The GM decides if the effect suits the circumstances of the attack. The target makes resistance checks against the attack's initial and added effects separately.
- **Alternate Effect:** The critical hit results in an alternate effect for the attack, like a use of extra effort for a power stunt (see **Extra Effort** in **The Basics** chapter), except the character suffers no fatigue as a result. This option can represent a "lucky" attack that does something completely different, like blinding a target, or imposing a condition such as those found under the Affliction effect.

CRITICAL MISSES

Conversely, a natural 1 (the d20 comes up 1) on an attack check is *always* a miss, regardless of your total result.

DAMAGE

A successful attack with a Damage effect requires the target to make a Toughness resistance check.

DAMAGE RESISTANCE CHECK

TOUGHNESS VS. [DAMAGE RANK + 15]

Success : The damage has no effect.

Failure (one degree): The target has a –1 circumstance penalty to further resistance checks against damage.

Failure (two degrees): The target is dazed until the end of their next turn and has a –1 circumstance penalty to further checks against damage.

Failure (three degrees): The target is staggered and has a -1 circumstance penalty to further checks against damage. If the target is staggered again (three degrees of failure on a Damage resistance check), apply the fourth degree of effect. The staggered condition remains until the target recovers (see **Recovery**, following).

Failure (four degrees): The target is incapacitated .

The circumstance penalties to Toughness checks are cumulative, so a target who fails three resistance checks against Damage, each with one degree of failure, has a total –3 penalty.

If an incapacitated target fails a resistance check against Damage, the target's condition shifts to dying. A dying target who fails a resistance check against Damage is dead.

STRENGTH AND DAMAGE

Strength provides a "built-in" Damage effect: the ability to hit things! You can apply effect modifiers to the Damage your Strength inflicts, making it Penetrating or even an Area effect! You can also have Alternate Effects for your Strength Damage; see the **Alternate Effect** modifier for details. Like other Damage effects, a character's Strength Damage is close range and instant duration by default.

If you choose, a Damage effect can be Strength-based—something like a melee weapon—allowing your Strength Damage to add to it. You add your Strength and Damage ranks together when determining the rank of the attack. Any modifiers applied to your Damage must also apply to your Strength rank if its bonus damage is to benefit from them. However, any decrease in your Strength reduces the amount you can add to your Damage, and negative Strength *subtracts* from your Damage! Likewise, anything that prevents you from exerting your Strength also stops you from using a Strength-based Damage effect. If you can't swing your fist, you can't swing a sword, either. On the other hand, a laser blade does the same damage whether you can exert your Strength with it or not.



EXAMPLE OF CONFLICT

The following is an example of the *M&M* rules in action during a conflict scene.

Three heroes: Princess, Rook, (see pages 50-53) and Ultramarine (a battlesuit wearer), tipped-off by one of Rook's contacts about smugglers unloading a shipment down at the docks late at night, have staked-out the vessel. Once they see the smugglers moving the goods, Rook signals it is time to move in and take them down!

ROUND 1

Gamemaster (GM): Okay, everyone, make an initiative check.

The players of Princess, Rook, and Ultramarine each roll the die, adding their character's initiative modifier and getting the following results: Ultramarine: 13, Rook: 11, Princess: 26!

The GM rolls one initiative check for the smugglers (with an initiative modifier of +0), getting a result of 11. Although Rook has the same result, he has a higher initiative modifier (+5) and so will go before the smugglers. The GM also rolls a secret initiative check result of 16 for something the players don't know yet...

GM: Okay, you get the "go" signal from Rook and leap into action! (Looking at the initiative count) Princess, what do you do?

Princess: I jump from the pier onto the deck of the ship as my move action, landing right in front of all the smugglers and say, "You guys want to just give up now and save yourselves a beating? Please feel free to say no." Then I give them a big smile.

GM: You want to try and intimidate them? That's a standard action. You want to make it a routine check?

Princess: No, I'll roll for it. *Princess' player rolls an Intimidation check with her bonus of +6.* I got a 16 anyway, same as my routine check result!.

The GM compares Princess' result to the smugglers' Will defense, which is 12. Her check succeeded with one degree. The smugglers are impaired (–2 on their checks) until the end of Princess' next turn.

GM: The smugglers look shocked at your sudden appearance and hesitate, clearly shaken. Ultramarine, it's your turn.

Ultramarine: Like shooting fish in a barrel… I surge up out of the water on the other side of the ship and fly up to the deck (*move action*) then level the arm with my netline primed at the smugglers, my voice amplified by the speakers in my suit. "Or you can call it quits right now."

GM: You going for the Intimidation check, too?

Ultramarine: No, I think I'd rather ready an attack with my netline, if any of the smugglers decide to get stupid, then wait to see what happens. That's a standard action, right?

GM: Right. Okay, you draw a bead on one of the smugglers as they're glancing from you to Princess and back, deciding what to do. Rook?

Rook: Okay, let's end this quick. I glide down towards the deck, toss a flash bomb in the midst of the smugglers, and land on the opposite side from Ultramarine, so the three of us are in a triangle formation ahead of the smugglers.

Normally, a character wouldn't be able to move, attack, and then move again as Rook does here, but he has the Move-by Action advantage, which allows him to split his movement in the round before and after his standard action.

GM: Okay. *The GM rolls Dodge resistance checks for the smugglers caught in Rook's flash bomb burst: 20, 3, 8, and 19. With DC 13, two succeed and two fail. The successful Dodge checks make their Fortitude resistance checks against DC 11, while the failed checks resist DC 13 again: 12 and 2, plus 12 and 11. If the second two smugglers had made their initial resistance checks, they would have been successful, as it is, three of the thugs fail and only one successfully resists.*

A burst of light goes off amidst four of the eight smugglers on deck, causing them to throw up their hands to try and ward off the flash. One seems to be quick enough, but the other three aren't. Two are blinking, trying to clear their eyes (*they're vision impaired and at –2*), one is stumbling about (with resistance 2, he's completely blinded).

The smugglers go for their guns…

Ultramarine: I fire my netline at the nearest one!

GM: Okay. That shifts you to just after Rook but before the smugglers in the initiative order. Make your attack check.

Ultramarine: *Rolls a 9, with a +10 attack bonus.* I got a 19.

GM: *Knowing that well exceeds the smuggler's Dodge defense of 12, rolls a Dodge resistance check, getting a 16, minus the impaired penalty from Princess' Intimidation for a 14 vs. DC 20. Two degrees of failure. The smuggler is defenseless and immobilized.*

Your netline shoots out with a chuff of compressed air and wraps around the smuggler before he can even get his gun drawn. He's wrapped up and completely unable to move.

EXAMPLE OF CONFLICT

Now the remaining smugglers get to go. They draw their guns and shoot at you!

The GM rolls attack checks against the heroes. Two smugglers shoot at Ultramarine and three shoot at Princess, but they both have Impervious Toughness 8. Since the smugglers' guns can't hurt them, the GM does not bother rolling the attack checks. The remaining two shoot at Rook, but one is impaired and the other blind, so they both miss by a mile.

Rook, you easily avoid the clumsy shots, especially from the guys dazzled by the flash bomb. Princess, Ultramarine, a couple of stray shots ricochet off of you harmlessly.

ROUND 2

That brings us back to the top of the order. Princess?

Princess: I'm going to punch-out one of the smugglers! "Hey, watch the couture, boys!"

GM: Roll an unarmed attack check.

Princess: *Rolls, gets a natural 20.* A critical hit!

GM: *Glances at Princess' Strength of 12, and the +5 critical hit DC modifier, making the Toughness resistance DC (15 + 12 + 5) or 32. No way the smuggler can succeed.*

Wow! You send the guy flying right off the deck and into the drink! Sploosh!

Then, suddenly…

The GM rolls an attack check against Princess, getting a 15 result. Normally this would miss her Dodge defense of 18, but this is a surprise attack, so Princess is vulnerable and her Dodge is halved to 4, rather than 8, making the DC a 14.

…a steel mesh net launches out of the doorway of the control cabin of the ship. Princess, give me a Dodge resistance check.

Princess: *Rolls a 5 for a total of 13.* Um… 13?

GM: *Compares it against the DC of 19. Two degrees of failure.*

…the net wraps around you tightly, leaving you immobilized and defenseless, Princess.

From out of the control cabin lumbers a massive armored figure in red and silver, one arm ending in a lobster-like servo-claw.

Ultramarine: Trawler!

GM: *In Trawler's voice.* Who did you think was running this operation, heroes? Now back off!

Ultramarine: Is it my turn?

GM: No. It would be, but you delayed until after Rook, remember? Rook, it's your turn, then Ultramarine and the smugglers.

Rook: I don't think my weapons will do much against Trawler's armor. Can I help Princess get free from the net?

GM: Your throwing talons might help cut through it.

Rook: Okay, I'll do that.

GM: Since the net is immobile, do you want to roll or make a routine check?

Rook: If I roll, I get a damage bonus, right? *The GM nods.* Okay, I'll roll for it. *Rolls the die, gets a 10.* Ha, same as a routine check anyway! That's a result of 25.

GM: *Compares Rook's attack against DC 10, a definite hit and an automatic critical for +5 damage. The GM checks the net's Toughness of 9 against DC 25 (15 + 5 for the talons + 5 for the critical), generating a 23 result.*

Your talons cut some of the strands of the net holding Princess. Ultramarine, it's your turn now.

Ultramarine: Good, I'm going after Trawler! I fire a laser at her. We'll see whose armor can take it!

Ultramarine's player rolls an attack check with her laser, getting an 11 with a +10 bonus for a 21 result. That beats Trawler's Dodge DC of 16, so the GM rolls a Toughness resistance check. The laser is rank 10, for a Damage resistance DC of 25. Trawler has Toughness 10 and the GM rolls a 9. That's a 19 total, two degrees of failure vs. DC 25. Trawler suffers both a –1 to Toughness checks and a dazed condition.

GM: Your blue-green laser lances out and hits Trawler's armor plating. There's a hissing sound as the beam cuts a swath along the armor, leaving a melted scar. Trawler staggers back, clearly dazed by the blast…

The heroes have Trawler and her smugglers on the ropes, but will Princess get free in time to help? Can Rook mop up the smugglers quickly enough so Ultramarine can take out Trawler? And what kind of contraband are the smugglers moving that a "salvage operator" like Trawler is involved? As the conflict continues, the heroes will find out!

DAMAGING OBJECTS

Objects (targets lacking a Stamina rank) take damage similar to other targets. Dazed and staggered results have no real effect on inanimate targets, since they do not take actions. Constructs, capable of action, are dazed and staggered normally (see **Constructs** in the **Gadgets & Gear** chapter).

Inanimate objects are defenseless by definition and therefore subject to finishing attacks (see the **Finishing Attack** maneuver): essentially, you can choose between making your attack on the object as a routine check or, if you make the attack check normally, gaining an automatic critical hit if your attack hits, for a +5 bonus to effect.

Attacking an object held or worn by another character is a smash action (see the **Smash** maneuver).

If an attacker's intention is to bend, break or destroy an object, then two degrees of failure on the Toughness check results in a break (such as a hole punched through the object) while three or more degrees of failure means the object is destroyed (shattered, smashed to pieces, etc.).

The Toughness ranks of some common materials are shown on the **Material Toughness** table. The listed ranks are for about an inch (distance rank –7) thickness of the material: apply a +1 per doubling of thickness or a –1 per halving of it. So a foot of stone is Toughness 8. Equipment has Toughness based on its material. Devices have a base Toughness equal to the total points in the device divided by 5 (rounded down, minimum of 1).

MATERIAL TOUGHNESS

MATERIAL	TOUGHNESS
Paper	0
Soil	0
Glass	1
Ice	1
Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super-alloys	20+

RECOVERY

Living targets remove one damage condition per minute of rest, starting from their worst condition and working back. So a damaged character recovers from being incapacitated, then staggered, dazed, and finally removes a –1 Toughness check penalty per minute until fully recovered.

The Healing and Regeneration effects can speed this process. Lasting or more serious injuries are handled as complications (see **Lasting Injuries**).

Objects, having no Stamina, do not recover from damage unless they have an effect like Regeneration. Instead, they must be repaired. See the guidelines under the **Technology** skill when repairing damaged objects.

RANGE

An attack has one of three ranges: close, ranged, and perception. A **close** attack can only affect a target you can physically reach, by touch or wielding a melee weapon, for example. A **ranged** attack can affect a target at a distance, while a **perception** attack can hit a target you are able to accurately perceive automatically without need for an attack check.

A ranged attack has a short range up to its rank x 25 feet, at which it has no penalties. At medium range (up to rank x 50 feet), the attack check has a –2 circumstance modifier. At long range (up to rank x 100 feet), the attack check has a –5 circumstance modifier. Ranged attacks cannot go beyond long range; a target further away is out of range and cannot be attacked.

These are generally the only significant distinctions in distance in Mutants & Masterminds. At the basic level, the game system does not focus on tracking exact distances between combatants, apart from determining if they are adjacent (and therefore within close range) and whether or not they can perceive each other (and are therefore within perception range). The rest is left for the GM to describe and adjudicate as desired.

PERCEPTION AND AREA EFFECTS

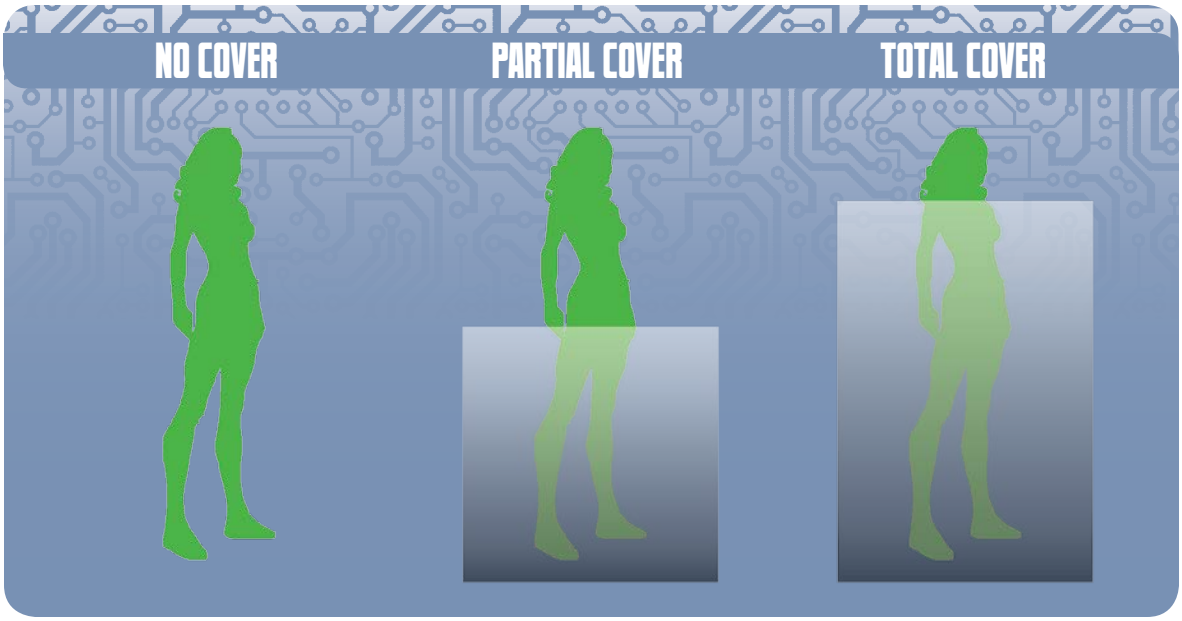
Perception and Area effects do not require attack checks, they automatically affect a given target or area (see the **Area** extra in the **Powers** chapter). Because of this, these attacks cannot score critical hits or misses, nor do modifiers affecting the attack check—including various maneuvers—affect them.

CONCEALMENT

To attack a target, you first have to have some idea of where to aim your attack. If you can perceive something with an accurate sense (such as sight) then you can target it with an attack. If you cannot clearly perceive the target, then it has **concealment** from you.

Partial Concealment applies a –2 circumstance penalty to your attack check for not being able to clearly perceive your target. It includes conditions like dim lighting, foliage, heavy precipitation, fog, smoke, and the like.

Total Concealment applies a –5 circumstance penalty to your attack check for not being able to perceive the target at all, presuming the attacker even knows (or guesses) the right area to target. It includes conditions like total darkness, heavy smoke or fog, and so forth.



COVER

Targets may also hide behind obstructions to gain **cover** against your attacks. Obstructions that do not physically block attacks but simply make the target harder to perceive—such as lighting, fog, or foliage—provide concealment rather than cover.

Partial Cover applies a –2 circumstance penalty to your attack check. It generally means about half of the target is behind cover, such as around a corner, behind a tree or pillar, or a low wall.

Total Cover applies a –5 circumstance penalty to your attack check, with three-quarters or more of the target behind cover, like a narrow window, or crouched behind a wall.

If a target is completely behind cover, then you cannot attack that target (although you can attack the cover itself).

Cover also grants a circumstance bonus to Dodge resistance checks against area effects equal to its penalty to attack checks, so long as the target has cover with respect to the origin point of the effect. So someone behind total cover also gains a +5 to Dodge checks against area effects.

MINIONS

Minions are minor characters subject to special rules in combat, and generally easier to defeat than normal characters. Villains often employ hordes of minions against heroes. The following rules apply to minions:

- Minions cannot score critical hits against non-minions.
- Non-minions can make attack checks against minions as routine checks.
- If a minion fails a resistance check, the minion suffers the worst degree of the effect. So a minion failing a Damage resistance check, for example, is incapacitated, regardless of the degree of failure.
- Certain traits (like the Takedown advantage) are more effective against or specifically target minions.

DEFENSES

Your **defenses** determine how difficult it is to hit you with various attacks. Most attacks target your active defenses, Dodge and Parry: close attacks target Parry while ranged attacks target Dodge.

You add your defense rank to a base value of 10 (like a routine check) to determine your **defense class** against an attack, which is the DC of the attack check:

Defense Class = Defense + 10

So a hero with Parry 11 has a defense class of 21 (11 + 10) against close attacks. If the same hero has Dodge 9, that is a defense class of 19 (9 + 10) against ranged attacks.

VULNERABLE AND DEFENSELESS

Two conditions strongly affect your defenses. When you are **vulnerable**, your active defense ranks are *halved* (round up fractions). So the aforementioned hero with Parry 11 and Dodge 9 would have ranks of Parry 6 and Dodge 5 while vulnerable.

When you are **defenseless**, your active defense ranks are reduced to *zero,* meaning the base difficulty class to hit you is just 10! What's more, attackers can make attack checks against defenseless targets as routine checks (see **Routine Checks** in **The Basics** chapter), meaning a hit is guaranteed with an attack bonus of 0 or more, unless there are other modifiers affecting the check.

RESISTANCE

A successful attack has some **effect** on the target. Typically this is an effect from the **Powers** chapter, such as Damage or Affliction. The effect has a rank, used to determine a difficulty class for the target's resistance check.

RESISTANCE DIFFICULTY = EFFECT RANK + 10

The target of the attack makes a resistance check against the effect to determine what, if anything, happens.

ONGOING EFFECTS

Some effects are not resisted just once, but multiples times. The later resistance checks represent how fast the target is able to "shake off" the effect. Make a resistance check for the target of an ongoing effect at the end of each of the target's turns. A successful check ends the effect and removes conditions imposed by it. A failure means the effect's conditions persist, as given in the effect's description.

> ***Example:*** *Captain Thunder was hit by a Affliction effect, leaving him blinded. At the end of his turn, he makes a Fortitude resistance check against the effect's DC to try and shake it off, but missed the check by 2. His next turn, still blind, he stumbles and tries to strike the foe taunting him. At the end of his turn, he makes another resistance check. Success! He ends the Affliction effect and removes the blinded condition. Next turn, the villain had better watch out!*

CONDITIONS

A failed resistance check against an attack imposes one or more **conditions** on the target, depending on the type of effect and the degree of failure. See the effect description and the **Conditions** section of **The Basics** chapter for more on the various conditions.

ACTIONS

The most common actions characters take during conflicts are listed and described here. The GM should use these as guidelines for dealing with unusual actions players may choose for their characters, basing them on the existing action descriptions.

AID — STANDARD ACTION

If you are in position to attack an opponent, you can attempt to aid an ally engaged in melee with that opponent as a standard action. This is like a team check (see **Team Checks** in **The Basics** chapter): You make an attack check against DC 10. If you succeed, you don't actually hit or affect the opponent, but success grants your ally gains a +2 circumstance bonus on an attack check against that opponent or a +2 circumstance bonus to Defense against that opponent (your choice) until the end of your ally's next turn. Three or more degrees of success grant a +5 bonus.

AIM — STANDARD ACTION

By taking a standard action to aim and line up an attack, you get a bonus to hit when you make the attack. If you're making a close attack, or a ranged attack at close range, you get a +5 circumstance bonus on your attack check. If you're making a ranged attack from a greater distance, you get a +2 circumstance bonus.

However, you are vulnerable while aiming and it requires a free action to maintain your aim before you make your attack. If you are unable to maintain it, you lose its benefit.

Once you aim, your next action must be to make the attack. Taking a different action spoils your aim and you lose the bonus.

ATTACK — STANDARD ACTION

With a standard action, you can make an attack check against any opponent within the attack's range. If the attack is an area effect or perception range, no attack check is needed. It affects the area or target automatically.

CHARGE — STANDARD ACTION

You rush forward to attack. You move your speed rank in a mode of movement available to you in a relatively straight line towards your target. At the end of your movement, you perform a close attack against your opponent with a –2 circumstance penalty to the attack check.

You can combine a charge action with a move action, allowing you to move up to twice your speed (your speed rank as a move action, then your speed rank again when you charge).

COMMAND — MOVE ACTION

Issuing a command to a character under your control—a minion or a thrall—requires a move action. If you want to issue different commands to different characters or groups, each one requires a move action (so you can issue two commands per round as two move actions).

CRAWL — MOVE ACTION

While prone, you can only move by crawling. You crawl at your normal ground speed –1 rank (or half your normal speed).

Characters with the Slither effect of Movement crawl at their normal ground speed. See **Movement** in the **Powers** chapter for details.

DEFEND — STANDARD ACTION

Rather than attacking, you focus on defense. Make an opposed check of your appropriate active defense versus

any attack made on you until the start of your next turn. Add 10 to any roll of 10 or less that you make on these checks, just as if you spent a hero point (thus ensuring a minimum roll of 11). The attacker must equal or exceed your opposed check result in order to hit you.

DELAY — NO ACTION

When you delay, you choose to take your turn later in the initiative order. You must delay your entire turn. You cannot delay if you have already taken an action on your turn, or if you are unable to take actions.

At any point after any other character in the conflict has acted, you can choose to take your turn. Your initiative moves into the new place in the order where you act, and you take your normal allocation of actions. If you do not act before your initiative comes up in the next round, your turn ends, you lose your delayed turn, and your initiative remains where it is.

Beneficial effects lasting until the end of your turn end when you choose to delay, but harmful effects that last until the end of your turn last until after you *act*. Likewise, you do not make resistance checks until after you have taken your turn, so delaying can draw out some effects.

DISARM — STANDARD ACTION

You attempt to knock an item—such as a weapon or device—out of an opponent's grasp. Make an attack check against the defender with a –2 penalty. If you attempt to disarm with a ranged attack, you are at –5 penalty. If your attack succeeds, make an opposed check of your attack's damage against the defender's Strength. If you win, the defender dropped the held object. If you made the disarm unarmed, you can grab the dropped object as a free action. If you make a disarm attempt with a melee weapon and lose the opposed check, the defender may immediately make an attempt to disarm *you* as a reaction; make another opposed damage vs. Strength check. If this disarm attempt fails, you do not, however, get an additional attempt to disarm the defender.

DROP AN ITEM — FREE ACTION

Dropping a held item is a free action (although dropping or throwing an item with the intention of hitting something with it is a standard attack action).

DROP PRONE — FREE ACTION

Dropping to a prone position is a free action, although getting up requires a move action (see **Stand**).

ESCAPE — MOVE ACTION

You attempt to escape from a successful grab (see **Grab**). Make a check of your Athletics or Acrobatics against the routine check result of your opponent's Strength or grab effect rank. If you succeed, you end the grab and can move away from your opponent, up to your normal



ground speed minus one rank, if you choose. If you fail, you are still grabbed.

GRAB — STANDARD ACTION

You attempt to grab a target. Make an attack check against the target. If successful, the target makes a resistance check against your Strength (or the rank of a grabbing effect) using the better of Strength or Dodge. If you win with one degree of success, the target is restrained (immobile and vulnerable). Two or more degrees leave your opponent bound (defenseless, immobile, and impaired). You can attempt to improve an existing hold with another grab action on a following turn. Any resulting degrees of success are cumulative, but if you lose, the target escapes.

You are hindered and vulnerable while grabbing and holding an opponent. You can maintain a successful grab as a free action each turn, but cannot perform other actions requiring the use of your grabbing limb(s) while doing so. Since maintaining a grab is a free action, you can take a standard action to inflict your Strength damage to a grabbed target on subsequent turns after the grab is established.

You can drag a restrained or bound target along with you when you move. The target gets a Strength resistance check against your Strength. If it fails, you move and the target moves along with you. If the target resists, you are immobilized that turn unless you release your hold on the target.

You can end a grab (releasing your target) as a free action. If you are unable to take the free action maintain the hold, the target is automatically released. A target can attempt to escape from a grab as a move action (see **Escape**).

MOVE — MOVE ACTION

You can move up to your normal speed rank in any movement mode available to you as a move action. Normally this is rank 0 ground speed for most people (up to 30 feet). If you choose to move twice on your turn (taking two move actions) then you move your speed rank each time. You can make a DC 15 Athletics check as a free action to run faster: one or more degree of success increases your ground speed rank by +1 for one round.

READY — STANDARD ACTION

Readying lets you prepare to take an action later, after you would normally act on your initiative, but before your initiative on your next turn. Readying is a standard action, so you can move as well.

You can ready a single standard, move, or free action. To do so, specify the action you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action as a reaction to those circumstances. Your place in the initiative order then becomes the point where you took your readied action.

If you come to your next turn and have not yet performed your readied action, you don't get to take the readied action, you just lose your previous turn. You can ready the same action again on your next turn, if you wish, continuing to wait for the right circumstances.

RECOVER — STANDARD ACTION

You take your entire turn to try and catch your breath and bounce back a bit. When you recover, you can remove your highest level of damage or fatigue. Alternately, rather than removing a level of damage or fatigue, you can choose to make a resistance check against an ongoing effect, in addition to the normal resistance check at the end of your turn.

You can only recover once per conflict. Once you have done so, you must recover from any remaining damage, fatigue, or effects normally (or with outside assistance).

When you recover, you gain +2 to your active defenses until the start of your next turn.

SMASH — STANDARD ACTION

You attempt to damage or break an object held or worn by an opponent. Make an attack check against the defense of the character with the object, with a –5 circumstance penalty if you are attacking a held object. If your attack check succeeds, you inflict damage on the object rather than the character. See **Damaging Objects** for details on breaking things.

STAND — MOVE ACTION

You stand up from a prone position. You can go from prone to standing as a free action by making a DC 20 Acrobatics check. Characters with the Instant Up advantage can stand as a free action without a skill check.

TRIP — STANDARD ACTION

You try to trip or throw your opponent to the ground. Make a close attack check against your opponent's Parry with a –2 circumstance penalty on the check. If the attack succeeds, make an opposed check of your Acrobatics or Athletics against your opponent's Acrobatics or Athletics. Use whichever has the better bonus in each case.

If you win, the defender is prone in an area adjacent to you of your choice. If you lose, the defender immediately gets another opposed check to try and trip *you*. If it fails, the trip attempt ends.

MANEUVERS

A **maneuver** is a different way of performing a particular action. For example, a defensive attack is an attack action that improves your defenses at the cost of accuracy. Maneuvers are optional, you choose which, if any, apply to your action(s) when you declare them. The GM decides if a particular maneuver is appropriate or prohibited by circumstances.

Certain advantages and effects may enhance or work in conjunction with certain maneuvers. See their descriptions for details.

ACCURATE ATTACK

When you make an attack, you can take a penalty of up to –2 on the effect modifier of the attack and add the same number (up to +2) to your attack bonus. Your effect modifier cannot be reduced below +0 and your attack bonus cannot more than double in this way. The changes are declared before you make the attack check and last until the start of your next turn.

ALL-OUT ATTACK

When you make an attack you can take a penalty of up to –2 on your active defenses (Dodge and Parry) and add the same number (up to +2) to your attack bonus. Your defense bonuses cannot be reduced below +0 and your attack bonus cannot more than double. The changes to attack and defense bonus are declared before you make the attack check and last until the start of your next turn.

DEFENSIVE ATTACK

When you make an attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to your active defenses (Dodge and Parry). Your attack bonus cannot be reduced below +0 and your defense bonuses cannot more than double. The changes to attack and defense bonus last until the start of your next turn. This maneuver does not apply to effects requiring no attack check or allowing no resistance check.

DEMORALIZE

You can use Intimidation in combat as a standard action to undermine an opponent's confidence. Make an Intimidation check as a standard action opposed by the better of your target's Insight or Will defense. If your Intimidation check succeeds, your target is impaired (a –2 circumstance penalty on checks) until the end of your next round. With four or more degrees of success, the target is disabled (a –5 penalty) until the end of your next round.

FEINT

You can use Deception as a standard action to mislead an opponent in combat. Make a Deception check as a standard action opposed by the better of your target's Deception or Insight. If your Deception check succeeds, the target is vulnerable against your next attack, until the end of your next round (see **Vulnerable** in the **Conditions** section of **The Basics** chapter).

FINISHING ATTACK

When you attack a defenseless target at close range, you can choose to make the attack as a routine check (see **Routine Checks** in **The Basics** chapter). This generally





means your attack hits automatically, since the target has no defense bonus, and the routine check overcomes the normal difficulty.

If you choose to make your attack check normally (against DC 10), then a successful hit is treated as a critical hit, with a +5 circumstance bonus to the attack's resistance DC. Additionally, if you hit with a damaging attack with intent to kill, and the target's resistance check has three or more degrees of failure, the target dies immediately.

POWER ATTACK

When you make an attack you can take a penalty of up to –2 on your attack bonus and add the same number (up to +2) to the effect bonus of your attack. Your attack bonus cannot be reduced below +0 and the effect bonus cannot more than double. The changes to attack and effect are decided *before* you make your attack check and last until the start of your next turn. This maneuver does not apply to effects requiring no attack check or allowing no resistance check.

SLAM ATTACK

When you charge, you can charge right *into* your target, using your momentum to strengthen your attack, but potentially receiving some damage from the impact yourself. The damage rank for your attack equals your movement speed rank, or your normal damage rank, with a +1 circumstance bonus, whichever is higher. If you move your full speed before you charge, increase your damage by either means by an additional +1 circumstance bonus. The Gamemaster may limit your base slam attack damage (before applying circumstance modifiers) by the series power level.

> ***Example:*** *Slingshot flies into a foe, moving at speed rank 10. His unarmed damage (Strength) rank is only 2, so he uses his speed rank of 10 for the damage. Since he also moved his full speed to build up momentum, he increases his damage by +1 for a total damage rank of 11. If a base damage rank of 10 is too high for the series, the GM may impose a lower limit on Slingshot's slam attack damage, applying the +1 modifier for the full speed move to the lowered rank.*

You suffer some of the impact of slamming into a target; make a Toughness resistance check against half the damage rank of your attack (rounded down).

> ***Example:*** *Slingshot hits his target, and must make his own Toughness resistance check against damage rank 5: his slam attack damage of 11, divided by 2, which equals 5.5, rounded down to 5. Fortunately, Slingshot's helmet provides him with an invisible electromagnetic field for protection and the hero manages to avoid the damage, hoping his opponent won't be so lucky!*

LASTING INJURIES

MUTANTS & MASTERMINDS is designed to emulate the superhero comic books, so characters generally bounce back pretty fast from taking serious beatings, and there is little differentiation between getting punched through a brick wall and shot-up with a .45 caliber (or, for that matter, set on fire or electrocuted). Realistically, any or all of these things should result in severe injuries that take a considerable amount of time to heal; in the comics, most characters just shake it off and are all better by the next scene.

If you want to include lasting or more serious injuries in your game, or just in a particular story, they are better handled as complications (see the **Complications** section in **The Basics** chapter for details). This is largely how the comics handle them; most of the time, heroes bounce back from the effects of combat but, occasionally, a character suffers a serious and significant injury—such as a broken arm or head trauma—that plays a role in the story later on. Handle this like any other GM-imposed complication: award the player a hero point when it comes into play, and apply the effects of the complication to the story. Use the conditions defined in **The Basics** chapter as an idea of the complications facing an injured character.

DEATH

Character death is a relatively rare happenstance in the comic books. Technically, it's not so much rare as it is *temporary*. The tendency of comic book characters to return from the dead has become so commonplace it is cliché, with various stories and characters poking fun at it.

The MUTANTS & MASTERMINDS rules make character death a similarly rare occurrence. Characters generally only acquire the dying condition after being incapacitated and suffering further harm, which usually means someone is actively *trying* to kill them. Even then, dying characters have opportunities to stabilize and stave off death. It takes a second active effort to kill a dying character outright, so accidental death due to a single bad die roll is all but impossible for the major characters in a series.

Note that none of this applies to minions, who can be killed simply with a successful attack and a declaration of intent to do so. While heroes in a four-color or mainstream style game generally refrain from killing, minions can get mowed down by the dozens in gritty Iron Age style games. The Gamemaster can also kill off supporting characters as desired to suit the story. The greater "resilience" of main characters is not because they are physically any different or tougher, just that they are literally more important to the story of the game.

Bonuses to Toughness protect against slam attack damage normally. Immunity to slam damage you inflict is a rank 2 Immunity effect, while Immunity to all slam damage is rank 5 (see **Immunity** in the **Powers** chapter).

SURPRISE ATTACK

On occasions when your attack catches a target by surprise, the target is vulnerable to your attacks. Surprise attacks occur during the surprise round of a conflict (see **Surprise** earlier in this chapter) and may also occur as a result of stealth or concealment, allowing you to sneak up on a target. The GM can also grant you a surprise attack for an unusual maneuver that catches the target off-guard, such as an Indirect attack (see the **Indirect** modifier for more).

TEAM ATTACK

Multiple attackers can attempt to combine their attacks in order to overwhelm an opponent's resistance. The attacks to be combined must have the same effect and resistance and be within 5 ranks of each other. So attacks all doing Damage against Toughness can combine, but not with a Mental Blast, for example, which is a Damage effect, but resisted by Will rather than Toughness.

The attackers must all delay to the same point in the initiative order (that of the slowest attacker). Each attacker makes an attack check against the target's defense. Effects not requiring an attack check may be used in a team attack; count the effect as having one degree of success, if it is not the main attack.

Take the largest effect rank of the attacks that hit and count the combined degrees of success for the other attacks: one degree provides a +2 circumstance bonus to the rank of the main attack, three or more provides a +5 circumstance bonus. Unlike a normal team check, degrees of failure do not reduce success; those attacks simply miss and have no effect. See **Team Checks** in **The Basics** chapter for more.

RECOVERY

As a result of conflict, characters often suffer adverse conditions (see **Conditions** in **The Basics** chapter) from being knocked around and hit with different powers. The specific conditions are discussed in the effects defined in the **Powers** chapter, particularly Affliction and Damage, the most common effects of conflicts.

Living targets remove one damage condition per minute of rest, starting from their most severe condition and working back. So a damaged character recovers from being incapacitated, then staggered, dazed, and finally removes a –1 Toughness check penalty per minute until fully recovered. The Healing and Regeneration effects can speed this process.

Objects, having no Stamina, do not recover from damage unless they have an effect like Regeneration. Instead, they must be repaired. See the guidelines under the **Technology** skill when repairing damaged object.



CHAPTER 9: GAMEMASTERING

One player—the Gamemaster or "GM"—takes responsibility for running a Mutants & Masterminds game. The Gamemaster creates the adventure, runs the players through it, takes on the roles of the various other characters the heroes encounter, and handles any questions about the rules as they arise. The Gamemaster also adjudicates the process of character creation, deciding what traits, modifiers, and so forth are appropriate for the particular game, along with the best way to express certain concepts in game terms. While Gamemastering is a big responsibility, it's not as hard as it might seem, and providing a fun and entertaining game for your friends can be quite rewarding.

RUNNING THE GAME

While the players are responsible for keeping track of their characters and deciding on their actions, the Gamemaster is responsible for everything else that happens in the game. A good GM tries to make sure the game runs as smoothly as possible and is enjoyable for all of the players. Many components go into creating a good Mutants & Masterminds game. The following sections give you the basics, but experience is the best tool to help you become a better Gamemaster.

ASSIGNING DIFFICULTIES

Mutants & Masterminds can be broken down into a series of tasks the heroes must perform, from piecing together clues about a villain's latest scheme to blasting said villain through a wall and disarming his doomsday device in the nick of time. It's up to the Gamemaster to assign the difficulty of these and numerous other tasks in the game and to determine the outcome of the heroes' efforts. This section offers some general guidelines on assigning the difficulty of a task.

THE 55% RULE

A good guideline to keep in mind is the chance of an average character (with a modifier of 0) succeeding at an average task (DC 10) is just over 50% (55% to be exact). So any time you have to have an average character do something, or want to set a difficulty you feel is average for a particular character, aim for around that chance of success. If you want to know what bonus is required to have a 55% chance of succeeding at a particular task, just subtract 10 from the DC. So a DC 25 action (a formidable task) requires a bonus of +15 in order to have a 55% chance of success (on a roll of 10 or higher).

Keep in mind that this chance of success on a task allows a character to automatically succeed at that task as a routine check (see **Routine Checks**, following, and in **The Basics** chapter). This is intentional; the average character only really fails at an average task when hurried or under stress. A 55% chance also allows a player to spend a hero point to automatically succeed, since a hero point ensures a die roll of at least 11. (See **Hero Points**, page 20.)

CIRCUMSTANCE MODIFIERS

Circumstance modifiers (see their description in **The Basics** chapter) are one of the GM's best tools. Rather than having to memorize a lengthy list of special-case modifiers, just keep this guideline in mind: if the situation is in the character's favor, that's good for a +2 bonus on a check. If it's against the character, that's a –2 penalty. If things are particularly good or bad, up the circumstance modifier to +/–5.

DIFFICULTY CLASS EXAMPLES

DIFFICULTY	DC	EXAMPLE	MODIFIER NEEDED FOR 55%
Very easy	0	See something large in plain sight	None (automatic)
Easy	5	Climb a knotted rope	–5 (Athletics)
Average	10	Hear a group walking 30 feet away	+0 (Awareness)
Tough	15	Disarm an explosive	+5 (Technology)
Challenging	20	Walk a tightrope	+10 (Acrobatics)
Formidable	25	Break into a secure computer system	+15 (Technology)
Heroic	30	Overcome a sophisticated security system	+20 (Technology)
Super-Heroic	35	Bluff your way past wary and alert guards	+25 (Deception)
Nearly Impossible	40	Open an impossibly complex lock in 1 round	+30 (Technology)

It's that simple. Note that, practically speaking, a major circumstance modifier effectively shifts a check up or down a degree of difficulty, as shown on the **Difficulty Class Examples** table. Likewise, a major modifier effectively changes the degree of a graded check by one (see **Graded Checks** in **Chapter 1**).

ROUTINE CHECKS

Routine checks reflect that some tasks and situations are so trivial it is not worth having a player roll a check. It would be illogical for the character to have a real chance of failing at the task, since failure should be rare enough to constitute a complication in that situation. Examples include things like a competent driver handling a car under ordinary conditions or a trained professional performing the routine tasks of a job.

Routine checks save time, because you do not need to ask players for a check for every single thing their characters do, but they also provide valuable guidelines for *when* you should ask the players for a check while running the game. They set a threshold for the Difficulty of certain actions. When coming up with Difficulty Classes for your adventure, keep the routine check rule in mind. If the DC is low enough that *anyone* can succeed as a routine check, then it may be too low, or the action may not be worth assigning a check.

Take Perception, for example. If you decide it is a DC 10 Perception check to pick up on some clue or bit of information in the adventure, that Difficulty is low enough that anyone with an unimpaired (0 or higher) Awareness can succeed at the task as a routine check. Assuming the information is also important to the plot, you might be better off to simply tell the players their characters notice it without calling for a check. If there needs to be a chance of failure, then set a higher Difficulty for the check. Of course, If the situation is stressful—such as the midst of combat—then a routine check is not an option, and a lower DC can provide heroes with a reasonably high chance of success with just a small chance of failure for dramatic purposes.

SECRET CHECKS

Sometimes it's a good idea to make checks secretly, so the players don't necessarily know the result. This is usually the case for any sort of check where the characters don't immediately know whether they've succeeded or failed. For example, Perception checks usually should be made secretly. If the check succeeds, the character notices something. If it fails, then the player doesn't know whether it's because the character failed to notice something or there wasn't anything there to notice in the first place. The same is true for checks involving powers like Mind Reading or Precognition, and certain interaction checks, since the player doesn't necessarily know the target's initial attitude or exactly how much it has improved.

One easy way of making secret checks is to make a list of random d20 rolls in advance. When there's a need for a secret check during the game, mark off one of the rolls from your list and use that for the check result.

ALTERING THE OUTCOME OF DIE ROLLS

On occasion the outcome of a particular die roll may *seriously* impact the game. For example, the heroes are walking into a trap and none of them make the necessary check to notice the danger in time. Or a hero gets in a lucky shot and the villain rolls a 1 on his Toughness check, resulting in a quick defeat. What do you do?

In some cases, you can just go with the outcome the dice give you. If none of the heroes spot the trap, have it go off. Odds are the heroes only end up captured and will have the opportunity to escape and thwart the villain later in the adventure anyway. Even if the results of the die roll are unexpected, so long as they don't spoil the fun of the adventure, feel free to go with them. Unexpected twists and turns are part of the fun of an RPG, not only for the players, but also for you when you run the game.

On the other hand, some die rolls result in anticlimactic or just plain dumb outcomes. In these cases, feel free to

"TELL ME HOW IT HAPPENS..."

While the Mutants & Masterminds game rules provide general outcomes for character actions, in terms of relative success or failure, what the rules do not provide is the "flavor" of those actions, the descriptions and visuals of exactly how they happen. Those details are left up to you and your players to devise as part of your story.

Therefore a good habit to get into as a M&M Gamemaster is asking your players to not only tell you the outcomes of their die rolls and tests, but to embellish and describe them in as much detail as they wish. For example, you inform a player: "You hit your foe hard enough to daze him." Follow it up with: "What happens?"

The player might say, "I follow a couple quick jabs with a powerful uppercut that sends him stumbling back against the railing of the catwalk, then I press my advantage, so we're both struggling up against it, high above the factory floor." Alternately, the player might say, "He stumbles back a few steps and I take the opportunity to draw a concealed bolo from my utility belt, which I'm going to use to tie him up next turn." Same game system outcome, very different descriptions.

Likewise, encourage players to embellish on their heroes' failures; part of the fun of the game is for the heroes to deal with setbacks and challenges, and the players will often provide you with ideas in their descriptions. Maybe a hero's near miss damages some part of the scenery, or endangers innocent bystanders. Perhaps a failed skill check shakes the hero's confidence and brings up dramatic unresolved issues (a prime roleplaying opportunity).

Get your players involved in telling *you* how things happen for their heroes and you further involve them in the story and world of the game.

change things to make the outcome more interesting or more in line with how the game should go. In the above example, you might decide the villain is only dazed or stunned rather than being knocked out, momentarily giving the heroes the upper hand, but not ending the climatic encounter prematurely.

Isn't this cheating? Well, yes, in a manner of speaking it is, but it's "cheating" in order to make the game more interesting and fun for everyone involved. So long as you don't alter the outcome of die rolls unfairly or maliciously and you do it to help ensure the game is fun, interesting, and challenging, you shouldn't have a problem. Besides, the complication system of Mutants & Masterminds provides you with the perfect excuse to "cheat" to help out the heroes' adversaries from time to time, and to compensate the players in the process by awarding them hero points, which they, in turn, can use to "cheat" the fickle die from time to time and ensure their heroes succeed.

FAKING IT

Sometimes you'll run into a situation the game rules don't cover, or that you're not sure how to handle. In these cases, feel free to just fake it. Come up with a check you feel suits the situation and go with it, so you can keep the game moving rather than getting bogged down in page flipping and rules arguments. One of the great things about the Mutants & Masterminds system is pretty much everything can be resolved with a simple check. So when all else fails, just have a player make a check with the most appropriate trait (ability, skill, or power). If the check beats your estimation of the Difficulty Class, it's a success. Otherwise, it's a failure.

You also can fake it when dealing with certain trivial situations in the game. If there's an important piece of information you want the players to know, don't bother seeing if they succeed at a Perception check. You can pretend to make the checks, then ignore the results and tell the players what their heroes find. Likewise, if a power level 10 hero is going to take out a PL 3 thug, you don't *have* to make all the rolls. Just ask the player to describe how the hero defeats the hapless thug. It's pretty much going to happen anyway, and there's no reason why the hero shouldn't look cool doing it.

THE ESSENTIALS OF MUTANTS & MASTERMINDS

The essence of the Mutants & Masterminds game system is actually quite simple. The vast majority of the rules expand upon the core mechanics of the system, providing special-case rules or situational modifiers. So long as you understand the essentials of the game, you can handle just about any situation that comes up.

Those interested in playing in a looser and more casual style should focus on these fundamentals and not worry about the special-case rules or more detailed guidelines. If you come up with an unexpected situation, just choose an appropriate type of check, a Difficulty Class, and make a roll to see if the character succeeds or not! It's that simple.

RANK

Every trait in Mutants & Masterminds —abilities, skills, powers, and so forth—has an associated *rank*, a value telling you how strong (or weak) that trait is. Ranks run from –5 (very weak) all the way up to 20 (incredibly strong) or more. You can rate virtually any trait by its rank. With the correspondence of rank and measure, you can rate virtually *anything*—distance, weight, time, and so forth—by rank.

DIFFICULTY CLASS

Every task—from making an attack to avoiding harm to figuring out a gadget—has a *Difficulty Class* or *DC*, a value that tells you how hard that task is to perform. DCs range from 0 (automatic, so easy it's not worth rolling) to 40 (nearly impossible).

CHECKS

Actions in Mutants & Masterminds are all resolved through *checks*, a roll of a 20-sided die, plus a modifier. If the total of the check equals or exceeds the Difficulty Class, the action is a success. If it doesn't, then it's a failure.

CONDITION MODIFIERS

Beneficial conditions apply a +2 bonus on the check (+5 for very highly beneficial), adverse conditions impose a –2 penalty (–5 for highly adverse). This is true whether you're trying to use a skill, make an attack, use a power, or what have you.

RESISTANCE CHECKS

Avoiding an effect is a *resistance check,* with a Difficulty Class of 10 + the effect's modifier or rank. A successful resistance means you avoid the effect, a failed check means you suffer some (or all) of the effect.

THAT'S IT!

That's the core of Mutants & Masterminds*:* roll d20 + rank and modifiers vs. a Difficulty Class. If you understand that, you can do pretty much *anything* in the game. The rest is just detail. When in doubt, or whenever you want to speed the game along, just have a player make a check of the appropriate trait rank against a DC based on how difficult the task is and you can't really go wrong.

MAINTAINING GAME BALANCE

Part of the Gamemaster's job is to make sure the game is fair and balanced, so everyone can have a good time and all the heroes have an equal chance of doing some

fun and exciting things in the course of the adventure. It can be tricky sometimes, but Mutants & Masterminds gives you tools for balancing the traits of the heroes against different challenges and handling problems that may come up.

RULES ISSUES & HOUSE RULES

While Mutants & Masterminds presents a fairly complete and balanced game system for superhero roleplaying, no one game system is perfectly suited to every gaming group's needs and tastes, and this one is no exception. Sooner or later, issues may arise over particular rules and how they are applied in your game. In some cases, it may be an unexpected situation not covered by the existing rules, requiring you to extrapolate and come up with a ruling. In other situations, a particular rule may be problematic, making the game less fun because it doesn't suit your personal tastes or style of play.

In all situations, remember: *If a rule doesn't suit your gaming group, then by all means, change it!* A corollary of this is: *The Gamemaster overrules the rules.* That is, if you decide to make up a particular "house rule" about how something works in *your* game, or to interpret something from the *Hero's Handbook* in a particular way, then that's the way it works in your game. Players should be respectful of the Gamemaster's job to set up and regulate the rules of the game for everyone's enjoyment. Any disputes should be discussed with an eye toward finding a solution everyone finds satisfactory, rather than trying to stick to the exact letter of the "rules as written." The *spirit* of Mutants & Masterminds is to have fun. As long as you focus on that, you can't be far off.

UNBALANCED HEROES

The power level guidelines built into the rules help ensure Mutants & Masterminds characters of the same power level are at least in the same ballpark in terms of overall effectiveness. Still, there may be times when a particular combination of abilities and effects makes a character too powerful compared to the other heroes or to the villains in your series.

When this happens, talk to the player and ask him or her to change the character's traits to something more balanced and better suited to the series. If necessary, explain that the character makes things less fun for everyone as-is and changing the character will make the game better for everyone. Suggest some possible changes to make the character balance out better.

SAYING NO TO YOUR PLAYERS

A big part of maintaining game balance is the ability to say "no" to your players, setting guidelines for characters and sticking to them. Some of those guidelines are already in place: the limits imposed by power level. They help ensure players can't just put all their power points into a single overwhelming combat trait (like a +50 attack bonus, or something similar).

Even with those limits in place, however, there may be times when a player comes up with a character concept or trait that just isn't suited for the game and can be unbalancing. For example, it can be hard to run mysteries around a hero with a lot of ranks of Mind Reading. If you plan to have mystery stories, you may want to consider limiting Mind Reading, Postcognition, and similar effects, or finding innovative ways for villains to get around them. If you're running a four-color game where going for the kill is rare and a player wants to run a blood-thirsty vigilante hero, you may just have to say no and ask the player to come up with another idea.

Note that the GM has the authority to say "no" to a particular power effect or other trait, even if it is perfectly "legal" in terms of the game rules and the power level of the series. It's virtually impossible to present a "one-size-fits-all" system of game balancing characters as diverse as comic book heroes without heavily limiting potential concepts, so Mutants & Masterminds goes the route of presenting a wide range of available power effects (omitting some real game-breakers). The GM can—and should—choose to limit others on a case-by-case basis, as best suits the needs of the game.

Having standards for your series and sticking to them can save you a lot of trouble in the long run by heading off problems before they happen.

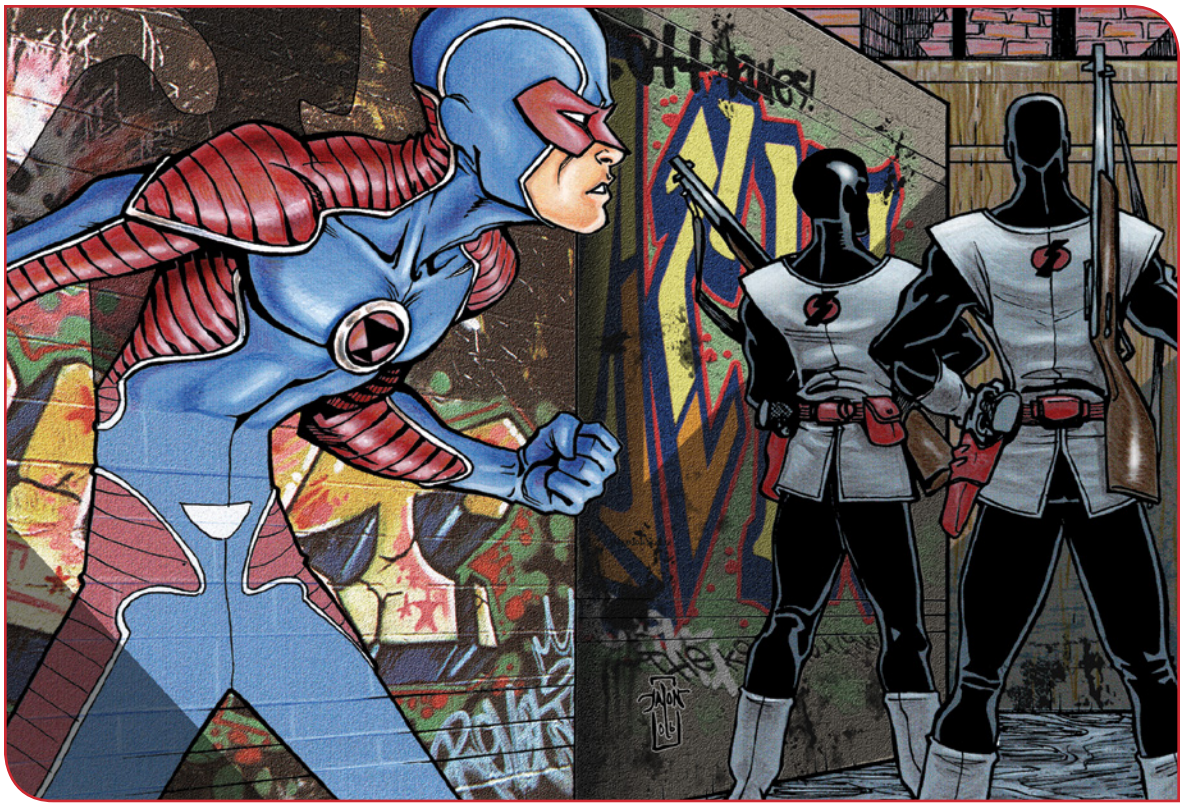
SAYING YES TO YOUR PLAYERS

Many roleplaying games (even this one) spend a lot of space telling you how to say "no" to your players: how to tell them a power they want is unbalanced, how to tell them the character they have in mind doesn't fit into the group, and so forth. Some might get the idea that it's the Gamemaster's job just to say "no" and frustrate the players. Nothing could be further from the truth! True, sometimes you must be firm and say "no" to something for the betterment of the game and to safeguard everyone's enjoyment, but a Gamemaster who also learns to say "yes" to the players can ensure everyone has fun.

Players are a cunning lot, so it's a virtual certainty that, sooner or later, they will come up with something for their heroes to do that's not covered in the rules. It may be a particularly innovative maneuver, a new use for a skill or power, using the environment to their advantage in some way, or something you never would have considered before. When this happens, take a moment and ask yourself: "Would it be fun if what the player is proposing happened?" A good way to think about it is, if you saw something similar in a comic book or a superhero cartoon or movie, would it be good? If the answer is "yes" then you probably should let the player at least try it.

Gamemasters have three major tools to help them say "yes" to their players:

- **Modifiers:** Remember the GM's rule of thumb: if something generally aids or makes a task easier for a character, it's worth a +2 bonus. If it makes the task harder or hinders the character, it's worth a –2 penalty,



+/–5 for major benefits or penalties. This allows you to assign modifiers for almost any situation on the fly, without having to look things up and slow down the game while puzzling out all the pluses and minuses.

- **Extra Effort:** When players want their characters to pull off something outlandish, rather than saying "no" let them try but make them pay for it by counting it as extra effort (see **Extra Effort**, page 19). Extra effort already allows players to pull off all kinds of stunts, so there's no reason you can't expand the list. This works particularly well with innovative uses of powers. Since extra effort allows a character to perform power stunts, it can cover a *lot* of ground.

- **Hero Points:** Like extra effort, hero points allow characters to pull off amazing stunts. If a player wants to do something that isn't normally a part of the character's abilities, require a hero point to make the attempt. The hero point doesn't do anything but let the character try something outlandish, and players won't be able to pull off such stunts all the time because they have a limited number of hero points to spend. Still, it allows for those amazing, one-of-a-kind stunts that happen in the comic books.

MAKING MISTAKES

Even Gamemasters are only human. Sooner or later, you'll make a mistake, whether it's forgetting a particular rule or overlooking something about a character or an element of the story. Don't worry, it happens, and it doesn't mean your game is ruined!

The best way to handle a mistake is to own up to it. Tell your players you screwed up and need to make a change in order to keep the game fair, and fun. For example, if you allow a new power into the game and it turns out it's *way* more powerful and useful than you thought, and it's ruining everyone else's fun, that's a problem. Tell your players you made a mistake letting that power into the game in the first place and you have to change the way it works in order to make the game fun and fair for everyone.

Be reasonable and straightforward in handling your mistakes and your players are much more likely to be cooperative and understanding about them when they (inevitably) happen.

LOST IN TRANSLATION

Some staples of the comic books, while enjoyable in the stories themselves, don't always translate well to the medium of roleplaying games. You might want to take these "translation issues" into account when planning your adventures.

DEFEAT AND CAPTURE

Heroes in the comics are frequently defeated early on in a story. The typical structure is: the heroes encounter the villain, suffer a defeat or reversal, and then come back from defeat to overcome the villain. In longer stories there may be several reversals: the villain beats the heroes and escapes, then beats the heroes and puts them in a deathtrap, which they must escape to make their final confrontation with the bad guy.

GOING FOR THE KILL

The Mutants & Masterminds Damage effect makes it relatively difficult to kill someone outright; the target has to first be incapacitated, then further damage causes them to become dying and potentially die. If you want to up the level of lethality in your game, you can apply some or all of the following options:

- Allow attackers to "go for the kill" when they attack. In this case, incapacitating the target also results in their condition becoming dying.
- Use *minion* characters and have a "taken out" result against them equal the minion being killed rather than simply incapacitated.
- Have certain kinds of attacks—such as guns, fire, or lasers—*always* count as "going for the kill" when they are used.
- Add dying to the third degree conditions an Affliction effect may impose.
- Have four or more degrees of failure on a resistance check against Damage (and Afflictions that cause the dying condition) result in immediate death. This is a particularly harsh option to impose, but heroes still gain the benefit of hero points to help them avoid this fate.
- Make conditions suffered from a killing attack slower to recover: one condition per hour or even per day. This emphasizes their seriousness. Also see the **Lasting Injuries** sidebar in the **Recovery** section of **Chapter 8**.

Mutants & Masterminds encourages this kind of narrative structure by awarding hero points for defeats, capture, and similar complications suffered by the heroes. Essentially, the more the heroes struggle early on in the game, the more resources (in this case, hero points) they have to overcome the villain later .

Defeat in the comics isn't a serious problem, since it usually just results in the heroes facing another obstacle, like a deathtrap, rather than ending the story. Some players, however, don't care for the idea of defeat, even when there *is* some kind of reward for it. This may come from other RPGs, where defeat has much more serious consequences, up to and including the death of the heroes! It can also come from associating any kind of defeat or setback with "losing the game." These players may overreact to potential defeats in the game.

The best way of handling this is to discuss it with your players. Point out that an early defeat by the villain is not necessarily a "loss," but a *complication*, and that they earn hero points for complications, leading up to the point where they can use their earned points against the villain. If this doesn't address the issue, you may need to give the heroes complications other than defeats, at least at first. When you do have the heroes defeated as a complication, make sure the players all know that there is *no* chance for their heroes to avoid this once you spring it on them, to minimize the opportunity for them to struggle and rail hopelessly against it.

ESCAPING VILLAINS

Often, in the comics, the villain gets away. Usually it is during the initial encounters of a story: the heroes run into the villain, who escapes for the next encounter. In the comic books, it's easy for a writer to engineer the villain's escape. In a game, you may have to contend with players unwilling to let the villain go, so long as there's *any* chance of snatching victory from the jaws of defeat. These players will try anything and everything before they give up, which can cause problems for the story and spoil the game for others. The main ways of dealing with this issue are: providing the villain with an effective escape plan, and proper application of hero point awards, when those plans go into effect.

GUEST HEROES

Comic books sometimes have "guest stars" in them and some guest heroes are more popular than the main characters! In an RPG, however, the "guest stars" means "non-player characters run by the GM," so it's not a good idea to let them dominate the action. This just makes the players feel upstaged and superfluous.

That's not to say you can't have guest heroes show up in your adventures. The trick is to make sure they don't upstage the heroes. The only exception is when you *want* the players to dislike the "guests" as much as possible! For example, if you have a story wherein mind-controlled heroes try to upstage the player characters, then go right ahead and have the NPCs steal their thunder. You can be sure the players won't like them one bit!

The rest of the time, it's best if guest heroes play supporting roles. Have them be the ones defeated and captured by the villains, for example, and allow the player characters to rescue *them* (also dealing with the issue of captures, previously). Have NPCs come to the heroes for aid or advice. Retiring heroes can pass the torch to a younger generation, while younger, less experienced heroes can look to the player characters for inspiration and guidance.

Another option is to allow the players to run the guest stars instead of, or in addition to, their regular characters. As long as you're not upstaging the *players*, it's okay to allow them to upstage their own characters! For example, you can allow the players to run members of another hero team, meeting their regular characters as NPCs, or you can have two teams band together, mixing and matching characters from each and having each player run a regular hero and a guest hero. This can be a great way to include various heroes as guest characters in your games.

LETHALITY

Comics have different levels of lethality and character death. It's important to make the expectations of your series clear to the players, just so there's no misunderstanding. A hero who refuses to kill under any circumstances might be an interesting oddity in a dark and gritty series full of militaristic super-agents, but a cold-blooded vigilante in a four-color world of merciful, law-abiding heroes

can quickly become a problem (especially when the heroes feel honor-bound to see their "teammate" answer for his crimes). So it's best to be sure everyone is on the same page to avoid unnecessary disagreements.

LONER HEROES

Another common element in the comics is the loner character: dressed in black, often trained in stealth, and preferring to work alone. That's all well and good in a solo story, but difficult to include in a team of superheroes. You can get away with a loner who is a reluctant team member in-character with players who understand and play along with the bit. Far worse is a *team* of loners, none of whom get along! You can accommodate *some* loner characters by giving them opportunities to show off their skills and requiring a minimum level of cooperation and willingness to work within the team. You're better off discouraging entire groups of loners right from the beginning, since odds are they won't work together for very long.

CREATING ADVENTURES

Creating a Mutants & Masterminds game is a fairly simple process. First, define the threat around which the adventure revolves. Then sketch out the overall plot, and describe the encounters the heroes are likely to have during the adventure. You'll also want to make sure you have statistics and character sheets for important supporting characters and villains. Present the players with the start of the adventure and you're off and running. Will things go exactly the way you planned? Probably not, but that's part of the fun and challenge of being a Gamemaster!

BEFORE YOU BEGIN

There are a number of things to consider when you begin planning an adventure, including the plot threads from previous adventures, complications, and the themes and events of past adventures.

FABULOUS FIRST ISSUES

If this is your first adventure, you need to consider a few things, including how to get the heroes together as a team. They may already be a team when the adventure begins—especially if your players are using established heroes—or circumstances in the adventure might bring them together.

The key things for a first adventure are to introduce the players to the setting and the major supporting characters. So the first adventure should be typical of the sort of adventures you plan to run. Give the players a feel for how things work in the world so they can get into character and into the setting. So, for example, if you're running a four-color game where character death is a rarity, it's probably not a good idea to make the first villain a murderous madman who kills with impunity. Likewise, if you're aiming for a gritty paramilitary style game, you probably don't want your first adventure to be filled with wacky humor and Silver Age puns.

If this is your first adventure, you should also decide if the heroes are already together as a team or if they will have the opportunity to form a team during the adventure. Both approaches have their good points. Starting things with the team already assembled allows you to skip some exposition and get right into the action. It also avoids the problem of the heroes *not* getting together, which can happen. Allowing the players to roleplay the formation of the team, on the other hand, can be fun, and lets the players better define the nature of their team.

WHEN LAST WE LEFT OUR HEROES...

If the adventure is *not* the first in your series, then the first thing to do is look over your last few adventures. Are there any dangling plot threads left over from those stories, ones the players might be interested in following?

Sometimes these dangling threads are placed deliberately, to give the players things to wonder about and look forward to in future adventures. In other cases, they crop up because certain things just didn't get resolved in a previous adventure, and players might be wondering when (and if) they will be. As a general rule, try and leave a few plot threads open at any given time. They don't always have to be the same ones. You can wrap up certain plots while opening up new ones to keep the series moving and maintain player interest. In fact, it's best if you occasionally tie up existing plot threads before starting new ones, providing some closure and keeping things from getting stale.

A CHANGE OF PACE

When you start creating an adventure, look over your notes from your last few adventures (if you've had a last few). Take a look at any trends in the adventures' threats, villains, and so forth and decide if you need a change of pace. Running the same sort of adventure time after time can make your game predictable and dull. Sometimes you need to shake things up a bit and give the players something new to sink their teeth into.

Have your last few adventures all been crime-fighting? How about sending the heroes to another planet or dimension for an adventure or two? After a few adventures of fighting off an alien invasion, give the heroes a vacation on a tropical island where there's a sinister cult, or to a mountain ski lodge menaced by a yeti. Try an adventure where the heroes are in their secret identities the whole time, or without their powers. Maybe an accident causes the heroes minds

to switch bodies, or gives them different powers. The possibilities are endless. Just make sure your "change of pace" adventures are really a change of pace and not just random wackiness (unless that's what your game is all about).

DEFINING THE THREAT

Mutants & Masterminds adventures usually focus on a particular threat or challenge. It might be anything from an alien invasion to a supervillain looking to conquer the world to something as simple as the heroes cracking down on a crime wave in the city or attending a parade in their honor. When the threat presents itself, the heroes must figure out how to overcome it.

Supervillains' schemes are the forces that drive a M&M series, since the main job of superheroes is stopping the villains from getting their way. Without these evil plots, there would be very little for heroes to do, apart from deal with petty crimes and natural disasters. So choosing a scheme is typically one of the first steps in creating a successful game.

If you need further ideas for possible threats, look no further than your local comic shop (or your own back-issue boxes) filled with inspirational comic books. You also can get ideas from television, movies, and even the news and major world events.

OUTLINING THE PLOT

Once you have an idea for a threat in mind, give some thought to how it will manifest. Outline a series of events that will take place. This gives you the overall plot of your adventure, a sort of roadmap you can follow while you're running the game to know what is likely to happen next.

For example, you decide the threat in your adventure involves the crew of an alien ship stranded on Earth. Unable to speak any Earth languages and mistrustful of humans, the aliens need to acquire some advanced technology to repair their ship. They begin to track down and steal the things they need, using their own advanced technology and alien powers to overcome security and the conventional authorities. After they've made four thefts, they make the repairs to their ship and leave for home, smugly satisfied that humanity was no match for them.

Now, that's what would happen if the heroes *weren't* around. Odds are the players aren't going to just allow the aliens to get away with their crimes. Perhaps the heroes are called in after the first robbery to begin an investigation, or maybe they are called in *during* the first robbery, giving them a chance to encounter the aliens and learn something about them (and probably fight them). The heroes can then begin investigating, trying to piece together who the aliens are, what they want, and what they'll do next. They might figure things out and set a trap at one of the potential targets. They might try to track the aliens back to their hidden ship, or capture one of them for interrogation. The aliens may come back for a captured crewmember, and so forth. Exactly how things end up depends on what the players choose to do.

Try to focus your plot on the actions of the antagonists, letting the heroes react to things as they happen. It's hard to base the plot on what the heroes will do because you don't always know what that is. By focusing on the villains' actions, you give the heroes the freedom to do whatever they want in response, and you can then change the villains' plans accordingly.

ENCOUNTERS

Your plot outline gives you a number of potential *encounters* the heroes may have during the adventure. An encounter is a single challenge, interaction, or activity, such as a fight with the villain, the investigation of a crime scene, a chase through the city, and so forth. Using your outline, you can get a good idea of the possible encounters during your adventure. In the previous example, the heroes may have encounters with the aliens at any of their four robbery sites. They also may investigate those sites and encounter the aliens at the crash site of their ship.

Outline the possible encounters and take note of the important details in each one. For example, if the heroes encounter the aliens during one of their robberies, you'll want to know where the robbery takes place, what the place looks like, what time of day it is, and if anything in the environment could affect the outcome of the encounter. If the aliens steal radioactive isotopes from a nuclear power plant, a fight might risk damaging the reactor, causing a meltdown (a possible complication). That's a different encounter than if the aliens steal parts from a high-tech robotics factory, where the fight could involve a robot assembly line (which offers the characters big, heavy things to chuck at each other).

The typical arrangement of encounters in the classic comic book story is: the heroes are alerted to the threat. They take action, but suffer a setback. They try to deal with the threat, facing various challenges along the way. Eventually, they overcome these challenges, face the threat directly, and overcome it. The difficulty and number of challenges in the middle determines how long the story is, from a single quick game session to an entire series (with each challenge in the middle being an entire adventure of its own).

The early encounters serve a few purposes. First, they introduce the players to the threat and allow them to find out more about it. If it's a new villain, for example, the heroes learn the villain's name, powers, agenda, and so forth. If it's an existing villain, they find out the villain's current plan (and perhaps how the villain escaped from prison or survived certain death from a previous story). If it's a disaster, they see the first signs and get expert advice on what's likely to happen, and so forth.

Initial encounters also provide opportunities for the heroes to earn hero points. This means the early encounters in the adventure don't have to go well for the heroes. In fact, it's better for them in the long run if they *don't* go well. The more setbacks the heroes face early on, the more hero points they earn for use later in the adventure. In the classic comics story, the heroes encounter the threat and suffer a defeat of some sort. The villain may get away, their



powers may prove inadequate to deal with the problem, their plan may not work, and so forth. The heroes then regroup, come up with a new plan, and try again.

Of course, not every encounter has to end in defeat for the heroes, otherwise the players may get frustrated. Keep in mind you can also put the heroes up against minions and minor challenges for them to overcome on the way to the big finale. You can award hero points for complications, too, to give the players a sense of accomplishment along the way so their problems don't seem quite as bad.

THE GRAND FINALE

Then there's the big finish to the adventure, the grand finale. This is when the heroes confront the major threat of the adventure and have a real chance to deal with it. It may be a final showdown with the big villain, stopping the villain's plans at the last moment, averting disaster, or confronting an alien invasion fleet on the edge of space. Whatever the case, it's when events in the adventure come to a climax and it's time for the heroes to step up and save the day.

The finale is the big payoff of the adventure, what the players have been working towards, so you need to make it as exciting and fun as possible. That means the finale should be challenging; encouraging the players to spend all those hero points they've racked up during the adventure (remember, they can't save them and spend them later!). On the other hand, the finale shouldn't be so tough the heroes can't win, or the adventure just ends in frustration. It's best if things end in a decisive win for the heroes, although sometimes their victory may be a pyrrhic one.

THE WRAP-UP

The wrap-up or epilogue is where you finish up anything after the climax of the adventure. It's where the heroes haul the villains off to jail, find out any remaining information, resolve the adventure's mysteries, and so forth. There may still be some dangling threads left over at the end of the adventure (see **When Last We Left Our Heroes...**, previously) but generally things should be tied up and resolved by the end.

You can play out the wrap-up, allowing the players to describe what their heroes are doing, or just sum things up for them. For example, "After you capture Fallout and shut down the runaway reactor, the authorities move in to take the supervillain into custody and repair the damage to the nuclear plant. The city is safe once again."

AWARDS

While adventure and action might be a hero's sole reward, RPG players prefer something a bit more tangible they can use to "keep score." Even if there are no winners or losers in an RPG *per se*, there are still ways to reward



good game play and provide players with encouragement to keep on playing your game.

AWARDING HERO POINTS

Part of the Gamemaster's job is handing out hero points to the players, which influences the flow of the adventure and helps the heroes accomplish important tasks later on. Essentially, you decide how easy or difficult a time the heroes have by how many hero points you hand out, and by how many complications you make them face to earn those points. The key difference is the players decide when and how they spend their hero points. So you're not necessarily handing them an easy win, you're just giving them resources they can use to *potentially* overcome challenges in the adventure.

As GM, you have discretionary power over hero points. How often opportunities to earn hero points crop up is up to you. Giving out more encourages players to spend them and makes for a more action-oriented and heroic game. Handing out fewer hero points encourages players to save them until they really need them, most likely for the climactic encounter of the adventure.

A good guideline for awarding hero points is at least one hero point per scene in the adventure leading up to the final scene. For more difficult adventures, you can award more hero points by bringing more complications into play. You should usually try to give the heroes' complications "equal time" in the adventure (or, if not in that one adventure, over the course of two or three adventures) so they have the same "earning potential" in terms of hero points.

AWARDING POWER POINTS

The Gamemaster awards heroes power points over the course of a series. This represents the experience and confidence the heroes have gained, along with other factors contributing to an increase in their abilities, skills, and powers.

Generally, heroes each receive 1 power point for a successfully completed adventure, lasting for one game session. If the heroes overcame especially powerful foes or difficult challenges, the GM can increase the power point award to 2 points. For adventures lasting more than one game session, the heroes should get 1 additional power point per session, plus a possible bonus of 1 or 2 power points at the very end if they did particularly well.

Gamemasters may vary this rate of advancement by awarding more power points per adventure, allowing heroes to increase in power faster, which may suit certain styles of game play. The Gamemaster also may choose *not* to award a power point for an adventure in which the heroes did especially poorly, such as failing to defeat a villain's major scheme or allowing many innocent people to suffer harm they could have prevented.

Players spend their heroes' awarded power points between adventures to improve the heroes' traits, limited only by the series power level. They also can choose to save up unspent power points, waiting until the series power level increases, in order to spend them to improve a trait already at its maximum rank.

INCREASING POWER LEVEL

As heroes earn power points through adventuring and spend them to improve their traits, they will eventually run into the limits imposed by the series power level (see **Power Level** in **Chapter 1**). For a while, this can be a good thing, since the power level limits encourage players to diversify their heroes: acquiring new skills, advantages, and powers rather than simply pumping points into their existing traits to increase them to higher and higher ranks. However, sooner or later, you're going to want to raise the series power level, giving heroes a bit more room for advancement and spending their earned power points.

A good guideline is to follow the starting power point totals when it comes to power level: When the heroes accumulate an additional 15 power points from the start of the series or the last time the power level was raised, it's probably time to consider raising the power level by one. So a power level 10 series starts out with 150-point heroes. When they have earned another 15 power points (bringing their total up to 165), the GM should consider raising the series power level to 11, allowing the heroes to spend some of those points to increase traits currently at the maximum limit.

When you increase the series power level, you should also re-evaluate the capabilities of the villains and other challenges the heroes face. While NPCs don't "earn" power points, and aren't even subject to the same power level limits as the heroes, you should feel free to improve the traits of non-player characters in the series to keep pace with the heroes, ensuring those antagonists remain a suitable challenge. It's also fine to have others lag behind, as the heroes outstrip some of their old foes, who no longer represent the kind of threat they did before, plus you can always introduce new villains and challenges suited to the series power level as things progress.

As the series progresses, you may want to slow the rate of increasing power level, stretching it out to even 20, 30, or more earned power points. This allows opportunities for the players to further widen and deepen their heroes' traits rather than focusing on a direct "upward" path of improvement. You may even choose to stop raising power level past a certain point. Some very experienced heroes may be as high as PL15, but have power point totals well in excess of the recommended starting amount for that level. They're good examples of how heroes can develop in a series where the power level has become "fixed" but the GM still provides power point awards for advancement.

OTHER REWARDS

Although good deeds are their own reward, heroes do sometimes receive other rewards in addition to power points. The Gamemaster should feel free to award any of the following to heroes according to the outcome of the adventure and the needs of the series.

WEALTH

There may be rewards for the capture of certain wanted super-criminals and grateful governments or corporations might choose to reward helpful heroes financially. Heroes often use these rewards to help fund their own efforts (paying for their equipment, headquarters, etc.) or else donate it to charity. Other heroes are more mercenary and may even *require* a paying client before they'll use their powers to help anyone! Altruistic heroes tend to look down on such opportunists, but the mercenaries counter that they're risking their lives, why shouldn't they be compensated for it?

Sometimes the monetary rewards of heroism come in the form of ongoing support from a wealthy patron, trust fund, corporation, or government agency. They can all offer financial backing to a hero or team of heroes and provide them with the resources they need.

Heroes who come into a sudden windfall can invest some earned power points acquiring the Benefit advantage to represent their increased wealth. Otherwise the GM can simply award the heroes with an appropriate amount of money or access to a wealthy patron (although that access may come with some strings attached—potential future complications).

EQUIPMENT

Heroes who overcome a supervillain *may* be able to keep some of the villain's equipment. The authorities may want to impound super-devices as evidence or to have them examined by "top men," but they may allow heroes to keep them in some cases (particularly if the heroes don't tell anyone about them...).

Generally any device a player intends to become a regular part of a hero's abilities should be paid for using earned power points. The GM may require the hero to have enough power points set aside for the device or that all of the hero's future earned power points go toward "paying off" the device's cost. One-time use of a captured device may be allowed by having the player spend a hero point, similar to a power stunt or invention.

Heroes also may receive equipment from grateful inventors, businesses, or the government, much like monetary rewards. A patron could provide a team of heroes with a headquarters, vehicles, and other equipment. Again, the GM decides what things require power point expenditure and which are free—at least in terms of point cost.

FAME

Once you've saved the world a few times, people start to remember your name. Superheroes often become famous and Gamemasters can reward the heroes with increased fame and popularity. As the heroes become better known for their heroism and good deeds, the authorities become more cooperative, people start recognizing them everywhere, and fan mail starts arriving by the truckload.

Of course, fame has its drawbacks, which include persistent fans, greater public scrutiny, and things like constant offers for product endorsements and such. Famous heroes are more likely to be targeted by supervillains looking to make a name for themselves or novice heroes wanting to join an established team. While the heroes are most trusted by the authorities, they're also more likely to be called upon in times of need.

On the other hand, heroes may also become infamous for their deeds, particularly if they're known to be ruthless or mercenary. Infamy may dog heroes with bad publicity, whether or not they're actually guilty of anything. After enough "Threat or Menace?" editorials, people start to wonder if the hero really is a good guy. Reversals in reputation and sudden infamy make for good complications.

HONORS

In addition to fame and fortune, heroes may receive the gratitude of the people they help. They get awards from civic groups and organizations like the police and fire departments. The mayor gives them the key to the city or arranges for a parade in their honor (or both). The governor or President honors them on national television. Monuments may be erected in their honor and charitable institutions founded or dedicated in their names. A hero team's trophy room can contain various plaques, medals, and other accolades right alongside captured criminal memorabilia.

An awards ceremony makes a good ending to an adventure or, perhaps, the beginning of one. After all, what villain can resist so public a target as a hated enemy receiving an award? And so you're off creating your next adventure!

CREATING A SERIES

Run a few Mutants & Masterminds games and, before you know, you will have an ongoing series, just like a comic series created by you and your players! While you can simply create and run adventures, it is often helpful to have a map of roughly where your series is going, much like the outline of an adventure's various encounters. This section looks at creating your own M&M series and, in effect, your very own universe! The primary elements of your series to consider are its scale, setting, and style.

SCALE

First, consider the scale of your series: will it focus primarily on adventures taking place in and around a single city, or will the heroes travel all around the region or the world? Will they deal more with local crime or global threats? Does the series even go beyond the boundaries of Earth, to distant solar systems, the far future, or parallel dimensions? The potential scale of a series tends to break down like this:

LOCAL

Limited to a large city like New York City or Seattle, or a particular region, like a state or small nation. Local heroes tend to focus on local issues and problems, leaving the "big picture" stuff to those better able to handle it. Some heroes particularly pride themselves on being locals; after all, sometimes focusing on the big problems makes it easy to ignore the small ones.

REGIONAL

The series primarily takes place in a large region or country, like the United States, Canada, or Europe. The heroes might be a national team, sponsored by the government, or a branch of an international one that already exists in your setting.

GLOBAL

The heroes travel around the world, tackling global problems and big challenges. They are likely among the most powerful and influential heroes and have comparable resources, allowing them to get to distant places quickly to respond to emergencies. The heroes have to deal with global geo-politics and they are typically the first line of defense against serious threats.

UNIVERSAL

At this scale, Earth is just one small part of the vast universe, and the heroes regularly travel among the stars. This is the scale for cosmic heroes such as an interstellar police force, or for far-future teams that patrol a solar system and beyond, where it's handling a natural disaster on one planet, quickly followed by an invasion of another world in a different star system. Some form of Space Travel (see **Movement**, page 172) is required at this scale.

MULTIVERSAL

Earth? *Which* Earth? A multiversal series spans diverse universes and dimensions, from parallel worlds to mystic realms and realities almost defying description. This sort of game requires the Gamemaster to define the game world or multiverse, but a good setting can result in a very memorable series. Some form of Dimensional Travel (see **Movement**, page 172) is required at this scale.

The smaller the scale, the more detail you can put into your series. It is easier for players to get to know one city or region especially well than it is for a series that takes them to a new planet or dimension every adventure.

Larger scale series, on the other hand, tend to be grander. There is a majesty to the vastness of space or an infinity of other realities that's hard to match. Similarly, the wider



scale opens up larger potential threats. You can destroy entire worlds at these levels to demonstrate what the heroes are up against, whereas such a threat would wipe out an entire smaller scale setting.

SETTING

The setting is where and when the series takes place. Is it the modern-day, medieval times, the wild west, or the far future solar system? Each of the following settings has its positives and negatives, and each is suited to particular types of games.

MODERN

Most of the time, a Mutants & Masterminds series is set in a version of our modern world. This approach is the easiest one by far, since there isn't as much you have to make up. You don't have to explain to your players where New York City is, for example.

If your M&M game is set in the modern-day world, you may want to choose a particular city or area as the heroes' home base. Even a truly global team needs some place to call home, such as an orbiting satellite or the top floors of a skyscraper.

A fun option can be to use your home city (or one nearby) as the setting for your series. It offers a familiar locale along with the fun of having superheroes and villains duke it out around your local landmarks!

Many comics and series feature heroes that live in fictional cities, places that don't exist in the real world but are often remarkably similar to various real world cities. You can do something similar in your own series, perhaps based on the place where you live.

Of course, your modern setting is not necessarily *the* modern universe: with parallel Earths, yours could be like the real world, but with whatever changes you want.

HISTORICAL

The Golden Age of comics began in the 1930s and Mutants & Masterminds can easily be set any time in the past seventy-five years. Players can take the roles of "mystery men" and the first superheroes, fighting against gangsters and the forces of the Axis in World War II. They can be government agents or patriotic heroes during the Cold War with Russia, or counter-culture rebels during the 1960s.

But nothing says you can't go farther back in history if you want. Comic books have told stories about heroes from nearly every time period. There's World War I and the American Revolutionary War. The Wild West offers cowboy heroes, Native American shaman, and steam-tech weird science. Medieval heroes could face evil wizards, goblins, and monsters. You can go all the way back to the mythic ages of ancient Greece and Egypt with gods and heroes as potential characters, or even the chronicles of ancient Atlantis.

FUTURISTIC

More than a few comic books speculate about the future. There are science fiction comics aplenty, along with super-hero stories set at different points in Earth's future.

A near future setting may be quite similar to the modern-day, with the addition of some new technology and the new problems that come with it. For example there may be flying cars, cybernetic and genetic modifications, and advances in computer technology along with increases in crime and urban decay. Heroes can stalk the streets of dark, towering cities trying to protect the innocent where a corrupt legal system has failed.

Some future comic stories are set following a terrible catastrophe that has all but destroyed civilization. In a setting like this the heroes may be the last survivors of ordinary humanity, or super-powered mutants, trained super-soldiers (perhaps intended as weapons in the Last War), or even cyborgs or aliens. Their adventures tend to revolve around protecting pockets of civilization from marauding mutants and keeping ambitious warlords from conquering the world or destroying innocent people.

Far future settings feature faster-than-light space travel, allowing heroes to visit (or come from) any of dozens or even hundreds of different worlds. A team made up of heroes from these different worlds could band together to protect the interstellar government from hostile alien invaders while also dealing with disasters, space pirates, and criminal cartels. Or a group can explore the unknown reaches of space on board a starship, encountering would-be conquerors, despots, raiders, and other villains along the way.

STYLE

Just as comics themselves span the stylistic gamut from lighthearted adventure to intricately plotted, grim morality plays, so can a Mutants & Masterminds series vary in style. Once a style of play is established, it's up to the GM to maintain it. That means creating adventures and encounters suited to that style and encouraging the players to get into the style's mindset and run their characters accordingly. Styles run along a spectrum from light to dark:

LIGHT

The light style is simple and straightforward. The heroes are the good guys and the villains are usually bad through and through (with a few misunderstood souls in need of help). Problem solving is a matter of either combat or clever thinking, and roleplaying is an opportunity for players to deliver moralistic speeches and clever catchphrases or exchange witty banter with the villains and each other.

A light style is one where reality is largely what you make of it. Light stories tend to be full of fantastic characters and ideas. Heroes might face an alien invasion from another dimension one adventure and explore a lost world full of dinosaurs and cavemen the next. Realism isn't as important as telling a fun and exciting story. On the other hand, the lighter comics were often inconsistent and sometimes veered off into the extremely fantastic or even silly. Mutants & Masterminds GMs may want to rein-in some of the wilder elements of the light style in their games. Or they may not.

DARK

The dark style presents opportunities for greater depth and realism. The dividing line between heroes and villains is blurred, and may be practically nonexistent. The players have greater responsibility for deciding their characters' actions and may have a greater impact on the world. Heroes are often faced with intense moral dilemmas and conflicts, such as supporting a corrupt government that provides order and stability against the rebels who would bring it down, or going outside the law to deal with vile criminals the justice system can't reach.

The dark style allows players considerable freedom, since the heroes could, and often do, use any means available to accomplish their goals. On the other hand, it's often difficult to distinguish the heroes from the villains in this play style, since both use similar cynical or even bloodthirsty methods. The authorities are less likely to trust dark heroes, unless they happen to be working as a "black ops" or enforcement arm of a government agency. Even then there's considerable distrust of anyone in a costume or displaying powers, since bystanders often take the brunt of conflict between the heroes and their opponents.

GRAYSCALE

Finally, your game's style may be somewhere in between the two extremes. You may go for a mostly light style with a slightly modern "edge" to it, a dark style that doesn't get quite so grim but holds on to some light values, tempered with realism and an air of danger, or any other combo you can imagine. Comics have experimented with a *lot* of different styles over the years and you can draw upon any of them for your own series, or create your own unique style.

Whatever you choose, try to make the style of your series clear to the players so they know what to expect in advance and can create heroes suited to the game. A grim vigilante who kills opponents in cold blood may not be suited to a mostly light game. Likewise, a heroic "Boy Scout" may look ridiculous in a dark game of grim and gritty realism. If you feel a particular player's concept isn't suited for your game's style, you're better off telling the player in advance and asking for a different character than having trouble later on when it turns out the player isn't enjoying the game.

SERIES FRAMEWORKS

The follow series frameworks provide the Gamemaster with some ideas and models for running a Mutants & Masterminds series in a variety of different styles, from high-powered heroes safeguarding the world to people with no powers but a lot of determination working to try and make their corner of the world a better place. Each framework has a summary

of what the series is about, what sort of characters are suited to it, and some ideas to get you going.

LEGACIES

Power Level: 8–10 • **Scale:** Local
Setting: Modern • **Style:** Grayscale

You've known each other all your lives, played together as kids, were always visiting each other's homes with your parents, and had pretty good lives together. Now you've discovered each of you has... exceptional abilities and have decided, either independently, or as a group, to become heroes! Do you have what it takes to work as a team? What do you do when *all* of your parents disappear at the same time? How do you deal with learning they're actually longtime heroes... or villains?

HOME-FRONT HEROES

Power Level: 7–9 • **Scale:** Regional
Setting: Historical • **Style:** Light

America is threatened by the growing threat of the Axis powers. President Roosevelt sends a number of the well-known heroes across the globe to save American soldiers and perform special operations. Wisely, he also asks a number of rookie heroes to handle some important jobs, on the home-front and abroad, but also behind the scenes. Does your two-fisted hero have the guts to pass up the glory of answering the President's call to serve a higher cause?

ANSWERING THE CALL

Power Level: 10–12 • **Scale:** Global
Setting: Modern • **Style:** Grayscale

The local big-league super-team has disbanded; they might even be missing and presumed dead after another titanic battle to save the city. But the city needs its heroes, so it's up to a new group of heroes to take up the mantle and the responsibility to defend the city from threats too great for any one of them to handle. Rebuilding the team is no small task, nor is winning the trust of the city, and you can bet the old team's foes will waste no time in taking advantage of the situation. Do your heroes have what it takes to create a team of their own? What happens if they do and the previous team returns?

ACROSS THE MULTIVERSE

Power Level: 12-15 • **Scale:** Multiversal
Setting: The multiverse • **Style:** Grayscale

In the wake of multiversal threats, including the machinations of powerful extradimensional beings, a mysterious organization has instituted a program of recruiting agents from across the various worlds. They take only the most capable, forming a powerful alliance to protect the multiverse from terrible threats and keep their timeline untangled. The characters come from many alternate worlds, but team up to keep *all* worlds safe, assuming the organization they work for is being entirely truthful with them....



SUPPORTING CHARACTERS

On this and the following two pages, are a collection of twenty-one characters for use in all Mutants & Masterminds games. The characters range from the average man-on-the-street (Bystander) to highly trained soldiers and criminals. Many of these characters fit into support roles, scientists, reporters, and street informants the heroes may go to in order to get questions answered, while others are combatants. None of these characters will be a threat to PL10 characters, but they're often encountered in groups, which makes them more of a threat.

These characters are intended to be used when the GM needs a fairly common type of character that's either around to help or harm the character in some way depending on your series. They're also meant to represent a wide range of characters of that type. So, you can use the Police Officer to represent an actual police officer, but it could also be used as the basis for a detective, highly-trained security professional, or bodyguard.

If you don't see exactly the archetype you need, find something close and make a few changes. That should get you close enough to keep the game moving quickly.

CIVILIANS

BYSTANDER PL0

STR 0, **STA** 0, **AGL** 0, **DEX** 0, **FGT** 0, **INT** 0, **AWE** 0, **PRE** 0. **Equipment:** cell phone. **Advantages:** Equipment 1. **Skills:** Expertise: Choose One 4 (+4), Expertise: Current Events 2 (+2), Expertise: Pop Culture 2 (+2). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 0. **Totals:** *Abilities 0 + Powers 0 + Advantages 1 + Skills 4 + Defenses 0 = 5*

The bystander represents the everyday people that populate the world. The sort of character a supervillain or other criminal might take hostage or otherwise endanger. Customize the bystander by choosing an expertise such as a profession or trade skill.

REPORTER PL1

STR 0, **STA** 0, **AGL** 0, **DEX** 0, **FGT** 0, **INT** 2, **AWE** 2, **PRE** 1 **Equipment:** Camera, computer, digital recorder, smart-phone. **Advantages:** Contacts, Equipment 1. **Skills:** Deception 4 (+5), Expertise: Current Events 4 (+6), Expertise: Pop Culture 2 (+4), Expertise: Streetwise 2 (+4), Expertise: Writing 4 (+6), Investigation 2 (+4), Perception 4 (+6), Persuasion 4 (+5), Stealth 4 (+4), Vehicles 2 (+2). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 2. **Totals:** *Abilities 10 + Powers 0 + Advantages 2 + Skills 16 + Defenses 0 = 28*

In a world filled with superheroes and supervillains, there are always reporters around to get the latest story—or just get in the way. The reporter archetype can also be used for any other type of professional by swapping out the Expertise specialties for others.

SCIENTIST PL1

STR 0, **STA** 0, **AGL** 0, **DEX** 1, **FGT** 0, **INT** 4, **AWE** 1, **PRE** 0 **Equipment:** Camera, smart-phone. **Advantages:** Equipment 1. **Skills:** Expertise: Current Events 2 (+6), Expertise: Pop Culture 2 (+6), Expertise: Science 6 (+10), Technology 6 (+10), Vehicles 2 (+3). **Offense:** Init +0, Unarmed +0 (Damage 0). **Defense:** Dodge 0, Parry 0, Fort 0, Tou 0, Will 2. **Totals:** *Abilities 12 + Powers 0 + Advantages 1 + Skills 9 + Defenses 1 = 23*

Scientists are specialists in their chosen field. This archetype can be used as anything from an archaeologist to zoologist, or for anything with a lot of knowledge about a particular subject, such as a professor.

PUBLIC SERVANTS

GOVERNMENT AGENT PL4

STR 1, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 3, **INT** 2, **AWE** 2, **PRE** 2 **Equipment:** Light pistol, camera, cell phone, computer, handcuffs. **Advantages:** Defensive Roll, Equipment 2. **Skills:** Athletics 4 (+5), Deception 2 (+4),Expertise: Behavioral Sciences 3 (+5), Expertise: Civics 2 (+4), Expertise: Current Events 2 (+4), Expertise: Government Agent 3 (+5), Expertise: Streetwise 2 (+4), Intimidation 4 (+6), Investigation 6 (+8), Perception 3 (+5), Persuasion 3 (+5), Ranged Combat: Chosen Weapon 4 (+5), Technology 2 (+4), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +3 (Damage 1), Pistol +5 (Ranged Damage 3). **Defense:** Dodge 5, Parry 5, Fort 3, Tou 3/2, Will 3. **Totals:** *Abilities 28 + Powers 0 + Advantages 3 + Skills 22 + Defenses 8 = 61*

Government agents include members of organizations like the FBI, CIA, DEA, ATF, and even the DEO. Government agents are well-rounded with a good selection of skills and combat abilities.

POLICE CHIEF PL3

STR 0, **STA** 0, **AGL** 0, **DEX** 1, **FGT** 1, **INT** 2, **AWE** 2, **PRE** 3 **Equipment:** Light pistol, cell phone, handcuffs. **Advantages:** Connected, Equipment 2. **Skills:** Athletics 2 (+2), Expertise: Streetwise 6 (+8), Expertise: Current Events 4 (+6), Expertise: Police Officer 6 (+8), Insight 8 (+10), Intimidation 4 (+7), Investigation 6 (+8), Perception 6 (+8), Ranged Combat: Pistol 2 (+3), Treatment 2 (+4), Vehicles 4 (+5). **Offense:** Init +0, Unarmed +1 (Damage 0), Pistol +3 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 0, Will 4. **Totals:** *Abilities 18 + Powers 0 + Advantages 3 + Skills 25 + Defenses 9 = 55*

The police chief can be a hero's greatest ally or worst enemy. Police chiefs may be dedicated public servants or corrupt politicians on the take, depending on the location and the style of your series.

POLICE OFFICER PL4

STR 2, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 3, **INT** 0, **AWE** 1, **PRE** 1 **Equipment:** Bulletproof vest (+4 Toughness vs. Ballistic), light pistol, tonfa, cell phone, handcuffs. **Advantages:** Equipment 3. **Skills:** Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 3 (+3), Expertise: Police Officer 4 (+4), Insight 4 (+5), Intimidation 2 (+3), Investigation 2 (+2), Perception 4 (+5), Ranged Combat: Pistols 4 (+5), Treatment 2 (+2), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +3 (Damage 2), Tonfa +3 (Damage 3), Pistol +5 (Ranged Damage 3). **Defense:** Dodge 2, Parry 4, Fort 4, Tou 6/2, Will 2. **Totals:** *Abilities 22 + Powers 0 + Advantages 3 + Skills 17 + Defenses 5 = 47*

This archetype focuses primarily on uniformed beat cops. Detectives, undercover. and plainclothes officers have more ranks in Investigate and often in other social skills like Persuasion and Intimidation.

SWAT OFFICER PL5

STR 2, **STA** 2, **AGL** 2, **DEX** 2, **FGT** 4, **INT** 0, **AWE** 1, **PRE** 1 **Equipment:** Submachine gun, riot gear (+4 Toughness), tonfa, cell phone, handcuffs. **Advantages:** Close Attack 2, Equipment 4. **Skills:** Athletics 3 (+5), Expertise: Current Events 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Police Officer 5 (+5), Expertise: Tactics 5 (+5), Intimidation 4 (+5), Perception 2 (+3), Ranged Combat: Submachine Gun 4 (+6), Stealth 4 (+6), Treatment 3 (+3). **Offense:** Init +2, Unarmed +6 (Damage 2), Tonfa +6 (Damage 3), SMG +6 (Ranged Damage 4, Multiattack). **Defense:** Dodge 4, Parry 4, Fort 6, Tou 6/2, Will 3. **Totals:** *Abilities 28 + Powers 0 + Advantages 6 + Skills 18 + Defenses 8 = 60*

SWAT (Special Weapons And Tactics) squads are made up of police officers with special training in squad-level tactics and weapon-use. They deal with serious criminal threats, including mutant criminals.

TRAINED COMBATANTS

MILITANT PL4

STR 1, **STA** 1, **AGL** 1, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 1, **PRE** 1 **Equipment:** Light pistol, 9 points of equipment as needed. **Advantages:** Equipment 3. **Skills:** Close Combat: Unarmed 4 (+5), Deception 4 (+5), Expertise: Choose One 3 (+4), Expertise: Demolitions 6 (+7), Intimidation 3 (+4), Ranged Combat: Pistol 4 (+5), Technology 4 (+5), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +5 (Damage 1), Pistol +5 (Ranged Damage 3). **Defense:** Dodge 4, Parry 4, Fort 4, Tou 1, Will 2. **Totals:** *Abilities 16 + Powers 0 + Advantages 3 + Skills 16 + Defenses 10 = 45*

This archetype represents any sort of militant from militia members to terrorists—anyone who's trained and ready to kill or die for their cause. More capable militant leaders are supervillains in their own right, often possessing advanced equipment or powers.

SOLDIER PL5

STR 1, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 5, **INT** 0, **AWE** 0, **PRE** 0 **Equipment:** Assault rifle, body armor (+3 Toughness), 17 points of other equipment. **Advantages:** Equipment 7, Ranged Attack 4. **Skills:** Athletics 4 (+5), Expertise: Soldier 4 (+4), Expertise: Tactics 4 (+4), Intimidation 2 (+2), Perception 2 (+2), Vehicles 2 (+3). **Offense:** Init +1, Unarmed +5 (Damage 1), Assault Rifle +5 (Ranged Damage 5, Multiattack). **Defense:** Dodge 5, Parry 5, Fort 5, Tou 5/2, Will 1. **Totals:** *Abilities 20 + Powers 0 + Advantages 11 + Skills 9 + Defenses 8 = 48*

This archetype covers the typical infantryman or enlisted soldier. Specialists and officers have appropriate additional training (and skills).

UNDERWORLD ARCHETYPES

CRIME LORD PL4

STR 0, **STA** 1, **AGL** 1, **DEX** 0, **FGT** 2, **INT** 3, **AWE** 2, **PRE** 4 **Equipment:** Bulletproof vest (+4 Toughness vs. Ballistic), heavy pistol, cell phone. **Advantages:** Benefit 5 (Millionaire, Status: Crime Lord), Connected, Equipment 3, Well-informed. **Skills:** Expertise: Criminal 8 (+11), Expertise: Streetwise 6 (+9), Expertise: Current Events 2 (+5), Intimidation 6 (+10), Perception 2 (+4), Persuasion 4 (+8), Ranged Combat: Pistols 4 (+4). **Offense:** Init +1, Unarmed +2 (Damage 0), heavy pistol +4 (Ranged Damage 4). **Defense:** Dodge 3, Parry 3, Fort 3, Tou 5/1, Will 5. **Totals:** *Abilities 26 + Powers 0 + Advantages 10 + Skills 16 + Defenses 8 = 60*

Sitting on top of the criminal underworld are the crime lords. These are men and women who've come up through the ranks and now run the show. Physically a crime lord is no match for a hero, but their connections, resources, and knowledge of the underworld can be problematic. The crime lord presented here is a fairly small fish; Gamemasters should make any changes needed to increase the crime lord's power and influence for the series.

CRIMINAL PL2

STR 1, **STA** 0, **AGL** 2, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 0, **PRE** 1 **Equipment:** Leather jacket (+1 Toughness), light pistol, knife, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+5), Expertise: Choose One 4 (+5), Expertise: Streetwise 4 (+5), Expertise: Current Events 2 (+3), Perception 4 (+4), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5). **Offense:** Init +2, Unarmed +1 (Damage 1), Knife +1 (Damage 2, Crit. 19-20), Pistol +1 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 0. **Totals:** *Abilities 14 + Powers 0 + Advantages 2 + Skills 16 + Defenses 5 = 37*

This archetype represents run-of-the-mill career criminals. Gamemasters should shuffle the criminal's skill ranks around to specialize as needed.

GANG LEADER PL2

STR 1, **STA** 0, **AGL** 2, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 0, **PRE** 1 **Equipment:** Leather jacket (+1 Toughness), light pistol, knife, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+5), Deception 4 (+5), Expertise: Choose One 4 (+5), Expertise: Streetwise 4 (+5), Expertise: Current Events 2 (+3), Perception 4 (+4), Stealth 6 (+8), Technology 4 (+5), Vehicles 4 (+5). **Offense:** Init +2, Unarmed +1 (Damage 1), Knife +1 (Damage 2, Crit. 19-20), Pistol +1 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 0. **Totals:** *Abilities 14 + Powers 0 + Advantages 2 + Skills 18 + Defenses 5 = 39*

Useful as the leader of a small gang of criminals or thugs. Give the gang leader more ranks in Deception, Expertise, and Persuasion if he leads a larger gang. For an even more influential gang leader, use the crime lord archetype.

STREET INFORMANT PL2

STR 0, **STA** 0, **AGL** 1, **DEX** 1, **FGT** 1, **INT** 1, **AWE** 1, **PRE** 1
Equipment: Leather jacket (+1 Toughness), knife, light pistol, cell phone. **Advantages:** Contacts, Equipment 2. **Skills:** Athletics 4 (+4), Expertise: Criminal 4 (+5), Expertise: Streetwise 6 (+7), Expertise: Current Events 4 (+5), Perception 4 (+5), Stealth 2 (+3), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +1 (Damage 0), Knife +1 (Damage +1, Crit. 19-20), Pistol +1 (Ranged Damage 3). **Defense:** Dodge 3, Parry 3, Fort 2, Tou 1/0, Will 1. **Totals:** *Abilities 12 + Powers 0 + Advantages 3 + Skills 14 + Defenses 6 = 35*

Street informants are the eyes and ears of the underworld. They aren't usually involved in anything illegal, but they know what's going on. They're not the most physically capable or violent members of the criminal element, but they're useful contacts and can fill the role of street toughs and gang members.

THUG PL3

STR 2, **STA** 2, **AGL** 1, **DEX** 1, **FGT** 2, **INT** 0, **AWE** 0, **PRE** -1
Equipment: Leather jacket (+1 Toughness), light pistol, cell phone. **Advantages:** Equipment 2. **Skills:** Athletics 4 (+6), Expertise: Choose One 4 (+4), Expertise: Criminal 2 (+2), Expertise: Streetwise 4 (+4), Expertise: Current Events 2 (+2), Intimidation 4 (+3), Stealth 2 (+3), Vehicles 4 (+5). **Offense:** Init +1, Unarmed +2 (Damage 2), Pistol +1 (Ranged Damage 3). **Defense:** Dodge 2, Parry 2, Fort 4, Tou 3/2, Will 0. **Totals:** *Abilities 14 + Powers 0 + Advantages 2 + Skills 13 + Defenses 3 = 32*

Thugs can be used as muggers, gangsters, gang members, and henchmen for supervillains. They can also be used as any type of hired muscle from a bodyguard to security guards.

ANIMALS

The sample animals presented below are provided as references for shapeshifters and summoners. More animals are included in the Mutants & Masterminds *Gamemaster's Guide*.

APE PL5

STR 6, **STA** 4, **AGL** 3, **DEX** 1, **FGT** 3, **INT** -4, **AWE** 1, **PRE** -1
Powers: Growth 4 (Permanent, Innate, -2 active defenses included), Protection 2, Senses 2 (Low-light, Acute Smell). **Skills:** Athletics 6 (+12), Perception 6 (+7). **Offense:** Init +3, Unarmed +3 (Damage 6). **Defenses:** Dodge 3, Parry 3, Fortitude 6, Toughness 6, Will 2. **Totals:** *Abilities 10 + Powers 13 + Skills 6 + Defenses 7 = 36 points*

DOLPHIN PL4

STR 1, **STA** 1, **AGL** 3, **DEX** 1, **FGT** 2, **INT** –2, **AWE** 1, **PRE** –2
Powers: Senses 4 (Accurate Hearing, Low-Light Vision, Ultra-Hearing), Swimming 4 (8 MPH). **Skills:** Athletics 8 (+9), Close Combat: Unarmed 2 (+4), Perception 8 (+9). **Offense:** Init +3, Unarmed +4 (Damage 1). **Defense:** Dodge 4, Parry 4, Fortitude 5, Toughness 1, Will 3. **Totals:** *Abilities 10 + Powers 8 + Skills 9 + Defenses 9 = 36 points*

HAWK PL4

STR -2, **STA** 0, **AGL** 3, **DEX** 0, **FGT** 3, **INT** -4, **AWE** 2, **PRE** 0
Powers: Flight 4 (30 MPH; Wings), Senses 2 (Extended: Vision, Low-light Vision), Shrinking 8 (Permanent, Innate; +8 Stealth, +4 active defenses). **Skills:** Close Combat: Unarmed 4 (+7), Perception 6 (+8). **Offense:** Init +3, Unarmed +7 (Damage -2). **Defense:** Dodge 7, Parry 7, Fortitude 2, Toughness 0, Will 2. **Totals:** *Abilities 8 + Powers 15 + Skills 5 + Defenses 2 = 30*

LION PL6

STR 5, **STA** 2, **AGL** 3, **DEX** 1, **FGT** 4, **INT** -4, **AWE** 1, **PRE** 0
Powers: Growth 2 (Permanent, Innate, -1 active defenses included), Protection 4, Senses 2 (Low-light Vision, Acute Smell). **Skills:** Close Combat: Claws 3 (+7), Perception 5 (+6), Stealth 8 (+9). **Offense:** Init +3, Unarmed +7 (Damage 5). **Defenses:** Dodge 6, Parry 6, Fortitude 6, Toughness 6, Will 3. **Totals:** *Abilities: 16 + Skills 8 + Powers 11 + Defenses 13 = 48 points*

SHARK PL4

STR 2, **STA** 1, **AGL** 2, **DEX** 1, **FGT** 4, **INT** –4, **AWE** 1, **PRE** –4
Powers: Damage 1 (Strength-based), Protection 3, Senses 2 (Low-Light Vision, Acute Smell), Swimming 4 (8 MPH). **Advantages:** All-out Attack, Power Attack. **Skills:** Athletics 4 (+6), Close-Combat: Bite 1 (+5), Perception 5 (+6). **Offense:** Init +2, Bite +5 (Damage 3), Slam +4 (Damage 2). **Defense:** Dodge 4, Parry 4, Fortitude 5, Toughness 4, Will 3. **Totals:** *Abilities 6 + Powers 10 + Advantages 2 + Skills 5 + Defenses 8 = 31 points*

For a giant shark, add Growth to the desired level and alter the shark's abilities appropriately.

WHALE PL8

STR 12, **STA** 12, **AGL** 0, **DEX** 0, **FGT** 2, **INT** -3, **AWE** 1, **PRE** -3
Powers: Growth 12 (Permanent, Innate; +6 Intimidate, -6 active defenses), Protection 1, Senses 4 (Accurate Auditory, Low-light Vision, Ultra-hearing), Swimming 5 (16 MPH). **Skills**: Athletics 2 (+14), Close Combat: Unarmed 2 (+4), Perception 10 (+11). **Offense**: Init +0, Unarmed +2 (DC 27). **Defense**: Dodge -4, Parry -2, Fort 12, Tou 13, Will 4. **Totals**: *Abilities -6 + Powers 35 + Advantages 0 + Skills 7 (14 ranks) + Defenses 7 = 43*

A roughly 50-foot long humpback or sperm whale. For larger whales such as the blue whale, or smaller whales like the orca, adjust the ranks of Growth.

WOLF PL3

STR 2, **STA** 2, **AGL** 2, **DEX** 0, **FGT** 3, **INT** -4, **AWE** 2, **PRE** -2
Advantages: Improved Trip. **Skills:** Perception 4 (+6), Stealth 4 (+6). **Powers:** Senses 3 (Low-light Vision, Acute Olfactory, Tracking). **Offense:** Init +2, Unarmed +3 (Damage 2). **Defenses:** Dodge 4, Parry 4, Fortitude 4, Toughness 2, Will 2. **Totals:** *Abilities 10 + Powers 3 + Advantages 1 + Skills 4 + Defenses 5 = 23 points*

The wolf may also be used to represent other large canines.

EMERALD CITY

Welcome to Emerald City, Storm City, the City of Destiny, City on the Albian, Red, and Bronze Rivers, City of the Three Hills… a city in crisis. Emerald City is a thriving Pacific Northwest metropolis, a port city known as a home to hardy pioneers for well over a century and a half. The people of E.C. need their pioneer spirit, too, since the city has also become the focus of world-changing events.

HISTORY

Starting out as a trapping and mill-town in the Pacific Northwest, the jewel that became known as Emerald City had a reputation as a quiet, safe place, until recently. The city was largely free of crime, at least on the surface. That was because of a criminal conspiracy known as the Chamber, which set Emerald City up as a safe place for other criminals to lay-low and disappear for a while. Let places like Freedom City become battlefields, they reasoned. They would maintain a low profile and a safe haven. It worked, too, until the Silver Storm.

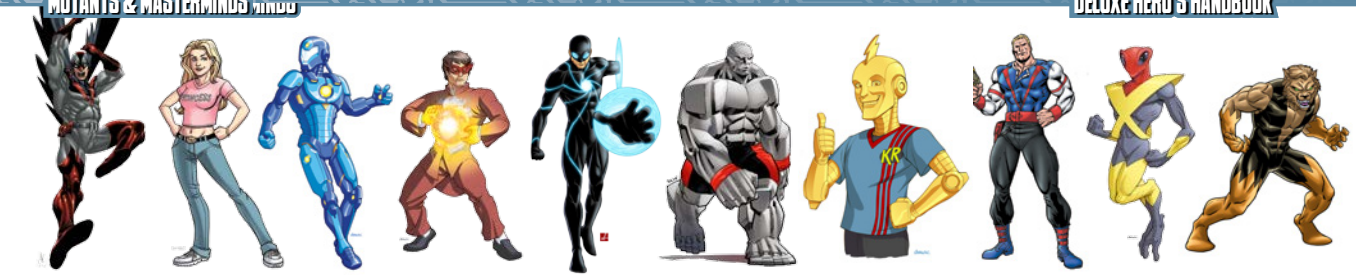
An explosion along Emerald City's famed Yellow Brick Row shopping district unleashed a spreading cloud of nanotechnology that transformed many of those it touched, giving them superhuman powers. Many of these so-called "stormers" were driven mad or freakishly mutated, and turned to lives of crime. Others sought to protect Emerald City from this new onslaught. The Silver Storm shattered the unity of the Chamber, and brought the truth to light. No longer a sleepy Pacific town, Emerald City is a hub of high-tech, alien activity, and superhuman struggle—a city in need of heroes.

GEOGRAPHY

Emerald City is located in the Pacific Northwest, centered on a sheltered inner peninsula jutting into the Albian River, with access to Malory Bay and chains of islands, built upon three main hills, modest in size compared to the mountainous terrain in the surrounding area, but still fairly steep. The city has since spread across the inlet to the western or outer peninsula and along the south of the riverbank eastward as well as pushing south towards the mountains.

The **Downtown** area of the city is towards the waterfront, the early center of Emerald City's livelihood and activity. Down below is the **Undercity**, a preserved 19th century section of the city turned into a tourist attraction. **The Riv-**





erfront stretches along the south shore of the Albian River. **Royal Hill**, the northernmost of the city's three main hills, lives up to its name with some of the most expensive real estate in E.C. found in **Crown Heights**. To the south rise **University Hill**, home of Emerald City University (ECU), and **Sunset Hill**, bordering the Red River. As the hills level out into a broad valley, the neighborhoods give way to the **Eastern District** and **Lakeside**, curving around **Lake Vallee**, formed by the Red River Dam. The Eastern District includes the Asian neighborhoods of **Jadetown** and **Little Osaka**.

Out amidst the Albian River are islands like the **Angel Island** nature preserve, the **Stepstone Islands**, the **Gateway Islands** of Malory Bay, the **Fortress Island Penitentiary**, and **Council Island**, anchor point for the Bay Bridge, and the giant, silvery robot standing near the main bridge support on the island; the now inert form belonging to the alien super-computer Tellax, driven from Earth by Emerald City's super sentinels. "Telly," as the locals call him, is now seen as a kind of "mascot" for the city.

HEROES

Although Emerald City does not have the long heroic history of its East Coast counterpart, the wake of the Silver Storm and other recent events have made it a hotbed of superhuman activity. E.C. finds potential heroes in all quarters, including:

- **Stormers:** People transformed by the alien nanotechnology of the Silver Storm into superhumans.
- **Xeno-Genes:** Emerald City has been the site of alien visitations, and discarded alien technology and biosamples can be found in the area.
- **Viridian:** The nearby Atlas Mountains are the only known source of the rare mineral viridian, crystals with strange power-inducing effects.
- **Cryptid Clans:** The dark depths of the wilderness around Emerald City are home to hidden clans of cryptids: aliens, fae, freaks, and creatures of myth and mystery, some of them quite curious about humanity.
- **Super-Science:** Emerald City's tech boom creates new wonders, including gadgets like the Ultramarine armor and purloined super-villain tech hidden away for years.

VILLAINS

The formerly peaceful Emerald City faces a number of new threats, and more than a few old ones, driven into the open by the Silver Storm and the end of the Chamber's alliance. They include:

- **F.O.E.:** The Fraternal Order of Evil formed a cornerstone of the Chamber and now the organization and its leader, the Big Brain, wants control over Emerald City and the tremendous opportunities for power it offers.
- **Criminal Syndicates:** Other criminal components of the Chamber and underworld organizations struggle for influence in Emerald City, including the armored Chessmen, the Malakov Mafiya led by Koschei the Deathless, and the Takazumi-gumi Yakuza led by the Steel Shogun.
- **The Cryptids:** Many of members of the Cryptid Clans would like nothing more than to see humanity—and Emerald City—wiped away from the Arcadian Peninsula (or the world) forever.
- **Ghostworks:** Underworld arms dealers and black-market technologists, combining unbridled scientific curiosity, impressive technical expertise, and a dangerous indifference to morality to discover and create new technologies no matter the consequences.
- **Majestic-20:** Black-ops organization opposed to aliens and non-humans of all kinds, ruthlessly seeking to protect and preserve the human race.
- **…And Much More!:** Plus a virtual army of supercriminal mercenaries, thieves, and opportunists looking to claim a slice of the action in the once "off-limits" Emerald City.

OPPORTUNITIES

Recognizing that Emerald City needs heroes, local philanthropist Maximillian Mars, billionaire CEO of MarsTech, has put his wealth, resources, and influence behind an effort to cultivate and support superheroes in the City of Destiny. For those willing to take up the challenge awaits a high-tech headquarters, online information, and the grateful assistance of the Emerald City Police Department and the American Elite Government Intervention Service (AEGIS). Emerald City needs heroes! Will you answer the call?



GHOST TOWN



Even four-color heroes sometimes journey into darkness! The simple robbery of an artifact from an Emerald City museum leads the heroes to one of the city's hidden secrets—a frontier colony hidden in darkness behind a mystical veil. There they find lost heroes, an awakened evil, and a threat that sends shockwaves across Emerald City to shake the heavens!

Ghost Town is an adventure for *Mutants & Masterminds*. It is intended for a group of three to five power level 10 heroes, although the Gamemaster can scale the adventure to make it suitable for higher or lower level heroes by increasing or decreasing the power levels of the challenges as appropriate (generally by approximately the same amount as the heroes).

This adventure is set in Emerald City and all the necessary information to run a series in the setting is included in this adventure. .

> *Text presented in boxes such as this one is for the Gamemaster to read aloud to the players to introduce a particular scene or element of the adventure. Feel free to paraphrase or modify the text as best suits the game you're running.*

Players intending to play in this adventure should stop reading now. The rest of the text is for the *Gamemaster only*!

ADVENTURE BACKGROUND

In the 13th century, the vampire Lord Sanguine and his blood cult followers were so powerful that it took the armies of Europe, an inquisition by the Church, and many of the legendary heroes of the time almost 100 years to defeat them. Sanguine was sealed into a golden coffin, and the king of Spain swore a vow the vampire would be "hidden from all eyes until the ends of the earth." The king and his descendants made good upon their vow over the following centuries, moving Sanguine's coffin whenever it was found by the blood cult and Sanguine's immortal lover, the witch-woman Blackbird. From Europe the coffin eventually moved to the New World, through Panama and eventually up the Pacific coast until it ended up in the care of the friars at a small Spanish mission called Avison. For a time it was safe, protected by the mission and the native Hekawi tribes that sensed Sanguine's power. By the time the people living in the small colony around the mission realized that the flocks of birds in the area were unusual in number it was too late: with the help of two Hekawi demigods in her thrall,

Blackbird found the coffin and freed Sanguine. Desperate, the mission's friar, a Hekawi shaman, and two frontier heroes named Doctor Clock and Longhunter crafted a powerful artifact to create a new prison for Sanguine—by sealing all of Avison away behind a mystical veil.

The lost colony of Avison faded into forgotten history as a new colony was established in the valley years later, a colony that grew to become modern-day Emerald City. But there are some who remember Avison: Hekawi mystics and rogue bird-men from the Cryptid Clans have banded together as the Sons of the Sky and are determined to unlock the gateway to Avison in an attempt to free the Hekawi demigods trapped inside. To do that, they need the artifact that is the key to the mystical veil's lock—the statue known as the Fire of the Sun and Moon kept at Emerald City's Native American Cultural Center.

Meanwhile in Avison, Lord Sanguine remains free. Doctor Clock and Longhunter continue to battle his growing power, but Sanguine and Blackbird have been waiting a long time for another chance at true freedom and power, and they have a plan….

ADVENTURE SUMMARY

When the heroes look into the theft of the Fire of the Sun and Moon, they discover the Sons of the Sky opening a gateway to Avison. Giving chase, they meet Doctor Clock and Longhunter. As they learn more about the lost colony, the heroes battle wolf-men, winged witches, and vampire monks in their quest to find Lord Sanguine's hidden tower. When they do, they manage to free the Hekawi demigod brothers, but it's just as Sanguine reverses the spell that's been imprisoning him, freeing him from Avison and imprisoning the people of Emerald City instead. Battling Sanguine and his followers in the empty streets of the city, the heroes must once again seal away the vampire lord in his prison before he can feed on Hekawi gods attracted by their sons' return. In doing so, two of the heroes become guardians of the gateway to Avison, a potential path to future adventures in the mystical realm.

GETTING THE HEROES INVOLVED

Depending on how the heroes are organized, they can get involved in the adventure in a few different ways.

- Heroes friendly with the authorities or who monitor the police band may hear of a robbery reported at the Native American Cultural Center, and how the police are too busy with an all-night music festival to respond quickly. If the heroes have a connection with Emerald City's academic community, they may be contacted for help by the Center when the police are unable to respond.
- Heroes with mystical awareness may have sensed an omen for days, culminating after the theft and leading them to the museum.
- If any of the heroes has connections with the Hekawi tribes or the Cryptid Clans, they may have heard rumors of a group called the Sons of the Sky planning to steal something from the museum tonight (though they'll still arrive too late to prevent the crime.)

Other openings are possible depending on what's already happened in your series.

SCENE 1 **INVESTIGATION, ROLEPLAYING**

MYSTERIES OF THE MIDNIGHT MUSEUM

It's three in the morning in Emerald City, and there's been a break-in at the city's Native American Cultural Center.

Tonight was also the first night of Sound and Fury, Emerald City's annual music festival, and the E.C.P.D. is focused on maintaining order at the rowdy opening concert. At the end of the week, the festival will close with a concert by local hip-hop superstars the Longbowz at the Native American Cultural Center, a popular museum on the edge of the Emerald City University campus dedicated to both the local Hekawi tribe and all the native peoples of the Pacific Northwest. Fearing a delayed or drawn-out investigation by the police might lead to the cancellation of the concert, the Center's biggest annual fundraiser, the heroes are welcomed inside when they arrive by Professor John Salinas, head of the Center.

ROLEPLAYING PROFESSOR SALINAS

Professor Salinas is a charismatic academic, popular with his students, and he has worked for years to make the Center both a respected and popular institution. While he won't try to hide the robbery, he is expedient enough to ask for the heroes' help, particularly if they're public figures or cooperative with local law enforcement. He cooperates fully with the heroes' investigation, provided the heroes promise to have the stolen artifact returned to the museum before the Longbowz' concert at the end of the week. However, as much Salinas is concerned with the Center's reputation and stability, he's also concerned with the recovery of the stolen artifact itself, as he believes it to be the key to an important historical mystery for both Emerald City and the Hekawi. Professor Salinas offers to advise the heroes if they need help since he's very familiar with the Hekawi culture and language. In fact, if the heroes lack certain skills, GMs should make sure that Salinas volunteers information.

KEY POINTS

The Fire of the Sun and Moon is a small statue about two feet tall, carved of whalebone joined and inlaid with gold mined from the Atlas Mountains to form a small arch. Bird-like humanoids representing the Hekawi brother-gods Nimuatu the kestrel and Maquami the owl hold a golden orb aloft in their wings as they keep watch over day and night, respectively. Heroes with Expertise in mythology or religion (or a hero who makes a Perception check (DC 5) to read the signs nearby) know the legend in the "The Kestrel and the Owl" sidebar.

Whichever hero makes the highest Intellect or Expertise (history) check notices the statue's most unique feature: ringing the orb are two inscribed spirals of text, one in Hekawi and one in Spanish. Salinas, who's escorting the heroes, explains why the statue is such an important part of the museum's collection: it has been dated to the eighteenth century, not long before the Stanley-Mallory expedition arrived as the first non-natives to explore the Albian River valley and establish the settlements that would become Emerald City. Russian explorers also passed through the region, but it was the mid-nineteenth century before Spanish settlers spread up the coast from California. Yet when translated the Spanish and Hekawi inscriptions both reveal the same mysterious text, hinting at a shared settlement in the area that otherwise left no traces:

In timeless time, let black blood rest
Our peoples held in corrupted nest, sleeping through forgotten days
Paths all turned to trackless ways, feathers falling from their wing
Though winters never turn to spring, man and beast must both lend eye
Standing vigil for the sky.

The Fire of the Sun and Moon has always been one of the cultural center's most popular curiosities, on display beneath a sign reading "*Emerald's Lost Colony?*" and even featured on the cover of the Longbowz' latest album, *Ghostfire Dayz*. Now that display is empty, and Salinas wants help finding who is responsible and returning the statue to its place before the concert at the end of the week.

If the heroes look, they find a few clues. Security cameras show only the statue vanishing in an instant, but a Technology skill check (DC 15) reveals that the footage has been altered somehow. An Expertise: Magic skill check (DC 20, the character receives a major advantage (+5) on the check if he or she also has the Ritualist advantage) spots sigils written in soot on the walls beneath the camera, magical writing that obscured the view of the camera. Salinas suspects a missing security guard might have been involved in the robbery, but an Investigation check (DC 15) finds the guard dead, stuffed into an air duct high up on a wall near an unlocked skylight. After the guard is found, two final clues are revealed: fragments of blue-black feathers clutched in his hand, and bite marks around the edges of his wound. The guard hasn't just been killed—he was partially *eaten*.

The heroes notice the magical symbols appear related to those used in Hekawi rituals. Studying the feathers tells the heroes that the feathers are from a creature much larger than any birds native to the region. The feathers, along with the bite marks, let a character with the right experience or connections conclude (or Salinas guess, if needed) that the perpetrators of the crime were Avians of the Sky Clan, one of the mysterious Cryptid Clans that live in the wilds around Emerald City.

Put together, all this suddenly sounds familiar to Professor Salinas: several times a fringe group of Hekawi mystics have asked the Native American Cultural Center to lend out the Fire of the Sun and Moon for use in a ritual, and each time the center and the Hekawi elders on its board have refused. The name of that group is the Sons of the Sky, and they meet for their ritual on Angel Island during each new moon.

Tonight is a new moon.

THE KESTREL AND THE OWL

A story is told by Hekawi elders:

"In the time of our father's father, allfather Armunatas and his wife Faloshenka the river mother looked down to see man and beast in their earthly domain, living in harmony. Pleased, the gods decided to share their knowledge by sending a child as an emissary, and came together where the mountains met the river in an emerald valley. But they quarreled over what gift to share, and whether they were best deserved by man or beast. In the end, they sent two brothers, each half-man and half-beast, and each bringing a gift: Nimuatu the Kestrel shared strength from the earth ruled by his father, and his brother Maquami the Owl carried all the knowledge gathered along the entire length of the river by his mother. Given freedom to seek out the deserving, the brothers brought strength and wisdom to the Hekawi and all the clans of the hills, and carried the peoples' thanks back to their parents in the heavens. Only one place was forbidden to the brothers, the island domain of another god where the allfather had caged a hungry creature of darkness. But a blackbird came to the brothers and whispered that they were children of the gods—were they not welcome in any god's home? Emboldened, but fearful of their parents' wrath, the brothers drew clouds across the sky to hide them as they journeyed to the forbidden island…and were never seen again. The clouds created by the brothers still hang heavy in the sky of the valley. It is said the rain is the tears of their mother weeping for her missing children and the thunder is their wrathful father planning his punishment his sons' return. Thus do the Hekawi know that the strength and wisdom of the people is a gift from the gods, and to be wary of the blackbird's caw, a warning against pride and forbidden places."

SCENE 2 — COMBAT

OPENING THE VEIL

By proceeding immediately to Angel Island, the heroes have a chance to catch the Sons of the Sky in the midst of their ritual.

Angel Island is a small island not far from Emerald City in the middle of the Albian River. Since the 1930s, the island has been a bird sanctuary in the care of the National Audubon Society, whose namesake had longed (but ultimately failed) to visit the island almost a century earlier and see its world-famous variety and incredible multitudes of birds. Even now the island remains wild and uninhabited, with even park rangers only arriving each day via ferries from the mainland.

This late at night, the island should be deserted. But as the heroes approach they spot the *Faloshenka*—a 40-foot crab trawler—tied up to the ferry dock. A pulsating glow and the sound of drums and chanting on the wind (or mystical senses, if the heroes possess them) leads them toward the ritual site being used by the Sons of the Sky, a clearing deep in the heart of the island.

SETUP

If they came directly from the Native American Cultural Center, the ritual is not yet complete. The heroes see the Fire of the Sun and Moon at the center of the clearing, lit by a trio of bonfires and surrounded by both the Hekawi and Cryptid members of the Sons of the Sky. Two drummers and eight Hekawi mystics wear wooden masks carved to give them bird-like beaks, along with cloaks made of multi-colored feathers. Of more immediate interest to the heroes are the several dozen Cryptid warriors who immediately attack. (This includes three patrolling the skies above the site, who noted the heroes' approach and alerted the warriors, unless they were particularly cautious.)

TACTICS

The Sons of the Sky have a common cause, using the Fire of the Sun and Moon in their long-planned ritual. But in battle, they don't form a very good partnership. Avian Sons tend to keep their part of the fight in the skies, using weaponry brought down from their homes in dormant volcanoes high in the mountains. Meanwhile, Hekawi mystics attempt to hold the ground using magical abilities they believe come from the source of all wisdom, the river goddess Faloshenka.

Throughout the battle the Avian warriors will attempt to draw the heroes away from the ritual, preferring to engage them in the air if possible where they can take advantage of their skilled maneuverability. The Hekawi mystics will continue their ritual rather than fight.

OUTCOME

Six rounds after the heroes arrive (or as the GM needs), the ritual is completed. Even if the heroes evade the Avian warriors and attempt to interfere with the Hekawi mystics, they find the mystical energies in the area already cascading to a crescendo. The statue is anchored to the ground, and the orb at its heart glows until the clearing is lit as if it were midday.

In the seventh round (or again, as the GM needs), the statue begins to grow. As the arch beneath the wings of the bird-gods grows, space and time tear beneath it, forming a gate that swallows the light and sound from the area, starting with the calls of the nighthawks from the surrounding trees. At the end of the eighth round, the gateway is 30 feet tall and the now-enormous statue is suddenly gone, drawn into the tear. But the gateway remains, and the assembled Sons of the Sky immediately move toward and through it (abandoning the battle if it is still going on). If the heroes have immobilized any of the Sons and attempt to question them, the Sons are still caught up in the fervor of the ritual and can only screech, "You don't understand! We go through the veil to save them! *To save them*!"

The gateway continues to absorb more sound and light until heroes with only normal senses are barely able to perceive their surroundings or hear yelled conversation. But the gateway remains stable. To recover the Fire—and to find out what's on the far side—the heroes have to go through.

If the heroes delayed more than an hour at the Native American Cultural Center, or took care of other business before continuing to Angel Island, they find the island deserted but easily locate the gateway, open and waiting for them to go through.

SCENE 3 COMBAT, ROLEPLAYING

WOLF SEASON

Once they pass through the gateway, the heroes find themselves somewhere similar to where they left…but also somewhere radically different. The geography is exactly the same, and the trees are of similar species—if suddenly of different sizes and in different positions. But the gateway is gone, and the dark, empty sky of moments before has been replaced by a low, grey cloud cover illuminated by a full-swollen and bright orange moon hanging on the horizon just beyond the clouds.

Oh, and the heroes are being attacked by werewolves.

KEY POINTS

Actually, the werewolves were already attacking the farmers working a small vegetable field, but now the heroes have arrived in the middle of the battle-in-progress and the werewolves—whom the heroes might hear the farmers call "Wolfen"—don't hesitate to attack the newcomers as soon as they appear. A few Sons of the Sky may still be visible, but the Avians are carrying the mystics off into the mists that shroud the sky, and following them is difficult at best. (See the **Effects of Avison** sidebar for more on this challenge.) One mystic and two Avians fell before they could escape. A guardsman in the center of the field is holding his ground with a torch and a silver-edged poleaxe, but three Wolfen have him surrounded. There are a dozen farmers scattered among the knee-high rows in the field, and though they're armed with harvesting knives, a couple flintlock pistols, and even a shotgun-like blunderbuss, there are nearly as many Wolfen attacking them and their defeat is only a matter of time unless the heroes intervene.

Heroes might find defeating the Wolfen a challenge. But they aren't alone. A round or two after the fight begins, a sharpshooter in the woods begins attacking any Wolfen preying on farmers and her marksmanship and the intimidation factor of her bullseye shooting helps turn the tide of battle.

TACTICS

The Wolfen are an offshoot of the Beast People and the Cryptid Clans, driven wild from wandering the mists of Avison. Ever eager to prove their strength and courage, in a fight they'll attack the strongest-looking foe first, multiple Wolfen attacking a target at once. Any farmers who manage to disengage from the Wolfen attacking them will fall back toward a stone wall at the edge of the field, trying to gather and hold their ground.

EFFECTS OF AVISON

The magical ritual that locked Avison off into a mystical pocket space also resulted in a number of side effects endured by those trapped within—and by those who pierce the veil to come inside. Following is a short list of the most prominent effects heroes will experience:

- **Spooky and Unnerving**: Even experienced heroes feel…*uneasy* in Avison. All Will checks are made at -2, unless the hero has the Fearless advantage or an appropriate Immunity.
- **Sunless Sky**: It is always night in Avison. Not only do thick clouds obscure the sky, there's never a sun beyond. Instead, a full moon can be dimly seen shining beyond the clouds, crossing the sky once every 24 hours along the same path that might be taken by the sun outside Avison. Heroes with temporal awareness realize while in Avison what others will discover once they leave (or when informed by Doctor Clock): only one day passes in Avison for each month outside (a difference of 5 ranks in the passage of time.)
- **Concealing Mists:** The thick mists in Avison provide partial visual concealment beyond 60 feet, and partial aural concealment beyond 120 feet. Attempts to use the Tracking advantage or tracking senses are made at a -5.
- **Twisted Mirror**: The geography of Avison is roughly that of Angel Island (or at least, the island in the late eighteenth century.) However, due to the mystical effects shrouding and warping the island, any checks heroes make using their normal geographical or historical familiarity are made at a -10.
- **Mystical Amplifier:** Not everything in Avison works to the heroes disadvantage; any skill checks made related to magic are a critical success on a roll of 19-20. Similarly, any powers with magical descriptors operate as if they have one level (or one additional level) of the Improved Critical advantage.

Heroes who try to analyze Avison using science might determine that it's "an energy-rich dimensional bubble locked to the spatial anchor of Angel Island and experiencing fixed time dilation." But even they might come up with two other adjectives first: "mystical" and "spooky".



The sharpshooter concentrates her fire on any Wolfen preying on lone farmers before helping heroes directly, unless it appears that a hero is in dire straits without assistance.

OUTCOME

In the aftermath, the heroes notice that the farmers have Hekawi features, but wear European-style clothing. These same Hekawi farmers are the ones talking excitedly about *Nkl'kl'wechshn* as they point at Wolfen felled by the sharpshooter; if asked, they'll translate the name: "she who walks the path of death". Other farmers, speaking with English or French accents introduce the heroes to the hunter in buckskins who steps out of the treeline, calling her Longhunter.

As Longhunter looks over the heroes with a careful eye, keeping her rifle in hand, she tells the farmers and the guard to head back to town. She asks (insists, if they demur) the

heroes follow her home, offering any injured heroes the help of her husband, a doctor, and telling others she can give them the lay of the land. If the heroes mention the Fire of the Sun and Moon or the Sons of the Sky, she says, "*Hard to follow a bird, but I saw 'em fly off. We'll track 'em together.*"

SCENE 4 ROLEPLAYING

ABOARD THE EMERALD STAR

A short hike following Longhunter through the mist brings the heroes to an inlet off the Albian River and her home, an eighty-foot long, three-deck sidewheel steamer. Across the hull over the paddlewheel is painted her name in green-and-gold letters: *Emerald Star*.

Bringing the heroes aboard, Longhunter pauses on the deck, draws out a key hanging from a chain around her neck and winds a clock hanging on the wall. "Gettin' us on boat time," she explains and leads the heroes into an interior more opulent—and slightly larger?—than they might have expected from the outside. In a wood-paneled library on the second deck, they find a man perusing a heavy tome in front of a glowing fireplace. Snapping his ornate pocketwatch shut when the heroes come into the room, he slips it into the pocket of his waistcoat and extend his hand in greeting:

> *"Jean-Marie does find the most **interesting** things on her hunts. My name is Doctor Rafael i Sondar, but most people around here know me by my sobriquet: Doctor Clock."*

The heroes' visit to the *Emerald Star* is their chance to recover after their quick succession of battles on either side of the gateway, and to get their bearings in this strange new world. Doctor Clock is as friendly and curious as Longhunter is taciturn and guarded, but answers any questions the players have about them or Avison (see their character profiles and the **Effects of Avison** sidebar) in exchange for information from the heroes, specifically *when* it is in the outside world. Doctor Clock is happy to offer his services as a healer, if needed, as well as the use of any of the facilities aboard their home (see **The Emerald Star** sidebar).

Finally, after the heroes have had a chance to rest and recover and he has heard their story, Doctor Clock explains that it is no mistake they have been brought together:

> *Long ago to you—but not so long to us—stories of strange creatures living in this valley brought my wife and I to a small Spanish mission and the trapping town around it: Avison. Such a beautiful place we saw as the Emerald Star brought us up the river, an island in the sun. But a monster had awoken from five hundred years of slumber and claimed the island for his own. I had only heard his name in the myths of my homeland of Catalonia, and scarcely believed he could be real: Lord Sanguine, the beast who drinks the life-energy of mortals and hungers for the blood of gods. Thanks to his witch-woman Blackbird, he captured both the local monks and the shaman of the Hekawi tribe—then used them to draw in Nimuatu and Maquami, beasts as near to gods as this place has ever seen. Sanguine had long*



desired to drink the blood of gods, to claim their power for his own. He had to be stopped.

Once it had taken the assembled armies of the world and its legendary heroes to contain Sanguine. Now there were only a few Hekawi mystics, the pair of surviving monks, and us. My beloved Emerald Star—and my beloved wife—bought us the time we needed to craft a relic that would draw away the power of the beast-brothers and use it to seal Sanguine and Blackbird away in a prison stronger than any coffin. Avison became lost in time and lost to history, with only the relic to mark its existence, the key to the gate we were building.

We turned that key in the year of our Lord 1782—and have been trapped inside with the beast for the last seven years, while more than two centuries passed outside. Now the gate has been reopened, and the Fire of the Sun and Moon has been drawn back to the brothers—to Lord Sanguine. We must find him before he can use its power to undo our ritual. We must contain his darkness lest it consume the world.

Lord Sanguine's lair is somewhere in the mists of Avison, somewhere not even the tracking skills of Longhunter can locate. But with the heroes' help, Doctor Clock has an idea for a ritual that might help them find the blood-lord. Each of Sanguine's three allies on Avison has been given a token of his power, and Clock believes that if those artifacts can be recovered, he can follow their combined mystical trail to Lord Sanguine.

SCENE 5 — COMBAT, ROLEPLAYING

SEARCHING FOR DARKNESS

The three artifacts are the Shroud of Allard Aymon, held by the Blood Monks at the mission in the hills above town, the Kingsheart carried by Blackbird's sisters in the Witchwings, and Marraco's Claw, recently given to seal Lord Sanguine's alliance with the Wolfen the heroes fought when they first arrived.

Though Doctor Clock believes time is short, he trusts the heroes to know how they work best, and to decide whether to recover the artifacts one after another or go after all three simultaneously. (If you're looking to hurry the heroes, you might remind them that Professor Salinas hoped to have the Fire of the Sun and Moon back at the Native American Cultural Center at the end of the week… less than a day away in the time frame of Avison.) As such, **Scenes 5a**, **5b**, and **5c** can play out in any order—or at the same time, if the heroes divide their forces—but they must all be completed and all artifacts recovered before they can move on to **Scene 6**.

After the heroes recover the first artifact, a Perception check (DC 20, only DC 10 if a hero has Extended or Acute Hearing) allows them to hear chanting on the wind. Once they have two artifacts, all heroes hear the chanting as if coming from another nearby room—but in all directions. With all three artifacts, all heroes can clearly make out the chanting, in a mix of Latin and Hekawi, if they have the ability to identify them, though they won't be able to make out any words clearly. Somewhere out in the mists, Lord Sanguine is beginning a ritual…but the heroes need to get the artifacts to Doctor Clock to find Sanguine.

THE EMERALD STAR

Heroes from the twenty-first century have flying cars, and thanks to the technological genius of Doctor Clock, a pair of heroes from the eighteenth century live aboard a boat seventy-five years ahead of its time—a moving Headquarters with a few mystical twists thanks to his tempomantic magic.

Though the boat is only eighty feet long—with the twenty-foot diameter paddlewheel mounted on each sidecovering much of that—and with three decks that make it thirty feet wide and tall, the interior space has been magically stretched to be that of a Huge structure. Behind the full-width bridge at the front of the *Star*'s third deck are expansive living quarters for the married heroes and up to a dozen visitors, as well as a well-stocked infirmary where Clock can care for up to four patients at a time and even do simple surgery.

Doctor Clock's extensive library is at the heart of the boat's middle deck, between a laboratory where Clock can pursue both scientific and mystical experiments, and a workshop divided between Clock's fine tools for watchmaking and Longhunter's heavier gunsmithing and forging equipment along with a multitude of tools in between. On the bottom deck is a eighteenth-century "garage", a stable for his horse Quijano and hers, Utsidihi, as well as a compact "dock" with a rowboat and canoes for shallower water and a small sloop allowing them to sail fast and light when needed. In the lowest parts of the hull are spaces for cargo along with isolated areas behind heavy doors for secure holding cells and the *Emerald Star*'s power system, a complicated clockwork turned by alchemically-fired steam boilers.

That same magic-fired technology drives the boat's security system (DC 35), protecting the exterior and the interior corridors with a mix of pellet-firing swivel guns, caustic clouds, and electrified copper nets, triggered by rail-mounted crystals and copper runes inlaid into the wood of the decks that can detect intruders. Those same mystic runes keep the interior sealed against uninvited outsiders and mark the edge of the region where Doctor Clock can warp not just space but time, speeding it up to twice Avison's normal rate or slowing it down so time only passes half as quickly.

HQ: THE EMERALD STAR — **20 POINTS**

Size: Small/Huge **Toughness**: 10 **Features:** Defense System, Dock, Dual Size (Huge), Garage, Holding Cells, Infirmary, Laboratory, Library, Living Space, Power System, Sealed, Security System 4, Temporal Limbo 2, Workshop.

SCENE 5A: STEALING THE HEART

The Kingsheart is the mummified heart of the Spanish king Peter I, taken by the then-mortal Lord Sanguine in the eleventh century when he was the corrupt Catalonian count Estruch, leader of a blood cult that killed the king in an attempt to usurp the power of the crown. Instead it led to Estruch's

capture, execution, and return as the vampire lord Sanguine. Held through the centuries by his lover, the witch-woman Blackbird, she has in turn entrusted the heart to her own followers in the flying coven called the Witchwings.

KEY POINTS

Longhunter leads the heroes to the nests of the Witchwings, huts high in ancient trees as tall as skyscrapers ringing a cold black pond. Doctor Clock suspects that the Kingsheart is often passed from one witch to another, constantly used as a focus for their rituals. Heroes able to detect mystical power need to make a Perception check (DC 20) to narrow the search down to a one quarter of the twelve trees that need to be searched, each with multiple nest-huts in its branches.

Luckily, the heroes have both inadvertent allies and a distraction: Avian members of the Sons of the Sky have also found the trees, and are mounting an aerial attack. A Persuasion check might allow the heroes to call the Sons to their side; the check begins with the Avians as Unfavorable, and can be improved to Indifferent if the heroes reveal that they know of Avison's origins or have deduced that the Sons have come to rescue their bird brother-gods. However, if any hero attacks any member of the Sons, their attitude will revert to Hostile.

ENVIRONMENTAL FEATURES

Even with the help of the Sons, finding the Kingsheart is a big job. In each of the twelve trees there are between one and four huts, each at least 100 feet off the ground and some as high as 250 feet. Appropriate movement powers or an Athletics check (DC 15) are needed to get up into a tree; once up in a tree, Acrobatics checks (DC 5 or 10) might be required to keep balance while moving quickly along the large but moss-covered limbs. Heroes can move between trees by making Acrobatics checks (DC 15) to move out onto the thinner limbs that overlap, or by making the 60-80 foot jump between them.

TACTICS

A particularly stealthy approach allows the heroes to search undetected. An Insight or Perception check (DC 25, or DC 20 if the hero has Expertise: Tactics) allows a hero to see that while the witches are protecting each and every nest, their numbers are doubled on one particular tree, centered on a medium-sized hut made of branches and mud daub.

Though the Kingsheart is precious to the witches, their homes and brethren are more so: if the heroes attempt to make their escape with the artifact, the witches remain behind, locked in combat with the Sons of the Sky until one side or the other has fallen. The hero who carries the Kingsheart is able to make use of its abilities so long as it is in Avison (or until it is turned over for the ritual to Doctor Clock).

KINGSHEART	10 POINTS
Enhanced Awareness 2, Senses 1 (mystical awareness), Weaken Will 5	

SCENE 5B: CATCHING THE SHROUD

The Shroud of Allard Aymon was wrapped around the French hero who fell in battle against Lord Sanguine in the 12th century, one of the legendary Four Sons of Aymon. To taunt the remaining brothers, Sanguine stole the shroud from Allard's tomb and wore it as part of his vestments. When he was awakened in the 18th century, Sanguine gave the shroud to the monks of Avison… after turning them all into vampires. Now the mission that was once the heart of the small community is a dark presence on the hill above the town.

Tonight the mission bell is tolling, and the gates have opened. The Blood Monks have come down to feed.

KEY POINTS

There are around forty buildings in the town of Avison, mostly small houses but also a small mill down by the shore, a combined fur warehouse and trading post, and the one two-story building in town, the Greencloak Inn. Eight Blood Monks wander the muddy streets of the town, listening for the sounds of inhabitants hiding behind barred doors and windows. Another two pull at the cedar shingles of a log cabin, working their way toward the people inside. The only well-defended building is the inn, with sharpshooters (some armed with muskets, others with longbows) firing out slits cut into the second-storey shutters toward two monks crouched against nearby buildings, waiting for an opening.

The heroes spot several locals (and two Hekawi mystics from the Sons of the Sky) already fallen to the Blood Monks, lying in the streets and against wood piles; checking on them reveals the vampires' bite marks on their throats, but only one is dead. (If a hero inspects the survivors, none of them show signs of transforming into a vampire themselves, as they were bitten only by a Blood Monk, not Lord Sanguine.) Searching the town (or a Perception check (DC 20) by a character with an overview, perhaps from above) helps them find the Shroud, a piece of embroidered purple silk worn as a sash by a Blood Monk menacing a girl near the town's spring-fed well.

TACTICS

Capturing the Shroud is another challenge altogether. Any Blood Monk attacked by the heroes shrieks loudly, setting them all running back toward the mission gates, 1,200 feet away from the town center. Once on the run, they use pack tactics to protect each other and a couple locals they've captured, so if the heroes focus their attack on the monk with the Shroud, they concentrate their defense accordingly. Rescuing a captured local from the clutches of a Blood Monk requires an opposed Grab check.

The monk wearing the Shroud proves particularly slippery thanks to the abilities it grants. The Blood Monk is also able to cast off strands of the Shroud once per round in an attempt to entangle a nearby hero using its Affliction power; when a hero breaks free of these bonds, they dissolve into mist and flit back to the Shroud. Similarly, when a Blood Monk wearing the Shroud is defeated, the



Shroud's limited intelligence is triggered and it teleports to the next nearest monk.

In short, to get their hands on the Shroud, the heroes must chase and defeat all thirteen Blood Monks, ideally before they can get up to the mission and close the gates. Even if the monks do manage to make it safely inside the mission, heroes still have another few minutes to marshal a second attack while the monks bar and block the gate… and then find that the other monks have locked the interior doors, leaving them in the courtyard to defeat the heroes or be defeated. If they've been unlucky so far, the heroes finally get their lucky break, as the hiding monks retreat far enough into the mission that the Shroud has nowhere to leap to when the monks are defeated, finally leaving it in the heroes' hands.

SHROUD OF ALLARD AYMON	19 POINTS
Affliction 8 (Resisted by Dodge, Overcome by Damage; Hindered, Immobile), Reach 2 (10 feet), Limited Degree; Enhanced Defenses 4 (Dodge 2, Parry 2); Leaping 2 (30 feet); Movement 1 (Wall-crawling); Speed 3 (16 MPH), Teleport 2 (120 feet), Triggered: to nearest ally, Limited—Shroud only	

SCENE 5C: WINNING THE CLAW

In 1222, the last remaining Son of Aymon, Renaud de Montaudan, teamed with the trickster beast Reynard the Fox to recover the lost magical sword *Froberge*, and use it to slay Lord Sanguine's greatest ally, the dragon Marraco. The battle marked the beginning of Sanguine's downfall, eventually leading to his imprisonment in the golden coffin until he awoke in Avison. In Sanguine's hands while he slept, a claw from his beloved Marraco, now given to the Wolfen who make their home in Avison's mists as a sign of their recent alliance with the vampire lord.

KEY POINTS

Longhunter knows the lair of the Wolfen well, and leads the heroes to it: a jagged cave in the interior of the island that is the opening to their underground den. When they arrive, the heroes find a single Wolfen waiting for them at the cave's opening. In his rough, growling voice, the Wolfen admits that many in the pack were uncertain whether to ally with Lord Sanguine, and the heroes are given a chance to prove their strength. More to the point, a single hero is given a chance to prove his or her strength in combat against the Wolfen champion. Longhunter immediately volunteers, but the Wolfen refuse to battle "one of the Blood". Any hero with knowledge or experience with the Cryptid Clans may recognize that the Wolfen are an offshoot of them; as such, the Wolfen also refuse to battle any hero whose powers or background have a connection to the Clans for the same reason they won't accept Longhunter's challenge.

Once the heroes have chosen a champion, the Wolfen representative leads them into the cave. The heroes emerge into a large, bowled cavern, with water spreading slowly across the floor. The Wolfen master waits in the center of the cavern floor, Marraco's Claw hanging on a golden chain around his neck. The guide beats his chest twice and introduce the heroes' chosen champion, the master howls in response and, as soon as the champion comes down the steep slope onto the floor, he attacks.

ENVIRONMENTAL FEATURES

As the battle progresses, water spreads across the cavern and starts to rise, becoming six inches deep in two rounds (rank -5) and increasing one additional rank in depth during each three subsequent rounds. The water is salt water—the result of the tide rising outside the island and pushing into the caves. Heroes in the water are Hindered once the water is 3 feet (rank -3) or more feet deep, unless their powers allow them free movement in water. Boulders scattered across the cavern floor allows the Wolfen master to stay (and fight) above the water level, leaping from one to another and then onto his opponent. Heroes who attempt to do the same need to make Acrobatics, Athletics, or Agility checks (DC 15) to keep up.

SANGUINE STORIES

Throughout their adventures in Avison, the heroes hear whispers of Lord Sanguine, the evil hiding out in the mists. They may research in Doctor Clock's library, ask Clock what he knows from the tales he heard during his youth in Catalonia, or talk to the farmers and other locals who live in town. Bits of Lord Sanguine's story are throughout this adventure, but here are ten additional items players might discover. Note, that the items in italics are false, rumors and tales born of the mists, not truth.

- Lord Sanguine was once Conde Estruch, a Catalonian nobleman in the 12th century denied his title after the death of his father. Abandoned by other nobles, he fell under the sway of a Gothic cult called the Circle Sanguineus.
- *Lord Sanguine can see through the eyes of any animal.*
- Once human, Lord Sanguine was put to death by the king of his homeland—but his corpse was stolen by a blood cult who transformed him into an immortal vampire lord.
- Though the bite of a Wolfen might turn someone into a werewolf, the bite of a Blood Monk can't turn you into a vampire—only Lord Sanguine's bite can do that.
- *Lord Sanguine can't cross through a doorway if the door has been marked with the blood of those who dwell within.*
- Part of the purpose of the Albigensian Crusade in the 13th century was to find Sanguine's blood cult, which had spread across much of Western Europe; the Vatican desperately hoped to destroy Sanguine before he made good on his threat to capture the Pope in order to "draw the eyes of Heaven."
- Lord Sanguine drinks the blood of mortals for pleasure, but he hungers for the blood of gods.
- For centuries Lord Sanguine slept in a golden treetrunk coffin wrapped in vines, until he was awakened by the immortal witch-woman who loves him, Blackbird.
- *Singing is protection from the powers of Lord Sanguine—his dark chaos can't swallow the beauty of music.*
- Lord Sanguine and his allies keep the mortals of Avison alive as playthings, while they scheme to escape to another world beyond the mists.

TACTICS

Dozens of Wolfen watch the battle, and while they won't interfere in the battle between their master and the heroes' champion they immediately attack any other hero who tries to do so, drawing them away from the floor so the fight can continue.

The Wolfen master (his stats identical to that of a Wolfen, but with the additional abilities provided by Marraco's Claw) is savage but honorable in his attacks. If a hero is over-confident, he uses the Claw to Nullify any movement powers they might have or Weaken their Agility or Strength, bringing them down into the fight (and the water). While the master tries to end the battle as quickly as possible, if the champion falls into the water he takes advantage of the moment not to strike but to move into a more advantageous position, such as a boulder that lets him make his next attack from above or from the hero's flank.

If the heroes' champion is defeated, the Wolfen master roars and declares, "One by one, I will defeat *all* the weak!" and invites the next hero in to face him. When a hero finally defeats the Wolfen master, the Claw around his neck is theirs to claim, and the Wolfen allows the heroes to withdraw in peace.

MARRACO'S CLAW* **66 POINTS**

Enhanced Strength 4, Fades, Reaction; Perception Range Nullify 10 (Movement Powers), Broad, Effortless, Simultaneous, Reversible, **AE:** Perception Range Weaken Agility 10, **AE:** Perception Range Weaken Strength 10; Regeneration 5

*Powers with ranks above the level of the character using it operate at that characters PL.

SCENE 6 **COMBAT, ROLEPLAYING**

THE VAMPIRE AND THE VEIL

The three relics recovered, Lord Sanguine can now be found, and the heroes have a chance to rescue the Hekawi brother-gods and interfere with the vampire lord's plan.

When the heroes bring the relics back to the *Emerald Star*, Doctor Clock places them into a mystical sigil inscribed in chalk on the floor of his laboratory. Within minutes, Clock's spell is complete and enchants a brass ship's compass—now pointing directly toward Lord Sanguine. If the heroes are hesitant to leave behind the artifacts and the powers they grant, Doctor Clock explains they need to remain inside the sigil for the compass to stay properly calibrated.

KEY POINTS

Accompanied by Longhunter and Doctor Clock, the compass leads the heroes unerringly through the mists of Avison to Sanguine's tower, a stout spindle of stone on the rocky western shores of the island. The chanting the heroes have been hearing while gathering the artifacts builds as they approach the tower, joined by a drum that thunders like a giant's heartbeat. Lord Sanguine's ritual is taking place on an outcropping jutting out beyond the tower, over the crashing waves and black water below.

Dozens of Witchwings circle overhead, while a small army of Wolfen and Blood Monks writhe in a frenzy just outside the line of salt poured to make a circle on the ground. On the lines inside the circle, bonfires blaze at critical points. At the circle's center is a twenty-foot tall Lord Sanguine, his spindly form crouched over the Fire of the Sun and Moon, his fingers moving wildly in the midst of his spell.

It's impossible for heroes to interfere with Sanguine's ritual directly; if the armies protecting him aren't enough, the magic circle surrounds the vampire lord in a cylinder of mystical force that is both impenetrable to attacks and blocks any attempts to move inside. However, an Expertise: Magic check (DC 15) or a Perception check (DC 20) lets the heroes spot an opportunity: nearly invisible lines of mystical force running from the Fire of the Sun and Moon to a balcony midway up Sanguine's tower, where two figures can be seen chained to the stone wall— Nimuatu the Kestrel and Maquami the Owl, the captured Hekawi demigods. They're watched over by Lord Sanguine's lover, the witch-woman Blackbird, but if the heroes can free the demigods they might cut off the power feeding Sanguine's spell.

Heavy, enchanted chains (Toughness 10) channeling the Hekawi brother-gods' power to Sanguine's ritual restrain the pair, connecting them at the ankles and binding their beaks, connected to the tower wall by mundane bolts that can be pulled out of the stone with a Strength check (DC 15). As soon as the chains are broken the brothers' shackles fall away. The Kestrel thanks the heroes as he flexes his wings, but the Owl muses, "Only an outsider could break our spellforged bonds. Were you sent by the vampire, or did you come at our parents' behest?" Nimuatu the Kestrel commands the heroes to turn their attacks on the minions below; a hero who makes a Insight check (DC 15) notices he is unusually insistent that the heroes should shift their attack away from Blackbird, oddly protective of his former captor, while a hero who makes a successful check in a skill related to tactics in battle (DC 10) realizes that such a move may needlessly incite the otherwise uninvolved minions. If a hero points out Kestrel's actions, Kestrel declares his desire for battle and revenge after so long imprisoned, and leaps into the fray himself, trusting the heroes to follow.

TACTICS

Lord Sanguine's followers are focused on his ritual, so unless they do something particularly flashy or destructive, the heroes are able to engage Blackbird without drawing their attention. Also hoping not to break her master's concentration, before she unleashes her Eldritch Fire, Blackbird attempts to use her Choking Grasp or Ensorcel abilities to contain the heroes and turn them against one another, as well as using her Featherform to slash at any heroes who get too close.

OUTCOME

Throughout the battle the vampire lord's ritual continues, the vampire lord literally swelling and growing with power from twenty feet to thirty. Even as the heroes free the brother-gods, it is already too late: the levels of mystical energy flowing through the area during Sanguine's ritual are so strong that any character with magical awareness may be actively distracted during the battle. When the first brother is freed, Lord Sanguine shrieks in pain and grows even more rapidly, to sixty feet tall. When the second brother is freed, he grows explosively, pushed up against the boundaries of his magic circle like a too-big doll stuffed into a too-small jar. Three rounds after the brothers are free, Sanguine's shrieks of pain are broken by cackles of joy as he shouts, "*The chains are broken! The spell is turned! I summon you to my side, loyal believers! Let those outside the prison become the prisoners!*"

The Fire of the Sun and Moon explodes with light, blinding the heroes.

SCENE 7 ROLEPLAYING

GODS OF THE GHOST TOWN

When the light fades, the heroes still find it unusually bright—the foggy night they've acclimated to in Avison is gone, and they're once again back on the shores of Angel Island, with the afternoon sun high in the sky over Emerald City, downtown visible in the distance across the wide waters of the Albian River. Dazed Sons of the Sky are scattered across the shores of the island in the distance. The heroes notice the Fire of the Sun and Moon is gone, but there's an impression in the ground that marks it as having been here. Despite that difference, they're home.

KEY POINTS

Something still feels… *wrong* to the heroes. A Perception check (DC 10) lets a hero notice that there are no helicopters flying over the city, no jetliners on approach to Jacobs International. Heroes with Senses (Radio, or a radio of some sort) notice the airways are unusually—impossibly—dead. Planes aren't raining from the sky, and Extended vision shows cars neatly parked on the freeways, but checking anything from boat traffic to Internet data hints at the same conclusion: everyone in Emerald City is gone, like they never existed.

In fact, the only sign of life is Lord Sanguine, now two hundred feet tall, stepping up out of the Albian River onto the shore near the Cannery. Emerald City is now Lord Sanguine's kingdom, and with a wave of his hand his subjects are mystically summoned to swarm at his heels: Witchwings, Wolfen, and Blood Monks, more appearing with each step.

Back on Angel Island, the heroes find themselves next to the giant, birdlike forms of the Hekawi demigods, Nimuatu the Kestrel and Maquami the Owl. Sons of the Sky emerge from the surrounding brush to kneel before Nimuatu and Maquami and press their faces to the dirt. An Avian speaks, saying:

> *"We sought only to rescue you, not knowing it would come at such terrible cost. The peoples of the city should not be counted for the foolishness of the peoples of the forest. Please let us fly, not to flee in shame, but to gather our people and help you make this right."*

Insight checks or other means of divining the motivation of the Sons show only truth in their words. Maquami gives his assent, and the Sons take to the sky, heading for the Atlas Mountains.

The Kestrel takes command and tells the heroes to make an immediate assault upon Lord Sanguine. The Owl suggests they might wait for the Sons of the Sky to rally their allies, but concurs that *"we need to deal with this before my mother and father intervene."* Doctor Clock echoes the need for quick action:

> *"I was a terrible fool and played directly into Sanguine's hands. He—and we—are now here, and whatever lifeforce was in your wondrous city is now there—In Avison. Sanguine uses your people's power to bring his own followers through. We must use the artifact to undo what has been done, and to put the monster back behind the veil."*

Clock explains his plan: he and Longhunter will remain on Angel Island and begin a ritual he hopes will bring Sanguine back to Avison, an improvement of the hurried spell he cast in 1782. The Fire of the Son and Moon will once again be the focus of the ritual and lock upon the gateway between worlds, but this time he and his wife will be bound to it as guardians of the gate, as will Nimuatu and Maquami, fulfilling the ritual's new requirement for guardians on both sides. He asks the heroes to assist the demigods in bringing the lock to the key, putting the Fire of the Sun and Moon in contact with Lord Sanguine long enough for the ritual to be completed: *"Only physical contact will be enough to push Sanguine's power through the door."*

SCENE 8 **COMBAT**

SPRINGING THE TRAP

As the heroes pursue Lord Sanguine into Emerald City, his followers continue to appear in his footsteps, thousands of them exploring and looting the empty city. Still, if the heroes use any degree of stealth it shouldn't be difficult to sneak past them, as there are only a dozen Blood Monks on a street normally filled by a thousand pedestrians.

KEY POINTS

Not long after the heroes arrive downtown, they find not just potential enemies in the streets but also a wide array of strange allies. Normally seen only out in the deepest wilderness, the Cryptid Clans are in the city and leaping into battle against Sanguine's minions. The Avians of the Sky Clan are joined by Unhumans of the Rock Clan emerging from underground tunnels, amphibians from the River Clan, and Beast People of the Wood Clan with hopes to either redeem or conquer their lost brethren in the Wolfen. If the heroes stop to question members of the Clans, some say they answered the call of the Sons of the Sky, while others explain the gods themselves are angry and called the beasts to battle.

Whether the heroes fight minions or not, as they move into the city Sanguine is easy to spot. He's taller than some downtown buildings, and the heroes spot him stepping off the Yellow Brick Row and into Royal Heights where he chooses the Crown Tower Hotel as his throne, his followers gathering at his feet like they did at the tower in Avison. As the heroes approach, the Kestrel points out Blackbird, perched on Sanguine's shoulder in her avian form (another opportunity for a hero to make an Insight check (DC 15) and realize the demigod seems fixated on the witch-woman).

The orb on the Fire of the Sun and Moon starts glowing as the heroes get closer to Lord Sanguine; Doctor Clock's ritual is underway. The Owl is eager to complete the task, to contain Sanguine and take responsibility as Avison's guardian before his parents arrive. The Kestrel puts an arm over his brother's shoulder and agrees that their parents will soon arrive, "*just in time for Lord Sanguine to feed!*" In an impossibly fast flurry of feathers and blood, he disembowels the Owl, grabs the artifact, and makes a break for Sanguine and Blackbird, screeching, "They're coming, beloved Blackbird! They try to put our lord back in his tomb!" The Kestrel's betrayal is worth a hero point for each of the players.

> *The Owl gasps to the heroes, "…any two…can be guardians…volunteer…they must…hold the artifact against the monster…do not…fail…."*

Hundreds of Sanguine's minions are gathered at the base of the Crown Tower and a war has broken out in the streets between them, the Sons of the Sky, and the Cryptid Clans, more of whom arrive each minute. If the heroes can keep to a higher path, they find Kestrel and the Fire of the Sun and Moon with Blackbird atop one of the wings of the hotel, the demigod firmly under the control of the witch-woman. Through it all, Sanguine remains placid and silent, looking beyond the battle and into the distance. Heroes who look in the same direction and make a Perception check (DC 15) see the peaks of the Atlas Mountains rumbling like they're trying to stand, and a waterspout rising from the Albian River into a feminine form. The Hekawi allfather and the river goddess are coming, drawn by the death of their son the Owl, and when they arrive Lord Sanguine plans to finally feed on the blood of gods.

The heroes need to defeat Kestrel to get to Blackbird, and defeat Blackbird to get ahold of the Fire of the Sun and Moon.

TACTICS

If given the opportunity, Blackbird uses her Ensorcel power and attempts to bring one or more of the heroes under her control, but unleashes her Eldritch Fire if the heroes attack in pairs. Never one to let go of a grudge, if possible she focuses on any hero who was particularly aggressive toward her during the last battle in Avison. Kestrel acts as Blackbird's guardian, using his Talons to savage anyone who gets too close and brute strength to grab and fly away with any hero who persists with their attacks. Though the Cryptid Clans keep most of Sanguine's minions occupied, Blackbird calls in Wolfen, Witchwings, and Blood Monks as needed (allowing you to keep the battle a challenge for the heroes, if their numbers might easily overwhelm Blackbird and Kestrel alone).



Only if the heroes attempt to use the Fire of the Sun and Moon against Sanguine does he react, swatting away any hero who acts alone.

OUTCOME

Two heroes must act together, and when they press the Fire of the Sun and Moon to Sanguine it affixes to Sanguine—and the heroes—as if welded in place, glowing ever brighter as Doctor Clock's ritual causes Sanguine's spell to reverse, his minions drawn back into Avison as the people of Emerald City reappear in the streets. If Blackbird and Kestrel haven't been defeated the heroes need to defend themselves for three rounds before the Fire erupts in one last blinding flash…as Sanguine disappears, his followers fading away like morning mist.

EPILOGUE

Moments after Sanguine's defeat, a heavy rain falls, and as it washes across Nimuatu the Kestrel and the body of his brother Maquami the Owl, the brothers dissolve away, taken home by their parents. For bringing the brothers back from Avison the heroes have the appreciation and thanks of the Hekawi and at least the Sky Clan, as well as that of the Sons of the Sky in particular.

Though the people of Emerald City were taken *en masse* to Avison, thanks to the differing passage of time they spent only a few seconds wandering the mists before their return and all but the mystically sensitive dismiss it as a momentary hallucination followed by a few nightmares.

Unless the heroes purposefully delayed during their time in Avison, it will be the afternoon before the concert, with time to return the Fire of the Sun and Moon to the Native American Cultural Center just hours before the Longbowz show up for their concert.

REWARDS

This heroes earn 4-5 power points for successfully completing the adventure. The two heroes who chose to be guardians of the artifact and press the Fire to Lord Sanguine earn an additional power point.

YOU WANT MORE?!

The heroes who are the new guardians of the gateway to Avison now feel a connection to the artifact—and to Avison beyond, a tie that might take them back beyond the veil for further adventures. Further, Lord Sanguine and Blackbird have been sealed away in the other-dimensional land but are still on the loose; now that the veil between worlds has been weakened, they may find a way back into Emerald City where they could seek revenge on the heroes or a new feast on the mystical heroes and gods of their world.

Doctor Clock and Longhunter guard the far side of the gateway, but they remain heroes and explorers. They may come to help the heroes in their time of need, or call their new allies to return to Avison to help protect its people or explore the strange creatures out in its mists….

HEROES & VILLAINS

BLACKBIRD

Once a creature of the wild fey in eleventh-century Spain, the water-witch Aloja was drawn to help a coven in a rural county persecuted by the king for their study of magic. Her greatest student was a young man named Estruch, the mystical secrets he learned from Aloja amplified by the blood sacrifices made by the coven. Years later when the Catalonian king took notice of the growing blood cult now led by Estruch, the young count was seized and put to death. But Aloja led the cult in a daring raid that recovered Estruch's body and then performed a blood ritual that brought him back to life as a creature hungering for the blood and magic that now sustained him—Lord Sanguine. When she declared her immortal love for the undying monster, Sanguine welcomed Aloja as his consort and gave her a new name: Blackbird.

After Lord Sanguine was defeated and imprisoned in a golden coffin, Blackbird pursued his captors for centuries in a never-ending quest to recover the coffin and free Sanguine. Following many failed attempts to do so on her own, when she found the coffin hidden in a Spanish mission on the far edges of the New World, she used her sorceries to enthrall two creatures of mystical power she found in the surrounding woods, demigods with heads of birds. With the help of the Kestrel and the Owl, she finally freed Lord Sanguine, only to help the vampire lord bind the brother-gods as a new source of power.

BLACKBIRD **PL10**

STR 1 **STA** 6 **AGL** 3 **DEX** 8 **FGT** 7 **INT** 5 **AWE** 8 **PRE** 6

Powers: Ageless Beauty (Enhanced Advantage 2 (Attractive 2); Immunity 1 (Aging)); **Featherform** (Alternate Form (Move Action): Immunity 5 (Entrapment); Insubstantial 2 (Cloud of Feathers, gaseous/particulate); Damage 6, Penetrating 6 (Slashing Quills); Teleport 3 (250 feet, Swarm of Feathers)); **Hazelwood Wand** (Array (40 points), Removable (-9 points), **AE: Ensorcel** (Perception Range Cumulative Affliction 10 (Resisted and Overcome by Will; Entranced, Compelled, Controlled), **AE: Aqueous Conjuration** (Create 8 (Water), Innate, Movable), **AE: Choking Grasp** (Ranged Progressive Affliction 10 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated)), **AE: Eldritch Fire** (Cone Area Damage 10); **Winged Cloak (**Flight 6 (120 MPH), Removable (-2 points))

Advantages: Animal Empathy, Attractive 2, Benefit (Cipher), Close Attack 2, Daze (Deception), Defensive Roll 5, Diehard, Fascinate (Deception), Ritualist, Trance

Skills: Athletics 6 (+7), Deception 7 (+13), Expertise: Magic 10 (+15), Perception 4 (+12), Persuasion 6 (+12), Ranged Combat: Choking Grasp 2 (+10)

Offense: Initiative +3, Choking Grasp +10 (Ranged, Progressive Affliction 10, Fortitude DC 20), Eldritch Fire — (Close, Cone Area Damage 10), Ensorcel — (Perception, Cumulative Affliction 10, Will DC 20), Slashing Quills +9 (Close, Damage 6)

Defense: Dodge 9, Parry 9, Fortitude 6, Toughness 11/6*, Will 13 *Without Defensive Roll.

Totals: Abilities 88 + Powers 79 + Advantages 14 + Skills 18 + Defenses 13 = 212

Complications: Motivation—Misguided: Blackbird is obsessed with Lord Sanguine and will do anything to serve him and his desires, in return for his love. **Puppeteer:** Blackbird takes a cruel pleasure in manipulating others with her abilities, especially into actions they might not undertake of their own free will, such as hurting a friend or ally.

DOCTOR CLOCK

Rafael i Sondar was born in 1735 in Girona, Spain, son of an ambitious Catalonian merchant. When his father risked the entirety of his family's fortunes on a single voyage, Rafael was apprenticed to a clockmaker to provide for his mother and siblings. Following days of work crafting and repairing delicate gearwork, the boy spent his nights drinking strong coffee, reading from his master's sizeable collection of books, and debating with the old man's housekeeper, a Sufi mystic. Just when Rafael's head was beginning to fill with thoughts of clockwork and magic, his father returned from a wildly successful voyage. Now fantastically wealthy, the family paid to have Rafael released from his apprenticeship only to choose a new path for the boy by sending him to study medicine.

Rafael again excelled in his studies, and reveled in debates with his fellow students at the university. As he continued to tinker with gearwork and read books from the dustier corners of the city, he theorized about a means to "mechanize the natural philosophy of the spirit" and developed the new mystical art of tempomancy. Working with the fine gears of his youth, he fit the workings of his clockwork spells into a pocketwatch. Alas, his innovation came three months too late to save his family, who died in a tragic fire that burned the family home to the ground with Rafael's parents and siblings trapped inside. Selling his father's business, a grieving Rafael took his family's wealth and departed to explore the mysteries of the New World, adopting the nickname he had been given in school: Doctor Clock. Clock's tempomantic pocketwatch allowed him to save three of his fellow passengers when their ship was attacked by pirates and sank in the Caribbean. This trio joined him for a decade of adventures in the Caribbean and Latin America, while Clock advanced his magical skills and improved the abilities of his pocketwatch. Fate and misadventure eventually drew the group apart, and Clock found himself on the shores of the Pacific, ready to explore a new land. Purchasing a run-down coastal passenger ferry, Clock had it repaired and refitted, then used his wealth, magic, and technological genius to create a floating home he named for the green light he saw guiding him north: the *Emerald Star*.

Journeying up the Pacific coast, Doctor Clock's adventures brought him to California where he eventually accepted

DOCTOR CLOCK PL10

STR 0 **STA** 3 **AGL** 2 **DEX** 3 **FGT** 3 **INT** 7 **AWE** 6 **PRE** 5

Powers: Tempomantic Pocketwatch (Array (24 points), Removable (-6 points), **Caught Between Moments** (Ranged Cumulative Affliction 8 (Resisted and Overcome by Will; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Called from Beyond** (Summon 8 (120 point minion), Active), **AE: Look Beyond Time** (Senses 12 (Temporal Awareness, Vision Counters Illusion, Postcognition, Precognition, Time Sense), Distracting), **AE: Mercurial Tempo** (Enhanced Advantage 4 (Improved Initiative 4); Quickness 8, Speed 8 (500 MPH)), **AE: Metabolic Control** (Healing 7, Energizing, Stabilize), **AE: Metabolic Drain** (Cone Area Weaken Physical Abilities 7, Broad (Physical Abilities), Subtle, Resisted by Will), **Probability Reallocation** (Luck Control 3 (Bestow Luck, Force a re-roll, Spend on other)), **AE: Tempomantic Interference** (Ranged Burst Area Nullify Magic 6), **AE: Touch of Tempus** (Ranged Damage 12)); **Vest of Chronos** (Protection 11, Removable (-2 points))

Advantages: Artificer, Benefit 3 (Millionare), Eidetic Memory, Equipment 5 (The *Emerald Star*), Fascinate (Expertise: Clocks and Timepieces), Improved Initiative 2, Improvised Tools, Jack-of-all-trades, Languages 3 (Hekawi, Latin, Spanish, English), Luck 5, Set-up 2, Skill Mastery (Expertise: Magic), Well-informed

Skills: Deception 4 (+9), Expertise: Clocks and Timepieces 4 (+11), Expertise: Doctor 5 (+12), Expertise: Magic 9 (+16), Insight 6 (+12), Investigation 4 (+11), Perception 4 (+10), Persuasion 4 (+9), Ranged Combat: Tempomantic Pocketwatch 5 (+8), Sleight of Hand 3 (+6), Technology 6 (+13), Treatment 8 (+15)

Offense: Initiative +10/+26*, Caught Between Moments +8 (Ranged, Cumulative Affliction 8, Will DC 18), Touch of Tempus +8 (Ranged, Damage 12), Unarmed +3 (Close, Damage 0) *With Mercurial Tempo active.

Defense: Dodge 6, Parry 6, Fortitude 7, Toughness 14, Will 13

Totals: Abilities 58 + Powers 35 + Advantages 27 + Skills 31 + Defenses 18 = 169

Complications: Motivation—Doing Good: Doctor Clock is driven by mysteries and enigmas, by seeking answers to questions that haven't even been asked yet—and when he often finds himself at the heart of a situation on the precipice of destiny, he does his best to shape an answer to the situation that makes for a better and more satisfying world. **Enemy:** Lord Sanguine. Like Sanguine, Doctor Clock is a Catalonian mystic and senses a bond to the blood lord, feeling that whomever wins in the battle between them also determines a larger fate for the world. Since coming to Avison, Doctor Clock and Lord Sanguine have been locked in conflict at a distance, both using their knowledge and skills in an attempt to defeat the other without a direct confrontation.

an appointment as doctor at the newly-opened Presidio in San Francisco, restless but unsure where to journey next. The answer came when he found a kindred spirit of adventure in one of his patients, a wounded traveller who called herself Longhunter. After the two were married, Clock became determined to discover the cause of the animalistic abilities his wife had gained from the attack just before they met. With many adventures along the way, they followed stories of strange beasts north to the foothills of the Atlas Mountains, where they found the island colony of Avison.

KESTREL PL13

STR 11 **STA** 10 **AGL** 7 **DEX** 4 **FGT** 10 **INT** 3 **AWE** 6 **PRE** 9

Powers: Eyes of the Falcon (Senses 11 (Analytical Vision, Vision Counters All Concealment, Extended Vision 2, Low-light Vision, Tracking Vision 2); **Heaven's Screech** (Cone Area Affliction 12 (Resisted and Overcome by Will; Dazed, Stunned, Incapacitated); **Son of the Allfather** (Immortality 5); **Talons and Beak** (Strength-Based Damage 2, Incurable, Multiattack, Penetrating 10, Linked to Strength 11 is Incurable, Multiattack); **Wings** (Flight 9 (1,000 MPH), Wings)

Advantages: Benefit 3 (Status: Demigod), Close Attack 3, Favored Environment (Aerial), Great Endurance, Improved Smash, Move-by Action, Power Attack

Skills: Acrobatics 8 (+15), Athletics 9 (+20), Perception 9 (+15)

Offense: Initiative +7, Heaven's Screech — (Close, Cone Area Affliction 12, Resisted by Will (DC 22)), Talons and Beak +13 (Close, Multiattack Damage 13, Incurable, Penetrating 10), Unarmed +13 (Close, Damage 11)

Defense: Dodge 10, Parry 14, Fortitude 13, Toughness 10, Will 7

Totals: Abilities 120 + Powers 81 + Advantages 11 + Skills 13 + Defenses 11 = 236

Complications: Motivation—Misguided: After years in the grip of Blackbird's mystical abilities, Kestrel is obsessed with the witch-woman and will do anything to help or protect her. **Father's Son:** Kestrel is a demigod and is quick to remind mere mortals of his superiority… but is also keenly aware that he is nothing compared to the full godly might of his father.

KESTREL

Nimuatu the Kestrel has the hawk-like head of his namesake, but a burly human body from the neck down, albeit covered in small feathers. Though gifted with strength from his father, his brother the Owl was the one given wisdom, making Kestrel easy prey for Blackbird's magical bewitchment. (See **The Kestrel and the Owl** sidebar for more on the brothers' history, a Hekawi myth that the heroes will discover over the course of this adventure is in actuality mostly truth.)

LONGHUNTER

Born in France, Jean-Marie Vasser's family emigrated to establish a North Carolina plantation in 1748. Jean-Marie hated the 'civilized life' her parents brought to their home, preferring to play in the surrounding forests. Befriending the local Cherokee tribes allowed her to save the life of legendary hunter Daniel Boone during the Cherokee Rebellion in 1759. Confusing her for a boy, Boone invited Jean-Marie to become his apprentice and took her on several of his legendary "long hunts" into the Kentucky territory where he trained her in the art of tracking and hunting. When Boone finally recognized her as a woman, he insisted that she leave the woods behind and marry one of his sons. That night, Jean-Marie left behind everything she couldn't carry, determined to step out of Boone's shadow and make her own destiny, vowing to claim the title of "Longhunter" away from her mentor.

During her journey across the continent, Longhunter befriended each native tribe she encountered, assisting

LONGHUNTER PL10

STR 3 **STA** 4 **AGL** 5 **DEX** 6 **FGT** 7 **INT** 1 **AWE** 2 **PRE** 1

Powers: Ghostrifle (Ranged Damage 8 (magical), Affects Insubstantial (half ranks), Extended Range, Precise, Subtle; Easily Removable (-7 points), Indestructible); **Spirit Sense** (Senses 9 (Accurate Hearing, Acute and Analytical Olfactory, Darkvision, Ranged Detect Ghosts and Spirits, Direction Senses)); **Wildrunner** (Leaping 3 (60 feet), Movement 4 (Safe Fall, Sure-footed, Trackless 2 (Visual and Olfactory), Speed 3 (16 MPH)); **Wildtouched** (Array (8 points), **Claws** (Strength-based Damage 4, Penetrating 4), **AE: Climbing Claws** (Movement 2 (Wall-crawling 2)))

Advantages: Animal Empathy, Close Attack 3, Defensive Roll 3, Diehard, Evasion, Great Endurance, Hide in Plain Sight, Improved Aim, Power Attack, Precise Attack 4 (Close and Ranged; Cover and Concealment), Quick Draw, Ranged Attack 3, Throwing Mastery, Tracking, Uncanny Dodge

Skills: Acrobatics 7 (+12), Athletics 8 (+11), Close Combat: Wildtouched 3 (+10), Deception 4 (+5), Expertise: Survival 9 (+10), Insight 2 (+4), Perception 6 (+8), Ranged Combat: Ghostrifle 3 (+9), Stealth 8 (+13)

Offense: Initiative +5, Claws +13 (Close, Damage 7, Penetrating 4), Ghostrifle +12 (Ranged, Damage 8, Affects Insubstantial), Unarmed +10 (Close, Damage 3)

Defense: Dodge 13, Parry 13, Fortitude 11, Toughness 7/4*, Will 9 *Without Defensive Roll.

Totals: Abilities 58 + Powers 45 + Advantages 24 + Skills 25 + Defenses 28 = 180

Complications: Motivation—Acceptance: Longhunter seeks acceptance from others but also offers it, often helping others up by their bootstraps regardless of their background or situation. **Rivalry:** Driven by her history with Daniel Boone, Longhunter is determined to prove she's the best hunter around. She often clashes with other hunters and trackers.

them with threats both strange and mundane. Taught to open her senses by native shaman, one tribe after another placed the blessings of their ancestors upon her weapon until it became the Ghostrifle, a rifle of extraordinary range that never needed loading and could even fire upon targets in the spirit world.

In the forests of California, Longhunter finally met a prey that nearly bested her, a pack of wolves as smart as men. Badly wounded, she crawled out from beneath her fallen foes and made her way to San Francisco where she was tended by the doctor on post at the Presidio, a Spaniard the soldiers called Doctor Clock. The hunter and the doctor fell in love during her convalescence, and were married in early 1777 by Friar Junipro Serra at the nearby mission.

On their wedding night, Longhunter discovered that her wounds had a more lasting effect than expected, as her animal abilities manifested for the first time—not in a full transformation thanks to Clock's healing, but in increased speed, strength, and agility, as well as a set of nails that extended into sharpened claws. As they continued their adventures up the coast in the *Emerald Star*, Clock and Longhunter pursued each rumor of strange beasts and were-creatures. Eventually they arrived at the epicenter of the tales, the Albian River valley, and put ashore at the isolated mission town of Avison.

AVIAN WARRIOR (MINIONS) MR7/PL6

STR 2 **STA** 2 **AGL** 2 **DEX** 2 **FGT** 3 **INT** 1 **AWE** 1 **PRE** 1

Powers: Falcon's Eye (Senses 2 (Extended Vision, Low-light Vision)); **Weaponry** (Array (16 points), Easily Removable (-8 points), **Flash Powder** (Ranged Cumulative Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Diminished Range 2 (30/60/120 feet)), **Obsidian Hatchet** (Strength-based Damage 3), **Sulfur Bomb** (Burst Area Affliction 6 (Resisted by Dodge, Overcome by Fortitude; Dazed, Stunned), Limited Degree); **Wings** (Flight 5 (60 MPH), Wings)

Advantages: Defensive Roll 3, Improved Initiative, Move-by Action, Uncanny Dodge

Skills: Athletics 6 (+8), Close Combat: Obsidian Hatchet 4 (+7), Insight 4 (+5), Intimidation 5 (+6), Perception 5 (+6), Ranged Combat: Weaponry 4 (+6)

Offense: Initiative +6, Obsidian Hatchet +7 (Close, Damage 5), Flash Powder +6 (Ranged, Affliction 6 (Dodge/Fortitude DC 16)), Sulfur Bomb — (Close, Burst Area Affliction 6 (Dodge/Fortitude DC 17)), Unarmed +3 (Close, Damage 2)

Defense: Dodge 7, Parry 7, Fortitude 7, Toughness 5/2*, Will 5 *Without Defensive Roll.

Totals: Abilities 28 + Powers 17 + Advantages 6 + Skills 14 + Defenses 6 = 83

Complications: Motivation—Responsibility: Rescuing the Kestrel and the Owl. **Cannibal Compulsion:** Tempted to eat parts of fallen foes (and friends).

BLOOD MONKS

The first Blood Monks were the Spanish priests protecting Lord Sanguine's coffin until he was awakened by Blackbird. Their numbers have since been augmented by peasants dragged into their corrupted mission, though only Sanguine himself can fully convert them into vampires. When attempts to intimidate their foes into submission fail, the Blood Monks prefer to fight on the run, hoping to tire their foes or lead them into the momentary mistake that allows the monks to pounce and attack with the Devil's Hand strike or even Drink Deep of their foes' blood.

HEKAWI MYSTICS

These members of the Hekawi tribe live on reservations outside Emerald City, and have maintained the old ways. Their unabiding faith in their gods grants them access to powerful magic they use to defend their people and their beliefs. They aren't trained combatants, but they fight zealously knowing their faith protects them.

WITCHWINGS

Birds transformed into the loyal followers of the witch-woman Blackbird, witchwings have avian instincts but also the cunning of their mistress. They always attack in groups using Mental Communication to coordinate their efforts, the first Witchwing using advantages like Daze and Fascinate or their Sap Vigor spell to set up a target for a full on attack by another Witchwing using Mental Blast or Net of Thorns.

BLOOD MONK (MINIONS) MR7/PL7

STR 4 **STA** 4 **AGL** 4 **DEX** 2 **FGT** 4 **INT** 0 **AWE** 0 **PRE** 3

Powers: Black Blood's Power (Immortality 2 (1 week), Quickness 4, Regeneration 2, Speed 3 (16 MPH)); **Devil's Hand** (Strength-based Damage 2, Penetrating 3); **Drink Deep** (Damage 6, Grab-based, Sleep, **AE: Weaken** (Weaken Physical Abilities 3, Broad (Physical Abilities), Grab-based, Resisted by Fortitude)); **Eyes of the Bat** (Senses 3 (Darkvision, Infravision)

Advantages: All-out Attack, Chokehold, Close Attack 4, Defensive Roll, Evasion, Fast Grab, Grabbing Finesse, Improved Disarm, Improved Hold, Weapon Bind

Skills: Acrobatics 5 (+9), Athletics 3 (+7), Intimidation 3 (+6), Stealth 2 (+6)

Offense: Initiative +4, Devil's Hand +8 (Close, Damage 6, Penetrating 3), Drink Deep +8 (Close, Damage 6, Grab-based, Sleep), Grab +8 (Close, Damage 4, Improved Hold)

Defense: Dodge 9, Parry 9, Fortitude 8, Toughness 5/4*, Will 5 *Without Defensive Roll.

Totals: Abilities 42 + Powers 19 + Advantages 13 + Skills 7 + Defenses 19 = 100

Complications: Motivation—Addiction: Though not full vampires, Blood Monks are cursed with the blood thirst of the legendary monsters, totally overwhelming the good men they might once have been**. Sacrificial Instinct**: Though they often attack in groups, a Blood Monk is absolutely willing to sacrifice an ally if it might mean a better outcome for himself.

HEKAWI MYSTICS (MINIONS) MR7/PL7

STR 0 **STA** 2 **AGL** 2 **DEX** 3 **FGT** 1 **INT** 3 **AWE** 4 **PRE** 0

Powers: Blessed Protection (Protection 5, Activation: Move Action); **Spirit Blast** (Ranged Damage 7, Affects Insubstantial, Secondary Effect); **Water Wisdom** (Array (16 points), **River's Touch** (Healing 5, Restorative, Stabilize), **Shield of the Mother** (Reaction Damage 4, being touched))

Advantages: Eidetic Memory, Ritualist

Skills: Deception 6 (+6), Expertise: Magic 7 (+10), Insight 2 (+6), Perception 2 (+6), Ranged Combat: Spirit Blast 4 (+7)

Offense: Initiative +2, Spirit Blast +7 (Ranged, Damage 7, Affects Insubstantial, Secondary Effect), Unarmed +1 (Close, Damage 0)

Defense: Dodge 7, Parry 5, Fortitude 6, Toughness 7, Will 8

Totals: Abilities 30 + Powers 43 + Advantages 2 + Skills 11 + Defenses 17 = 103

Complications: Motivation—Responsibility: The Hekawi mystics are on a Divine Quest to rescue the kidnapped gods at any cost**. Ancient Culture**: Staunch defenders of Hekawi history and practices.

WOLFEN

The origins of the Wolfen are unknown, but their pack once ranged up and down the west coast of America before they were trapped inside Avison with Lord Sanguine. They respect only strength, constantly challenging both outsiders and one another to prove themselves one of the worthy... and not prey.

WITCHWING (MINIONS) MR8/PL7

STR 0 **STA** 2 **AGL** 4 **DEX** 3 **FGT** 0 **INT** 2 **AWE** 3 **PRE** 3

Powers: Avian Arcane (Flight 4 (30 MPH)); **Blackbird's Blessing** (Luck Control 1 (Force a re-roll)); **Sight Beyond Sight** (Senses 4 (Vision Counters Concealment (Invisibility), Vision Counters Illusion); **Witchwood Wand** (Array (28 points), Removable (-6 points), **Cloud the Mind** (Perception Range Damage 7, Resisted by Will), **AE: Sap Vigor** (Burst Area Weaken Strength 7, Resisted by Will), **AE: Silent Tongue** (Mental Communication 1 (100 feet), Selective, Subtle), **AE: Summon Net of Thorns** (Ranged Cumulative Affliction 7 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree))

Advantages: Daze (Deception), Defensive Roll 2, Evasion, Fascinate (Deception), Favored Environment (Aerial), Ritualist, Set-up 2, Taunt

Skills: Acrobatics 1 (+5), Athletics 5 (+5), Deception 5 (+8), Expertise: Magic 8 (+10), Insight 2 (+5), Perception 2 (+5), Persuasion 5 (+8), Ranged Combat: Witchwood Wand 4 (+7)

Offense: Initiative +4, Cloud the Mind — (Perception, Damage 7), Summon Net of Thorns +7 (Ranged, Cumulative Affliction 7 (Dodge DC 17))

Defense: Dodge 8, Parry 6, Fortitude 6, Toughness 4/2*, Will 8

*Without Defensive Roll.

Totals: Abilities 34 + Powers 40 + Advantages 10 + Skills 16 + Defenses 19 = 119

Complications: Motivation—Power: The Witchwings are keenly aware of the magical abilities that have uplifted them to full intelligence; they long for more power that might make them even more than human, and desperately fear losing the power they have and reverting back to birds. **Flock of a Feather:** In groups, Witchwings are sometimes compelled to repeat the successful actions of nearby allies, hoping it raises their own odds of success in complicated situations.

WOLFEN (MINIONS) MR7/PL7

STR 4 **STA** 3 **AGL** 5 **DEX** 2 **FGT** 5 **INT** 0 **AWE** 1 **PRE** 1

Powers: Pounce (Leaping 2 (30 feet)); **Running with the Pack** (Speed 3 (16 MPH)); **Slashing Claws** (Strength-based Damage 3, Penetrating 3); **Sure-footed** (Movement 2 (Sure-footed, Wall-crawling)

Advantages: All-out Attack, Defensive Roll 3, Improved Critical (Slashing Claws), Improved Initiative, Move-by Action

Skills: Acrobatics 3 (+8), Athletics 6 (+10), Close Combat: Slashing Claws 2 (+7), Insight 4 (+5), Intimidation 7 (+8), Perception 7 (+8), Stealth 5 (+10)

Offense: Initiative +9, Slashing Claws +7 (Close, Damage 7, Crit. 19-20), Unarmed +5 (Close, Damage 4)

Defense: Dodge 8, Parry 8, Fortitude 8, Toughness 6/3*, Will 3

*Without Defensive Roll.

Totals: Abilities 42 + Powers 15 + Advantages 7 + Skills 17 + Defenses 13 = 94

Complications: Motivation—Power: Seek to prove their superiority by defeating 'weaker' prey. **Savage:** Often irrational, consumed by bestial rage and bloodlust.

Note: All Wolfen except their leader use the minion rules.

FREEDOM CITY

Bustling East Coast metropolis, Freedom City has been home to some of the world's greatest heroes for decades and the focus of some of the world's greatest super-powered struggles.

HISTORY

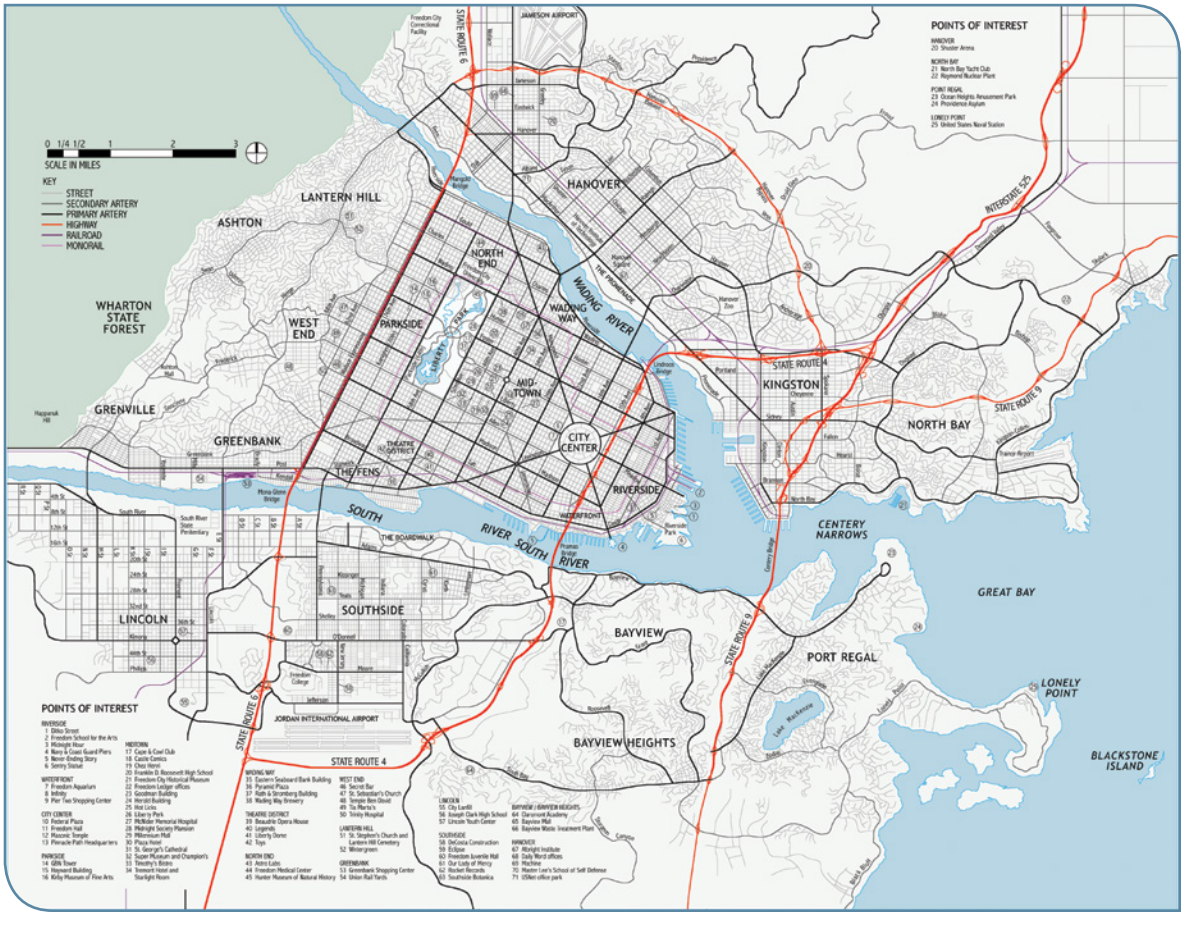
The first to truly carry the mantle of "superhero" in Freedom was the Centurion, who revealed his presence to the world when he thwarted a robbery of the First National Bank of Freedom City in 1938. Bullets bounced off his golden breastplate and he lifted a getaway car into the air like a toy. The Centurion's appearance seemed to trigger the appearance of other many heroes, including the Bowman, Freedom Eagle, Lady Liberty, and Johnny Rocket, to name a few.

These heroes banded together as the Liberty League in the 1940s to fight the forces of fascism and protect the world from criminals. In the 1960s, their successors, the Freedom League, formed in response to a literal invasion from Hades. The Freedom League reformed once again after the interdimensional Terminus Invasion in the 1990s, when Centurion fell in battle with the dimensional destroyer Omega. Today, the memorial Sentry Statue of the Centurion keeps eternal vigil over the rebuilt skyline of the city he called home. The Freedom League maintains an updated version of their old headquarters in downtown Freedom City, but operates primarily from the Lighthouse, their orbiting satellite base.

GEOGRAPHY

Freedom City is situated along the coast at the confluence of the Wading and South Rivers where they flow into Great Bay, which makes its way through the Centery Narrows and then out into the Atlantic. The Interstate passes close by the city along the coast, providing easy access to all points of the city by land.

The heart of Freedom City—**Downtown**—lies between the rivers while the entire metropolitan area spans both sides of the rivers. The Downtown area has artsy **Riverside** and the waterfront, bustling **Midtown**, and ritzy **Parkside**, as well as the high-tech of the **North End** and the urban decay of **The Fens**. **Southside** and its casino boardwalk can





be found on the far bank of the South River, with **Bayview** and **Port Regal** to the east and **Lincoln** to the west. Northward is **Hanover**, a largely college and technical community, home to a number of small businesses, with middle-class **Kingston** and upper-class **North Bay** to the east. Beyond the **West End** is a collection of suburbs—**Ashton**, **Greenbank**, and **Grenville**—and the **Wharton State Forest**, with unspoiled natural terrain and opportunities for outdoor activities. The downtown peninsula's elevation rises gradually toward **Lantern Hill**. Parts of the seaside around the Centery Narrows and Great Bay rise a short distance above the water with some seaside cliffs in spots. Along the east are several coastal communities, exclusive estates, and manor houses, some of which date back centuries.

Beyond the shores of Freedom and the watchful **Lonely Point Naval Station** lie a number of islands, including **Blackstone**, the home of a federal maximum-security prison for super-criminals (buried deep beneath the rocky island) and **Star Island**, which has become a refugee center for extraterrestrials fleeing the collapse of the interstellar Republic and the invasion of the Stellar Imperium.

HEROES

Freedom City is home to more heroes than any other city in the world (rivaled only by Emerald City on the West Coast). Just some of its heroic inhabitants include:

- **The Freedom League:** The world's premier hero team, including Captain Thunder, the current Lady Liberty and Johnny Rocket, the immortal inventor Daedalus, the Raven, the battling Bowman, the mystic Seven, Siren the sea goddess, and the city spirit known as Dr. Metropolis.
- **The Atom Family:** Freedom's first family is the third generation of their name, the super-powered siblings Max, Tess, Victoria, and Chase, along with their "uncle" Jack Wolfe, the disembodied intellect of their grandfather, Dr. Atom, and their pet and companion, Cosmo the Moon Monkey.
- **The Next-Gen:** This is the unofficial nickname for the upper-class students of the Claremont Academy, a school for superhumans, training the next generation of heroes. Graduates of Claremont like Bowman and Seven have gone on to join the Freedom League, and many of its students have similar dreams.
- **The Loners:** Plus a few more solitary types like the visionary vigilante Foreshadow and Eldrich, Earth's Master Mage and mystic guardian of this dimension.

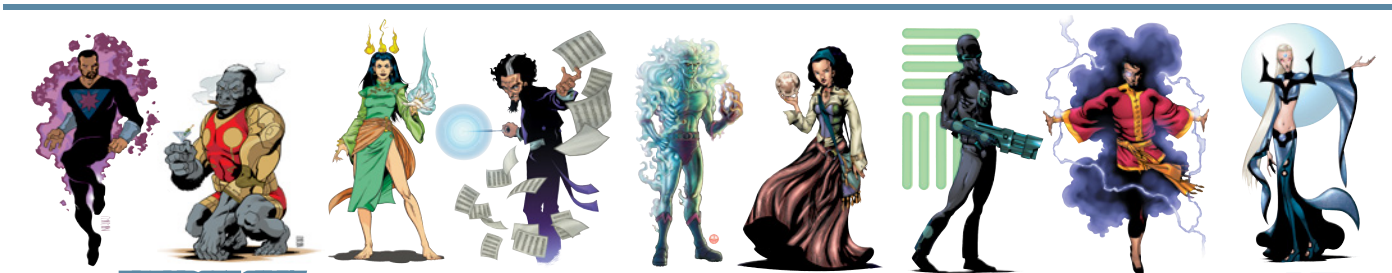
VILLAINS

Of course, Freedom needs its heroes, as it also has more super-criminals than any place on Earth! Some of the threats to stalk the streets of Freedom include:

- **The Crime League:** A loose alliance of the Freedom League's worst foes, banded together for mutual protection and profit.
- **The Foundry:** Makers of illegal advanced technology, controlled by Daedalus' old foe, the magical bronze robot Talos.
- **The Labyrinth:** The world's oldest criminal conspiracy, headed by Taurus the Minotaur himself, at the center of a maze of minions and mirrors.
- **SHADOW:** A clone army led by the sinister Overshadow, seeking no less than world conquest and the elimination of all freedom.
- **Mr. Infamy:** A mysterious figure able to grant you your heart's desire … for a price. Is he the Devil himself or merely doing his work?

OPPORTUNITIES

Whether your heroes are inheritors of a mantle going back generations, the newest members of the Freedom League, transfers to the student body of the Claremont Academy, alien or dimensional exiles, or loners arisen from the city's strange and varied history, they will find plenty of opportunities in Freedom City. With the Freedom League operating from orbit and the Atom Family so often away from their downtown skyscraper headquarters, Freedom City is always in need of heroes to lend a helping hand, and knows how to lay out a warm welcome for those who follow in the footsteps of the city's heroic tradition, with the ever-watchful Sentry Statue to remind them of all that a hero can be, and of the ultimate price of Freedom.



TIME OF THE APES



There's monkey business afoot! Can the heroes prevent an extra-dimensional simian conqueror from enthralling a powerful, genocidal being? Are the good guys willing to make a deal with a different—though equally evil—ape in order to save the Earth? If the heroes lose this battle it'll be the end of the world as we know it…. This will be the end of human civilization and the world will become —if you will—*a planet of apes!*

Time of the Apes is an adventure for *Mutants & Masterminds*. It is intended for a group of four to six power level 10 heroes, although the Gamemaster can scale the adventure to make it suitable for higher or lower level heroes by increasing or decreasing the power levels of the challenges as appropriate (generally by approximately the same amount as the heroes).

This adventure is set in Freedom City, and all the necessary information to run the scenario in that setting is included.

Players intending to play in this adventure should stop reading now. The rest of the text is for the *Gamemaster only!*

ADVENTURE BACKGROUND

Among the many extra-dimensional worlds parallel to Freedom City's Earth-Prime continuum is Earth-Ape, a planet where simians evolved from mankind and built a comparable civilization, complete with costumed superheroes and supervillains. One of the latter, a powerful mystic known as Marmo-Set, journeyed to Earth-Prime several years ago, his attention drawn by the sudden appearance of an immense concentration of ancient magic energy.

Marmo-Set errantly arrived in Earth-Prime's Spain, far from the source's true location in Freedom City, and was subdued by the pursuing Earth-Ape heroes known as the Primate Patrol before he could get any closer to his intended target. Before being returned to Earth-Ape, Marmo-Set was able to discern the nature of the mystic energy he had sought: it was akin to the supernatural plagues that had brought low the pharaohs of Ancient Apegypt. It was power enough to make Marmo-Set feel fear… and even greater covetousness. Now, having recently re-emerged from mild-mannered Prof. Victor's

mind (see the write-up for Marmo-Set on page 305), Marmo-Set is all the more determined to master the ancient plague magic on Earth-Prime.

The mystic energies Marmo-Set seeks to harness were unleashed by the seemingly omnipotent malefactor known as Mr. Infamy, who used them to empower a dozen desperate, wrathful individuals as modern-day avatars of the Biblical plagues. Freedom City's costumed heroes eventually brought an end to the "time of vengeance" that ensued, but not before considerable damage was done to the metropolis and its citizenry. Surreptitiously, Marmo-Set has located the most powerful remaining plague avatar, *Choshech*. He now patiently watches and waits for the perfect moment to return to Earth-Prime and seize control of the avatar's fearsome magical might.

ADVENTURE SUMMARY

The adventure begins with a showy skyscraper robbery by a supervillain gang called the Thieves' Guild, certain to catch the player characters' attention. As the heroes deal with the attempted super-caper, a less prosaic threat emerges as Marmo-Set (taking advantage of the distraction) breaks through to Earth-Prime and frees the plague avatar from Blackstone Prison.

Arriving at the prison just in time to find themselves fighting Marmo-Set at a major disadvantage, and losing, the beaten heroes then receive an offer of assistance from an unlikely source: Dr. Simian, yet another simian supervillain. Whether or not they take him up on the offer, the job of preventing Marmo-Set and the plague avatar under his control from seizing a hidden cache of mystic artifacts soon falls upon the player characters. A final battle to save the city (as well as two worlds) ensues.

(Setting the scene for the players:)

> *"It's a typical summer day in Freedom City: plenty of warmth and sunshine illuminating a million little reasons to feel glad to be alive. As urbanites do, people ensconce themselves in their own little cares, such as upcoming vacations, the big Foghat & Freedom Philharmonic concert tomorrow night at the Beaudrie Opera House, or the Freedom Comets' three-game grudge-match series against the Emerald City Ospreys coming up this weekend.*
>
> *"The pleasant, routine day extends to superheroes as well, as you all go about your regularly scheduled business—for a while, at least. Sounds of explosions and sirens in the heart of the city during the late afternoon suddenly and harshly bring the niceties to an end."*

GETTING THE HEROES INVOLVED

Depending on how the heroes are organized, they can get involved in the adventure in a few different ways.

- If the heroes are friendly with the authorities, the police contact them and mention a gang of supervillains is attacking the Pyramid Plaza buildings (the city's tallest).
- The heroes could also be flagged down by a worried person who tells them about the attack on the Plaza after being alerted via his or her smartphone or radio.
- If the heroes monitor the media, even in their secret ID, they hear about the attack via any number of sources—live TV and radio reports, websites, phone calls/texts from concerned friends, or social media. Even if a hero is not asked outright to get involved, he or she should at least be curious and start looking into things.

Other openings are possible, depending on what's already happened in your series.

SCENE 1 **COMBAT**

GUILD'S BIG SCORE!

The Thieves' Guild, in its endless quest for fast stolen bucks, is attempting to rob the top floors of the three 100-story Pyramid Plaza buildings. A number of high-end retailers are found there, flush with cash and other valuables, as well as several corporate headquarters with valuable data to steal for later sale or ransom. It's a high-rise, high-stakes smash and grab for Freedom's Most Larcenous.

ROLEPLAYING THE THIEVES' GUILD

Amongst the Guild, the Bola is (relatively speaking) the most likeable member, despite his open, unapologetic larceny and constant lecherous sexual advances towards any and all women present.

With his one-track pyromaniac mind, the Firebug is the most straightforward Guild member. Very little can distract him from his beautiful flames, and his creepy verbal paeans to them.

Robbery is all about style for the Huckster, so he always uses whatever means display the most panache. He just can't leave a fight without showing off his gift for blarney.

By far the most self-centered of the Guild's unbelievably selfish lot, Looking Glass is content to commit crimes aided only by the person she loves most: herself. If she's feeling generous, she does take the time to point out how unattractive and poor the heroes are compared to her.

With his non-stop hyperbolic and condescending political ranting, the unloved Mad Maple remains a walking, never-ending screed on the perfection of Canada and the corresponding jealous perfidy of America. If the Maple is silent, it's a clear sign he's been knocked unconscious.

The Weather Mistress is ever the sarcastic, rude, belittling smart-ass. This is partly her being her natural embittered self, and partly her Taunt advantage brought to bear.

KEY POINTS

The Guild "has been planning this job for *months*!" including waiting until most of Freedom City's famous superheroes are known to be busy elsewhere. Therefore, any attempt by the player characters to summon caped back-up

LEARNING ABOUT THE THIEVES' GUILD

PCs may know the following about the Thieves' Guild:

INVESTIGATION

- *DC 10* The Thieves' Guild consists of six costumed supervillains who use exotic gadgets to pull off major heists in Freedom City and elsewhere.
- *DC 15* The Guild members are: the Bola, named for the trick weapons he uses; the Firebug, a flamethrower-toting pyromaniac; the Huckster, a fast-talking con-man wielding dangerously defective consumer goods; Looking Glass, a gorgeous woman with mirror-based gadgets; the Mad Maple, a long-winded Canadian radical who controls cold and ice; and the Weather Mistress, who manipulates the elements at will. They are all archenemies of Johnny Rocket.
- *DC 20* Although the Thieves' Guild was originally a loose, widely scattered alliance, the Huckster has decided the arrangement suits him and persuaded the others to continue working together regularly, moving the focus of their operations to Freedom City.

EXPERTISE: STREETWISE

- *DC 20* The members of the Thieves' Guild don't really get along. They'll sell each other out the second it becomes profitable to do so. If you go on a heist with two or more of them, watch out for them to betray each other and be prepared to look out for yourself when it happens.

TECHNOLOGY

- *DC 15* The Thieves' Guild's devices are beyond state of the art. Its weaponry produces thermodynamic, holographic and atmospheric effects impossible with conventional tech, and displays a degree of miniaturization rivaling even the most cutting-edge technology.

only gets them as far as super-voice mail for the duration of this adventure. Even regular emergency services are hard to come by, busy as they are dealing with the aftermath of the Guild's mayhem (and events soon to happen in **Scenes 2** and **4**), so no help from the F.C.P.D.'s STAR Squad, AEGIS, or their ilk is forthcoming either.

As the battle with the Guild progresses, it becomes increasingly apparent that Something Is Very Wrong to the southeast of town. When the first Guild member is knocked unconscious, captured, or otherwise taken out of the fight, the Gamemaster should allow every hero with a clear view of the southeastern horizon (not exactly difficult to find in a 100-story building) a DC 25 Awareness or Perception skill check. Every subsequent Guild member who falls results in an additional check, with the DC lowered by 5 (e.g., DC 20 when four remain, DC 15 when three are left, etc.).

Success means a hero notices what appears to be a mass of gathering black clouds over the ocean, about ten miles to the southeast. Continued observation reveals the mass is growing, and isn't actually clouds. Instead, it is an expanding circle of pure blackness, looking like a starless night gradually devouring the blue sky around it.

This bit of foreshadowing is intended to heighten the sense of urgency while battling the Guild, and to provide a ready segue into **Scene 2**. Curious heroes who just can't wait 'til then may attempt to leave Pyramid Plaza before the fight there is completely won. Those who do so confirm the strange black sky-mass is centered over Blackstone Island, but also an impenetrably strong wind-like force emanating from the mass prevents them from getting much closer than the water's edge, regardless of the means of travel. With Extended Senses or the like, they may see some signs of the chaos on the Island (as described in **Scene 2**).

ACTION

If the heroes are part of an existing, well-known area team, the Guild decided that one super-squad in town was as empty as the ol' place was ever going to get, and opted to strike before it started to fill up with capes again. Under those circumstances, the player characters find the Guild on the lookout for them.

A group of heroes who've never worked together before, on the other hand, is going to come as a rude shock to the costumed baddies. By exercising proper caution when approaching (and succeeding at some opposed Stealth skill checks), the good guys can catch the Guild off-guard, so combat begins with a surprise round (see **Surprise**, page 235).

SETUP

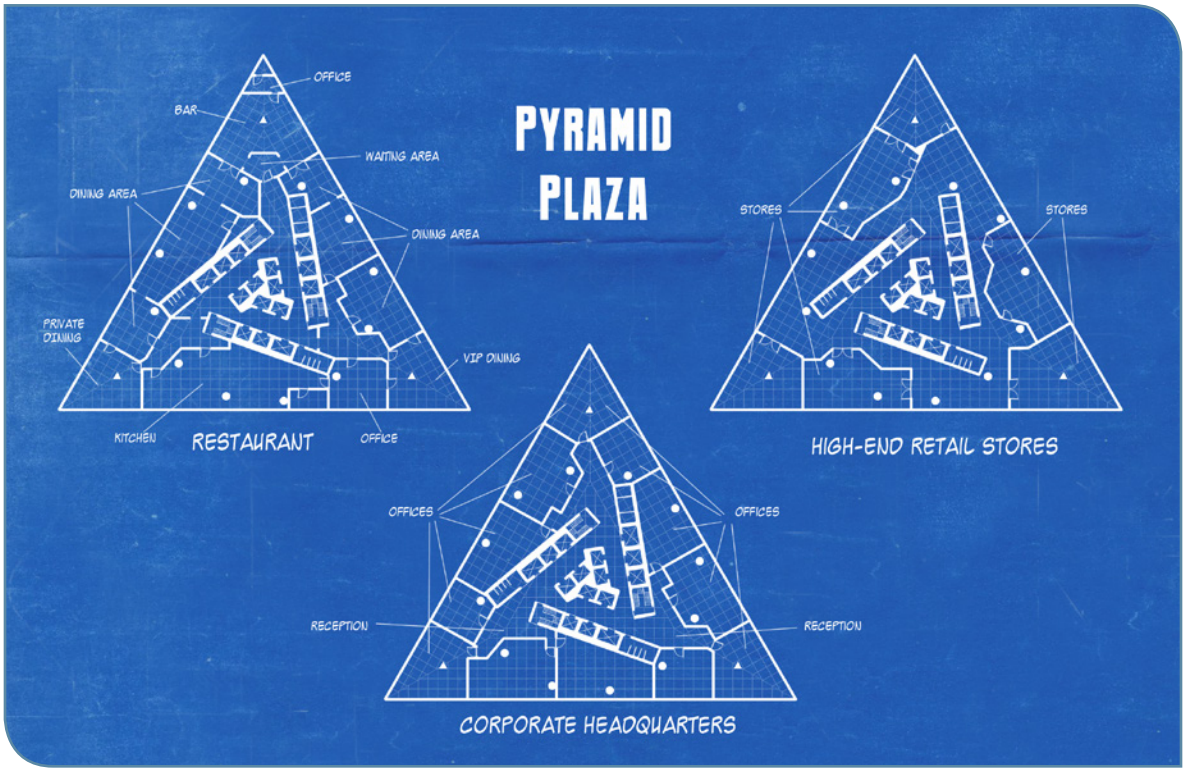
The Weather Mistress hovers outside one of the Plaza buildings, maintaining a hurricane and watching for approaching do-gooders. Also flying around the building is the Firebug, using his flamethrowers to frighten innocent bystanders out of the building. (The Weather Mistress subtly uses the storm rain to keep the blazes under control). The Bola, the Huckster, and the Mad Maple are inside the building, working together to steal anything and everything of value. Looking Glass is on the same floor, taking whatever "pretty things" (like gemstones) interest her and suit her tastes.

TACTICS

The Bola uses his trick weapons to set up victims for his teammates' attacks. If a hero targets him in retaliation, the Bola looks out for his own safety first and switches focus to his attacker. Should a battle turn against him, he grabs the nearest attractive female hostage and flees, but any threats are merely bluffs—he'd never harm a *mamacita*.

Throughout a battle, the Firebug remains airborne and blasts any opportune target with his flamethrowers. Like his Guild cohorts, the Firebug flees from a losing fight. He makes sure, however, to set as many buildings as possible on fire as he runs.

The Huckster always uses whatever tactic displays the most panache. He's especially fond of outwitting heroes with the Feinting or Tricking uses of Deception (see page 119), then



dispatching them with a gadget when they least expect it. While it has nothing to do with bravery, the Huckster is always one of the last to run from a losing fight. He just can't leave a crowd without a flowery exit speech.

Looking Glass makes no effort to help her fellow members unless there's no risk involved. If a battle goes against the team, she is always the first to bail, but the other members got used to Looking Glass' perfidy long ago. Only the Bola (still hoping to make her one of his *mamacitas*) ever lifts a finger to help her.

Like all true fanatics, the Mad Maple never retreats or surrenders. The other Guild members know this and count on his unwittingly covering their escapes, making the Maple a fall-guy fixture in all Guild heists. His skill and inventiveness in using his chilling powers make him no pushover, and his broad range of abilities gives him numerous ways he can hurt an unlucky superhero. When it comes to inflicting said hurt, the Maple won't hesitate.

The Weather Mistress usually maintains her Hurricane power to slow the heroes' approach until her teammates are ready with clear shots at the do-gooders. Only then does she calm the tempest. In battle, she prefers striking down her opponents with a Lightning Bolt. Her other capabilities come into play when the team retreats or she opts to abandon her erstwhile allies. In that event, she uses Thick Fog to cover her escape and Gale Force Winds to push innocent bystanders into harm's way, forcing the heroes to rescue them instead of pursuing her.

ENVIRONMENTAL FEATURES

The localized hurricane (reated by the mass in the sky by Blackstone Prison) battering one of the Pyramid Plaza buildings is noticeable from quite a ways away, and reduces character movement by 2 ranks. As mentioned under **Tactics**, Weather Mistress may alter the environment with her powers in other ways if it becomes advantageous to do so.

Most critically for the heroes and innocent bystanders during this scene: it's a long, long away down—1,000 feet from the top (damage rank 16), to be precise. Gamemasters should keep the guidelines for saving falling characters (see page 238) handy, as well as having mercy enough to allow non-flying, unconscious, or otherwise certainly doomed characters to spend a hero point and land on a handy flagpole instead of the sidewalk.

OUTCOME

If the heroes lose the fight: Being defeated by the Guild does no harm to the heroes other than losing face. The Guild members are far too concerned with escaping with their loot to take advantage of the fallen heroes, and flee the scene without inflicting further injury. Thus, beaten heroes are awakened by attending paramedics and disappointed looking F.C.P.D. officers, whose inquiries about *"the weird stuff happening out on Blackstone"* lead the player characters on to **Scene 2**.

If the heroes win the fight: Triumph over the Guild affords the heroes the opportunity to question the villains. The F.C.P.D. (who arrive to take custody of the crooks shortly after the battle ends) won't stand for the villains getting too roughed up. Otherwise, the characters can beg, cajole, threaten, or lie to the Thieves' Guild as they see fit. As the heroes interrogate them, they find the Guild members are feeling varying degrees of cooperative.

Of the lot, the Firebug is most difficult to get anything useful from. He's such a basket case all he does is ask the characters what happened to his pretty flames—consider him Hostile. Similarly, the Mad Maple is too full of long-winded political rants to be a good stool pigeon, and is likewise Hostile.

Looking Glass is ready to talk, but she's mostly interested manufacturing some state's evidence to turn against the other Guild members, making her attitude Unfavorable. The other members—the Huckster, the Weather Mistress and the Bola—are Indifferent, as they don't have anything to say more incriminating than being caught in the act. The Bola especially wants to spend some time with any female heroes present, so Persuasion skill checks attempted by female characters treat him as Favorable, and he defends against Deception checks with a major disadvantage (-5).

Regardless of exactly who spills their guts, the Guild members share the same information. This was an attempted heist while the good guys were away—nothing more, nothing less. They truly don't know anything about what's happening out on Blackstone Island (but the Huckster is not above bluffing that he does, if he thinks it will gain him some advantage).

SCENE 2 COMBAT

JAILBREAK

The heroes come face to face with the adventure's main villains as they escape from Blackstone Island Prison. In the process, the good guys get a demonstration of just how truly dangerous the bad guys are.

ROLEPLAYING MARMO-SET

For all his professed piety and reverence, Marmo-Set is primarily motivated by self-aggrandizement using the power he believes his patron deity has bestowed upon him, and how he can increase it. Throughout the adventure, Marmo-Set remains joyously arrogant at having attained control over *Choshech*. Nearly drunk with newfound power, Marmo-Set has a greater than usual tendency to overreact: lashing out harshly at any imagined slight, and becoming dangerously overconfident when a degree of caution would better serve.

KEY POINTS

Protagonists meet the antagonists for the first time, and the former find ample evidence of the gravity of the latter's threat. All confrontations, combat or verbal, must underscore this point. Any explorations of the darkened, powerless prison should emphasize the bad guys' badassness, noting in detail the great amount of damage inflicted on state of the art systems with obvious ease. Once the heroes have sampled an indicative amount of their wrath, the villains need to promptly exit, intact and in triumph, to properly set the stage for the events of **Scene 3**.

To provide a clue for later, any magical attacks directed at *Choshech* should cause him visible hurt. It should also trigger a massive retaliation from both him and Marmo-Set in order to prevent the heroes from making too much use of this knowledge now.

ACTION

Once the hero team is reunited after the conclusion of the Pyramid Plaza fight, the barrier winds from the mass in the sky subside and allow them to approach Blackstone Island. Once there (before the fight, or during it as the heroes get the magical smackdown laid on them) the heroes see the adventure's main baddies and get to hear Marmo-Set's Introductory Villain Gloating.

> *"I, the High Priest of the great god Set—Master of the Darkness and the Desert—have now mastered the mystical forces that once brought low the mighty pharaoh himself. Soon the glory of Ancient Apegypt will return, and all apekind shall tremble before the power of Marmo-Set! I shall make even the accursed Primate Patrol into my hapless slaves!"*

Choshech himself says nothing, and merely stands in place with his head hung low, long hair obscuring his creepily emotionless face, unless acting on Marmo-Set's orders.

Attempts to parlay peacefully with Marmo-Set are rewarded only with further gloating. The heroes are likely to attempt to subdue him at some point, but if they're in an incessantly chatty mood, eventually Marmo-Set demands they bow down before him. When they refuse, the bout can begin as scheduled.

Once the heroes have taken enough lumps to successfully deliver the "these villains are scary bad" message, a cackling Marmo-Set orders *Choshech* to Teleport them both to **Scene 4**. The shadowy mass overhead finally dissipates, leaving the heroes with plenty of bruises but few answers.

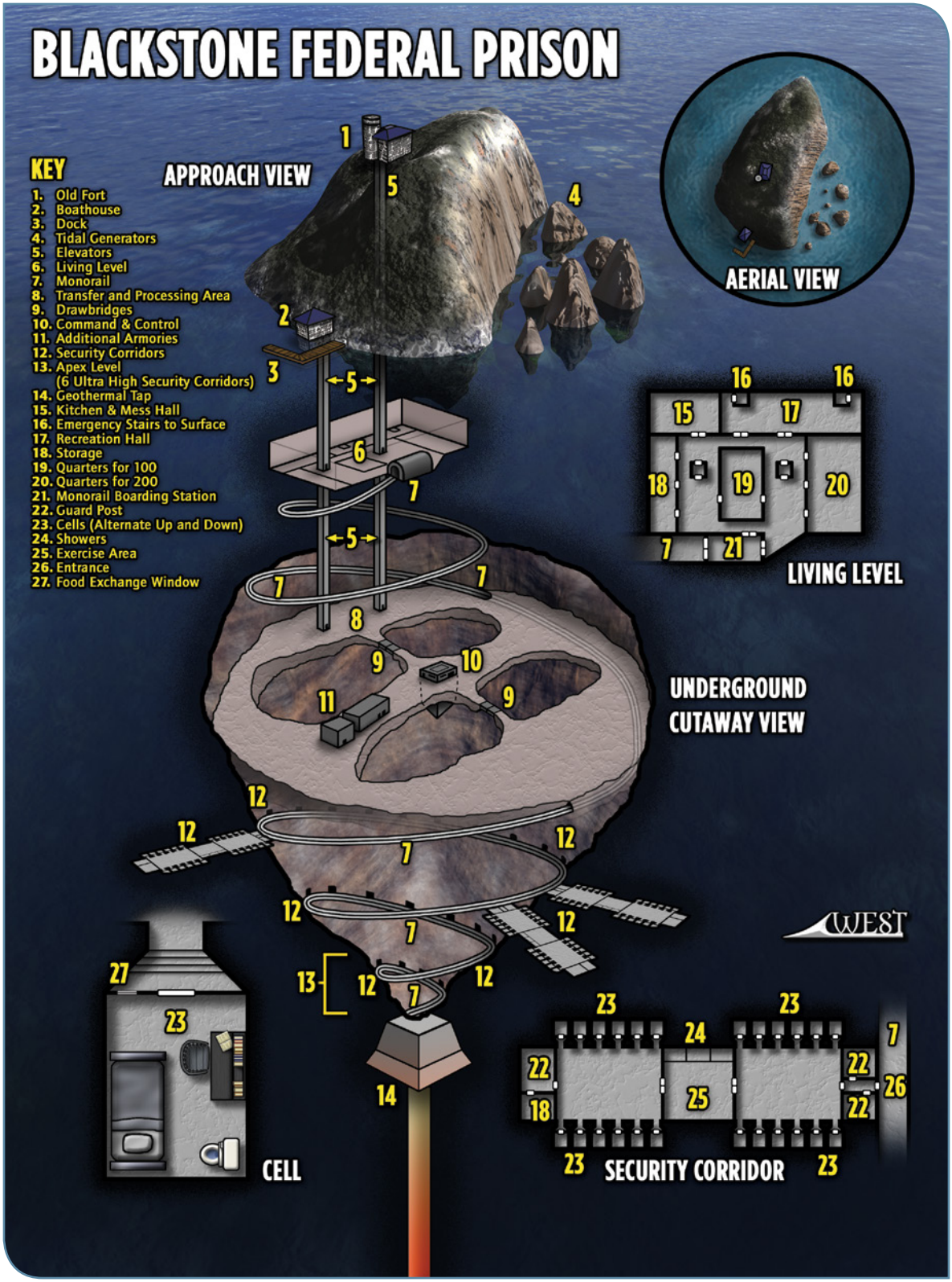
SETUP

The heroes reach Blackstone Island to find Marmo-Set and *Choshech* amongst the broken battlements atop the Old Fort. They remain there, looking fearsome, until the player characters either make a hostile move or get within Supervillain Gloating range.

Prison personnel are found at their duty stations, all incapacitated with injuries varying in seriousness from deep sleep to permanent sleep. Warden Drummer, Abigail Wallace, and all other continuing non-player characters in the series aren't seriously hurt, but are out of action for the duration of the adventure.

Some of the prisoners are trapped in their cells, and they saw and heard little of the attack from their pitch-dark confinements. Other cells show conspicuous signs of forced exit, and are now ominously empty.

The only being still up and about inside the prison is Dr. Simian. If the heroes stay in the Old Fort, they encounter him as he enters the room they occupy. Player characters who search the lower prison floors find him on the living level (location #6) in the warden's office. In either case, meeting Dr. Simian prompts the beginning of **Scene 3**.



TACTICS

Given the importance of making this battle a short, sharp defeat for the heroes, when playing the villains the Gamemaster should employ whatever particular type of attack will hurt an individual character the most. It's true the villains don't possess intimate knowledge of the heroes' weaknesses, but the Gamemaster does, and should use this edge to the utmost. Chalk it up to villains' luck in this scene if the GM must, then feel free to run the ultimate battle in **Scene 4** without any such "house advantage."

Marmo-Set isn't vicious at this point in his scheme. *Choshech*'s powers are new to him, and the evil monkey

LEARNING ABOUT THE BAD GUYS

Characters may know the following relevant information about this scene's antagonists:

INVESTIGATION

- *DC 10* Freedom City was attacked a few years back by a group of supervillains imitating the ten Biblical Plagues of Egypt. They did a lot of damage before the superheroes stopped them.
- *DC 20* One of the hero groups allied with the Freedom League is a bunch of talking, super-powered apes called the Primate Patrol. No, seriously!
- *DC 25* The Primate Patrol supposedly comes from another planet full of civilized apes.

just wants to have some fun trying them out for the first time. One good hard shot per hero is plenty for now. In boxing terms, he's delighted to score a quick knockdown in these early rounds; the knockout he's saving for later (**Scene 4**, to be precise).

ENVIRONMENTAL FEATURES

Battling atop the Island carries with it the risk of toppling over the edge, incurring falling damage (as in the previous scene) along with the added danger of drowning (see page 238). These hazards are best used to put an added scare into the heroes rather than actually kill off a character. If need be, an awakened and vigilant prison guard can dive in and save any caped crusaders in need of rescue.

The circle of darkness hovering over the island (in truth, the remnant mystic energy that brought Marmo-Set to Earth-Prime) causes a shading effect. Not as dark as twilight, but the effect is enough to create plenty of shadows for the full range of *Choshech*'s powers to function.

All power systems are offline inside the prison itself, thanks to a ritual conducted by Marmo-Set as he entered the Earth-Prime dimension. Without suitable equipment or powers, any heroes who venture inside the prison suffer appropriate penalties for partial concealment (-2 penalty to Perception and attack checks).

OUTCOME

This scene needs to climax with the heroes licking their wounds, and having developed a consequentially healthy respect for the power they now face. It's critical the bad guys not be made to look weak at this early juncture. At the first hint of the battle turning against the villains, have *Choshech* grab Marmo-Set and (Extended) Teleport them both away. The cackling Marmo-Set exits with a sneering, *"I shall return, more powerful than you can imagine—and you so-called heroes have shown me the place of power*!"

Whether the heroes come to him first or he surprises them, Dr. Simian's entrance is the segue to **Scene 3**. The Gamemaster needs to make sure his presence is noted before the heroes depart Blackstone Island.

SCENE 3 ROLEPLAYING

MONKEY BUSINESS

In the aftermath, the notorious supervillain Dr. Simian offers what might be critical aid—or a lie—in exchange for clemency. Whether they accept or decline, the heroes' decision has a major effect on the adventure's outcome in **Scene 4**.

ROLEPLAYING DR. SIMIAN

Despite his considerable contempt for humanity, Simian is unfailingly reasonable and polite during this encounter. This is noticeably out of character for him, but there is a method to his seeming madness.

Simian's *raison d'être* is ruling the world and rearranging the natural order to his liking, which is pretty much *Planet of the Apes* sans Charlton Heston. Having seen firsthand Marmo-Set's capabilities with the added power of *Choshech*, Simian fully realizes the ape most likely to be reordering society isn't he himself. That Simian cannot abide, so he is quite prepared to make an alliance of convenience with the heroes in order to preserve his Top Ape status on Earth-Prime. With his very reason for being threatened, some politeness towards the super-humans is a very small price for Simian to pay.

KEY POINTS

Despite the heroes' understandable trepidation, the Gamemaster needs to make it clear that—at least this one time—the hateful supervillain Dr. Simian is absolutely honest and genuine in his claim to know Marmo-Set and *Choshech*'s weaknesses, as well as in his offer to help the heroes defeat them. The quicker this is established in the players' minds, the sooner the discussion can shift to the even more interesting question: do the heroes go ahead and compromise their principles by agreeing to Simian's conditions, since it means saving the city (and more)?

It's important for the Gamemaster to ensure that at no time should the heroes feel railroaded. Saying no to the supervillain who (long term) wants to enslave humanity is in no way an unheroic thing to do, and at no time should the players ever feel otherwise. The point here is to make the players feel the temptation. If they give in to it, they are rewarded in **Scene 4**, and if they resist, they have the satisfaction of having not taken a morally suspect shortcut…just like true heroes.

ACTION

This scene begins with Dr. Simian gaining an audience with the heroes. He is unarmed, not hostile in any way, and willing to compromise nearly anything save his dignity to persuade the heroes of his (sincere) desire to talk and present his (equally genuine) offer of assistance (though for less than altruistic reasons). Heroes who successfully use Insight or Mind Reading (surface thoughts is as far as he willingly allows anyone to go, of course) on Simian learn that he



knows there's no reason to trust him, and consequently he is much more agreeable than usual, probably in an effort to gain enough credibility to make the heroes listen.

Simian's terms are simple. He knows (based on Marmo-Set's exit line, which he overheard on the restored security camera) where *Choshech* and his monkey master will strike next. Furthermore, after observing their attack on the prison, he knows their weaknesses. Simian offers to share all this knowledge with and fight alongside the heroes in exchange for one thing: when the battle's won, the good guys let him walk away and do not follow. With that, the bargain will be fulfilled.

Beyond that, Simian has very little to add. If attacked or threatened by the heroes, he surrenders. He offers no resistance if escorted back to a cell, though with no available power or guards at the moment, there is nothing at hand to hold him inside one. (He is, at least apparently, trapped on the island itself, however.) Simian is so agreeable he will, if asked, even put down his martini and snuff out his frreshly lit cigar. (*"Such a waste,"* he laments.)

SETUP

If the heroes meet Dr. Simian as he enters the Old Fort, a clink of glasses announces his presence as he nonchalantly enters the room. Carrying two martini glasses, bottles of gin, vermouth, and olives, plus a fully stocked humidor, Simian greets the heroes cordially, even offering to share his purloined vices with them.

Player characters who first encounter Simian on the living level (location #6) in the warden's office find him watching a TV newscast and a lone security monitor (the only powered devices Simian has been able to restore, thus far). A relaxed, polite Simian is already enjoying a cigar and preparing a batch of perfect (shaken, not stirred) martinis, and as above cordially suggests disbursing his frowned-upon bounty amongst the heroes as they enter.

TACTICS

To Simian, his plan is eminently reasonable, and in all his exchanges with the heroes he emphasizes the cold logic of mutual necessity. Having correctly deduced both Marmo-Set and *Choshech*'s weaknesses, Simian is supremely, cooly confident the super-humans will fail without him and be forced to meet his terms, now or soon after. He is unarmed, has nothing to gain from a fight, and believes time is on his side, so Simian exercises only his wits throughout this scene.

OUTCOME

If the heroes turn down Dr. Simian's offer: *"As you wish,"* Simian replies without rancor. *"I'll await you here, for when you reconsider."* Unless the heroes insist on some other arrangement, Simian takes the most comfortable seat available, and returns to his cigars and martinis. True to his word, Simian remains there, until the heroes save the day without him (at which time he escapes on his own volition) or they change their minds and seek his aid.

If the heroes accept Dr. Simian's offer: *"Very well,"* Simian responds unceremoniously. When the new allies reach the top of the Old Fort, Simian's (covertly summoned) Hover Chair awaits him. He climbs aboard, and asks the heroes to follow as he flies toward Freedom City at whatever pace the good guys can manage.



SCENE 4 COMBAT, INVESTIGATION

THE APE-X OF POWER

Marmo-Set—still mind-controlling *Choshech*—attacks Pyramid Plaza in search of ancient mystic artifacts which will make him nearly omnipotent. Only the heroes (and, possibly, Dr. Simian) can stop him.

ROLEPLAYING THE VILLAINS

If present, Simian is coldly focused on the business at hand. His choice of actions remains very calculated even if the heroes break their deal, but his words then betray an animal fury.

Marmo-Set is driven by power and, given his current abilities, he's dangerously overconfident. After his personality re-emerges, Professor Victor is surprised by the (to him) sudden change of surroundings. Finding the priestly raiments of Set on his person again, he ruefully sighs, "Oh my… it happened again, didn't it?" The heroes find him nothing but completely humble, grateful, apologetic, and helpful for the remainder of the adventure

KEY POINTS

Unknown to most, Alexander Rhodes, the late CEO of the Rhodes Foundation (owner of Pyramid Plaza), was actually the superhero called the Scarab. Through hypnotic regression Rhodes, an avid collector of antiquities, learned of a past life as Prince Heru-Ra in ancient Egypt. This awareness awakened his *ka*, the empowered portion of his spirit, and granted him formidable psychic abilities.

After the Scarab's death, his secret headquarters remains hidden deep beneath Pyramid Plaza. It contains a number of ancient Egyptian artifacts along with Alexander Rhodes' personal journals and files.

After ascending to the top of the Old Fort on Blackstone Island earlier in the day, Marmo-Set's attention was drawn to the hurricane and other signs of battle near Pyramid Plaza…and then his Magical Awareness detected another source of the ancient sorcery of the pharaohs he craves. When the night comes (and *Choshech*'s powers are at their zenith), Marmo-Set returns to claim the added magical might he already regards as his.

Needless to say, stopping him is a very good idea. Impressing this upon the players is crucial, but thankfully not difficult. The heroes likely know nothing about the Scarab's lair, but Marmo-Set's constant exclamations of "It's here! I feel it! The power I seek is drawing nearer!" as he ravages his way down through the building is a plenty big enough hint as to what the heroes need to do, and how important it is. Gamemasters may wish to add additional emphasis (and drama) by describing an ever-increasing intense glow of mystical energy surrounding Marmo-Set which grows as he works his way towards the (under)ground.

ACTION

Unable to get a more precise fix on the Egyptian magic source, the overconfident Marmo-Set plans to start at the top floors and dismantle the Plaza buildings on his way down, until he finds what he came for. His arrogance and power lust cannot permit retreat or surrender, making this a fight to the finish.

For the heroes, matters depend on whether or not they can determine Marmo-Set's ultimate goal before he

strikes. They may figure it from his **Scene 2** exit line (by using common sense, or expending a hero point), or bargain with Dr. Simian for the information. However they manage it, the heroes can then lay an ambush for Marmo-Set, giving them a chance to finish the fight quickly and with a minimum of collateral damage.

If the heroes allied themselves with Dr. Simian, they are also well acquainted with their enemies' weaknesses. Exploiting those in a surprise attack may make the battle a *very* brief one indeed, giving them more time to ponder the ultimate rightness of their actions.

Of course, the heroes may deduce the baddies' Achilles' heels without making any deals with evil monkeys. They may know of *Choshech*'s magic vulnerability from the **Scene 2** battle, and it isn't exactly rocket science to figure out a darkness-powered villain is weakened by bright light.

Learning Marmo-Set's vulnerability to head-blows is the most critical bit of knowledge the heroes can uncover. How easy or hard it is to learn this depends on how much difficulty the heroes are having in the battle. A hard-pressed group of good guys may notice (with a Perception skill check (DC 20), or expenditure of a hero point) after a near-miss attack that Marmo-Set is especially keen on protecting his noggin. Alternately, the Gamemaster can rule any given critical hit against Marmo-Set "luckily" does the trick.

SETUP

At dusk, Marmo-Set and *Choshech* Teleport atop one of the Pyramid Plaza buildings. While battling the heroes, they work their way gradually downward, towards the hidden underground chambers containing Scarab's legacy.

The Pyramid Plaza buildings are largely empty at that hour, so innocent bystanders are not a real concern. However, if the Gamemaster needs a plot complication for the good guys, a fearless (or ignorant) janitor or nightwatchman can blunder onto the battle map.

TACTICS

Dr. Simian (if present) focuses spotlight beams (mounted on his Hover Chair) onto *Choshech*, negating some of his powers. He encourages any magically powered heroes to focus their efforts on the plague avatar (advice they'd be wise to heed). Simian himself is occupied battling the Animated Shadows (in a fight the GM really needs only to describe), allowing the players to focus on the main baddies. True to his word, Simian advises the heroes to "Strike for his [Marmo-Set's] head! A sharp blow there will neutralize him!" (See Marmo-Set's Identity complication for full details.)

Marmo-Set is still learning how best to use *Choshech*'s powers, but unlike **Scene 2**, his "guesses" as to what's most effective against the heroes aren't so devastatingly correct. For example, the Animated Shadows don't appear unless Dr. Simian does as well, or the Gamemaster needs something to punch up a ridiculously one-sided fight against some very lucky (and potentially disappointed by a too-quick victory) players. By the opposite token, if the heroes need a break, Marmo-Set can "luckily" switch over to less effective forms of attack.

ENVIRONMENTAL FEATURES

The same "being *really* high up in the air" concerns from **Scene 1** again apply here.

OUTCOME

If the heroes win the battle: Knocking out Marmo-Set (or triggering his Identity complication) restores him to his normal mild self, and immediately renders *Choshech* unconscious until the authorities can safely take him back into custody. Dr. Simian, if the heroes made a bargain with him, leaves the scene without a word once the fight is won. If the player characters break the deal and pursue him, Simian dedicates all his energies to getting away, fighting only as needed. Whether he escapes or is captured, his next scheme is a harsh revenge against the "treacherous humans," and the heroes have a bitter arch-enemy for decades to come.

If the heroes lose the battle: The Primate Patrol—who know all about Marmo-Set's tender skull—suddenly appears at the last second to literally knock some sense into the evil monkey. The magnanimous Patrol thanks the heroes for bravely holding off Marmo-Set long enough for help to arrive.

EPILOGUE

If they haven't appeared previously, the Primate Patrol (Brainiape, Chimpanzoom, Cosmo the Moon Monkey, Elasti-Gibbon, Iron Monkey, and Metamorph) appear after a decent interval, freshly arrived from Earth-Ape. They apologize profusely for having been delayed, and sincerely thank the heroes for their courage in defeating their arch-foe Marmo-Set. The Patrol also respectfully requests permission to return their (now harmless) friend Prof. Victor to his homeworld, and take possession of the Mask & Amulet of Set for safekeeping.

Though the Patrol won't push these issues, there's really no reason for the heroes to refuse the apes' taking problems off their hands. Going along also nets the player characters a promise of future help from the Patrol should it ever be needed, and the two groups then part as friends. This sets up the best possible ending: the characters end their day with new talking, super-powered monkey pals!

SEQUEL

Unless the heroes dishonor their agreement and attack him in the battle's aftermath, the quite dangerous Dr. Simian will be at large at this adventure's end. If he's free because the heroes kept their word and let him walk, they should feel obligated to track him down as soon as their honor permits. Thwarting Simian's next criminal scheme should be high on the heroes' agenda, in any case.

An undetermined number of supervillains escaped Blackstone Island during Marmo-Set and *Choshech*'s rampage there. The heroes can (and reasonably should) be busy for the immediate future identifying, tracking, and apprehending them all.

HEROES & VILLAINS

THE THIEVES' GUILD

Base: Freedom City
Current Members: The Bola, the Firebug, the Huckster, Looking Glass, the Mad Maple, the Weather Mistress
Headquarters: Mobile

The Thieves' Guild was formed around the turn of the century by six super-crooks united by a mutual love of money, particularly of the "stolen in large quantities" variety. Combining their signature exotic gadgetry to commit spectacular robberies, the Guild members managed to prosper despite a nearly complete lack of mutual trust and regard.

THE BOLA (LAS BOLEADORAS) PL10 • 140 POINTS

STR 2 **STA** 3 **AGL** 4 **DEX** 5 **FGT** 7 **INT** 2 **AWE** 2 **PRE** 5

Powers: Oil-Slick Bolas (Environment 3 (120 feet), Impede Movement 2, Easily Removable (-2 points)); **Smoke Bolas** (Cloud Area 2 (30 feet) Concealment 2 (normal sight) Attack (Resisted by Will), Easily Removable (-4 points)); **Trick Bolas** (Array (30 points) Easily Removable (-14 points) **Steel-Mesh Bolas** (Ranged Cumulative Affliction 10 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Exploding Bolas** (Ranged Burst Area Damage 8), **AE: Flash Bolas** (Ranged Multiattack Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Cumulative, Limited to Visual Sense), **AE: Laser Bolas** (Ranged Multiattack Damage 8, Penetrating 5), **AE: Razor Bolas** (Ranged Multiattack Damage 8, Homing, Penetrating 5), **AE: Sonic Bolas** (Ranged Multiattack Weaken Toughness 10, Affects Objects Only))

Advantages: Accurate Attack, Attractive, Daze (Deception), Defensive Roll 4, Improved Aim, Improved Critical 4 (Razor Bola, 16-20), Inventor, Language (English, Spanish native), Power Attack, Precise Attack 2 (ranged, cover and concealment), Quick Draw, Ultimate Aim

Skills: Deception 6 (+11), Expertise: Gaucho 3 (+5), Ranged Combat: Bolas 5 (+10), Technology 6 (+8)

Offense: Initiative +4, Trick Bolas +10 (Effects Vary), Unarmed +7 (Close, Damage 2)

Defense: Dodge 11, Parry 13, Fortitude 8, Toughness 7/3*, Will 8 *Without Defensive Roll.

Totals: Abilities 60 + Powers 27 + Advantages 19 + Skills 10 + Defenses 24 = 140

Complications: Motivation—Greed: Befitting a Guild member, the Bola is a committed thief. **Obsession:** A lifelong, incorrigible womanizer, the Bola's greatest weakness remains a pretty face.

Recently, the Guild members have all more or less settled in Freedom City and made at least a show of going straight. They are all returning to their old larcenous ways, however, committing smaller individual thefts and pulling off bigger robberies in various groupings. The members have run afoul of most of Freedom's superheroes in the process, but have developed a particular rivalry with their most frequent opponent, Johnny Rocket.

Rocket has put the Thieves' Guild behind bars multiple times, but the members never seem to stay there. Whether because of the Huckster's gift of gab, their own ingenuity, or jailbreaks perpetrated by the other members (in exchange for sizable fees), no prison cell holds the Thieves' Guild for long.

THE BOLA

Eduardo Guerrero's father raised him to follow in his footsteps and become one of Argentina's hardworking native cowboys, the gauchos. Outside of his natural skill with a bola (a gaucho's traditional weapon), Eddie proved himself a poor cowpoke. This was due mainly to his overriding interest in the village ladies, whom the charming, handsome young man loved and abandoned on a whim. Eventually, a legion of angry fathers and husbands forced him to take flight from his village. Seeing no more appealing alternative, Eddie turned to crime.

He did so in the most flamboyant manner possible (to impress the *mamacitas*, of course) as the costumed *bandito* known as *Las Boleadoras*. After a successful crime spree in Argentina, *Las Boleadoras* headed for the U.S. in search of bigger heists and more lovely ladies. Now based in Freedom City, the Bola's roguish charm and skill with his array of trick weapons make him a supervillain to be reckoned with.

THE FIREBUG

An only child, Shawn Hensley was indulged by his wealthy parents and considered a bright, promising child—until the day he started a fire just to watch the pretty flames. The Hensleys spared no expense to rid little Shawn of his pyromania, and in time the lad was seemingly cured. In truth, Hensley sublimated his condition. Every aspect of his life—including his advanced technological studies—disguised an obsessive search for new ways of creating infernos. Later, his mother and father perished in just such a blaze, secretly set by their "cured" son.

His parents' deaths made him rich, but Shawn wanted more. Inspired by other costumed villains, he spent his inheritance becoming the arsonist crook known as the Firebug.








THE HUCKSTER

Johnny Goff is a born salesman, maybe the best who ever lived. Selling ice to Eskimos was just another day's work for a man of his abilities. Johnny might have made a respectable fortune selling quality wares, but the high margin of profit for slipshod work called to him. It wasn't long before arrogance and greed seduced him into hawking dangerously defective products. Someone was bound to get hurt, and eventually a sales trip through southwest Virginia peddling home-brewed "low-calorie beer" left a lot of blind hillbillies in its wake. One class-action lawsuit later, Goff was left with nothing but a warehouse full of fatally faulty merchandise.

Goff was always on the edge of criminality, and poverty more than pushed him over it. Determined to rebuild his lost fortune at any cost, he modified his hazardously defective gadgets into even more deadly devices. He dubbed himself "the Huckster" after the traveling charlatans of old, adopting the title pinned upon him as a badge of honor. Like them, the Huckster is all about the sales pitch, but his spellbinding blarney is always a prelude to much more blatant thefts.

THE HUCKSTER — PL10 · 150 POINTS

STR 2 **STA** 2 **AGL** 3 **DEX** 2 **FGT** 6 **INT** 5 **AWE** 3 **PRE** 6

Powers: Defective Consumer Products (Array (18 points), Easily Removable (-6 points) "**Johnny Human Torch" Halloween Costumes** (Ranged Burst Area Damage 6), **AE: "Johnny Buzzkill" Smokeless Ashtrays** (Cloud Area 2 (30 feet) Concealment 2 Attack (normal sight), Resisted by Will), **AE: "Johnny Jalapeno" Cream Pies** (Ranged Cumulative Affliction 9 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Visual Only), **AE: "Johnny Spaceman" Rocket Pogo Stick** (Leaping 9 (1/2 mile)), **AE: "Johnny Supermodel" Weight-loss Tonic** (Ranged Weaken Toughness 9, Affects Only Objects), **AE: "Johnny Walker" Sword Cane** (Strength-based Damage 3, Penetrating 3

Advantages: Assessment, Daze (Deception), Defensive Roll 4, Fascinate (Deception), Improvised Tools, Inventor, Quick Draw, Ranged Attack 2, Skill Mastery 2 (Deception, Insight), Taunt, Ultimate Deception, Well-informed

Skills: Deception 9 (+15), Expertise: Current Events 5 (+10), Expertise: Popular Culture 5 (+10), Expertise: Salesman 10 (+15), Insight 12 (+15), Investigation 7 (+12), Ranged Combat: Defective Consumer Products 6 (+8), Technology 10 (+15)

Offense: Initiative +3, Defective Consumer Products +10 (Effects Vary), Sword Cane +6 (Close, Damage 5), Unarmed +6 (Close, Damage 2)

Defense: Dodge 12, Parry 14, Fortitude 8, Toughness 6/2*, Will 10 *Without Defensive Roll.

Totals: Abilities 58 + Powers 13 + Advantages 17 + Skills 32 + Defenses 30 = 150

Complications: Motivation—Greed: Befitting a Guild member, the Huckster will do just about anything for a buck. **Quirk:** Robbery is all about style for the Huckster, so he always uses whatever gadget displays the most panache. While it has nothing to do with bravery, the Huckster is always one of the last to run from a losing fight. He just can't leave a crowd without a flowery exit speech.

The other Guild members have a classic love/hate relationship with the Huckster. A dozen times or more he's talked them into some job they later regretted taking, of-

THE FIREBUG — PL10 · 160 POINTS

STR 2 **STA** 4 **AGL** 3 **DEX** 4 **FGT** 2 **INT** 6 **AWE** 3 **PRE** 2

Powers: Blowtorch Rocket Pack (Flight 8 (500 MPH), Removable (-3 points)); **Costume** (Immunity 8 (Fire Damage, Heat, Suffocation effects), Impervious Protection 2, Removable (-2 points)); **Flamethrowers** (Ranged Line Area Damage 10, Removable (-6 points)); **Pyromorphic Field Generator** (Environment 5 (Extreme Heat), Removable (-2 points))

Advantages: Defensive Roll 2, Favored Environment (Extreme Heat), Inventor, Language 3 (French, German, Japanese, Spanish, English native), Skill Mastery 2 (Expertise: Science, Technology)

Skills: Deception 4 (+6), Expertise: Science 9 (+15), Perception 5 (+8), Stealth 5 (+8), Technology 9 (+15)

Offense: Initiative +3, Flamethrowers — (Ranged, Line Area Damage 10), Unarmed +2 (Close, Damage 2)

Defense: Dodge 12, Parry 10, Fortitude 10, Toughness 8/6*, Will 8 *Without Defensive Roll.

Totals: Abilities 52 + Powers 55 + Advantages 9 + Skills 16 + Defenses 28 = 160

Complications: Motivation—Quirk: Though deceptively lucid, Hensley suffers from severe pyromania, and commits crimes to fund the development of new high-tech devices, all designed to make more pretty flames for his amusement. **Obsession:** Some men just want to watch the world burn, and none more so than the pyromaniac Hensley.

LOOKING GLASS — PL10 · 154 POINTS

STR 1 **STA** 2 **AGL** 2 **DEX** 2 **FGT** 2 **INT** 7 **AWE** 4 **PRE** 3

Powers: Jet Pack (Flight 7 (250 MPH), Removable (-3 points)); **Mirror Gadgets** (Array (30 points, Easily Removable (-8 points): **Funhouse Mirrors** (Perception Range Cumulative Affliction 10 (Resisted and Overcome by Will; Dazed, Stunned) Limited Degree), **AE: Holographic Mirrors** (Illusion 10, visual senses), **AE: Laser-Mirror Gun** (Ranged Damage 10, Accurate 2, Penetrating 5), **AE: Reflecting Pane** (Deflect 10, Reflect))

Advantages: Attractive 2, Benefit 3 (Millionaire), Daze (Deception), Defensive Roll 5, Fascinate (Deception), Improved Aim, Improvised Tools, Inventor, Language 2 (French, Italian, English native), Move-by Action, Precise Attack 2 (Ranged, Cover; Ranged, Concealment), Skill Mastery 2 (Expertise: Science, Technology), Uncanny Dodge

Skills: Close Combat: Unarmed 4 (+6), Deception 5 (+8), Expertise: Science 9 (+16), Perception 5 (+9), Ranged Combat: Mirror Gadgets 4 (+6), Stealth 5 (+7), Technology 10 (+17)

Offense: Initiative +2, Laser-Mirror Gun +10 (Ranged, Damage 10, Penetrating 5, or other effects), Unarmed +6 (Close, Damage 1)

Defense: Dodge 13, Parry 11, Fortitude 8, Toughness 7/2*, Will 12 *Without Defensive Roll.

Totals: Abilities 46 + Powers 30 + Advantages 23 + Skills 21 + Defenses 34 = 154

Complications: Motivation—Greed: Befitting a Guild member, Looking Glass is extremely covetous of rare "pretty things." **Obsession:** Even more than her love of riches, Looking Glass is consumed by both her maniacal passion for mirrors as well as her own overriding narcissism.

THE MAD MAPLE PL10 · 153 POINTS

STR 2 **STA** 4 **AGL** 4 **DEX** 3 **FGT** 6 **INT** 5 **AWE** 3 **PRE** 3

Powers: Costume (Immunity 6 (Cold, Cold Damage), Protection 1, Removable (-1 point)); **Ice Staff** (Dynamic Array (21 points), Easily Removable (-18 points) **Cold Blast** (Ranged Damage 7, Alternate Resistance (Fortitude)), **AE: Absolute Zero** (Ranged Weaken Toughness 10, Affects Only Objects), **AE: Arctic Mirages** (Illusion 5, all sense types, Limited to One Subject, Resistible by Fortitude), **AE: Blizzard** (Burst Area 7 (1,800 feet) Concealment 2 Attack (Normal Sight), Resisted by Will), **AE: Freezing Cold** (Environment 10, Extreme Cold), **AE: High-Sticking** (Strength-based Damage 3, Reach), **AE: Hypothermia** (Ranged Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep)), **AE: Ice Bonds** (Ranged Cumulative Affliction 7 (Resisted by Dodge and Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Ice Constructs** (Continuous Create 10, Permanent), **AE: Ice Projectiles** (Ranged Damage 10), **AE: Snowblind** (Ranged Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Visual Sense), **AE: Snowstorm** (Environment 10, Impede Movement, Reduce 2 ranks)); **Speed Skates** (Speed 4 (30 MPH), Removable (-0 points))

Advantages: Defensive Roll 4, Improved Trip, Inventor, Languages 2 (French, Inuktitut, English native), Move-by Action, Taunt

Skills: Close Combat: Ice Staff 2 (+8), Deception 3 (+6), Expertise: Canadian Studies 6 (+11), Expertise: Current Events 6 (+11), Expertise: Science 8 (+13), Perception 3 (+6), Ranged Combat: Ice Staff 7 (+10), Stealth 3 (+7), Technology 8 (+13)

Offense: Initiative +4, Ice Projectiles +10 (Ranged, Damage 10), High-Sticking +8 (Close, Damage 5), Unarmed +6 (Close, Damage 2)

Defense: Dodge 11, Parry 11, Fortitude 11, Toughness 9/5*, Will 9 *Without Defensive Roll.

Totals: Abilities 60 + Powers 35 + Advantages 10 + Skills 23 + Defenses 25 = 153

Complications: Motivation—Patriotism: The Mad Maple is utterly consumed by his fanatical vision of Canada as the source of all the world's good. **Hatred:** By the same token, the Mad Maple regards the United States as Canada's jealous, evil nemesis.

ten because the Huckster sold them out for his own benefit. Despite this, they realize how many more times his silver tongue saved them all from a long stay in Blackstone. Despite his occasional treachery, it's the Huckster's focus on making the big scores and his gift of gab that brings the Guild back together again and again.

LOOKING GLASS

Since her early childhood, people have said Marguerite Frey is the most beautiful girl in the world. She heard it so often it wasn't long before she believed it, too. Thereafter Marguerite was never far from a mirror, admiring her own beauty even more than anyone else ever did.

She was vain to be sure, but Marguerite's devotion to her looking glass went far beyond mere narcissism. With a passion bordering on mania, she learned everything she could about mirrors: how they worked, how they were made, and their history. In time she unlocked the deepest secrets of the reflecting pane, including previously undiscovered scientific applications bordering on sorcery.

THE WEATHER MISTRESS PL10 · 155 POINTS

STR 1 **STA** 2 **AGL** 2 **DEX** 2 **FGT** 2 **INT** 4 **AWE** 2 **PRE** 1

Powers: Weather Vane (Removable (-14 points), **Wind Riding** (Flight 5 (60 MPH)), **Weather Immunity** (Immunity 10 (Weather effects)), **Weather Awareness** (Senses 10 (Detect Weather, Acute, Analytical, Extended 5, Radius, Ranged)); **Weather Control** (Dynamic Array (21 points), **Lightning Bolt** (Ranged Damage 9, Indirect 3), **AE: Cold Snap** (Environment 10, Extreme Cold), **AE: Gale-Force Winds** (Move Object 10), **AE: Heat Wave** (Environment 10, Extreme Heat), **AE: Heatstroke** (Ranged Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep)), **AE: Hurricane** (Environment 10, Impede Movement 2 ranks), **AE: Thick Fog** (Burst Area 7 (1,800 feet) Concealment 2 Attack (normal sight)), **AE: Thunder and Lightning** (Ranged Cumulative Affliction 7 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), **AE: Tornado** (Ranged Burst Area Damage 5, Concentration Duration), **AE: Wind Gusts** (Deflect 10, Reflect))

Advantages: Attractive, Defensive Roll 4, Favored Environment (Aerial), Improvised Tools, Inventor, Move-by Action, Taunt

Skills: Deception 7 (+8), Expertise: Science 8 (+12), Perception 7 (+9), Ranged Combat: Weather Vane 8 (+10), Stealth 7 (+9), Technology 5 (+9)

Offense: Initiative +2, Lightning Bolt +10 (Ranged, Damage 9 or other effects), Unarmed +2 (Close, Damage 1)

Defense: Dodge 14, Parry 12, Fortitude 8, Toughness 6/2*, Will 10 *Without Defensive Roll.

Totals: Abilities 32 + Powers 56 + Advantages 10 + Skills 21 + Defenses 36 = 155

Complications: Motivation—Greed: The Weather Mistress aims to keep stealing until she can buy happiness…then steal some more. **Enemy:** Dr. Stratos has expressed both an amorous interest in the Weather Mistress and collegial inquiries about the Weather Vane. She is aware of the Doctor's ruthless reputation and fully realizes his interest in her is of an unsavory and false nature.

Patenting her discoveries would have made her fabulously wealthy, but Marguerite is accustomed to having everything handed to her. There was nothing left for her admirers to bring her, so she decided to steal whatever was left, putting her discoveries to use as the costumed thief known as Looking Glass, the Mistress of Mirrors.

THE MAD MAPLE

Early on, Adam Jury was a typical Canadian: polite, well educated, and proud of his native land. It was not until he fell in with a bad crowd—an extremist group convinced Canada is being kept from its greater destiny by the U.S.—that his tendencies towards political radicalism and sociopathy emerged. Jury's obsession with avenging America's slights against Canada (both real and imagined) grew.

When he discovered the late supervillain Dr. Zero's lost laboratory in Alberta, he used it to design ever more fantastic weaponry as a way to seek restitution. To that end, Jury debuted as the costumed "political activist" known as the Maple Leaf. However, his long-winded rants on the countless virtues of Canada and endless flaws of America sounded so insane to most listeners the media quickly re-dubbed him "the Mad Maple." Despite this unflattering

appellation (which angers him to no end), Jury continues his "economic redresses" (read: armed robberies) against American businesses undeterred.

THE WEATHER MISTRESS

Before reaching age 18, Cortney Cline saw her agricultural kinfolk financially ruined by a severe drought, the family homestead destroyed by a flood, and her parents killed by a tornado. Later, while walking through a blizzard to the menial job that supported her through college, Cortney vowed fate's cruel hand—the weather— would no longer control her destiny. Instead, she would be its mistress! From then on, Cline dedicated herself to studying meteorology and any manner of technology that might allow her to bend the elements to her will.

Several years, many research grants, and numerous failures later, Cline finally hit upon the discovery she sought. What she did not realize is that her success was made possible by devices abandoned by Dr. Stratos. These gadgets were nonfunctional, but (like Captain Thunder) became imbued with trace energies from Stratos' own weather-control powers. Cline incorporated pieces of these gadgets into her masterwork, a device she dubbed "the Weather Vane." With it, she reshapes local climates with little more than a thought.

Despite her achievement, Cortney remained as aloof, bitter and sarcastic as ever. She still didn't feel the scales of fate were balanced and set out to steal the riches life "owed her all along." Since then, Cortney Cline has perverted the forces of nature to sate her greed as the costumed criminal the Weather Mistress.

MARMO-SET

Primate City University's mild-mannered Prof. Victor is renowned on Earth-Ape as a leading archaeological scholar on Ancient Apegypt. Years ago, his explorations led him to the find of a lifetime: a lost Temple of Set, dedicated to worshiping the god of chaos, darkness, deserts, and storms. Unfortunately for him, his entry into the temple awakened the spirit of the High Priest Andoheb, which took possession of the kindly professor's body. Now imbued with the evil sorcerer's psyche, knowledge. and power, Victor's body became the vessel for Andoheb's mad visions of power and conquest, re-dubbing himself Marmo-Set.

In the years since, Victor and Andoheb have traded control of their shared form several times. When Andoheb takes control and embarks on a new scheme for mystical power, his plans are usually thwarted when the Primate Patrol intervenes and forces Victor's persona to regain its dominance. Despite his cursed condition, Prof. Victor remains kindly and well-regarded, and completely amnesiac about his times as Marmo-Set.

CHOSHECH

The already nervous Jeremiah had been frightened by a sudden blast of noise from a rude neighbor's enormous car sound system. One clumsy fall from a step-ladder later, he wound up in Trinity Hospital with a broken finger. There he encountered Mr. Infamy, though his previous clients could scarcely have recognized him

Jeremiah could do nothing else but agree, and was equally bereft of resistance when Infamy offered to make him just such an instrument of apocalypse. With his self-righteousness intact, Jeremiah eagerly took on his share of bringing about the end of the world in the form of plague number nine.

DOCTOR SIMIAN

It began as an experiment in the nature of intelligence, attempting to enhance the mental capabilities of primates. ASTRO Labs used a variety of methods on different test subjects. The results were not overly promising. Combined with protests about the use of apes and monkeys as experimental subjects, it was only a matter of time before the project was closed down. Its director, Dr. Carmine Mosley, didn't want to see that happen. He knew he was close to a breakthrough, he just didn't know how close. So he took it upon himself to disregard guidelines on safety and procedure.

MARMO-SET	PL12 · 159 POINTS

STR 4 **STA** 10 **AGL** 4 **DEX** 4 **FGT** 4 **INT** 7 **AWE** 7 **PRE** 8

Powers: **Powers: Prehensile Tail** (Extra Limbs 1); **Mask and Amulet of Set** (Removable, (-15 points), **Sorcery (**Array (24 points), **Chaos Magic Manifestation** (Create 12), **AE: Chaos Magic Transmutation** (Continuous Transform 4 (any material into anything else)), **AE: Darkness Blast** (Ranged Damage 8, Resisted by Will), **AE: Mystic Perception** (Senses 14 (Cosmic and Magical Awareness, both Extended 5, Radius)), **AE: Mystic Portal** (Movement 24 (Dimensional Travel 3, any dimension, Increased Mass 18)), **AE: Desert-Storm Blast** (Ranged Damage 12), **AE: Storm Riding** (Continuous Flight 8 (500 MPH)), **AE: Storm Winds** (Move Object 12)); **Possessed by Andoheb** (Enhanced Advantages 4 (Artificer, Diehard, Fearless, Ritualist), Enhanced Awareness 2, Enhanced Intellect 2, Enhanced Presence 4, Enhanced Skills 12 (Expertise: Magic 14, Ranged Combat: Sorcery 8), Enhanced Stamina 6)

Advantages: *Artificer*, *Diehard*, *Fearless*, Languages (Ancient Apegyptian, English native), *Ritualist*

Skills: Expertise: Archaeology 10 (+17), *Expertise: Magic 14 (+21)*, *Ranged Combat: Sorcery 8 (+12)*

Offense: Initiative +4, Desert-Storm Blast +12 (Ranged, Damage 12), Unarmed +4 (Close, Damage 4)

Defense: Dodge 14, Parry 12, Fortitude 10, Toughness 10, Will 14

Totals: Abilities 68 + Powers 60 + Advantages 1 + Skills 5 + Defenses 25 = 159

Complications: Motivation—Obsession: Marmo-Set craves sufficient mystical power to recreate the glories of Ancient Apegypt, rededicated to the worship of Set and under his own absolute rule. **Power Loss:** Without the Amulet of Set, Marmo-Set's Sorcery Array is lowered by 6 points, with all Alternate Effects adjusted accordingly. Without the Mask of Set, Marmo-Set's Sorcery Array is lowered by 18 points, with all Alternate Effects adjusted accordingly. **Identity:** A precise, blunt blow to the head frees Prof. Victor from Andoheb's influence and returns him to his normal self (and vice versa). In game terms, this requires a critical hit with an appropriate attack (GM's call) delivered by someone who knows about (or has deduced) this complication.

CHOSHECH (DARKNESS) PL12 · 181 POINTS

STR 2 **STA** 6 **AGL** 2 **DEX** 3 **FGT** 2 **INT** 1 **AWE** 2 **PRE** 1

Powers: Darkness Control (Dynamic Array (30 points), **Animate Shadows** (Summon 10, Multiple Minions, Limited to nighttime/darkness), **AE: Blinding Darkness** (Burst Area (60 feet) Cumulative Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Visual Sense), **AE: Life Drain** (Burst Area (60 feet) Weaken Stamina 10), **AE: Shadow Constructs** (Create 10, Movable), **AE: Shadowblast** (Burst Area (60 feet) Damage 10), **AE: Shadowhold** (Burst Area (60 feet) Cumulative Affliction 7 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree), **AE: Shadowsight** (Remote Sensing 10, visual and auditory senses, No Conduit, Medium (shadows)), **AE: Sleep** (Burst Area (60 feet) Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep)), **AE: Shadow Move** (Teleport 9 (2 miles), Accurate, Extended, Increased Mass 3, Medium (shadows)); **Shadow Form** (Flight 7 (250 MPH), Immunity 20 (Darkness Power effects, Life Support), Impervious Protection 6, Senses 2 (Darkvision))

Advantages: Fascinate (Intimidation), Improved Initiative 2, Move-by Action

Skills: Expertise: Current Events 5 (+6), Expertise: Theology and Philosophy 5 (+6), Intimidate 3 (+4), Perception 3 (+5)

Offense: Initiative +10, Shadowblast — (Close, Burst Area (60 feet) Damage 10), Unarmed +2 (Close, Damage 2)

Defense: Dodge 12, Parry 12, Fortitude 18, Toughness 12, Will 6

Totals: Abilities 38 + Powers 95 + Advantages 4 + Skills 8 + Defenses 36 = 181

Complications: Motivation—Responsibility: Mr. Infamy persuaded Jeremiah that the apocalypse is the will of God, and anyone who aids in its approach is doing His will. Jeremiah then eagerly took on his share of bringing about the end of the world as the embodiment of a Biblical plague. **Quirk:** For the fanatical Jeremiah Johns, religion is a font of trepidation and fear, and his beliefs focus exclusively on the apocalypse and end times. Talking to *Choshech* yields nothing but an endless string of fanatical rants and the creepy feeling that always accompanies time spent with a total zealot. **Weakness:** Along with his great powers, *Choshech* inherited a vulnerability to magical effects. All his attempts to resist them are made against a 50% higher (round up) DC than normal.

He used unproven methods on the most promising of the experiment's subjects, and succeeded beyond his wildest dreams. Dr. Mosley's subsequent death and the disappearance of his experimental subject spelled the end of the primate enhancement project.

Although ASTRO Labs and the Freedom City authorities searched for the missing ape, they were unable to find him. Little did they know just how good he had become at hiding. Mosley's experiment awakened a tremendous intellect in the African gorilla, an intellect born in pain and torment caused by humans. The ape killed his tormenter and fled, finding shelter in the underground tunnels and abandoned subway stations beneath Freedom City.

Doctor Simian, as he called himself, crept out at night. In his initial weeks of sentience, the superape absorbed knowledge at a prodigious rate. Within months, he had the equivalent of multiple Ph.D.s just from reading stolen books. Eventually, he discovered other inhabitants of the underground. He offered his services to the Foundry, and worked with them behind the scenes. It gave him access to equipment and research materials he needed. The two parted ways when Doctor Simian no longer needed the Foundry, although their relationship remains cordial. Doctor Simian is still one of the Foundry's loyal customers and contractors.

Ultimately, Simian chose to go it on his own. He wanted nothing from humanity, save obedience and recompense for his suffering, and that of many other creatures. Using his scientific genius, Doctor Simian has constructed many devices to take his revenge on humanity. Each time, heroes in Freedom City and elsewhere have thwarted his ambitions. In particular Freedom Leaguer Johnny Rocket has proven a thorn in Simian's side. Doctor Simian has been captured and imprisoned before, but he swears no human cage can hold him. Inevitably, he escapes to hatch a new plot to overthrow humanity as the dominant species on Earth.

ANIMATED SHADOW CONSTRUCTS PL10 · 150 POINTS

STR 12 **STA** — **AGL** 0 **DEX** 8 **FGT** 8 **INT** — **AWE** 6 **PRE** —

Powers: Shadow Form (Flight 7 (250 MPH); Growth 8, Permanent; Immunity 30 (Fortitude effects); Insubstantial 4 (Incorporeal; Vulnerable to light-based attacks), Impervious Protection 4; **Shadowblast** (Ranged Damage 12)

Offense: Initiative +0, Shadowblast +8 (Ranged, Damage 12), Unarmed +8 (Close, Damage 12)

Defense: Dodge 8, Parry 8, Fortitude —, Toughness 12, Will 6

Totals: Abilities 22 + Powers 112 + Advantages 0 + Skills 0 + Defenses 16 = 150

DOCTOR SIMIAN PL13 · 208 POINTS

STR 5 **STA** 5 **AGL** 2 **DEX** 5 **FGT** 6 **INT** 12 **AWE** 9 **PRE** 3

Powers: Large Ape (Feature (Prehensile Feet); Growth 4, Innate, Permanent; Senses 2 (Acute Scent, Low-light Vision); **Hover Chair** (Removable (-15 points), **Datalink** (Comprehend Machines 2), **Energy Blasters** (Ranged Damage 12, Split), **Hovering** (Flight 10 (2,000 MPH)), **Force Field** (Sustained Impervious Protection 12))

Advantages: Agile Feint, Eidetic Memory, Improved Grab, Leadership, Power Attack, Ranged Attack 6

Skills: Acrobatics 5 (+7), Athletics 9 (+14), Close Combat: Unarmed 6 (+12), Expertise: Science 8 (+20), Insight 4 (+13), Intimidate 6 (+11), Perception 4 (+13), Technology 8 (+20)

Offense: Initiative +2, Energy Blasters +11 (Ranged, Damage 12), Unarmed +12 (Close, Damage 5)

Defense: Dodge 9, Parry 9, Fortitude 9, Toughness 17/5*, Will 17 *Without Force Field.

Totals: Abilities 78 + Powers 70 + Advantages 11 + Skills 25 + Defenses 26 = 208

Complications: Motivation—Obsession: Doctor Simian is a mad scientific genius driven by ambition and revenge, who feels it is his duty to make humanity pay for its crimes against nature and the animal kingdom. **Quirk:** In Doctor Simian's view, humans are malicious children, undeserving of their place at the pinnacle of nature's hierarchy. Therefore he seeks ways to conquer the Earth and subjugate humanity for the greater good. Simian foresees a world under his rule where the natural order is protected and humans are kept away from dangerous tools and ideas.

THE HISTORY OF MUTANTS & MASTERMINDS IN OUR OWN WORDS

This special section takes a look back over the past ten years of publishing the game you hold in your hands, *Mutants & Masterminds*. We asked key creatives involved in making *M&M* what it is, from its first edition to this current edition, to write about the game and their experiences, giving you an inside look at how things came to be. From the earliest designs to the latest developments, from Freedom City to Emerald City and the DC Universe, the essays that follow tell the story of the game, more or less chronologically. This is *Mutants & Masterminds* in our own words.

ORIGIN OF MUTANTS & MASTERMINDS



CHRIS PRAMAS

I first met Steve Kenson in the mid-90s when we were both hungry young freelancers trying to make it in the game industry. He was working on *Shadowrun* and I was cutting my teeth on games like *Underground* and *Warhammer Fantasy Roleplay*. We'd see each other at cons, hang out with our colleagues, and talk shop. We also ended up on several private, industry mailing lists. It was on one such list that the *Mutants & Masterminds* was born.

By this point I had started Green Ronin and asked Steve to pitch me some ideas for d20 sourcebooks. His proposal for *The Shaman's Handbook* was so perfect I commissioned him to write it immediately and it became the first in a continuing line called *Master Class*. So one day on this mailing list, Steve was telling us how he had designed a whole superhero city for Gold Rush Games and now it seemed the book would never see print. He was just looking to commiserate with fellow designers, but I saw an opportunity. This was the boom time of the d20 era that Green Ronin helped pioneer, so I said, "Steve, if you design a d20 superhero game, I'll publish your city book."

Starting it was that simple. We worked out a contract and Steve started designing Mutants *& Masterminds*. The thing to understand about this moment in time is that everyone thought you needed the d20 logo on a book to get good sales. It was the mark that said a book was compatible with *D&D Third Edition*. The problem was that if you wanted to use the d20 logo, you had to abide by certain strictures. For example, you could not release a stand-alone core rulebook. Your book had to require the *D&D Player's Handbook* and say so on the cover. You could in theory use the Open Game License without the d20 license, but this was considered untenable at the time.

As Steve's design work continued, he came to me many times and asked, "Should I cleave to the d20 rules or do what's best for the genre?" My answer was always, "Do the genre right." At a certain point I realized the game was so different than *D&D* that it really ought to be its own core rulebook. In the spirit of gaming, I decided to take a chance and roll the dice. We would publish *Mutants & Masterminds* as a stand-alone rulebook and without the d20 logo. Our path was set.

DESIGNING MUTANTS & MASTERMINDS



STEVE KENSON

I didn't want to design the first edition of *Mutants & Masterminds*. It's true. All I wanted at the time was to get my superhero setting published. While I appreciated the opportunity Green Ronin offered me to do that, let's be clear: I was *not* optimistic about the potential for a d20-based superhero RPG riding on the crest of the wave that was the Open Game License. While the third edition of *Dungeons & Dragons* breathed new life into it, I was dubious of the system's ability to do anything else but class-and-level fantasy. Still, I *really* wanted to get my superhero setting published….

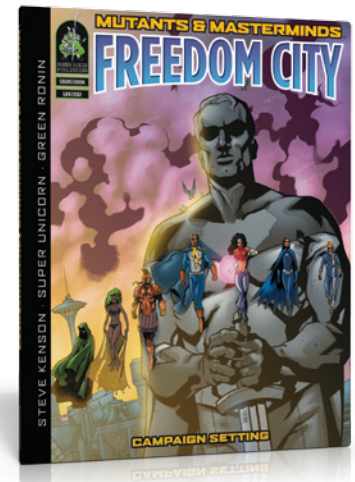
So I read and studied the d20 System Reference Document. I took apart and looked at the rules. I looked for ways to make the square peg of superheroism fit into the rounded hole defined by those rules. I quickly got stuck on three elements of the system I felt wouldn't work—classes, levels, and hit points—not exactly insignificant parts of the d20 experience!

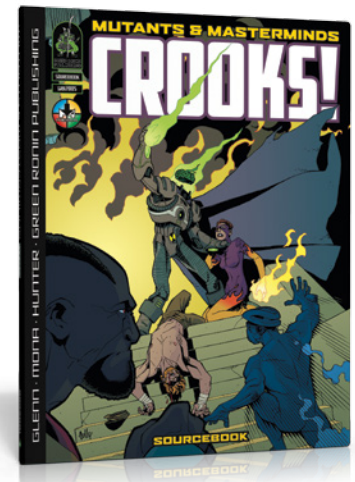
Classes were the first to go. While there are plenty of definable superhero archetypes (as seen in the character archetypes offered in *M&M*) they're not the be-all and end-all of character design. A superhero RPG needed a broader range of options in terms of characters to handle all of the oddball concepts without some overly-involved kind of "multiclassing" or the like. That led to the idea of a point-based character creation system, like that in many other RPGs.

Levels were similarly problematic in that superhero characters don't "grow" in the same zero-to-hero way as the "farm lad (or lass) chosen by destiny" in epic fantasy. The Master Mage of the Earth's dimension may have been a novice of the mystic arts once, but you can bet he had access to more than a handful of spells per day! So instead, I tried looking at "level" as a way of framing characters' overall power, something that gets discussed a lot with comic book characters. That's where the *M&M* concept of "power level" came from as a mechanism for comparing and balancing characters.

Lastly, there were hit points… given the kind of power superheroes possessed, I was looking at a *lot* of hit points,







and also a lot of damage dice. The idea having to count up rolls of 10, 12, 15 dice or more just to figure how effective a hero's punch or energy blast was made me want to abandon the project altogether. There had to be a faster, easier method for handling damage. So I looked at how *d20* dealt with effects other than damage and hit upon saving throws. That led to the concept of the Damage Save (Toughness Resistance Check in third edition parlance), perhaps the game's biggest departure from the core system.

I wrote a summary of these design ideas and ran them past Chris Pramas. To my considerable relief, he thought they were worth trying out. The core elements of the game were in place and, suddenly, I felt a *lot* more optimistic about this whole d20-based superhero game thing!

THE RISE AND FALL OF SUPER UNICORN



ERIC MONA

super unicorn design studio

Ten years ago the world was only a couple of years into the brave new "d20 Era," and already Green Ronin was at the forefront of a thriving RPG industry. Both company founder Chris Pramas and I worked at Wizards of the Coast at the time, and I'd already contributed monsters to Green Ronin books like *Legions of Hell* and *Armies of the Abyss*. My day job was editing a version of *Polyhedron* magazine that offered a distinct d20 Mini-Game every two months (from WW2 to pulp heroes to cartoon mysteries, mecha, and everything in between), so Chris and I often talked about the game system and interesting new things we were planning to do with it.

One day, Chris told me about a Very Interesting Thing. He was knocking around a superhero supplement with respected designer Steve Kenson that was rapidly becoming its own stand-alone superhero RPG, and he needed an experienced hand to make it fit as seamlessly as possible into the d20 paradigm. He also told me he planned to publish *Mutants & Masterminds* not under the strict d20 System License, which limited products to generic support for *D&D*, but under the broader Open Game License, which allowed for a complete, independent game system. I appreciated Chris's audacity, and I leapt at the chance to join the development team as the project's lead editor.

Also along for the ride were my pals Sean Glenn and Kyle Hunter, both of whom worked as art directors for Wizards of the Coast's periodicals. A chance lunchtime conversation about—you guessed it—superhero comics was the first of hundreds of similar discussions that solidified our three-way friendship.

Friendship soon became collaboration, and the three of us became Super Unicorn Design Studio, a catch-all brand for all the mutual freelance we were doing at the time to make ends meet. The *Mutants & Masterminds* rulebook thus became a Super Unicorn project. In addition to editing, art direction, graphic design, logo design, and project management, we also spent an insane amount of time and effort designing characters to be used as illustrations throughout the book, gestating what would become the META-4 "universe," which received its fullest expression in the villain supplement *CROOKS!*, published the following year.

It's crazy how much time we put into the background of characters like Protonik, the caped hero on the rulebook's cover. A series of illustrations on page 153, for example, reveals four "Protoniks of Multiple Earths," and my notebooks at the time have whole pages about each of these characters' adventures and relationship to Protonik. It wasn't all just wankery. We had a grand plan even beyond the following year's *CROOKS!* to further develop the META-4 Universe, and wanted to get the broad strokes down early.

As it often does, fate interceded to prevent much of that from happening. Somewhere in the middle of the *Mutants & Masterminds* process, Wizards of the Coast's periodicals department became Paizo Publishing, and I was soon Editor-in-Chief of *Dungeon* magazine, with no more time for freelance. Super Unicorn drifted apart. I'm now Paizo's publisher, running an OGL game of our own. Kyle's now in advertising. Sean moved across the country. *CROOKS!* and the M4 stuff in the rulebook remained,

until now, the sole published fragments of our grand plans. I'm proud, glad, and pleased that the game has been successful all these years, and that people still want to know what else Super Unicorn had in store back when we were young, we were best friends, and the world was full of crazy, wonderful ideas.

LAUNCH & RECEPTION



CHRIS PRAMAS

We wanted *Mutants & Masterminds* to make a big impact, so we made special plans for its 2002 launch. Steve wrote and Super Unicorn produced a 4 page full color flier that was stuffed into 20,000 bags for GenCon attendees. It provided two sample characters, one hero and one villain, and gave you enough rules so they could have a super slugfest. Printing that many fliers and paying for them to go into the show bags was a financial risk, as were the ads in magazines like *Dragon*. I had a feeling it'd be worth it, but I didn't realize how right I'd end up being. When we released *Mutants & Masterminds* a couple of months later, it flew off the shelves.

The reviews were great. Cynthia Celeste Miller's on rpg.net was typical of the time. "In my opinion, *Mutants and Masterminds* is the best thing to come out of the D20/OGL crowd. At first, I had my doubts about it, but those doubts were washed away quickly upon closer inspection. This is proof positive that it's possible to use the OGL and still be innovative."

Mutants & Masterminds was greeted with such enthusiasm that people were asking us all the time what we had planned for the future. When Steve and I first made our deal, however, I had only committed to two books (the core rulebook and *Freedom City*). After that, I said, we'll see. Well, before *Freedom City* even come out I had to think about what was next. It was clear from the game's reception and sales that *Mutants & Masterminds* deserved its own continuing game line. This led to products like the GM screen and the very first *M&M* adventure, *Time of Crisis*. At GenCon 2003 we were thrilled when *Mutants & Masterminds* won a gold ENnie Award. The category, ironically enough, was Best d20 Game!

FIRST ADVENTURE/ SETTING THE TONE



PROF.CHRISTOPHER MCGLOTHLIN, M. ED.

Summer 2002, my other longtime RPG publisher surrendered the DC Comics license, leaving two sourcebooks I'd contributed to unpublished. I was convinced I'd never again work on either a superhero game or the DC characters again, proving I'm a sub-Criswell-level prognosticator. Blessedly, the chief Ronins have better sense, and thanks to them, I was offered a chance to work on *Mutants & Masterminds*.

M&M and *Freedom City* were just Word documents when I was asked to write the third (and, at the time, last) book—an adventure. Still feeling pessimistic about superhero RPGs and suspecting it might be end of the line, I decided to make *Time of Crisis* a worthy finish; a grand homage to my favorite comics: Julie Schwartz-directed end-of-the-universe(s) epics. That's why *M&M* adventures began with "The End"—my Criswell-like psychic abilities.

Ten years on, "The End" was thankfully just the beginning. The honor of writing *M&M*'s "Keep on the Borderlands" (and winning a Pen & Paper Award for it—my writing's first-ever honor) remains a true blessing for which I'm forever grateful. My thanks to everyone who made it possible for my name to be forever associated with *M&M*, *Time of Crisis*, and, of course, Chimpanzoom.

M&M SUPERLINK



CHRIS PRAMAS

It's fair to say that without the Open Game License, *Mutants & Masterminds* would not exist. Even though the *M&M* rules are quite different than those of *D&D Third Edition*, it was the OGL that created the preconditions and raw material for *M&M*'s creation. While the OGL itself allowed other publishers to use and modify what we had done, we thought it in the spirit of open gaming to go further. To that end, we created the *M&M Superlink* program. This was basically like the d20 license but for *M&M*. It allowed other publishers to use the *M&M Superlink* logo and claim compatibility with *Mutants & Masterminds*. The cost to these publishers? As with the d20 license, nothing. That's open gaming.

Over the years dozens of *M&M Superlink* publishers have published hundreds of books and PDFs that explored many facets of superhero comics and gaming. These publishers and products helped build the *M&M* community too and that's been a good thing for all of us.

MIGHT HAVE BEEN: THE HALO LICENSE



ERIC TRAUTMAN

Green Ronin Publishing could've—and, I maintain, should have—published the *HALO: COMBAT EVOLVED* roleplaying game.

Roll that one around for a minute. I'll wait.

It's been a few years, and some of the specifics have faded into the mists of my encroaching mental collapse, but some years ago, I worked in the entertainment/licensing group at Microsoft, charged with turning our game properties into other "things": comics, toys, novels, and so on.

My old group went through several title and management shakeups during my eight years there, until we finally stabilized into a fairly effective team. The first crop of HALO novels came out on my watch, as did the initial batch of action figures. Inroads into Hollywood were made (which came to naught, but that's a much longer story). Comics



remained a tough nut to crack for a variety of nonsensical reasons, but right before I left the company (to return to freelancing in, oddly enough, comics) we finally got there.

When HALO was in its infancy, I pushed hard to locate a suitable licensee to tackle a roleplaying game set in that rugged military SF universe, and, having met Chris and Nicole several times over the years, and being more than a little impressed with the work they'd done at Green Ronin, it seemed a pretty obvious choice. They were local, supremely talented, and genuinely terrific people. Bungie always insisted on high-quality licensed product, and I certainly wasn't interested in churning out garbage, so I thought a Green Ronin HALO game would be a fait accompli. Everybody wins.

So yeah: sometimes I'm not exactly… prescient.

Over the course of several months, there were dozens of meetings, in which I pitched Green Ronin for the project, and pitched them hard. Bungie requested sample copies of their work, and I dutifully loaded them up with copies of *Mutants & Masterminds* (at the time, the newest, slickest piece of work Green Ronin had unleashed).

More meetings. "We're not sure. Can you send samples?"

More samples. More meetings. "We're still not sure. Can we see more of their work?"

And on, and on.

I'm not sure what they were doing with all the copies of *Mutants & Masterminds* that Green Ronin thoughtfully provided (and it was an embarrassingly large number of books), but it became clear that there wasn't going to be any forward movement, though I was never sure why.

My theory? They were too busy rolling dice and fighting dastardly crime.

Congratulations to Green Ronin and the architects of *Mutants & Masterminds*, for providing years of entertainment, and here's to ten more years of two-fisted justice.

(I can't wait for a *Cyborgs & Supersoldiers* supplement. Hint hint.)

M&M'S FIRST LICENSE: NOCTURNALS



CHRIS PRAMAS

Sean Glenn of Super Unicorn, who art directed first edition *Mutants & Masterminds*, recruited a great lineup of comic artists for the book. One of them was Dan Brereton, the man behind *The Nocturnals*. I loved the comic, so soon I was negotiating with Dan to do a sourcebook for *M&M*. *The Nocturnals: A Midnight Companion* was the first licensed product for *M&M* and indeed for Green Ronin as a whole. It's also the only *M&M* book to date I've done any real design work on.

Dan paints all his art and it turned out he didn't have scans of it. We found that out when a FedEx box stuffed to the gills with original art showed up at the office one day! We had to get it all scanned and cleaned up for reproduction in the book. Then we had to return the original art to Dan, and I was extremely paranoid about something happening to it in transit. In the summer of 2003, I made plans to go to the San Diego Comic Con with Nicole Lindroos, GR's general manager. Flights were expensive so we decided to rent a car and drive from Seattle to San Diego (nearly the entire West Coast of America).

I brought Dan's treasure trove of art with me, and would not leave it in the car unattended. I carried it into our hotel room each night. Nicole joked that I practically slept with it. Finally we got to San Diego and the first day of Comic Con I took the art over to Dan's booth. With great relief, I said, "Here's your art, safe and sound!" His response? "Hey, would you mind mailing that back to my house from here?" After the look that must have crossed my face, he agreed to take care of it himself.

Nocturnals: A Midnight Companion went on to win three gold ENnies in 2004: Best Licensed Product, Best Graphic Design and Layout, and Best Interior Art.

ONE FOR THE BOOKS: M&M, SECOND EDITION



STEVE KENSON

It was at GAMA Trade Show in Las Vegas that Chris Pramas offered me a full-time job with Green Ronin Publishing. *Mutants & Masterminds* had been doing well, with a series of products like *Freedom City, Crooks!, Time of Crisis,* and such, but the line was in need of direction. Super Unicorn, the production company that oversaw the game's launch, was moving on to other things (particularly this little start-up you might have heard of called Paizo Publishing). So Chris asked me if I wanted to come on board as *Mutants & Masterminds* developer to manage the line. I may have taken all of 30 seconds before I said "yes".

The first thing I wanted to do as developer? A new edition and a "relaunch" of the line. Every developer wants to put his or her "stamp" on a game—and I like to think I already did that with the design—but it was more than that. The first edition of *M&M* was published with a "let's see" policy. Well, we had seen, and our players had spoken, and they wanted *more!* So the game needed a solid foundation to build a complete line that would go for some time, and that's where the second edition came in.

Our playtesters pretty immediately reined-in some of more *outré* ideas, including modifiers based on percentages of a power's cost, and the highly unnecessary Research skill. Over time, we refined a number of revisions to the first edition's vague elements, or places where point values were seriously off and came up with a solid, expanded new edition. Indeed, playtesting sparked so much discussion and so many different iterations of various rules that the excess material culled from the "core" book was able to produce an entire book of its own (the *Mastermind's Manual*).

I got the opportunity to design a lot of the early second edition books, notably *Freedom City* (Second Edition), the aforementioned *Mastermind's Manual,* and *Ultimate Power.* I also had the good fortune to work with a talented cast of writers, editors, and artists in addition to the Green Ronin staff, particularly the stalwart Christopher McGlothlin (who still holds the record for having written more words for *M&M* than anyone other than me), Lucien Soulban (who created the brilliant *Hero High* book), and Scott Bennie (a favorite of mine since reading his *Champions* game summaries on the old Red October BBS). Jon Leitheusser, who did the editorial heavy lifting on numerous books, including the second edition rulebook, was a great source of support and ideas.

All-in-all, I oversaw the development of a couple dozen *M&M* books during my tenure but, at another GAMA Trade Show years later, I explained to my colleagues how I missed working primarily on the design side of things, how consumed my time had become with overseeing others' work. It had been a good run for me, but it was time for a change and, as it so happened, an opportune time at that, since Green Ronin had a shot at the brass ring of superhero licenses.

RONIN ARTS PARTNERSHIP



PHIL REED

Back in late 2004 I was running Ronin Arts, a PDF publishing company focused primarily on d20 System supplements, as a full-time operation. Every day of the week I was working on writing—or acting as publisher on—new PDFs that were designed as short, plug-n-play material intended to be dropped into most any fantasy roleplaying game campaign. And it was working!

But I knew there needed to be another tool in the box, and after a few unplanned chats with Chris Pramas of Green Ronin I had committed Ronin Arts to producing new *Mutants & Masterminds* PDFs. Now *M&M Superlink*, Green Ronin's third-party publishing program, wasn't new to Ronin Arts. With Michael Hammes acting as writer there had been a handful of successful PDF releases through Ronin Arts by the time Chris and I came to an









ART DIRECTING M&M



HAL MANGOLD

From the very beginning of *Mutants & Masterminds*' creation, art has been a huge factor in setting the tone for superheroic adventure. First Edition art director Sean Glenn went above and beyond in enlisting an A-list of high quality artists, some of them actively working in the comics field at the time. Sean set the bar very, very high.

I took over the art direction of *Mutants & Masterminds* with the Second Edition, and I had some pretty big shoes to fill. Throughout all the Second Edition books, I tried to keep the art at the same high level set by Sean, with a focus on keeping the "comic book" feel in mind. From the world of *Freedom City,* to alternate settings like *Wild Cards* and *Paragons*, getting the look right was a huge amount of fun! And then came the *DC Adventures* game line, and a chance to select from some of the finest comic art generated this century from the DC Comics art archive. I'm proud of it all.

So here we are, settling into the Third Edition of *Mutants & Masterminds*, and the talented Pauline Benney has stepped in to take point on the art direction of the game going forward. I'm stepping back to a more over-arching creative direction role, and I'm super-excited to see where Pauline is going to guide the Worlds Greatest Superhero RPG!

agreement... but that success was nothing next to what was about to happen.

Ronin Arts' first official *Mutants & Masterminds* PDF for Green Ronin was *Lockdown: Gen-Pop*, a collection of new characters for the *Lockdown* sourcebook. The idea was for the Ronin Arts PDFs to directly support Green Ronin's various *Mutants & Masterminds* sourcebooks, and this first release worked well and demonstrated that there was a demand from fans for more. A bit of brainstorming with Steve Kenson and we soon hit on a product concept that would go on to be a subline of over a dozen PDFs and, eventually, a printed sourcebook in the *Mutants & Masterminds* line.

Archetype Archive 1 was published late in 2005 and instantly dominated the PDF sales charts. A collection of ten character archetypes, the idea was to provide players with new character archetypes they could use as seeds for new characters, basic stat blocks for NPCs, or as inspiration for completely original character designs. The PDF sold well enough that we started work on a second volume within hours of release, and every "archetype" PDF following that first improved on the idea.

In 2007, there were enough PDF archetype collections—and sales of the series had been strong enough—that it was time to assemble a printed book. But rather than just collect everything into a book we—myself, Michael Hammes, and Steve Kenson—traded mail and dove into a discussion about where to change archetypes and how



to make the final book, *Instant Superheroes*, far more than just a regurgitation of the PDF material. The book took far more time than we first expected, and led to many stressful hours as we tried to pack in more than we had space for, but the end result still makes me proud.

By then my own life had changed dramatically as I had left the full-time PDF writing and publishing world behind—I accepted the position of Chief Operating Officer at Steve Jackson Games in early 2008—and it was impossible to continue guiding and managing PDF materials. I hadn't realized it when we started work on *Instant Superheroes*, but that book proved to be the final chapter in a publishing adventure that all started with an email. There are days I miss creating PDFs, but looking back at what we accomplished with Mutants & Masterminds I can say I'm proud of the work and happy to see that fans are still getting use out of all of that material. It was a fun experience and one I'll always remember fondly.

JON TAKES ON DEVELOPER DUTIES



JON LEITHEUSSER

My involvement with Green Ronin and *Mutants & Masterminds* had a long, slow start. I knew Chris Pramas from back in the '90s when he was running Ronin Publishing and I was the Games and Novelties Product Manager at Capital City Distribution. We talked whenever Chris had a new product to sell through distribution, but that was about it.

In 2001 when I took a job with WizKids and moved to Seattle, Chris was one of the few people I knew in the area, so when he invited me to "Wedding Con," which is what he and Nicole called their wedding reception, I was more than happy to attend. After all, I didn't know many people, so it might be nice to meet a few others with similar interests.

While there, a bunch of us, including Chris and Eric Mona, got to talking about *Mutants & Masterminds* and how well it was doing and how much trouble they were having finding editors who could handle editing statblocks. As a longtime *Champions* fan and a convert to *M&M*, I chimed in to say I loved checking statblocks and often did it for fun when I picked up a new *M&M* book.

PARAGONS



CHRIS PRAMAS

Paragons was a new setting released for Mutants & Masterminds, *Second* edition in 2007. We wanted to try something different and explore another side of comics. *Paragons* is a setting where normal people get paranormal powers. How does that change the world? How do people react when they are suddenly capable of extraordinary feats? *Paragons* was miles away from the four-color heroics of *Freedom City* and deliberately so. It was also different from most campaign settings in that it didn't give you definitive answers but choices to make instead. *Paragons* provided a framework and many pieces (characters, factions, conspiracies) that the GM and players would assemble into a unique campaign experience. As Steve Kenson said at the time, "We wanted *Paragons* to be a world where the players helped set the tone and direction and their characters could make decisions that would alter the world." A big theme of the setting was thus discovery and this approach was designed to enhance it. What are the truths of a Paragon campaign? A dozen groups can have a dozen different answers.



A few weeks later I got a call from Chris asking if I wanted to edit an upcoming *M&M* sourcebook, then another and another. Before long I was one of their go-to editors for First and Second Edition *M&M*. I even, with my good friend Seth Johnson, wrote the *Iron Age* sourcebook for Second Edition. In 2008, when Steve decided he wanted to take a step back from doing both design and development in order to concentrate purely on creative work, Chris offered me Steve's vacated position.

I am a comic fan and a gaming fan. I am also no fool, so I said yes. My history with the game helped because we were in the midst of working on *Warriors & Warlocks* and *Mecha & Manga*. I learned a lot working on those books as a developer as opposed to as an editor or writer, and over the course of the next couple of years learned even more.

As Developer it was my job to make sure all the writing, editing, and administrative work was completed as needed on the various books while also maintaining the overall "vision" for the game. For Second Edition that was fairly easy because Green Ronin had already released a number of sourcebooks by the time I started. I just needed to make sure the new books we published were interesting and actually added something useful or different to the game. All the books released while I was in my first year (or more) as Developer had actually begun under Steve's watch. Thankfully, I had some fantastic writers and editors to work with who made the job very easy.

WILD CARDS



CHRIS PRAMAS

While it is well-known that we publish *A Song of Ice and Fire Roleplaying*, based on George R.R. Martin's Game of Thrones novels, we actually licensed *Wild Cards* from George first. I knew George was a huge comic fan from way back and that the origins of the *Wild Cards* series of "mosaic novels" was a *Superworld RPG* campaign in the 80s that he ran for author friends in New Mexico. So when I initially contacted George to talk about RPG rights, I sent him a selection of our books and made sure to include several from the *M&M* line. Sure enough, these were what caught his eye and soon we were negotiating for the Wild Cards license. This led to three books for *M&M Second edition* (*Wild Cards*, *All-in*, and *Aces & Jokers*). We had the tremendous good fortune of getting to work with John Jos. Miller on our game books. He was one of the original players of George's campaign and one of the key authors of the novel series. There was no one better to write up the lore and he was terrific to work with. Steve Kenson handled the *M&M* mechanics ('nuff said!). The initial three books covered events and characters of the classic books, but there have also been new *Wild Cards* novels coming out since 2008. Characters from these books are the subject of our *SCARE Sheets* PDF series for *Mutants & Masterminds Third Edition*. Once again John Jos. Miller and Steve Kenson teamed up to bring the *Wild Cards* universe to life. So the story continues!



That was definitely a good thing, because the following few years were going to necessitate a big shift!

When we started the developing *DC Adventures* and *Mutants & Masterminds Third Edition* we had a chance to change the types of products we were developing and freshen up the game's overall vision. Not in a "change for change's sake" way, but in a "keep what's working and change what isn't doing exactly what we want" way. But more on that in a bit.

THE SECRET ORIGIN OF DC ADVENTURES



RAY WINNINGER

February 21, 2003. Ten years ago! That's when Chris, Nicole, and I first exchanged emails about collaborating on a new role playing game based upon the heroes and villains made famous by DC Comics.

Back in 2003, the Green Ronin crew was designing RPGs for Games Workshop, and GW had just secured a role playing license from DC as part of a broader deal with the publisher of Superman and Batman *et alia*. Chris and Nicole got me involved not only because we're good buddies, but because I spent several years working with the folks at DC Comics as a principle designer/developer/editor/architect on Mayfair Games' late, lamented *DC HEROES* way back in the 80s and early 90s. DCH was a highlight of my career in hobby gaming and my friends at Green Ronin knew that I maintained a real fondness for that material. (More than twenty years later, I still tinker with the *DC HEROES* rules in my spare time!)

Eventually, the Games Workshop/DC deal fell apart and Green Ronin drifted away from GW altogether. By that time, we'd drummed up so much enthusiasm for the project that we decided to pursue a DC license on our own. Because I still had some contacts at DC and I spent my post-Mayfair years practicing the arcane arts of doing business with big media conglomerates, I handled the negotiations personally, on Green Ronin's behalf.

So began six long years of prototypes, proposals, counterproposals, and lots and lots of waiting. What was taking so long? In retrospect, it's hard to say. DC evolved. Green Ronin evolved. The comics market changed. The role playing market changed. DC got distracted by other priorities. Green Ronin got distracted by other priorities. I got distracted by other priorities. The thing that finally propelled all parties to make a deal was DC's 75th anniversary. The licensing folks told us they wanted DC to be everywhere that year and we were happy to ink a deal. Our persistence had paid off and DC Adventures finally saw print in 2010.

What you fans are likely to find most interesting about the whole affair, I suppose, are some of the "might-have-beens." Over the course of those seven years, we redefined and reconfigured the DC project many times. For instance:

- For a variety of reasons that were beyond our control, DC Adventures wasn't always fated to use the *Mutants & Masterminds* game system. For a while, I

was designing a new system that used conventional playing cards instead of dice. (That one made it all the way to a rudimentary playtest!) Later, Steve Kenson did some initial work on a new system of his own. We even considered trying to figure out what it would take to bring the original *DC HEROES* rules back in a new edition.

- Once we were free to use *Mutants & Masterminds* as the basis of DC Adventures, I started work on a design that was based on *M&M's Second Edition*. Some of that work made it into Steve's design for *M&M3*.
- For a while, DC Adventures was going to be a boxed set that included battle maps and cardboard stand-ups, like the first couple of editions of *DC HEROES* or TSR's old *Marvel Superheroes*. In another incarnation of the publishing plan, DC Adventures would have been preceded by a Batman-themed introductory boxed set that would have been released at the same time as Christopher Nolan's *Batman Begins*!
- In another version of our proposal, DCA was to be based on the animated version of the DC Universe instead of the mainstream DCU depicted in the comics. In yet another version, we were going to create our own version of the DC Universe, one of the 52 parallel universes that DC introduced after *Infinite Crisis*.
- For a while, DC was keen for us to tackle not just the DC Universe, but some of their other properties as well. We once had plans to release sourcebooks based on *Watchmen*, *Hellblazer/Swamp Thing/Sandman*, and the Wildstorm Universe. There was also a proposal for Chris Pramas to design a lighter, story-focused RPG based on *Fables*.

In the end we were able to secure a license that let us do exactly four books. We wanted to give gamers a big toolkit they could use—alone or in conjunction with *Mutants & Masterminds Third Edition* books—to have superheroic adventures in the DC universe. Our final choice for those four titles was the DC Adventures *Hero's Handbook*, *Heroes & Villains Volumes 1* and *2*, and *Universe*.

I hope you all found DC Adventures worth the wait. I very much look forward to working on yet another DC role playing game in 2031.

DC ADVENTURES/M&M 3RD EDITION DESIGN



JON LEITHEUSSER

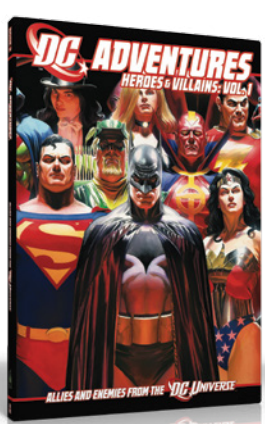
Since the idea of DC Adventures had been around for a while, Steve had already made a number of notes about the game including changes he wanted to make to the core *Mutants & Masterminds* rules. We weren't sure when (or if) we'd receive the go-ahead to start on DCA, so Steve had started working on a new edition of *M&M* using those ideas. As it was, *M&M Second Edition* was growing a bit long in the tooth after five years and more than a dozen books, so it seemed natural to start work on a new edition.

Then, DC sent word that the deal was done and they wanted us to release the game in time for their 75th anniversary. Needless to say we were all very excited. I hadn't been with Green Ronin when they'd started negotiating the deal, but I was still very happy to see it come together. In fact, I may have been looking forward to it more than any of the rest of the company since I'd only known about the possibility for less than a year at that point and they all had "negotiation fatigue" to one extent or another.

Very quickly, we realized we needed to get to work right away. We were already months behind schedule and we hadn't even started. By the way, that's often how these things work. You work hard to build a schedule, get things nailed down, then the deal doesn't happen when you'd planned, so you need to make adjustments, then it goes on the back burner and just as suddenly, the deal is on and there's a deadline you need to hit, so somehow you're already late before you begin. It's what they call, "exciting" and "challenging" in some circles.

Thankfully, like I said, Steve had already started work on new rules for the game, so he stepped up his design work.











Because he'd already turned the development work over to me, I was able to spend my time finding freelancers, sending out contracts, working up lists of characters we wanted to include, and continuing to shepherd the last few *Second* Edition books through production, which freed Steve up to concentrate on writing, playtesting, and rewriting a new edition of the game. Instead of being released as *M&M Third Edition* as originally intended, it was released as the DC Adventures *Hero's Handbook*.

When First Edition was released, it was an experiment that worked out very well. There were rough spots, but the game was fun and clearly showed potential. With Second Edition, Steve was able to address the rough spots, but also ended up with a very rules-driven, mechanics-heavy game that lost a lot of its (desired) flexibility. So, for Third Edition the goal was to create a game with solid rules that allowed for story-driven flexibility when it was needed.

There was definitely a learning curve among the playtesters who'd played previous editions of the game and were used to a more mechanical approach, but they picked up on the differences quickly and were able to provide great feedback on how to make the game better. New players responded well to the storytelling aspects of the game, such as Complications, which they enjoyed both because of the flavor they added to their characters and because of the hero points. Plus, everyone, no matter their level of experience, grasped the basic mechanics of the game quickly and easily due to its similarity to previous editions and to *D&D*.

After we made adjustments to the rules based on playtester feedback, Steve added a chapter about the DC Universe, wrote up a select group of heroes and villains, and the book was done. We had both the new DC Adventures game and the new edition of *Mutants & Masterminds*!

DEVELOPMENT OF EMERALD CITY/ECK



JON LEITHEUSSER

When *Mutants & Masterminds Third Edition* was still in the planning stages, we came up with the idea of creating a new setting to go along with the new edition of the game. We all loved the Freedom City setting for First and Second Edition *M&M*, but all the premier roles were taken in Freedom City. If a player wanted to play a Batman or Superman type, that role was already filled by one of the characters in the setting.

For Third Edition, we decided to introduce a new city that didn't have all those roles filled already. One in which the players could come up with any characters they wanted and they wouldn't be competing for the top spot with an already established character who was likely more powerful, experienced, and loved than their character was. We also liked the idea of expanding the Freedom City Universe.

As a group, we worked up some ground rules. First, we wanted to start everyone off with a bang, so we came up with the concept for the *Emerald City Knights* Heroes Journey. Using those linked adventures we could introduce players and Gamemasters to Emerald City and take them from "zeroes to heroes" in the course of a single adventure. The adventure also had the benefit of giving *M&M* fans a shared experience. So players from different groups who'd played through the series could compare notes and have fun talking about how their games when right... or wrong, and where their series went from there.

Next, we wanted to create Emerald City itself and make that available as a book. Since Freedom City was on the East



Coast, it made sense to place Emerald City on the West Coast, and since a number of the Green Roninites are located in the Seattle area, we decided to make that region Emerald City's home... plus, the city has a nice history in gaming due to its use in *Shadowrun*. Steve and I had a rough backstory for the city; that it was secretly the home base for a lot of villains and they'd adopted the adage that, "you don't $#!† where you eat," so they'd kept Emerald City fairly super-criminal—and therefore super-hero—free for the last few decades.

Unfortunately, after the events of *Emerald City Knights*, the group that controlled the city fell apart, leaving it free for the taking while also making it the perfect place for new heroes to shine.

INTRODUCING SUPER POWERED BY M&M



CHRIS PRAMAS

All throughout first and second edition *Mutants & Masterminds*, the *M&M Superlink* program had let third party publishers produce compatible material. When we were planning third edition, we wanted to keep that option available but revisit the particulars. First, we wanted to get Mutants & Masterminds right in the name, so it'd be clearer to consumers and retailers that the books went with our game. Second, we wanted to revise the system so we didn't do approvals anymore. For many years, I and then Steve looked over each *M&M Superlink* product to make sure they were using the license correctly. By this time though the community was mature and we didn't feel the need to review everything anymore. Lastly, by changing the name, it'd be instantly clear which third party material was compatible with the latest edition of *M&M*. The result of all this was the *Super-Powered by Mutants & Masterminds* license. That's the logo to look for today for third party *M&M* books.

PDF TO PRINT: THREAT REPORT & POWER PROFILES



JON LEITHEUSSER

Green Ronin has been releasing PDF versions of our books and supplements for years. Working with Ronin Arts, they even released a number of PDF-only products years ago. But with the advent of *M&M3*, I wanted to take a more unified approach that would benefit the company and the fans.

When planning Third Edition, *Emerald City Knights*, and the Emerald City setting, we knew we needed a way to get more information out to people quickly, while also providing them with something useful. Gamers always love to get their hands on new monsters, so we settled on creating a "villain of the week" series of PDFs. Every week fans could go to RPGNow or the Green Ronin Online Store and purchase a new villain. They'd get a bit more information about Emerald City (sometimes) along with a villain they could use in their games.

Up until a short time before the first PDF went live, the series was going to be known as the *Villain of the Week*, but Hal pointed out that wasn't very flavorful, so we changed the series to *Threat Report* and tied it more closely to AEGIS.

The series proved to be very popular, so after the first year we decided to change things up and release a series centered around powers and their descriptors, called *Power Profiles*, to make it easier for players, especially new players, to create their characters. Now we've moved on to the *Gadget Guide* series to present equipment, weapons, vehicles, headquarters, and other, uh, gadgets.

As long as there's interest in the weekly PDFs and as long as we can come up with good and useful topics for them to cover, we'll continue to create them. We're even thinking about returning to the *Threat Report* and even producing some longer PDF-only books, but that's a story for another day.

WORLD'S GREATEST SUPERHERO FANS



STEVE KENSON

We have humbly billed *M&M* as "The World's Greatest Superhero RPG!" (in the bombastic style of our comic book predecessors) but the truth of the matter is that we should be touting "The World's Greatest Fans!" or "World's Greatest Players!" since it is really *you* who have made *Mutants & Masterminds* a success and gotten us to the point where we can have the luxury of doing a 10th Anniversary Edition, waxing poetic about the long and winding road that got us here. You took a speculative "let's see" project and turned it into a pillar of Green Ronin's success and one of my proudest achievements in the game industry, as well as a multiple award-winner. So, I would like to offer my personal thanks to you for making the game what it is. You're all heroes in my book!

THANK YOU FOR SUPPORTING TEN AMAZING YEARS OF MUTANTS AND MASTERMINDS!

MUTANTS & MASTERMINDS 10 YEAR BACKERS

Huge thanks to all of our backers on this historic project. We couldn't have done it without you!

CYBER SUPERHEROES

Brian P. Clausen, Punching For Justice

FIRST APPEARANCES

Charlie McElvy (Xion Studios), Erik "Midnight" Ménard, James Dawsey, Jonathan French, Kyle Rivest, Matt "Catapult" Wang, Michael T. Schell, Noah Gibbs, Scott Kunian, Tymm "Samson" Brown

OLD SCHOOL SUPER HEROES

Christopher Lorando, Emmett Cooper, Gerald Vanover, Gregory S Smith, Jacob "Sentry" Mertz, Jerry Ham, Joe Martin, John "nighthunter" Karatovic, Marc Plourde, Mark Greenfeld, Matthew "Kaimontfendo" Tjeerdsma, Phillip Millman, Richard Ingram, Richard Steinfeldt, Rick Jakins, Sean D. Parker, Simon Ward, Val

SUPER HEROES

Andrew Parent, Bob Bretz, Christopher "C-Note" Jackson, Christopher Goodno, Darren "MancerBear" Bulmer, David C Farcus, David Rego, David William Kaufman II, Derek E. Ferreira, Eric "ogehn" Brenders, Gary Peter Schuetz, George "Citizen X" Pitre, Ivo Luijendijk, James Ballard, Jason "More Batman than Doug" Best, Jason Altland, Jason Branigan, Jerome J Comeau, Kenneth D Scott, Kevin Guerrero, Kevin Schelley, Konstantin Gorelyy, Matthew Muth, Matthew Pascal, Michael "RogueScribner" Arnold, Michael Machado, Nathan "Noodles" Green, Oracle45, Paco Garcia Jaen, Patrice Mermoud, Randall Hall, Remy Handler, Rick Jones, Roger Wesson Jr., Sameer Yalamanchi, Scott Kehl, Senator Cybus, Starseed, Stefano Miorelli, Ted Ludemann, The Fool, Thelonious, Ellington, Gillespie, and Coltrane Linford, William Staab, Youri St-Jean-Sterl, Zachary Crowell

BRICK & MORTAR HEROES

+1 Gaming, Bridgeport Comics and Games, EndGame, Hometown Games, I'm Board! Games & Family Fun, Imperial Outpost Games, Matthew Maaske, Noble Knight Games, Richard Patrick Washburn, Sean Holland, Trollune, Zombie Planet

HEROES

@MichaelTheAkin, A 'Woulf' Fink, Aaron F Stanton, Aaron Sullivan, AAsama, Adam Everman, Adam Nicewarner, Albert Baird, Albert J. Arena, Alex DeWees, Alex Otis, Alexander Fontenot, Allen Shock, Anarchy Engine, Andreas "Zanity" Bengtsson, Andrew Clucas, Andrew Frades, Andrew Geneczko, Andrew Hauptman (a.k.a Poet), Andrew Laliberte, Andrew R., Andy Davies, Anthony A Davenport, Anthony Humphrey, Anthony Paladino, Anti-M, Arkrite, Ash V, Bael the Cruel, Ben 'chinlamp' Schilling, Bert Isla, Bill Dunn, Bill Olander, Bill Sullivan, Bill Woodward, Bob Harrison, Bradley Yesko, Brandon Blackmoor, Brandon Urey, Brent Walters, Brett A Veasey, Brett Easterbrook, Brian Allred, Brian Dunten, Brian E. Kirby, Brian Isikoff, Brian Shottenkirk, Bruce Harlick, Bruce Powell, Bryan (Maldroth) Botz, Bryan Hilburn, Bryce Undy, Caitlin Eckert, Caleb Flegel, CardiacKangaroo, Carl Ross, Carlos Gustavo Ojeda Stelin, Carlos Ovalle, Carolyn Self, Carsten Immel, Cecil Castellucci, Chance Whitmore, Charles Kettering, Charles Myers, Charles Paradis, ChillinFrog, Choi Won, Chris "Fyrestryke" Bradley, chris "lumpy" turnage, Chris "Pepsiman" Saguisag, Chris Alcantara, Chris G., Chris Hadjison, Chris Halama, Chris Miller, Chris Rose & Kit Fox, Chris Schock, Chris Wright, Christen Sowards, Christian A. Nord, Christopher Hatty, Christopher Just, Christopher S. Battles, Chuck Childers, Clay White, Cliff Coryea, Clint Freeman, Clinton Monn, Corhakil, CPT Bhagczech, Craig Bishell, Craig Maloney, Craig McRoberts, Curt Meyer, Curtis Donnohue, Curtis Liu, Dan Fellmeth, Dan Hagy, Dan Trandberg Jensen, Daniel McSorley, Daniel Petersen, Daniel Philippe, Daniel Stack, Daniel Taylor, Darkshifter, Darrin Fesperman, Dave Costella, Dave Ellingwood, Dave Hamilton, Dave Mattingly, David Bolack, David C. Ridout, David Chart, David Chervanik, David Crowe, David H, David Halsey, David Hancock, David P. Cox "Meteor", David Percy, Dean Barclay, death tribble, Demelza Beckly, Devin Groah, Dexter Mulkey, Doc Fuligin, Donald A. Turner, Donald Jensen, Doug "DJ Eternal Darkness" Carter, Douglas Snyder, Drake Heide, DT "Sketchpad" Butchino, Duncan MacPhail, Dustin Bell, Dylan "ExoByte" Mayo, Edmund Metheny and Sophie Lagacé, Edmundo "X-MAN" Silveira, Emily Brumfield & Susann Hessen, Eric Baker, Eric Williamson, Erik Schwanz, Ethan "Massive Defender" Parker, EverKang, F.Q. Caeks, Faelias Dracon, Felix Shafir, Floyd "Castle" Grubb, Francisco Jose Gonzalez, Frank Hart, Frazer Porritt, Gabriel "Astroman" Kmiec, Garrett DeHoyos, Garrick Archer, Gene Demaitre, Geoffrey (Jetstream) Walter, Geoffrey Roy, George Anderson, George Walsh, Gilbert Podell-Blume, Gragger, Grant Erswell, Grant Shottenkirk, Greg, Greg Pope, Greg Roy, Greg Wilcox, Gregory Maroda, Ian "Hooly" Houlihan, Ian L. Brown, Ian McFarlin, J (Evilcoy) McCoy, J Barnsley, j. e. bean, J. Erick Christgau, Jack Emmert, Jack Gulick, Jack Kessler, Jack Murphy, III, Jack Norris, Jacob "Sparky" Segal, Jake King, James Bell, James Crouch, James Dillane, James Gresham, James Kent McElroy, James Milholen, James Norton aka Steller Jay, James Sundblade, James T. Benton, Jason "Hierax" Verbitsky, Jason Alexander, Jason Corley, Jason Dickerson, Jason H Gauthier, Jason Irwin, Jason LaDue, Jason Lund, Jason Mical, Jason Morgan, Jason, Kristin, and Peter Childs, Jay W Collins, JDRook, Jeff King, Jeffrey Jelmeland, Jeremey D Walker, Jeremy "SeeleyOne" Seeley, Jerome Chenu, Jerry "Juber" Ozbun, Jesse "ghostman" Perry, Jim Lucas, Joe Connelly, Joe Thater, Joey Mowes, John "King" Roberts, John Britschgi, John Clark, John Coates, John H. Cook, John Hazen, John Kelbaugh, John McLintock (AKA. JMcL63), John Mehrholz, John R Ivicek Jr, Johnathan L Bingham, Jon Finke, Jon Merchen, Jonathan Gad, Jonathan Leopold, Jonathan Pierson, Jonathan Stevens,

Jordan Mulder, Jose Lozada, Jose Luis Porfirio, Joseph McRoberts, Josh Boys, Josh Chaplin, Joshua K Reardon, Julian J. Kuleck, Justin Simon, Jyan Craig Delamotte, Karl Maurer, Karl Uebergang, Kem E Templeton, Kennon and Elizabeth Bauman, Kevin Hudson, Kevin McNulty, Kevin Schantz, Kirby Arinder, Kirk the Impaler, Kit Kindred, Kris C. Scott, Kris F. Kline M.D., Kurt McMahon, Kyle Takamoto, Kyle Watt, Kyle Wiley, Lachlan, Larry Stanton, Leon Chang, Lester O. Ortiz Miranda, Liryel, Louis R. Evans, Louis W. Erickson, Lucas Carper, Luciano Vieira Velho, Lykos Vlk, Lyman C. Green, Jr., M. Sean Molley, Marco Andre Mezzasalma, Marcus Arena, Marcus Ervin III, Mark Cockerham, Mark Darrah, Mark G, Mark K. Emmert, Mark Lazure, Mark Meyers, Mark Miller, Mark Taylor, Marty Marks, Matt Harrop, Matt Petruzzelli, Matthew A Bullwinkel, Matthew Aaron, Matthew BC Estelle, Matthew Koelling, Matthew L. Martin, Matthew Magnus Fowler, Matthew Pacitto, Matthew Villagran, Maurice Strubel, Max Morell, Melior Via, LLC, Michael "Marsh" Marshall, Michael G. Howard, Michael G. Lawrence, Michael J. Richardson, Michael Ovsenik, Michael Pietrelli, Michael Salt, Michael William Mattei, Michael Williams, Mike Janney, Mike Laidlaw, Mike Montgomery, Minerva, Mitchell "Knight Shade" Christov, name_tamer, Nathan H Kahler, Nathaniel Steffel, Neal Tanner, Nicholas Cassidy, Nicholas Pudim (Pantheon Inc.), Nick Wihtol, Nolan J. Hitchcock, none, none, O. Rafael Diaz, Olivier Lessard-Lavallée, Omar Amador, Orin Kornblit, Orion Cooper, Patrick Ley, Paul "Evil" Gonzalez, Paula "Crusher" Yesakova, Pete Hurley, Peter Engebos, Peter M Ball, Philip Beverley, Philip Minchin, Philip Stein, Prof. Christopher McGlothlin, M.Ed., R. Daniel Paddock, Rachael McCormick, Rachael Miller, Randall "Magpie" Worth, Razzilla, Ray Bailey, Raymond "Psistrike" Stegman, Ren Decena, Renzo Crispieri Th., Rhaegys, Rich Thomas, Richard Percy, Richard Stumbo, Rickard 'Dovre' Edlund, Riley Seaman, Rob Hall, Rob Morris, Robert "Jefepato" Dall, Robert Davis, Robert Biskup, Robert Challenger, Robert Fulkerson and Ryan Burton of Found in the Alley, Robert H. Mitchell Jr., Robert Rittenhouse, Robert Stehwien, Roberto "Sunglar" Micheri, ron beck, Ron Müller, Ronald Ashcraft Jr., Ryan Alarie, Ryan Buckland, Ryan M Dunn, Ryan Percival, Ryan Riojas, Ryan Singer, S Penrod, Scantrontb, Scott Carlson, Scott Greis, Scott Maynard, Scott Raby, Scott Taylor, Scott Thede, Sean C O'Connor, Seth Brower, Seth Johnson, Shaminder Dhillon, Shawn Polka, Shervyn, Simon Andrews, Soren Haurberg, Spencer Sanders, Stanley Jack Slater, Stephan Christensen, Stephen Anthony Jones, Stephen Christopher Henderson-Grady, Steve Conrad, Steve Huntsberry, Steven Debono, Steven M. Jones, stewart burwood, Stuart Macintyre, Svend Andersen, T.R. Knight, Talon Razor, Teddie E. C. Burks, Terrell Scoggins, The Fifth Wanderer, the.iron.mandarin, TheGreenMachine, Thierry Provinciael, Thomas Anderson, thomaselijah, Tim "Four Color" Bryant, Tim Gile, Tim Rudolph, Tim Ryan, Tim Soholt, Tim Steffes, Timothy Sanders, Tobias Schulte-Krumpen, Tom Reed, Tommy Ashton, Tracey and Frank Michienzi, Trampas Whiteman, Travis Carpenter, Trent "Ax_kidson" Boyd, Trever "Kid Vorpal" Harwell, Tristan Smith, Viola Carwyn, W Ryan Carden, Walt Robillard, Walter F. Croft , Wildstar aka Maurice j Oakes, Wille Backman, William Cody Bradford, William E. Karnesky, William J. Scott III, William Overstreet, Wolfgand Kook, Yuri Albuquerque, Zach Starr, Zack Walters, Zoë Marie Shafer



HEROES-IN-TRAINING

Albert Nakano, Alex "KB" Altman, Allen Ratliff, Amadeu Pumar, Anestis Kozakis, Antony Brown, Barnaby Jones, Ben Blattberg, Boman Allan Jeffries, Brian Little, Bruce Ralston, Chris Fitzsimmons (The Dragons Eye Games), Chris Smith, Christian Panten, Cody Swatek, Craig "Dex" Rolfes, Craig Hackl, Cyrus Chow, Dale C. McCoy Jr., Dalton Andrade, Daniel A. Woodward, Daniel Abigail, Daniel Steadman, DeGlove, Ed Goehe, Electronic Old Men, Eric G, Eric Trautmann, Fernando Camargo Pereira, Gian Holland, Guy Burns, Iain & Sharon Hunter-Fennell, Jaldert Maat and Marije Scherrenberg, Jamas Enright, Jamieson Hoffman, Jeff Tabrum, Jesús Molina Villa, Jo-Herman Haugholt, John M. Cheraz, John Rogers, Joshua Krage, Kevin Bender, Kevin Donovan, Lee Sims, Listan, Lowell B Stouder Jr, Marc Willner, Nat "woodelf" Barmore, Nathan Johndro, Nathan Olmstead, Philippe Boulle, Phillip Bailey, Rasmus Durban Jahr, Ray Chiang, Raymond M. S. Quignon, Rob Downing, Sarah Williams, Sean Duggan, Sebastian A. Navarro, sparky1479, Steven Conforti, Tealus, Trevor Peterson, Victoria Hyde, William A McGrath, Zalzator

SIDEKICKS

Aaron "Jalinth" Davis, Anonymous, Ben Lifson, Ben Mortimer, Billy W. Wells, Bruce Gray, Chuck Cottle, Colin "Dr. Physics" Fredericks, Cris Folley, Jr., Derek "War Dancer" Dunlavy, Derek Winston, Drew Schneider, Edward Higgins, Felipe Gabriel Pedro, Garrett Hobson, Harebrained Schemes, James Miller, Jared Levin, Jonathan Armour, Jonathan Brock, Kenneth 'Doctor Otaku' Lewis, Kenny 'the Cabbage' Norris, Leandro Borges Souza, Matthew Blackwell, Matthew Findlater, Maty Kishinevsky, Michael Jungbluth, Mike DeCarlo, Mike Selinker, Ramses Van Riel, Rob Satter, S. Rune Emerson, Sasha Bilton, Sean Cody, Sean A. Veira, Stephen Esdale, Stephen Hutchison, Steven Perez, Todd Miller, Tom Jiang, Tony Cranfield-Rose, Vincent "Etrigan" Mayer, William Kovacevich III, Willy kaceres

MINIONS

Chris Matosky, Homer Witham, James Lofshult, Jamie Wood, Jason Pramas, Marcos "Salsa" Bolton, Mark Morrison, Nicholas Volker, Randall Dederick, Robert & Connie Thomson, Stephen Hood, Thomas E. Logan (bigtdog)

CLASSIC CHARACTERS

Over the course of three editions and ten years, Mutants & Masterminds has brought hundreds of original characters into being, from the diverse denizens of *Freedom City* (and its West Coast "sister city" *Emerald City*) to the META-4 characters created for the first edition's art (and later detailed in the *Crooks!* sourcebook), the paranormals of *Paragons,* and many more. As part of the development of this *Anniversary Edition* of the game, we polled fans about some of their favorite classic characters from previous editions of M&M and we're presenting the top ten votes-getters in this section, updated to the Third Edition of the game. We've otherwise left the characters in their "classic" state when they were last published, leaving it up to you to decide what they may have been up to in the intervening years. Hopefully, it will be an opportunity for your own Mutants & Masterminds game to revisit some of the classics of years past!

THE ATOMIC BRAIN

Real Name: Harold Hamilton	
Identity: Unkown to the general public	**Occupation:** Power-mad nuclear menace
Base of Operations: Volcano Island, South Pacific	**Affiliation:** None
Height: 6'5"	**Eyes:** None
Weight: 310 lbs.	**Hair:** none

In the early 1940s, America raced feverishly toward the development of a nuclear weapon that could bring a fast, conclusive victory to World War II. Numerous teams of scientists worked on cracking the problem. A young unorthodox atomic theorist named Harold Hamilton led the most controversial and radical team, which urged giant leaps forward without standard safety and testing procedures. In those desperate days, dynamism won out over caution, and money poured into Hamilton's ambitious operation. Hamilton threw himself into the job for personal reasons, believing that weaponizing nuclear fusion would be the ultimate accomplishment of mankind, the point when science at long last crafted the planet's demise.

Disaster struck in February, 1945, when Hamilton accidentally detonated an experimental nuclear device while inspecting ground zero of a pending test. The unexpectedly powerful blast rocked the test site, utterly destroying Hamilton's body. Somehow, the brain survived.

Realizing they were out of their league, the scientists who discovered Hamilton's green, glowing brain turned it over to Scorpio-2, a secret government organization tasked with investigating paranormal and superhuman activity. Scorpio scientists managed to save the brain, locking it in a clear container filled with nutrient solution. They developed a sophisticated machine that allowed the brain to communicate, and once again welcomed Harold Hamilton to America's nuclear weapons program.

From the Nest, Scorpio-2's subterranean Washington D.C. headquarters, Hamilton eagerly shared his insight with a rival scientific team led by Robert Oppenheimer. With Hamilton's spark of mad genius acting as inspiration, Oppenheimer's Manhattan Project tested the first successful nuclear bomb on July 16, 1945. Within a month, America dropped two nuclear bombs on Japan and the war was over in the Pacific Theater. A new era had been born.

Hamilton acted as a consultant throughout the late 1940s, working with Scorpio-2 scientists to improve the lethality of nuclear weapons and bringing his mind, greatly enhanced by the disaster, to bear on numerous national security and scientific issues. Hamilton's Scorpio-2 collaborators grew to resent his increasingly autocratic style, and jokingly began referring to him as the "Atomic Brain." Hamilton silently seethed at his confinement, jealous of others who had gained wealth and prestige from his brilliance. He petitioned his handlers to create a robotic body that would allow him to interact more effectively with fellow scientists. In 1954, his handlers finally agreed, constructing an automated casing attached to a powerful mechanical body. They couldn't have made a bigger mistake.

Immediately after plugging into his new body, Hamilton lashed out against his caretakers, firing blasts of radiation generated by his glowing brain. Announcing himself as the Atomic Brain, Hamilton bragged of revealing his creation's true potential to the world, so that all might appreciate the terrible majesty of his genius. Concentrated attacks upon the Nest's superstructure resulted in the collapse of Scorpio-2's headquarters and the death of hundreds of agents. A young special agent named Gavin Pierce lost his wife before his eyes in the disaster, and swore on the spot that he would avenge her senseless death.

The Atomic Brain survived the collapse, disappearing shortly after emerging from the rubble. The public at large knew that a government building had collapsed, but knew nothing of Scorpio-2 or its unusual mission. Most citizens remained oblivious of the scope of the tragedy. A frustrated and confused U.S. government made quiet scapegoats of the scientists who provided Hamilton with his new body. Many had been "mad" scientists captured by the Homefront in the prior decade, and their eccentricity no longer seemed so tolerable in a post-war world. The government retained the services of the most brilliant madmen, shunting them to the black budget ANTAG organization.

THE ATOMIC BRAIN

The government mourned Hamilton's meltdown not just because of the deaths in Washington. The nation's foremost nuclear science genius had escaped what had amounted to house arrest and was free to offer America's nuclear secrets to the world. Fearing that the Atomic Brain might defect to the Soviets, President Eisenhauer immediately approved a new organization that would rise from the ashes of Scorpio-26a technological superspy service known as META-4. META-4's first assignment: track down and destroy the Atomic Brain.



But the Brain didn't go to Russia. Instead, he hid active nuclear timebombs in twelve U.S. cities, threatening to detonate them simultaneously if America didn't launch a nuclear attack on the Soviet Union within 48 hours. Emergency META-4 squads supported by nearly every active American superhero disabled the bombs with only seconds to spare, but the nation grappled with psychological damage for much of the rest of the decade, and began to view superhumans with increasing suspicion. Gavin Pierce, the star agent who orchestrated the Atomic Brain's defeat, became the nonpowered darling of META-4. In 1957, he was given the code name Everyman in recognition of his importance to national security and to hearken back to the legacy of World War II's most famous superheroic martyr.

Bitter rivals, the Atomic Brain and Everyman fought time and again until 1965, when Pierce tracked Hamilton to his Volcano Island lair for a final confrontation. After a lengthy battle, Everyman pushed the wounded Atomic Brain into a pool of lava, apparently destroying him. At the last moment, however, Hamilton's mutated brain detached itself from its powered body and flew to safety and a long recuperation.

The Brain reemerged from hiding five years later, vexing Gavin Pierce immediately after his retirement from field duty and assumption of the role of META-4 Control. He battled the state-sanctioned Statesmen several times, finally defeating them utterly in 1982 by permanently splitting triplicate team leader Trinity into three distinct entities. He abducted one third of the trio, exposing the nuclear-powered hero to overpowering radiation that warped his mind as well as his spirit. The resulting creature, Singularity, serves the Atomic Brain like a brutal, unimaginative robot.

By the 1980s, the Brain had grown tired of his repeated failures to gain control of America's nuclear arsenal. He finally turned his attention to the Soviet Union, hoping that the communists would be more susceptible to his nihilistic schemes. But the communists had their superheroes, too, and the Atomic Brain found himself in a titanic struggle against two extremely powerful foes, the Blazing Star and Protonik. The Brain especially disdained the nuclear-powered Protonik, whom he viewed as an unworthy inheritor of his personal scientific legacy. He twice attempted to make Protonik a slave like Singularity, but the Russian "Protector of the People" escaped his clutches each time. In 1993, Protonik and the Endgame Initiative thwarted a scheme by the Brain to hold the world hostage after capturing eleven Soviet ICBMs.

No matter how much he hates Protonik, however, no enemy had ever quite commanded his hatred and respect the

THE ATOMIC BRAIN PL18

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
13	3	1	2	6	10	2	3

POWERS

Anti-Gravity: Flight 6 (120 MPH) • *12 points*

Extrasensory Perception: Senses 4 (Darkvision, Radius Vision) • *4 points*

Mind Shield: Impervious Will 8 • *8 points*

No Longer Human: Immunity 20 (Aging, Disease, Poison, Radiation Effects, Sensory Affliction Effects, Sleep, Starvation and Thirst) • *20 points*

Radiation Control: Array (41 points), all Dynamic

- **Disintegration Beam:** Ranged Damage 8 Linked to Ranged Weaken Toughness 8 • *41 points*
- **Radiation Blast:** Ranged Damage 20 (radiation) • *2 points*
- **Radiation Sickness:** Progressive Ranged Weaken Stamina 13 • *2 points*
- **Radioactive Aura:** Reaction Damage 10 (radiation, being touched) • *2 points*

Robotic Body: Removable (–14 points), **Armor** (Impervious Protection 15), **Life Support System** (Immunity 10 [Life Support]), **Servo-Strength** (Enhanced Agility 1, Enhanced Dexterity 2, Enhanced Strength 13) • *58 points*

EQUIPMENT

HEADQUARTERS: VOLCANO LAIR • *25 POINTS*

Size: Awesome **Toughness:** 20 **Features:** Communications, Computer, Defense System, Dock, Fire Prevention System, Hangar, Holding Cells, Isolated, Laboratory, Personnel, Power System, Workshop

SKILLS

Close Combat: Unarmed 6 (+12), Expertise: Science 15 (+25), Insight 9 (+11), Intimidation 10 (+13), Perception 4 (+6), Ranged Combat: Radiation Control 13 (+15), Technology 10 (+20)

ADVANTAGES

Eidetic Memory, Equipment 5, Fascinate (Intimidation), Favored Environment (Volcano Lair), Languages 1 (English, German native), Startle

OFFENSE

INITIATIVE +1

Radiation Blast +15	Ranged, Damage 20
Radiation Sickness +15	Ranged, Progressive Weaken 13 (Fort DC 23)
Unarmed +12	Close, Damage 13

DEFENSE

DODGE	12	**FORTITUDE**	13
PARRY	12	**TOUGHNESS**	18
WILL	16		

POWER POINTS

ABILITIES	48	**SKILLS**	34
POWERS	149	**DEFENSES**	41
ADVANTAGES	10	**TOTAL**	282

COMPLICATIONS

Motivation—Nihilism: The Atomic Brain wants to see the world burn in atomic fire.

Disability: Without his robotic body, the Atomic Brain is a disembodied brain with no limbs or strength of its own.

Temper: Surviving an audience with the Atomic Brain is no small feat, as he's known for a short temper and a tendency to disintegrate those who displease him.

Weakness: The Atomic Brain's internal nuclear reactions are subject to dampening and containment fields, which can hold him and even render him unconscious for a time.

same way Everyman did. With the recent death by natural causes of META-4's storied leader, the Atomic Brain has become listless, feeling that he must make a coordinated move against the world now, while he holds the upper hand. With Pierce's death, some of the "game" has gone out of the Atomic Brain, who now feels that it's time to bring the biography of the world's greatest scientist to an explosive finish.

USING THE ATOMIC BRAIN

The Atomic Brain is one of the most powerful supervillains on Meta-4 Earth. Whenever he's involved in a caper, it's a good bet that the fate of the world hangs in the balance. Consider foreshadowing an Atomic Brain appearance early in the campaign. Perhaps the PCs see a more powerful superhero team defeated by the Brain on live television, proving that he's out of their league (at least for now). Later in the campaign, a veteran superhero tells war stories about his old team's encounters with the Atomic Brain, including mentions of grave losses suffered at the hands of the nuclear mastermind. Try to make your players nervous about facing off against him—they'll know it's their duty to take him down when the time comes, but they should go into the fight wondering if maybe they aren't ready.

The Atomic Brain likes to think big. He believes that the man whose technology destroys the world proves himself the world's supreme scientist. Prolonging life through medicine has no true scientific victor, being merely a game of cumulative minuscule contributions inching forever toward an unattainable goal. Yet the world will be destroyed but once. He who determines the finish line wins the race, rendering life-giving science meaningless. Harold Hamilton is out to destroy the world and every living thing on it to prove to everyone and to himself that he is the greatest scientific mind the world will ever know.

And not just any world destruction will do. For it to "count," the world must be consumed in nuclear fire. The

Atomic Brain frequently targets nuclear test sites (especially in the South Pacific, near his lair on Volcano Island), capturing armed warheads to add to his personal arsenal. Once he's gathered a handful of nukes, he likes to pick a nation at random and hold it ransom as the timer ticks down to launch. Nuclear weapons will destroy the world, he reasons. The people should be forced to fear his creation appropriately.

Because he has fought the world's superheroes for longer than almost anyone else alive, the Atomic Brain is greatly respected by the supervillain community. More often than not, the Brain holds a nation ransom in secret, so more standoffs end in massive cash payouts than in defeat at the hands of superheroes. Many supervillains consider working for the Atomic Brain a "sure thing" in terms of payment. An invitation to join the Brain in a caper is viewed as a major status symbol by many supervillains.

Surviving an alliance with the Atomic Brain is another matter entirely, as the nuclear-powered madman frequently disintegrates subordinates who fail him. His minions (soldiers, scientists, technicians and the like) fare even more poorly, and most attempt to stay out of his direct attention. Many of Volcano Island's scientists are kidnap victims forced to work for the Atomic Brain under threat of death.

The Atomic Brain particularly hates superheroes who derive their powers from nuclear energy or who owe their careers to some sort of atomic accident. He prefers to make examples of such characters by capturing them, torturing his captives to encourage them to join in his crusade toward nuclear annihilation.

TACTICS

The Atomic Brain prefers to let his minions and allies fight for him, but he's not above stepping into the fray when he's left little choice or when he sees a good opportunity for a crushing attack. He begins combat by using his Energy Control to envelop himself in an Energy Field of radiation. Anyone who touches the field must make a Damage save against a bonus of +18L.

Although he is not a psychic, the nuclear explosion that granted Harold Hamilton his powers also endowed him with Mental Protection and Sensory Protection, which grant him limited resistance to psychic and Dazzle attacks.

If engaged by a superior hand-to-hand combatant, the Atomic Brain takes to the air, thereafter peppering his enemies with deadly blasts of radiation. When in extreme danger, he sometimes detaches his brain from the robotic body apparatus, whisking himself to safety via his Flight power.

BARON SAMEDI

WORLD OF FREEDOM

Simon DuLac grew up in Haiti, so the power of Voodoo was a proven fact to him. But Simon was always more interested in immediate, worldly power, which led him to becoming an important figure in the Caribbean underworld. He smuggled drugs and laundered money. He used the fearsome reputation of Voodoo to his advantage, without particularly caring what the loa thought of it, but the loa did notice, and did care.

Baron Samedi, the loa of death and the undead, chose Simon as his cheval, his "horse" that he would ride in the mortal world. Baron Samedi maintained to his fellow loa that humanity was a base and unworthy race, suitable only to serve as the loa wished. The sea loa Siren opposed his view, claiming humanity was valuable in its own right. So the two loa chose vessels to inhabit to prove which of them was right once and for all.

Using Simon's criminal network, Baron Samedi was able to begin distributing his "zombie powder". He works to corrupt and degrade humanity and to deal with Siren, who has also taken on a human host and become a continual thorn in his side. Eventually, the loa knows that he will triumph, and the world will become a vast graveyard of his mindless zombie followers.



Real Name: Simon DuLac/Baron Samedi	
Identity: Public, but the general public does not believe Baron Samedi is a god.	**Occupation:** God of the Dead, crimelord
Base of Operations: New Orleans, Louisiana	**Affiliation:** None
Height: 6'	**Eyes:** Black
Weight: 175 lbs.	**Hair:** Black

Baron Samedi isn't human at all, but a malevolent spirit that feeds on human suffering and death. Humanity is nothing more than cattle to be used as he sees fit. He turns both the living and the dead into zombie puppets with no will of their own. Samedi can be quite charming and enjoys winning others over to his side of their own free will with promises of wealth, prestige, and power. He exists to corrupt people, proving that humans ultimately want what he offers them.

Baron Samedi is a spirit inhabiting the body of Simon DuLac. He grants his mortal host great strength, endurance, and resistance to injury. He can regenerate damage to his mortal host body at an accelerated rate.

BARON SAMEDI PL12

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
8	10	2	1	8	1	10	9

POWERS

Eternal Spirit: Immortality 5 • *10 points*

Immortal: Immunity 3 (Aging, Disease, Poison) • *3 points*

Sorcery: Array (24 points)

- **Mind Control:** Perception Ranged Affliction 12, Limited (must have a piece of the target such as hair, fingernails, etc.) • *24 points*
- **Cloud of Darkness:** Cloud Area 4 Visual Concealment Attack 4 • *1 point*
- **Shadow Snare:** Cumulative Ranged Affliction 8 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *1 point*
- **Step Through Shadow:** Teleport 6 (1,800 feet), Accurate, Easy, Extended (60 miles), Medium: Shadows • *1 point*
- **Zombies:** Summon Zombie 2 (30 point minions), Controlled, Horde, Multiple Minions 4 (16 minions) • *1 point*

Spirit Healing: Regeneration 2, Persistent • *4 points*

SKILLS

Deception 4 (+13), Expertise: Streetwise 5 (+6), Expertise: Voodoo 12 (+13), Insight 5 (+15), Intimidation 4 (+13), Ranged Combat: Sorcery 10 (+11), Sleight of Hand 4 (+5), Stealth 7 (+9)

ADVANTAGES

Artificer, Contacts, Favored Environment (Ambush), Languages 1 (English, Haitian Creole native), Leadership, Minion 10, Startle, Taunt

OFFENSE

	INITIATIVE +2
Mind Control —	Perception Range, Affliction 12 (Will DC 22)
Shadow Snare +11	Ranged, Affliction 8 (Dodge DC 18)
Unarmed +8	Close, Damage 8

DEFENSE

DODGE	8	**FORTITUDE**	10
PARRY	8	**TOUGHNESS**	10
WILL	12		

POWER POINTS

ABILITIES	98	**SKILLS**	26
POWERS	45	**DEFENSES**	8
ADVANTAGES	17	**TOTAL**	194

COMPLICATIONS

Motivation—Corruption: Baron Samedi wants to prove humanity is inherently corrupt and unworthy.

Host: The loa Baron Samedi possesses a human host body and has no corporeal existence without one.



Like Siren and her host body, the Baron's presence prevents his host body from aging.

Baron Samedi also has various magical powers. He can animate the dead, exert some control over the minds of the living, command reptiles, and create clouds of smoke or pitch darkness. These are innate abilities for him, not just mortal sorcery. He's never without some zombie henchmen at hand, and is always creating more.

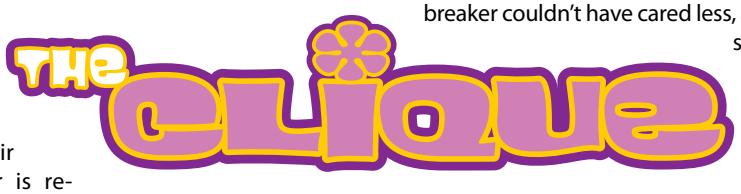
Baron Samedi usually prefers to have his zombies and enthralled minions do his dirty work for him. If seriously threatened, he can step into a shadow and disappear, reappearing some distance away.

THE CLIQUE

Concept:	Fashionable Femme Felons
Members:	Boy Toy, the Crush, Jawbreaker, the Other Woman, Pixie, Wallflower
Area of Operation:	U.S. West Coast

If you're talking felony and fashion, you're talking about the glamorous girl gang, the Clique. The team is a tight-knit sorority of surprisingly efficient and elusive parahuman thieves. Neither mercenaries nor dissidents with a clear agenda, the Clique is motivated almost entirely by materialism. They simply take what they want, when they want it.

Despite this bevy of beauty's dedication to each other, they are a contentious lot. Catty comments and seemingly cruel practical jokes are common within their ranks. Each member is required to maintain the strictest standards of fashion and grooming. Camera-shy they are not. Despite their dubious pursuits, they seem to enjoy copious attention from the press and public. Each member enjoys the perks of a high-profile celebrity.



Despite these benefits, however, internecine tension contributes to an unusually high turnover rate. Few can handle the social pressure in addition to the life of crime. On a heist, however, these babes support each other like sisters.

Generally, these brash brats are not out to hurt anyone. They simply do as they please, and rely on their diverse powers to make a clean getaway. With the exception of the dynastic assassin Pixie, none of the Clique take their life of crime seriously enough to die for it. None have served any prison time.

The Clique was formed in 2002, when the duplicate villainess Other Woman began gathering her dispersed flock of doppelgangers. One Other Woman clone, a flight attendant, had met and befriended a young parahuman named Betsy Barcal, who had been operating as a petty criminal powerhouse called Jawbreaker. The clone offered Jawbreaker her San Francisco flat as a place to crash when she was away, explaining that she simply hated being bored. The clone arranged to fly Jawbreaker down to southern California to meet with the original Other Woman, who sought thrills and power and needed muscle to back up her intrigue. Barcal pledged in, and the two continued to scout for recruits.

After attracting a beautiful female android from the future named Tangerine and a young techno-genius named Gimmick, the Clique set their sights on drawing in the Crush, a seductive new sensation sweeping the criminal underground. Despite the girl's abrasive personality, the Other Woman was willing to step out of the limelight and hand over the reigns of the team. The Clique needed the financial resources brought by the affluent Crush, who also brought with her the vehicle/robot Boy Toy and a lavish penthouse headquarters. The Crush proved an adequate leader, but a brash decision soon fragmented the team.

The team's robotic mascot Boy Toy inexplicably began to develop a rudimentary, child-like sentience. The robot developed a close friendship with Tangerine and Gimmick, both of whom began to see him as a full-fledged member of the team rather than a nonsentient robotic underling. The Crush considered this increased personality a defect in her favorite toy, and worse, a liability to the team's heists. She instructed Gimmick to purge Boy Toy's software. Jawbreaker couldn't have cared less, and the Other Woman slyly deferred to the new leader's judgment. In a brutal final row that demolished their headquarters, Gimmick and Tangerine both quit the team and reformed, becoming superheroes and frequent adversaries of their old teammates.

Recently, the Clique moved to a new headquarters in your player characters' home town. They've also recruited two brand new members, a tech specialist named Wallflower and a fierce enforcer called Pixie.

THE PENTHOUSE

Thanks to the machinations of both the resourceful Crush and the devilishly clever Other Woman, the Clique has taken up residence, rent free, on the top three stories of Sebastian Belle Plaza. The 25-story commercial property features high-end retail stores and a theater on the bottom four floors, and architectural, fashion, and design offices on the other floors. The Clique maintains an empty 21st floor, and their staff of highly trained handlers, agents and lawyers work on the 20th.

The girls' HQ itself is a comfortable and well-appointed living space. Other than the top floor, which contains a rather extreme workout room, Wallflower's workshop, and Boy Toy's garage, the apartment is normal, albeit rather posh. The team's home holographic entertainment and communications system and automated kitchen appliances are all advanced technology lifted from Octopus Umbrella.

HQ: THE CRASH PAD — 13 POINTS

Size: Large; **Toughness:** 10; **Features:** Communications, Computer, Fire Prevention System, Hangar, Garage, Gym, Living Space, Power System, Security System 2

BOYTOY



Earlier this year, the power-draining android Damocles tore a swath of destruction through Washington, D.C. in an attempt to lure in unsuspecting heroes to be culled. The Front administered a sound beating to the robot on the lawn of the White House, leaving a "clean-up crew" to clear away the debris and rubble left by the hard-won fight. An infiltrator agent of the super-science consortium Octopus Umbrella salvaged a tiny fragment of Damocles' circuitry, and after his masters had decoded its technology they auctioned it off to Unitrol (page 104).

Unitrol used the technology to design highly mobile weapons platforms known as Anthropomorphic Mechanized Vehicles. Dubbed Ifriti after the fire-wielding demons of Arabic mythology, AMVs can not only transport troops into a variety of environments, but also transform into androids to fight beside them. Possible vehicle configurations range from a banal sportscar to a one-man submarine to a spacecraft capable of seating six—the permutations are nearly limitless.

Unitrol's development of the AMVs ended embarrassingly when the fledgling supervillainess the Crush used her emotion-manipulating powers to simply walk into the suburban industrial park where her father managed the Ifriti program and cruise out with her first big haul. When she saw the AMV prototype's lustrous pink-and-purple paint job and slick modern design, she knew she'd found a partner for life.

In addition to acting as their "wheel man," Boy Toy adds depth to the Clique's frontal assaults. Typically, Jawbreaker pilots Boy Toy directly into melee, priming targets with blaster fire. The Clique is hesitant to squander the android's missiles on soft targets, saving them to disable enemy vehicles and penetrate fortifications. If aerial support is required, Boy Toy remains in jet-mode and provides covering fire.

Remaining in vehicle form saves time should the Clique need to beat a hasty retreat. In these cases, and when the situation calls for stealth, Boy Toy emits a unique electromagnetic signal that Obscures both vision and radar. With Wallflower's help, Boy Toy has been able to narrow the frequency such that it does not affect the senses of certain individuals, such as the Clique themselves.

The Clique regards Boy Toy as part valet, part high-tech toy. He speaks in clipped, direct statements, as would a butler or cartoon mountie.

Since the Crush purged his personality last year, Boy Toy has demonstrated some strange traits. He seems inexplicably able to differentiate the Other Woman from her doppelgangers, and is particularly protective of Wallflower. It is possible he is more sentient than he appears, and wisely hides it from the girls. His true nature and agenda are anyone's guess.

BOYTOY	PL10 · 135 POINTS
STR 5 **STA** — **AGL** 0 **DEX** 2 **FGT** 6 **INT** — **AWE** 0 **PRE** –4	
Powers: Armor Plating (Protection 10); **Camouflage Field** (Concealment 6 (All Visual, Radio, Precise); **Construct** (Immunity 30 (Fortitude Effects)); **Mechamorph** (Variable 4, vehicle forms, Quirk: Retains color scheme); **Weapons Array** (**Blaster** (Ranged Multiattack Damage 10), **AE: Missiles** (Ranged Burst Area Damage 10), Unreliable—5 uses)	
Advantages: Move-by Action	
Skills: Perception 6 (+6), Ranged Combat: Weapons Array 8 (+10), Vehicles 12 (+14)	
Offense: Initiative +0, Blaster +10 (Ranged, Multiattack Damage 10), Unarmed +6 (Close, Damage 5)	
Defense: Dodge 10, Parry 8, Fortitude Immune, Toughness 10, Will Immune	
Totals: Abilities –2 + Powers 111 + Advantages 1 + Skills 13 + Defenses 12 = 135	
Complications: Motivation – Acceptance: Boytoy belongs, literally, and works hard to please. **Not A Real Boy:** Boytoy is just a machine and not a person…or is he?	

THE CRUSH



Deidre Pawlowski was always daddy's little girl. Unfortunately for the law-abiding world, daddy was a mid-level project manager at an independent suburban laboratory underwritten by Unitrol, a crypto-terrorist subversive government organization with designs on global politics.

As an only child, Deidre occasionally accompanied her father to work. By the time the flirtatious girl manifested the parahuman ability to manipulate sexual orgone energy at 16, she literally had the run of the place. Between permissive parents and thralls under her mind-control powers, no one ever told her "no." She got whatever she wanted, and what she wanted was power and celebrity.

Not long after looting her way across Southern California, Deidre came to the attention of one of the Other Woman's doppelgangers. The devious cloner saw a great deal of po-

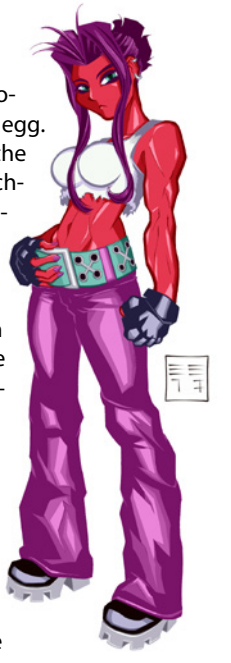
tential in the sassy brat, and chose her to be the face-girl of her new Clique.

The Crush regards her outlaw life as tremendous fun, and rarely contemplates the consequences. An incredible narcissist, Deidre is easily distracted by flattery. As far as she's concerned, she *is* the Clique, and all other costumed femme fatales aspire to her image. Not surprisingly, other women tend to resent her.

The Crush is petulant when crossed, and capable of severe cruelty. She has never heard of orgone energy or its pioneer Wilhelm Reich, but is aware that she possesses parahuman abilities. She never admits it, however, and claims to be simply irresistible to men.

Though she's spent enough time with Unitrol instructors to qualify as a crack-shot with a blaster, the Crush prefers to sit back and let big, sweaty boys do the fighting. Even if directly threatened, there will likely be an "admirer" nearby ready to step in and protect the damsel in distress. When on a gig, the Crush acts both as a distraction and to soften up targets for her teammates. She first "sucks the life out" of a room, Draining men's Strength and Wisdom. Ideally, this leaves them less than fighting fit, oblivious to teammates infiltrating elsewhere, and more susceptible to the Crush's Mind Control. Even more tenacious foes will find it difficult to fight their way through both Boy Toy and Pixie to lay their mitts on Pawlowski.

JAWBREAKER



Betsy Barcal came into the world protected by a giant rainbow-colored egg. Her mother died in childbirth, and the egg passed into the hands of researchers. For 3 years it grew, occasionally changing colors, and acting as something of a lab mascot. Finally, the shell fractured, revealing a healthy 3-year-old girl. Betsy's skin soon hardened into a pink candy-like shell, and tests revealed that the toddler had the strength of a teenager.

Because of her abnormally long gestation, Betsy was schooled alongside younger children at the West Coast Talented Child's Center. Even at a young age, this left her feeling frustrated yet powerful, a callous child eager to bully her peers. She demonstrated little empathy, and shrugged off the most formidable punishments.

The first thing to penetrate her hard exterior was a crush she harbored for another student, Rhett Berlin. The mysterious and aloof Berlin's own secrets collided with his student life on the day of his graduation, when commandos from Baseline, a humans-first socio-terrorist organization, raided the commencement. The genocidal mercenaries traced Berlin to the school from his extra-circular life as Emo, leader of the teen hero team the Upstarts.

THE CRUSH — PL10 · 127 POINTS

STR 2 **STA** 2 **AGL** 3 **DEX** 3 **FGT** 7 **INT** 0 **AWE** –1 **PRE** 10/3

Powers: Kevlex Armor (Removable (–2 points), Immunity 5 (Fire Damage), Protection 5), **Orgone Cloud** (Enhanced Advantages 2 (Attractive, Fascinate (Deception)), Enhanced Presence 7, Limited to Men); **Mind Control** (Cumulative Cloud Area Affliction 10 (Resisted and Overcome by Will), Entranced, Compelled, Controlled; Limited to Men); **Weaken** (Cloud Area Weaken Strength and Will 10, Limited to Men)

Equipment: Blaster pistol (Ranged Damage 5)

Advantages: Attractive, *Attractive*, Equipment 5, Evasion, *Fascinate (Deception)*, Leadership, Taunt

Skills: Deception 5 (+15), Insight 6 (+5), Persuasion 5 (+15), Ranged Combat: Blaster 7 (+10), Technology 4 (+4)

Offense: Initiative +3, Blaster +10 (Ranged, Damage 5), Unarmed +7 (Close, Damage 2)

Defense: Dodge 10, Parry 7, Fortitude 6, Toughness 7, Will 8

Totals: Abilities 38 + Powers 46 + Advantages 9 + Skills 14 + Defenses 20 = 127

Complications: Motivation – Control: The Crush is in charge and anyone who thinks otherwise is in for a rude awakening.

JAWBREAKER — PL9 · 139 POINTS

STR 10/2 **STA** 3 **AGL** 3 **DEX** 2 **FGT** 4 **INT** 0 **AWE** 2 **PRE** 1

Powers: Candy-Colored Shell (Immunity 27 (Critical Hits, Cold, Damage (Cold, Electricity, Fire, and Sonic), Pressure, Poison, Suffocation), Impervious Protection 8); **Energy Reflection** (Deflect 9, Reflection, Close Range); Enhanced Strength 8; **Kevlex Armor** (Removable (–1 point), Immunity 5 (Fire Damage)

Equipment: Blaster pistol (Ranged Damage 5)

Advantages: All-out Attack, Attractive, Equipment 2, Improved Critical, Interpose, Power Attack, Second Chance (Will checks vs. mental powers)

Skills: Close Combat: Unarmed 4 (+8), Deception 7 (+8), Insight 4 (+6), Intimidation 5 (+6), Ranged Combat: Blaster 3 (+5), Ranged Combat: Throwing 3 (+5)

Offense: Initiative +3, Blaster +5 (Ranged, Damage 5), Unarmed +8 (Close, Damage 10)

Defense: Dodge 7, Parry 7, Fortitude 8, Toughness 11, Will 7

Totals: Abilities 34 + Powers 67 + Advantages 8 + Skills 13 + Defenses 17 = 139

Complications: Motivation – Acceptance: No one is ever going to hurt Jawbreaker again, if she has anything to say about it. **In Her Shell:** Jawbreaker is withdrawn and uses her invulnerability to protect her from more than just physical harm.

During the carnage, Berlin appealed to Barcal to defend the institution, but self-preservation remained her top priority. Disappointed and desperate, Emo used his emotion manipulation powers to force her to fight. The invaders were repelled, but Barcal was furious with the hero, more for forcing her to confront her selfish cowardice than for forcing her into the melee. Convinced that Berlin had been manipulating her into liking him all along, she

THE OTHER WOMAN	PL9 · 173 POINTS
STR 0 **STA** 2 **AGL** 2 **DEX** 2 **FGT** 2 **INT** 3 **AWE** 1 **PRE** 2	
Powers: Duplication (Summon Duplicates 5 (75 point minions – same traits, but without this power), Continuous, Heroic, Mental Link, Multiple Minions 6 (64 minions), Sacrifice); **Kevlex Armor** (Removable (–2 points), Immunity 5 (Fire Damage), Protection 5)	
Equipment: Blaster pistol (Ranged Damage 5)	
Advantages: Attractive, Connected, Equipment 2, Teamwork	
Skills: Close Combat: Unarmed 8 (+10), Deception 10 (+12), Insight 4 (+5), Ranged Combat: Blaster 8 (+10), Technology 3 (+6)	
Offense: Initiative +2, Blaster +10 (Ranged, Damage 5), Unarmed +10 (Close, Damage 2)	
Defense: Dodge 10, Parry 8, Fortitude 4, Toughness 7, Will 8	
Totals: Abilities 28 + Powers 100 + Advantages 5 + Skills 17 + Defenses 23 = 173	
Complications: Motivation – Control: The Other Woman is always in control, of herselves and of the situation. **Lost in a Crowd:** With all of her duplicates, which of "her" is real? Even she may not know.	

fled the institution and lived on the street for years before the Other Woman offered her a new life with the Clique.

Barcal is the Clique's enforcer. Ironically, given her experience with Emo, she is content to sit back and let others give the orders. While her closest friend remains the Other Woman, who taught her an appreciation for the finer things in life, Barcal admires the Crush's confidence and bravado. At her worst, this desire for acceptance makes her a bit of a wannabe.

Jawbreaker is brave to the point of recklessness, in the hope of erasing the cowardice she demonstrated at the Talented Child's Center. She is incredibly strong and resilient. When confronted with the rare individual who can match these traits, Jawbreaker levels the playing field with incredibly filthy trash-talk. She gets a huge kick out of being underestimated, and often invites heroes to "trade" blows.

It takes Jawbreaker about a week to induce a chemical change in skin color, though the actual change itself happens overnight. Grievous wounds reveal an internal strata of rainbow colors.

THE OTHER WOMAN

Wendy Wallace was engaged to a man she didn't really like, and worked dutifully at a job that didn't particularly interest her. Like many intelligent young women, she felt that life had more in store for her, and that her destiny was always just around the corner. Regardless, she continued to go through the motions, including getting together after work with tedious friends at the local corporate watering hole.

One night, she left a little more drunk than usual, and this time, it caught up with her. Less than a mile from the restaurant, she dozed off at the wheel, and awoke to half-consciousness with the sickening thud of her head smashing into the windshield. She reeled under the sobering realization that she had run her car off the road and smashed into a telephone pole. Although she assumed that this moment would end her life, it proved instead to be a perplexing rebirth.



Her body was twisted unnaturally up against the dash, and a slurry of ruptured organs churned beneath bruised skin. Through a veil of pain and her last choked breaths, a familiar hand reached into the car and touched her gently. Outside the car stood an identical twin she never knew she had.

As life faded from Wendy Wallace[1], it coursed into the the strange "imposter," Wendy Wallace[2]. The "new" Wallace had all the original's memories and none of her own. Over time, she realized that she'd been unwittingly creating duplicates her whole life, and that these clones lived their own lives, completely unaware that they were connected to a greater sisterhood. She proceeded to instinctively seek out other strays, and in short order, learned to create more. Armed with this "army of me," she turned her wiles toward carving out a more exciting life.

Although armed and dangerous, the Other Woman eschews combat. She generates as many clones as she needs to bog down an opponent, allowing her to escape. She is much more effective as a tactician, and is skilled at sowing confusion with gambits such as masquerading as a imperiled bystander. With at least two doppelgangers always in reserve, Wallace shows little concern for her doubles, sacrificing them if the going gets tough.

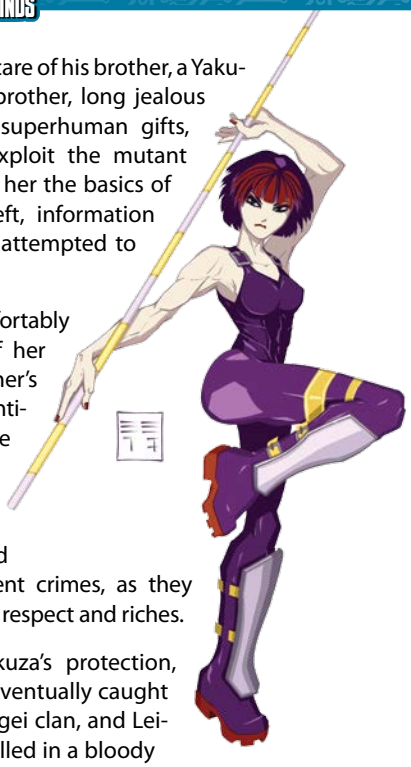
Wendy Wallace can crop up where she is least expected. She never produces more than 18 duplicates in an encounter, as at least two are always assigned as sleeper agents living normal, boring lives. In case of an emergency, the sleepers can be called into service, absorbed, or (in a worst-case scenario) taken over as Wendy Wallace[1]. It's possible that a PC's long-time coworker or girlfriend is one such doppelganger.

Although she allows the Crush to lead the team's day-to-day operations, other members of the Clique defer to her pronouncements as a matter of course, realizing where the true power lies.

PIXIE

Pixie's father, Yoshi Mingei, paid dearly for the naive belief that he could abandon his family's tradition as enforcers for the Yakuza. Despite his own parahuman abilities, the elder Mingei was killed by a car bomb, leaving his young

daughter in the care of his brother, a Yakuza loyalist. The brother, long jealous of his sibling's superhuman gifts, was quick to exploit the mutant child. He taught her the basics of murder and theft, information his brother had attempted to shield from her.



Leiko lived comfortably on the spoils of her adoptive father's work, and romanticized the lifestyle it afforded her. She had no compunction over burglary and even more violent crimes, as they earned her great respect and riches.

Despite the Yakuza's protection, the authorities eventually caught up with the Mingei clan, and Leiko's uncle was killed in a bloody shootout with a police task force. Rather than labor under the Yakuza's strict and exploitative hierarchy, Leiko decided to make her own way. At 16, she easily smuggled her diminutive frame aboard a jet bound for America.

Despite her moniker, Pixie is the most dangerous and unpredictable member of the Clique. She is disturbingly capable as an assassin, though her stint with the girls rarely gives her an opportunity to flex these muscles. Unlike the Clique's other members, she is generally very demure and respectful, though prone to "spazzing out" when she sees something she really likes. Leiko is especially fond of Kowaii, elements of pop culture that are equal parts scary and cute, such as the work of the illustrator Junko Mizuno. Pixie is jaded to the point that even the most graphic violence fails to phase her. Much to the distress of her sisters in the Clique, she really seems to enjoy hurting people and giggles freely when bashing in skulls.

Pixie acts as the Clique's scout and expert thief. Her favorite trick is to masquerade as a small doll, and have herself shipped to the homes of her victims. In a brawl, Pixie stays hidden until she can make an opportunistic and decisive strike. Rather than sticking around to slug it out, Pixie prefers to dazzle her quarry, escaping to hit-and-run again.

WALLFLOWER

Shayla Bingham was a beautiful wunderkind, working on a post-graduate degree in physics at UC Irvine at the tender age of 17. Despite her exceptional gifts, she impatiently longed for popularity and recognition by the world at large. In a world of parahumans, she was merely bright, and even her parents, both skilled physicians, seemed to get invited to more parties.

PIXIE — PL10 · 142 POINTS

STR 2 **STA** 0 **AGL** 4 **DEX** 3 **FGT** 11 **INT** –1 **AWE** –1 **PRE** 1

Powers: Kevlex Armor (Removable (–2 points), Immunity 5 (Fire Damage), Protection 5); **Pixie Stick** Removable, -3 points (**Blast** (Ranged Damage 7), **AE: Dazzle** (Ranged Cumulative Affliction 7 (Resisted by Dodge, Overcome by Fortitude), Impaired, Disabled, Unaware; Limited to Vision), **AE: Strike** (Strength-based Damage 5)); **Shrinking** (Shrinking 8, Normal Strength)

Equipment: Blaster pistol (Ranged Damage 5)

Advantages: Accurate Attack, Agile Feint, Assessment, Benefit – Burglar (use Stealth for Technology checks to disarm locks and security systems), Defensive Attack, Evasion 2, Improved Critical (Pixie Stick), Improved Defense, Improved Disarm, Improved Initiative, Improved Smash, Improved Trip, Power Attack, Takedown, Uncanny Dodge

Skills: Acrobatics 11 (+15), Athletics 8 (+10), Perception 2 (+1), Ranged Combat: Pixie Stick 9 (+12), Stealth 8 (+20/+12*)

Offense: Initiative +8, Pixie Stick Blast +12 (Ranged, Damage 7), Pixie Stick Dazzle +12 (Ranged, Cumulative Affliction 7), Pixie Stick Strike +11 (Close, Damage 7), Unarmed +11 (Close, Damage 2)

Defense: Dodge 15/11*, Parry 15/11*, Fortitude 8, Toughness 5, Will 8 *Without Shrinking

Totals: Abilities 38 + Powers 45 + Advantages 16 + Skills 19 + Defenses 24 = 142

Complications: Motivation – Acceptance: Pixie is a team player who wants to be relied upon. **Small, but Fierce:** Implications that Pixie isn't capable due to her size or sex make her want to prove otherwise.

She found a kindred spirit when she was invited into a program were she could study the parahuman phenomenon alongside superheroes themselves. She acted as a lab assistant to Trixie Meadows, better known as super-genius Gimmick, the Gadget Girl. The two became fast friends. Gimmick even revealed many details of her private life, including her brief stint with the villainous Clique.

While studying quantum cotangencies together, Shayla activated a new experimental device that caused her to slip between dimensions. Trixie encouraged her protégé to master the technology, and try her own hand at crimefighting. Unfortunately, Gimmick's life yanked her in many directions, and she was called away on an extended assignment. Left without a mentor, Shayla came to the attention of the Other Woman, in the guise of a lowly TA. The Other Woman had been keeping tabs on Gimmick since she'd quit the team, and saw potential in the young Bingham.



To Gimmick's disappointment, Shayla was seduced by the team's glamour, and signed on at her first opportunity. Though she lacks the sophistication of the other girls, she fills an invaluable niche. Jawbreaker and Pixie seem to resent the youngster's energy, but with both the Crush

and Other Woman watching her back, her position on the team seems safe enough.

Wallflower stays out of combat, and prefers letting her more robust comrades wield her gadgets. She grows a little more bold with each adventure, however, and will now go as far as sneaking up behind a hero with her phasing device to attach a device that will screw with the enemy's powers. She does not carry a gun, and her devices are generally non-violent, focusing on defense and misdirection. She is currently perfecting a teleportation fail-safe device for Boy Toy, for whom she feels great affection.

Although Wallflower is the Clique's youngest and least world-weary member, she is by no means the goodie-two-shoes she appears. Now that she's in the in-crowd, she'll bite, kick and scream to stay there. Shayla has a hard time filling Gimmick's shoes, and thus is eager-to-please to a fault. She is smart enough to realize that the Other Woman wears the pants in the family, but knows better to antagonize the more vapid Crush. Wallflower is not particularly confident or courageous, and would likely fold under serious pressure.

WALLFLOWER — PL9 · 142 POINTS

STR –1 **STA** 0 **AGL** 0 **DEX** 2 **FGT** 0 **INT** 4 **AWE** 2 **PRE** 1

Powers: Kevlex Armor (Removable (–2 points), Immunity 5 (Fire Damage), Protection 5); **Phase Belt** (Removable (–8 points), **Floating** (Flight 1 (4 MPH)), **Phasing** (Insubstantial 4, Nullify Electronics 5 (Affects Corporeal 5, Broad, Simultaneous)); **Utility Backpack** (Variable 7, gadgets)

Advantages: Attractive, Beginner's Luck, Improved Initiative, Improvised Tools, Inventor, Skill Mastery: Expertise, Skill Mastery: Technology

Skills: Close Combat: Unarmed 5 (+5), Expertise: Physical Sciences 10 (+14), Ranged Combat: Gadgets 5 (+7), Technology 10 (+14)

Offense: Initiative +4, Gadget +7 (Varies, up to rank 11), Unarmed +5 (Close, Damage –1)

Defense: Dodge 9, Parry 7, Fortitude 7, Toughness 5, Will 8

Totals: Abilities 16 + Powers 80 + Advantages 7 + Skills 15 + Defenses 29 = 142

Complications: Motivation – Acceptance: Wallflower just wants to be accepted in the "in-crowd".

DAMOCLES

In the summer of 1979, the brilliant criminal mastermind Professor Panic discovered Earth Adrift, a parallel world that had no superhumans to call its own. Thinking quickly, he modified his small army of servitor automatons for conquest, leading the host through a dimensional rift to make himself planetary emperor of a world that lacked the tools to protect itself.

Panic's sworn enemies, a group of American heroes called the Statesmen, discovered his Nevada mountain lair just as the dimensional portal closed. Teammates Trinity and Skyscraper Joe cobbled together their own dimensional gate, managing to venture to Earth Adrift and put an end to Panic's plans. The alternate government demanded to imprison Panic for his crimes, and the heroes left Earth Adrift, never to cross paths with Professor Panic again.

In 1999, harbingers of a spacefaring race of tyrant aliens called the Broan paid a destructive visit to Earth Adrift, announcing their plans of planetary conquest. Isolated from the heroes who had saved them in the 70s, the governments turned to the only force powerful enough to stop the Broan invasion: the hyper-intelligent mind of Professor Panic. Panic promised the government an army of superhero robots, each with a host of powers designed to send the Broan packing. The heart of his plan was the robot champion Damocles.

Armed with a flaming sword and the ability to drain the powers from superhumans, Damocles passed through a microportal to Earth and set up shop in Professor Panic's long-abandoned lair. The robot constructed a trans-dimensional computer known as the Collective, a vast archive into which he uploads the powers of his victims for eventual transfer to Earth Adrift, where they are programmed into the planet's robotic defenders.

Reacting to special instructions personally encoded into his response cortex, Damocles prefers to hunt down and drain members of the Statesmen, many of whom are now retired. He mentions nothing of his creator and is not one for negotiation, so thus far no one really understands his motives (which is just as Professor Panic had hoped, since the scientist is well aware than many of Earth's superheroes would willingly venture to Earth Adrift to assist its innocent people). Damocles reveals only that the stolen powers will be used to aid a people in need, decrying any attempt by his victims to learn more as the meddling of those



Real Name: Damocles

Identity: Unkown to the general public	**Occupation:** Planetary Champion of Earth Adrift
Base of Operations: Professor Panic's Lair	**Affiliation:** None
Height: 6'	**Eyes:** Red
Weight: 255 lbs.	**Hair:** none

DAMOCLES PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	—	3	3	13	4	0	0

POWERS

Armor: Impervious Protection 12 • *24 points*

Construct: Immunity 60 (Fortitude Effects, Will Effects) • *60 points*

Firesword: Strength-based Damage 9 (cutting, fire) • *9 points*

Power Drain: Weaken Metahuman Powers 12, Broad, Concentration, Reach 2 (10 ft.), Simultaneous • *50 points*

Power Scan: Sense 6 (Detect Powers, Extended 3, Radius, Ranged) • *6 points*

EQUIPMENT

HQ: PROFESSOR PANIC'S LAIR • *20 POINTS*

Size: Huge; **Toughness:** 10; **Features:** Communications, Computer, Concealed, Defense System, Dimensional Portal, Fire Prevention System, Hangar, Holding Cells, Laboratory, Library, Living Space, Personnel (robots), Power System, Security System, Workshop

SKILLS

Expertise: Metahuman Powers 10 (+14), Perception 4 (+4)

ADVANTAGES

Equipment 4

OFFENSE

INITIATIVE +3

Firesword +13	Close, Damage 15
Power Drain +13	Close (10 ft. reach), Weaken 12 (Will DC 22)
Unarmed +13	Close, Damage 6

DEFENSE

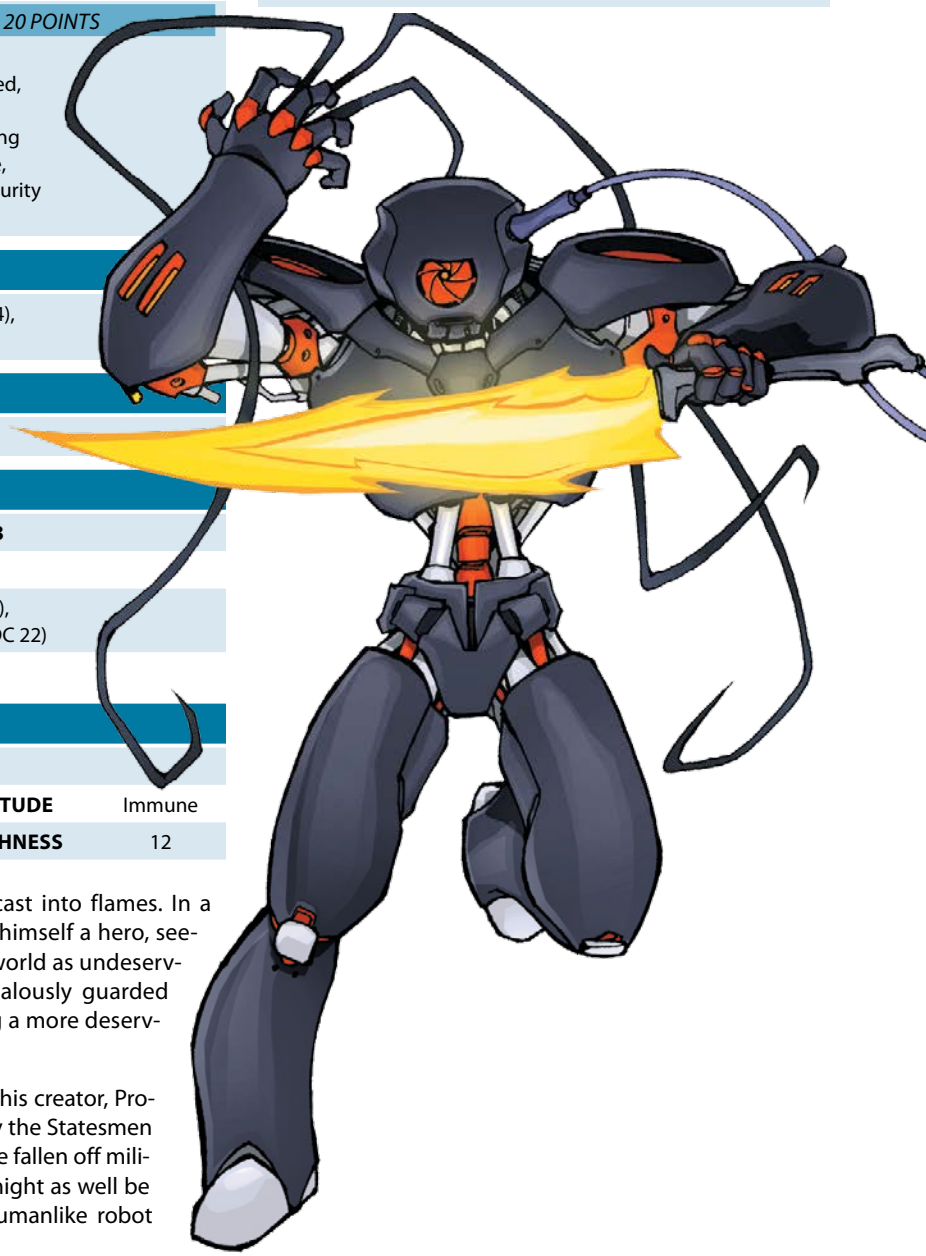
DODGE	14		
PARRY	14	**FORTITUDE**	Immune
WILL	Immune	**TOUGHNESS**	12

POWER POINTS

ABILITIES	48	**SKILLS**	7
POWERS	149	**DEFENSES**	12
ADVANTAGES	4	**TOTAL**	220

COMPLICATIONS

Motivation—Responsibility: Damocles steals powers to create powered robotic defenders for Earth Adrift. He considers himself a hero for doing so, taking from the indolent and undeserving people of this Earth to aid one truly in need.



who would see an entire world cast into flames. In a strange way, Damocles considers himself a hero, seeing the indolent residents of our world as undeserving of their protectors, whose jealously guarded power would be better off serving a more deserving populace.

Damocles resides in the old lair of his creator, Professor Panic. Though discovered by the Statesmen decades ago, the site has long since fallen off military and super-team patrols and might as well be secret. It is maintained by two humanlike robot servitors, Ajax-9 and Jessica-7.

GIMMICK THE GADGET GIRL

Real Name: Dr. Trixie Meadows	
Identity: Public	**Occupation:** Scientist and inventor
Base of Operations: Arcadia	**Affiliation:** The Reserve
Height: 5'3"	**Eyes:** Green
Weight: 115 lbs.	**Hair:** Pink



As a girl, Trixie Meadows liked shopping, fashion, romance … and high-tech engineering. She confounded the expectations of her family, teachers, and social circle with a brilliant knack for taking things apart and putting them back together better than she found them, and for turning ordinary technology into something quite extraordinary. Of course, she also had to deal with men who dismissed her talents as anything other than inventive genius, and the ongoing frustration that came with it.

Wendy Wallace knew full well what it was like to feel there was more to life. As "The Other Woman" she decided to show Trixie the ropes and, when the brilliant young scientist was working on repairing Tangarine, a feminine android from the future, opportunity (in the form of one of the Other Woman's clones) came knocking. Trixie became "Gimmick, the Gadget Girl" and joined the Other Woman's girl-gang, the Clique.

Eventually, Gimmick realized the Clique was about more than just having some fun and proving they could run with "the big boys." In particular, she didn't care for the new leadership of the Crush or her treatment of the Clique's robotic mascot, Boy Toy. When the robot showed signed of true sentience, both Gimmick and Tangarine argued it should be allowed to develop, but the Crush didn't want anything taking away her favorite toy. She ordered Gimmick to purge Boy Toy's software. She refused, and the resulting fight leveled the Clique's then-headquarters and saw an end to Gimmick and Tangerine's membership.

Since then, Gimmick has turned her life around. She found new heroic allies in the Reserve and META-4, people who respected her abilties, and earned a pardon for crimes committed with the Clique. Dr. Meadows has become a respected scientist and engineer, although she still enjoys the thrill of suiting up as "Gimmick, the Gadget Girl" to fight crime and protect people from threats beyond imagination using just her brains, her wits, and her amazing inventions.

Gimmick
THE GADGET GIRL

GIMMICK THE GADGET GIRL PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	2	2	5	8	4	0

POWERS

Gimmick Purse: Variable 6 (gadgets) • *42 points*

Kevlex Armor Suit: Immunity 5 (Fire Damage), Protection 5, Removable (–2 points) • *8 points*

Multi-Blaster: Array (16 points), Easily Removable (–8 points) • *10 points*

- **Blast:** Ranged Damage 8 • *16 points*
- **Flare:** Ranged Cumulative Affliction 8 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • *1 point*
- **Snare:** Ranged Affliction 8 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *1 point*

SKILLS

Expertise: Science 12 (+20), Insight 4 (+8), Perception 6 (+10), Ranged Combat: Guns 8 (+10), Technology 12 (+20)

Gimmick's two greatest failings are tied to her former friends in the Clique: first is her failure to "liberate" Boy Toy from their clutches, allowing the android the opportunity to develop independent of outside "ownership." The second is the defection of her assistant and protégé Shayla Bingham, lured away by the Crush and the Other Woman to join the Clique as Wallflower. She hopes to rectify both, eventually.

ADVANTAGES

Eidetic Memory, Evasion, Luck, Power Attack, Skill Mastery: Technology

OFFENSE

INITIATIVE +2	
Multi-Blaster +10	Ranged, Damage 8 (or Affliction 8)
Unarmed +5	Close, Damage 0 (or by gadget)

DEFENSE

DODGE	12	**FORTITUDE**	5
PARRY	8	**TOUGHNESS**	5
WILL	8		

POWER POINTS

ABILITIES	42	**SKILLS**	21
POWERS	60	**DEFENSES**	22
ADVANTAGES	5	**TOTAL**	150

COMPLICATIONS

Motivation—Acceptance: Gimmick initially wanted to prove herself and her genius. Now she wants to prove that she is a decent person who can make amends for her criminal past.

Enemy—The Clique: Gimmick was a member of the Clique and earned their ire when she walked away from the group.

JACK-A KNIVES

WORLD OF FREEDOM

Name: None

Aliases: All Hallows' Slasher, Butcher of Kingsbury Run, Jack the Ripper, Last Call Killer, Lonesome October, el Psicopata, Saucy Jack, Spring-Heeled Jack, Yuletide Strangler, Zodiac, and scores of other aliases

Identity: Secret	**Occupation:** Spirit of Murder
Base of Operations: Tartarus	**Affiliation:** Agent of Hades
Height: Variable	**Eyes:** Variable
Weight: Variable	**Hair:** Variable

The being known as Jack-a-Knives is a Murder Spirit, the soul of a vicious killer from the ancient world, pledged to Hades, Lord of the Underworld. Upon the killer's death, Hades stripped the spirit of its memories and personality, leaving behind nothing except the desire to kill and the knowledge of how to do it.

For millennia, Hades has dispatched the Murder Spirit to the world of the living to reap souls for the kingdom of the dead. It possesses a living host and becomes a remorseless killing machine, returning to Tartarus when its grisly work is complete. No one but Hades knows for sure how many infamous killers throughout history have been hosts to the Murder Spirit, but he's implied that it has been more than a few.

Jack-a-Knives has been more active in the past century or so as Hades' vendetta against Daedalus and other mortal heroes has grown. In particular, the Murder Spirit is responsible for an infamous series of killings that took place in Freedom City in the late 1800s, as well as more recent killing-sprees in the 1970s and '80s. It's later host possessed the mutant power to transform into mist, and the combined entity took on the name "Bloody Jack" when it confronted FORCE Ops and other heroes.

Because the Murder Spirit has no real personality of its own, it relies a great deal on the personality of the host. It exaggerates the host's own repressed and murderous traits: dislikes become hatred, prejudices become a complete disdain for other life. The more inclined the host is toward Jack's murderous work, the easier it is for the spirit to act, so it tends to choose hosts with a suitable tempera-

JACK-A-KNIVES PL11

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	0	0	0	12	2	4	2

POWERS

Knives: Strength-based Damage 1, Penetrating 7 • *8 points*

Murder Spirit: Immunity 30 (Fortitude Effects), Insubstantial 4 (Incorporeal, Innate, Permanent) • *51 points*

Possession: Progressive Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Affects Corporeal 10, Insidious, Subtle • *32 points*

SKILLS

Expertise: Streetwise 8 (+10), Insight 8 (+12), Intimidation 10 (+12), Perception 8 (+12), Stealth 10 (+10)

ADVANTAGES

Daze (Intimidation), Favored Environment (Ambush), Improved Grab, Improved Hold, Improved Initiative, Power Attack

OFFENSE

INITIATIVE +4	
Knives +12	Close, Damage 1 (Penetrating up to 7)
Unarmed +12	Close, Damage 0

DEFENSE

DODGE	12	**FORTITUDE**	Immune
PARRY	12	**TOUGHNESS**	0
WILL	11		

POWER POINTS

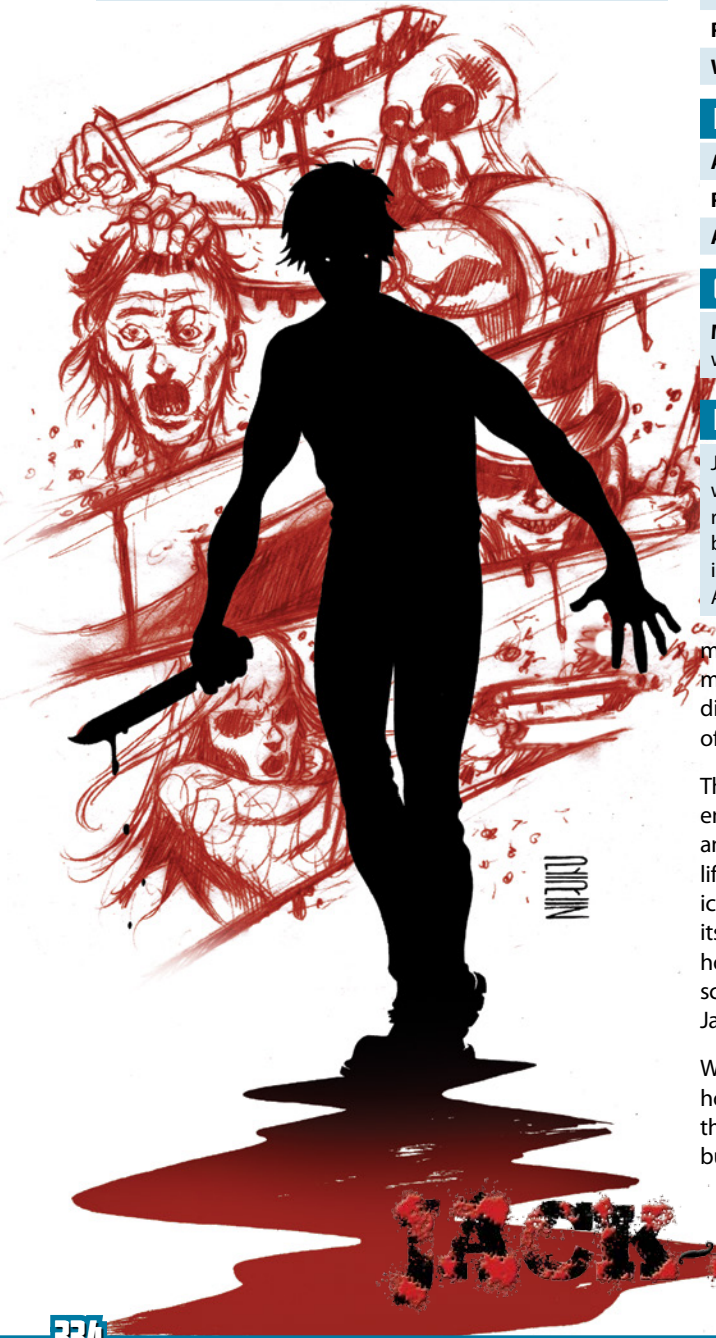
ABILITIES	40	**SKILLS**	22
POWERS	91	**DEFENSES**	19
ADVANTAGES	6	**TOTAL**	178

COMPLICATIONS

Motivation—Murder: Jack-A-Knives exists to plot and kill when unleashed on the living world.

NOTE

Jack's Knives power grants his host body a suitable weapon with a +1 Damage bonus and Penetrating Damage up to rank 7 (based on the host's Strength). Jack's physical traits are based off the host body he's possessing. His possessing spirit is immune to Fortitude effects and physical powers without Affects Incorporeal.



ment, but the Murder Spirit has been known to "hide" in more innocuous hosts for a time. This makes it incredibly difficult to find and stop without mystical or psychic aid of some sort.

There are limits to Jack-a-Knives' possession; it can only enter the body of an intelligent creature that has killed another intelligent creature or come into contact with the life's blood of such a creature. Still, this includes paramedics, trauma doctors, police officers, and many others among its potential hosts. The Murder Spirit has little regard for its host, and may use it as a "hostage" of sorts against more scrupulous heroes. Those willing to kill the host to get at Jack become potential hosts themselves....

When the Murder Spirit leaves a host (willingly or not), the host must make a Fortitude save (DC 20). If the save fails, the host's condition becomes dying. A dead host combusts and burns instantly to ash leaving no trace behind.

MALADOR THE MYSTIC

WORLD OF FREEDOM

Real Name: Malador	
Identity: Public	**Occupation:** Sorcerer
Base of Operations: Mobile	**Affiliation:** None
Height: 6'1"	**Eyes:** Glowing blue
Weight: 165 lbs.	**Hair:** White



Malador was born millennia ago in the ancient civilization of Atlantis. He became a promising student, and later accomplished master, of the mystic arts. He earned the mantle of Master Mage, but also became the first to betray his oath and his duty to humanity. Malador bargained with unspeakable evil beings from other dimensions, bound in eternal slumber in realms beyond the ken of mankind. He sought power and knowledge above all else, and would have gladly surrendered the whole world to his dark patrons. The sorcerers of Atlantis united against Malador and were able to overcome him. They stripped him of his power and bound him in a tomb for all time. Malador cursed all of Atlantis with his final breaths, and it was not long thereafter that the island civilization sank in a terrible cataclysm.

Archeologists uncovered Malador's tomb in the 1930s and unwittingly awakened the ancient mage. One of them, Adrian Eldrich, became invested with the power of an Atlantean sorcerer and has become Malador's arch foe in the modern era. Malador has clashed with Eldrich and various other heroes a number of times over the years. All the while, the ancient sorcerer seeks to recover the power he has lost and to reclaim the mantle of Master Mage, to reshape the universe in his image, and rule over a new netherworld as its Dark Lord.

Once a noble protector of humanity and a scholar of mystical lore, Malador has become mad with power-lust. He wants nothing more than to wield ultimate power and be acknowledged as the supreme master of the mystic arts. Anything in his way must be eliminated, preferably in a manner that demonstrates Malador's power to any other fools that might dare to challenge him.

Malador is supremely confident and assured of his own power and abilities. Minions who question him end up transformed into slavering monsters or simply destroyed, depending on Malador's mood. He cannot resist an opportunity to gloat once he has a foe in his clutches.

Malador is a master sorcerer, capable of casting a wide range of spells. His arsenal includes bolts of mystic power and magical shields that protect him from harm. He can levitate, allowing him to fly through the air, and he can entrap others in mystic chains, transform people or animals into demonic monsters, magically spy on distant places, and so forth. The only real limits on Malador's power are his concentration, time, and the amount of mystic energy at his command. He uses magical artifacts and devices to enhance his spellcasting abilities from time to time.

Malador is no longer a living being, having become more of an undead creature sustained by his powerful magic.

MALADOR THE MYSTIC PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
0	5	0	1	0	3	10	2

POWERS

Mystic Shield: Impervious Protection 13 • *26 points*

Sorcery: Array (36 points), All Dynamic • *52 points*

- **Animate Objects:** Summon Animated Object 3 (45 point minions), Controlled, General Type, Horde, Mental Link, Multiple Minions 3 (8 minons), Sacrifice • *36 points*
- **Curse of Transformation:** Perception Range Affliction 11 (Resisted and Overcome by Will; Dazed, Compelled, Transformed) • *2 points*
- **Levitation:** Flight 4 (30 MPH) • *2 points*
- **Mystic Bindings:** Ranged Cumulative Affliction 11 (Resisted by Dodge, Overcome by Damage; Hindered and Vulnerable, Defenseless and Immobile), Extra Condition, Limited Degree • *2 points*
- **Mystic Blast:** Ranged Damage 16 • *2 points*
- **Mystic Passage:** Teleport 8 (Accurate, Extended) • *2 points*
- **Phantasms:** Illusion 7 (all senses, Selective, Limited to Minds) • *2 points*
- **Scrying:** Remote Sensing 10 (Visual, Auditory and Mental, Dimensional 2) • *2 points*
- **Sorcerer's Hand:** Move Object 16 (1,600 tons) • *2 points*

Spell of Comprehension: Comprehend 2 (Speak, Understand All Languages) • *4 points*

Undying: Immunity 30 (Fortitude effects) • *30 points*

SKILLS

Expertise: History 6 (+9), Expertise: Magic 16 (+19), Insight 4 (+14), Intimidation 8 (+10), Persuasion 6 (+8), Ranged Combat: Sorcery 11 (+12)

ADVANTAGES

Diehard, Fearless, Languages 4 (various ancient tongues), Ritualist

OFFENSE

INITIATIVE +0

Mystic Blast +12	Ranged, Damage 16
Mystic Bindings +12	Ranged, Affliction 11 (Dodge DC 21)

DEFENSE

DODGE	10	**FORTITUDE**	Immune
PARRY	10	**TOUGHNESS**	18
WILL	14		

POWER POINTS

ABILITIES	42	**SKILLS**	26
POWERS	112	**DEFENSES**	24
ADVANTAGES	7	**TOTAL**	211

COMPLICATIONS

Motivation—Greed: Malador desires powers and mystic knowledge above all else, and will do anything to get it.

Tech Blind: Malador is out of touch with modernity and is unfamiliar with technology of all sorts. He often underestimates technologies capabilities.

He no longer suffers from mortal concerns like aging or needing to eat or breathe, and is immune to most harmful environmental conditions. In fact, Malador's life force is bound into the golden mask he wears. Should his physical body be destroyed, Malador's life force enters the mask and waits there until a suitable host-body comes into contact with it. Malador can then possess that person and magically transform their body into a duplicate of his own. More than once, heroes have believed the threat of Malador the Mystic was ended, only to have him return, as powerful as ever.

OMEGA

WORLD OF FREEDOM

Real Name: Unknown, Lord of the Terminus, Avatar of Entropy

Identity: Public	**Affiliation:** None
Base of Operations: The Terminus	**Occupation:** Lord of the Terminus
Height: 6' (8' in armor)	**Eyes:** Glowing red
Weight: 120 lbs. (900 lbs. in armor)	**Hair:** None

His origin is spoken only in whispers throughout the cosmos, and its truth is shrouded by the mists of time. He was once a mortal being—a scientist studying the nature of the universe, they say—but he delved too deeply into things mortal beings were not meant to know. He unleashed a cataclysm that destroyed his entire universe. He alone survived, thrust into the void beyond the omniverse—the Terminus. His ill-fated experiments may have even *created* the Terminus, or perhaps unleashed its power to spread like a cancer throughout the omniverse. The truth may never be known, since that mortal scientist is long dead; in his place stands Omega, the Lord of the Terminus!

Omega has ruled over his domain for as long as any living race can remember and his goal has always been the same: to expand the Terminus until it engulfs all that is. The barriers separating the many dimensions and layers of reality stand between Omega and his goal. The forces of entropy can only worry at omniversal reality, corroding away bits and pieces here and there, drawing them into

OMEGA PL19

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
22	20	1	1	10	4	5	4

POWERS

Armor: Removable (–8 points), Flight 7 (250 MPH), Impervious Toughness 18, Protection 4, **Universal Translator** (Comprehend Languages 2) • *32 points*

Cosmic Energy Control: Array (48 points) • *52 points*

- **Blinding Blast:** Cumulative Burst Area Ranged Affliction 16 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision • *48 points*
- **Cosmic Blast:** Ranged Damage 24 • *1 point*
- **Seeker Blast:** Ranged Damage 22, Homing 4 • *1 point*
- **Transmutation:** Transform 9 (anything into anything) • *1 point*
- **Transportation:** Teleport 9 (2 miles), Extended (500 miles), Portal; Movement 1 (Space Travel) • *1 point*

Eternal: Immunity 14 (Aging, Life Support, Own Powers, Sleep, Starvation and Thirst) • *14 points*

SKILLS

Close Combat: Unarmed 6 (+16), Deception 8 (+12), Expertise: Tactics 8 (+12), Insight 8 (+13), Intimidation 16 (+20), Perception 6 (+11), Ranged Combat 13 (+14), Technology 8 (+12)

ADVANTAGES

Assessment, Diehard, Fearless, Improved Initiative, Power Attack, Takedown 2

OFFENSE

INITIATIVE +5	
Cosmic Blast +14	Ranged, Damage 24
Unarmed +16	Close, Damage 22

DEFENSE

DODGE	14	**FORTITUDE**	20
PARRY	14	**TOUGHNESS**	24
WILL	18		

POWER POINTS

ABILITIES	134	**SKILLS**	37
POWERS	98	**DEFENSES**	30
ADVANTAGES	7	**TOTAL**	306

COMPLICATIONS

Motivation—Nihilist: Omega is the embodiment of omniversal annihilation, existing only to conquer and destroy.

Weakness: When Omega's armor is breached, he suffers a major circumstance penalty (–5) to Toughness checks.



OMEGA
LORD OF THE TERMINUS

the Terminus where they become part of the cosmic flotsam of Omega's domain.

On occasion, the inhabitants of other dimensions discover the Terminus, to their sorrow, since portals into his realm allow Omega's forces to raid other worlds and conquer or destroy them. One such world was the birthplace of the Centurion. The infant who would become Earth's greatest hero was flung across the dimensions through the Terminus to Earth before Omega destroyed his homeworld.

Omega invaded Earth as well, uniting the heroes of Freedom City against him. Earth has only barely managed to repel Omega. His last invasion did considerable damage to Freedom City and resulted in the death of the Centurion. Omega was badly damaged in this foray against Earth, and retreated to his throne-world to recover and plot anew.

Impatient, Omega conceived of a scheme to place cosmic weapons in certain key universes to trigger the collapse of the omniverse. He was nearly successful, but a small band of heroes were able to save certain universes and reverse the effects of the collapse. They turned the power of the cosmic weapons against Omega, sending him back into exile. Still, it is only a matter of time before the Lord of the Terminus finds a new means of striking at the only world in the omniverse that has ever managed to thwart him.

Omega is destruction incarnate. His ultimate goal is to bring all creation under the sway of the Terminus, watching it spiral down into oblivion. Whether he believes this will grant him freedom from his eternal existence or the godlike power to create a new universe in his own image, no one knows, but it hardly matters. Although he seizes and holds territory to gain new soldiers and resources for his cause, Omega cares nothing for conquest, only the ultimate annihilation of everything. He's at best annoyed by feeble efforts to stop him, but truly enraged by those who manage to defy him, such as the heroes of Earth.

OVERSHADOW

WORLD OF FREEDOM

The general public has known the name "Overshadow" since 1962, when AEGIS uncovered it after the first Operation Inundation. However, thanks to Kantor's mind transfer trick (combined with a disinformation program), Overshadow's identity is shrouded in mystery. Even today, his true identity is known only to a handful of longtime associates in the Penumbra.

Public opinion holds that many people have worn the Overshadow costume over the years. AEGIS believes Dr. Darke was the original Overshadow, and other Overshadows include German athlete and one-time Nazi poster boy Holtz Hellman, various members of the Penumbra, and even Kantor's vengeful son Heinrich (a fictitious cover identity posthumously invented for the Overshadow who was defeated by Jack Simmons).

Throughout time, Overshadow has been a hundred faces of evil. He was a Philistine commander who plundered ancient Canaan, a cruel prince of medieval Russia, a leader of the Spanish Inquisition, the last (and bloodiest) high priest of the Aztec sun god Huitzilopochtli, a Hessian mercenary captain during the American Revolution, a sadistic plantation owner during the Civil War, and many others. Only when he became Wilhelm Kantor, using the magic of the Thule Society to explore his mystical roots, did he become aware of his infamous role in history.

Overshadow is the eternal conqueror, the enemy of liberty. Ruling SHADOW from his seat of power in Nifelheim,

Real Name: Wilhelm Kantor, Tan-Aktor	
Identity: Secret, the general public isn't aware Kantor is still alive	**Occupation:** Criminal mastermind
Base of Operations: Nifelheim, in the Antarctic	**Affiliation:** Leader of SHADOW
Height: 6′	**Eyes:** Blue
Weight: 185 lbs.	**Hair:** Blond

Overshadow monitors the world, looking for weaknesses, and nurturing a hundred tyrannical schemes. Never fond of a fair fight, Overshadow prefers to supervise his operations from a safe distance. He only leaves Nifelheim for his annual inspection tour of each of his major bases (which is probably the best opportunity for heroes to directly confront him), to have face-to-face meetings with the Penumbra, or to deal with emergencies that can't be handled by Nacht-Krieger or his other lieutenants.

Beyond tending plans of conquest, Overshadow spends time with technical research (usually analyzing other people's work) and arcane study (poring over stolen ancient tomes). Overshadow is a brilliant analyst, but not especially creative; as the years and repeated failures have worn at his mind, he's become much better at implementing other people's ideas than devising his own.

Overshadow also keeps a vigilant eye out for the return of Heru-Ra. He knows a reincarnation of the Scarab is out



OVERSHADOW PL15

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
12	2	1	3	10	14	7	7

POWERS

Overshadow Armor: Removable (–19 points)**Life Support System** (Immunity 10 (Life Support)), **Power Blast** (Ranged Damage 15), **Reinforced Armor** (Protection 15, Impervious 10), **Sensors** (Senses 11 (Accurate Radio, Darkvision, Direction Sense, Distance Sense, Extended Radio, Infravision, Radio, Time Sense)), **Strength Magnifier** (Enhanced Strength 10) • *76 points*

EQUIPMENT

Up to 100 equipment points in misc. equipment

SKILLS

Close Combat: Unarmed 2 (+12), Deception 4 (+11), Expertise: Magic 8 (+22), Expertise: Science 6 (+20), Insight 8 (+15), Investigation 4 (+18), Perception 8 (+15), Persuasion 8 (+15), Ranged Combat: Armor 10 (+13), Technology 11 (+25), Vehicles 5 (+8)

ADVANTAGES

Assessment, Equipment 20, Improvised Tools, Inventor, Languages 4 (English plus various ancient languages, German native), Leadership, Ritualist, Second Chance (Will resistance checks vs. mental powers), Skill Mastery: Technology

OFFENSE

	INITIATIVE +1
Power Blast +13	Ranged, Damage 15
Unarmed +12	Close, Damage 12

DEFENSE

DODGE	13	**FORTITUDE**	11
PARRY	13	**TOUGHNESS**	17
WILL	15		

POWER POINTS

ABILITIES	92	**SKILLS**	37
POWERS	76	**DEFENSES**	32
ADVANTAGES	31	**TOTAL**	268

COMPLICATIONS

Motivation—Power: Overshadow s[illegible]r and eventual domination over the world.



SHADOW

The Secret Hierarchy of Agents for Domination Over the World (SHADOW) is a vast organization that truly owes its existence to the man known as Overshadow, since its rank-and-file is made up of clones grown from samples of Wilhelm Kantor's "superior" genetics, programmed with utter loyalty and obedience, the ideal soldiers for his new order. The Penumbra, a council of Overshadow's advisors and allies, oversees different aspects of SHADOW for its master, but the organization is his and his alone.

there somewhere, and he intends to kill him *before* he can become a threat or find the resources his predecessor undoubtedly left for him. However, because of the magic of Eldrich (who promised the Scarab he'd cast a shielding spell in the event of his death), all attempts to track down that reincarnation's whereabouts have proven futile.

Overshadow's closest allies are Nacht-Krieger and the Crimson Mask. He enjoys Dr. Sin's company (they have had many long philosophical conversations). Taurus knew several of his past incarnations, so Overshadow's

discussions of history take on the overtones of pleasant (if sometimes gruesome) nostalgia. Still, the master of SHADOW considers no one his equal; it is the reason why he and he alone is destined to rule the world as its immortal emperor, and none shall stand in his way.

NIFELHEIM

Deep beneath the eternal ice fields of Antarctica, far from any human habitation, lies Nifelheim, the secret headquarters of SHADOW. Named for the land of eternal ice in Norse mythology, Nifelheim serves as the most secret and central base of the sinister organization. While SHADOW maintains numerous bases all around the world, Nifelheim is kept carefully hidden. It is here that SHADOW grows and trains new clone soldiers for its ranks, and here where Overshadow retreats to hatch new plots for world-domination.

The main complex is like a small city beneath the Antarctic ice. Only small, concealed entrances open onto the snow-covered surface. The main means of getting in or out of the facility is via teleportal, linked to hidden SHADOW bases and safehouses around the world. This prevents SHADOW agents from being easily tracked and allows them to move freely behind the scenes. The teleportals also provide Nifelheim with the ability to receive shipments of weapons and technology directly from the Foundry. Teleportals from other SHADOW bases are programmed to erase the location of Nifelheim after each use, and trapped to self-destruct if unauthorized users attempt to reach the secret base through them.

HQ: NIFFELHEIM — 34 POINTS

Size: Awesome **Toughness:** 20 **Features**: Combat Simulator, Communications, Computer, Concealed 3 (+20), Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary (and Clone Lab), Isolated, Laboratory, Living Space, Power System, Security System 2, Workshop **Powers:** Teleport 9 (anywhere on Earth, Affects Others)

TALOS

WORLD OF FREEDOM

Real Name: Talos	
Identity: Public	**Occupation:** Inventor, criminal
Base of Operations: Mobile	**Affiliation:** The Foundry
Height: 9'	**Eyes:** Red
Weight: 3,000 lbs.	**Hair:** None



In ancient times, the Greek god Hephaestus crafted a giant of bronze and gave it life. Zeus gifted the bronze giant, named Talos, to King Agenor of Tyre in compensation for his daughter, Europa, whom Zeus carried away. The hero Jason and his lover Medea overcame Talos when Medea used her magic to ferret out the giant's weakness—his heel. Jason stabbed Talos there, causing molten metal blood to pour fourth from a wound, and the giant fell to the Earth.

The immortal inventor Daedalus later discovered the disabled and diminished Talos in his wanderings. He repaired and restored the bronze giant, although Talos never achieved the full stature he once had. Daedalus insight with the bronze man. The two were allies for a time, until Daedalus refused to use his skills to create a suitable mate and companion for Talos. The bronze giant became convinced Daedalus, and all creatures of flesh, were weak, unworthy, and inherently jealous of his superior metal body. In their conflict, Daedalus deactivated Talos but could not bring himself to destroy him. He cast the inert bronze form into the Mediterranean Ocean, where it lay for centuries.

Talos was unearthed in the 20th century by archeologists investigating sea-floor ruins and inadvertently re-activated. The cunning robot operated in secret for a time, creating the Foundry. Talos clashed a number of times with his old foe Daedalus, and Daedalus' new allies, the Freedom League. He has since created a "son" in the android Argo (who failed in attempts to destroy the League for its "father") and a "mate" in the android Galatea. Despite these creations, Talos is still alone, since Argo is currently lost, and Galatea developed a conscience and rejected Talos for his inhumanity.

Talos is the embodiment of science stripped of all compassion. He considers humans and all organic life inferior, and wishes to populate the world with machines like himself, creating a place of perfect order. Highly intelligent, Talos admires that quality in others, but usually finds their intelligence "contaminated" by petty emotions. Although Talos considers the emotions of others a weakness, he is

THE FOUNDRY

The Foundry is Talos' secret organization dedicated to hi-tech research and development (and theft). Their technology is for sale to anyone willing to meet their considerable prices. The Foundry is strictly a supplier of information and equipment: any crimes they stage are for acquiring technological information, prototypes, or resources. Precursors of Talos' ideal of "machine life" all of the "upper management" of the Foundry is made up of robots, androids, or computers. Although the Foundry pursues profit above all else, Talos truly uses the organization to thwart Daedalus' efforts to protect humanity from dangerous technologies by deliberately spreading them.

TALOS PL14

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
15	—	0	2	9	14	5	2

POWERS

Armored Skin: Impervious Protection 11 • *22 points*

Blast Furnace: Reaction Damage 12 (heat, being touched); **AE: Fire Blast** (Ranged Damage 12) • *49 points*

Large: Growth 4, Permanent • *8 points*

Self-Repairing: Regeneration 1, Persistent • *2 points*

Unkillable: Immortality 5 • *10 points*

Unliving: Immunity 30 (Fortitude effects) • *30 points*

SKILLS

Close Combat: Unarmed 2 (+11), Expertise: Business 2 (+16), Expertise: History 10 (+24), Expertise: Philosophy 2 (+16), Expertise: Science 10 (+24), Insight 8 (+13), Perception 4 (+9), Ranged Combat: Fire Blast 8 (+10), Technology 10 (+24)

ADVANTAGES

Accurate Attack, Eidetic Memory, Fearless, Improved Hold, Improvised Tools, Inventor, Languages (English, Ancient Greek native), Power Attack

OFFENSE

INITIATIVE +0

Fire Blast +10	Ranged, Damage 12
Unarmed +11	Close, Damage 15

DEFENSE

DODGE	9	**FORTITUDE**	Immune
PARRY	9	**TOUGHNESS**	15
WILL	12		

POWER POINTS

ABILITIES	76	**SKILLS**	28
POWERS	121	**DEFENSES**	20
ADVANTAGES	8	**TOTAL**	253

POTENTIAL COMPLICATIONS

Motivation—Power: Talos seeks knowledge, power, and control to prove his superiority over all other creatures.

Unliving: A magically animated statue, Talos is not alive and, for all of his heat, he is a cold stranger to human emotion.



largely blind to his own. He both admires and hates Daedalus, his former ally and teacher, and he distrusts Medea, the sorceress he holds responsible for his first "death." Talos even considers himself superior to the god who created him, claiming it is his destiny to replace the gods, as they overthrew their parents, the Titans. Talos longs for true peers, artificial beings like himself, but his efforts to create them have been flawed.

Talos is a potential menace to all humanity, given his goal to eventually populate the world with machines like him. He's a powerful foe with the strengths of his robot body and his keen intellect. Talos can create various robotic threats, or can directly threaten the world with a new scheme. Through the Foundry, he develops, builds, and sells technology to various criminal clients, allowing others access to advanced equipment (although rarely as advanced as his own).

GLOSSARY

Following are a collection of important terms used throughout Mutants & Masterminds. The definitions of these terms are taken from the text found earlier in this book. For the clearest explanation of what each term means it may be best refer to the complete text in which the term was introduced.

ability rank: The numerical rating of an ability, from –5 to 20 or more, with an average of 0.

ability: One of eight basic character traits: Strength (Str), Stamina (Sta), Dexterity (Dex), Agility (Agl), Fighting (Fgt), Intellect (Int), Awareness (Awe), and Presence (Pre).

absent: Entirely lacking a particular ability. Absent abilities impose specific penalties greater than just a low (negative) rank in an ability. For example, absent Strength indicates a character unable to exert any physical force.

accurate sense: A sense you can use to pinpoint something's location precisely enough to target it in combat. Vision is the only natural accurate sense for humans. Other accurate senses are available from the Senses effect.

accurately perceive (also accurately sense): To perceive something with an accurate sense.

action: A character activity. There are standard, move, and free actions and you can trade a "higher" type of action for a "lower" type, such as a standard for a move action.

acute sense: A sense able to discern fine details about a subject. Human visual and auditory senses are normally acute.

advantage: A character trait involving a specific benefit or enhancement. Some advantages allow characters to overcome certain limitations (changing how certain maneuvers work, for example) while others add a new capability.

adventure: A story for players to experience, like a single issue of a comic book.

alternate effect: One power or effect that may be substituted for another, but not usable at the same time, giving a power different options or "settings."

archetype: A pre-generated character representing a particular type commonly seen in comic book stories.

array: A collection of alternate effects making up a single power.

asleep: A combined condition. While asleep, a character is defenseless, stunned, and unaware. A hearing Perception check with three or more degrees of success wakes the character and removes all these conditions, as does any sudden movement (such as shaking the sleeping character) or any effect allowing a resistance check.

attack bonus: The total modifier applied to an attack check.

attack check: A check to determine if an attack hits. To make an attack check, roll d20 and add the appropriate modifiers for the attack type. An attack hits if the check result is equal to or greater than the target's appropriate defense. A natural 20 on an attack check *always* hits, while a natural 1 *always* misses.

attack: Any of numerous actions intended to harm, disable, or neutralize an opponent. An attack is usually a standard action and involves a check versus a target's defense.

blind: A combined condition. The character cannot see, so everything effectively has full visual concealment from him. He is hindered, visually unaware, and vulnerable, and may be impaired or disabled for activities where vision is a factor.

bonus: A positive modifier to a die roll.

bound: A combined condition. A bound character is defenseless, immobile, and impaired.

character(s): A fictional individual in the game. The players control *player characters,* while the Gamemaster controls all *non-player characters* (NPCs), including adversaries and supporting cast.

check(s): A method of deciding the outcome of an action. Checks are based on a relevant character ability, skill, power, or other trait. To make a check, roll d20 and add any relevant modifiers to get a check result. If the check result equals or exceeds the difficulty class of a task or the result of an opponent's check, it succeeds. If it does not, it fails.

circumstance modifier: A value added to, or subtracted from, checks to reflect circumstances making the check easier (a circumstance bonus) or harder (a circumstance penalty). Circumstance modifiers are +/–2 (for a bonus or penalty) and +/–5 (for a major bonus or penalty).

close attack: An attack used in close (hand-to-hand or melee) combat.

combined condition: a set of basic conditions tied to a common descriptor. They're essentially a kind of "shorthand" for talking about a group of basic conditions that go together in a particular circumstance.

comparison check(s): A comparison of the trait ranks of two characters to determine which is higher. The character with the higher rank wins the check.

compelled: A compelled character is directed by an outside force, but struggling against it; the character is limited to free actions and a single standard action per turn, with both types of action being chosen by another, controlling character. As usual, this standard action can be traded for a move action. Controlled supersedes compelled.

complication: A story or background element about a character that poses difficulties. Players are awarded hero points for roleplaying and dealing with characters' complications.

concealment: Conditions making someone or something difficult to perceive, and therefore aim at. Concealment imposes a circumstance penalty on attack checks: –2 for partial concealment and –5 for total concealment.

condition: A game term describing a character's overall health and state of being.

construct: A non-living being, having an absent Stamina, but still possessing other abilities. Constructs including things like robots and the undead.

controlled: A controlled character has no free will; the character's actions each turn are dictated by another, controlling, character.

countering: The use of one effect to block or eliminate another, requiring an opposed power check between the two effects. Countering normally requires a readied action, unless using a hero point to counter immediately as a reaction.

critical hit (also crit): An especially successful attack inflicting additional damage. To score a critical hit, an attacker must first score a *threat* (usually a natural 20 on an attack check, depending on the attack being used) and the attack total must equal or exceed the target's Defense. A critical hit does +5 damage over the attack's normal damage, or you may add an effect, or use an alternate effect.

critical success: An especially successful use of a skill which grants an additional degree of success. To score a critical success, the skill user must roll a 20 on the die when making a check. Determine the degree of success normally and then increase it by one degree.

damage bonus: A modifier used to determine the damage of an attack.

damage: An effect that causes a character harm. Damage is resisted by Toughness.

damage condition: A condition imposed by a damage effect.

dazed: A condition. A dazed character is limited to free actions and a single standard action per round, although the character may use that action to perform a move, as usual. Stunned supersedes dazed.

deaf: A combined condition. The character cannot hear, giving everything total auditory concealment from him. This may allow for surprise attacks on the unaware character (see **Surprise Attack** in the **Action & Adventure** chapter). Interaction with other characters is limited to sign-language and lip-reading. (See **Interaction Skills** in **Chapter 3.**)

debilitated: A condition. The character has one or more abilities lowered below –5. (See **Debilitated Abilities** in the **Abilities** chapter.)

defense class: The difficulty for an attack check, based on a particular defense, plus 10.

defense: A trait measuring how capable a character is at avoiding certain hazards, based on the Agility, Awareness, Stamina, and Fighting abilities. Defenses include: Dodge, Will, Fortitude, Toughness, and Parry.

defenseless: A condition. A defenseless character has active defense bonuses of 0. Attackers can make attacks on defenseless opponents as routine checks. If the attacker chooses to forgo the routine check and make a normal attack check, any hit is treated as a critical hit. Defenseless characters are often prone, providing opponents with an additional bonus to attack checks.

degree(s) of failure: A measure of the failure of an action. Every five points a check result is under the required Difficulty Class is a degree of failure.

degree(s) of success: A measure of the success of an action. Every five points a check result is over the required Difficulty Class is a degree of success.

descriptor: A term describing the nature of a power. A descriptor may define how certain power effects appear or function.

difficulty class (DC): The number a player must equal or exceed for a check to succeed.

disabled: A condition. A disabled character is at a –5 circumstance penalty on checks. If the penalty applies to specific checks, they are added to the name of the condition, such as Attack Disabled, Fighting Disabled, Perception Disabled, and so forth. Debilitated, if it applies to the same trait(s), supersedes disabled.

duration: How long an effect lasts. There are five durations: instant, concentration, sustained, continuous, and permanent. Instant effects occur and end in the same turn. Concentration effects require a standard action each round to maintain. Sustained effects require a free action each round to maintain. Continuous effects require no action to maintain. Permanent effects also require no action to maintain, but cannot be turned off.

dying: A combined condition. A dying character is incapacitated (defenseless, stunned, and unaware) and near death. When the character gains this condition, immediately make a Fortitude check (DC 15). If the check succeeds, nothing happens. With two degrees of success, the character stabilizes, removing this condition. If the check fails, the character remains dying. Three or more *total* degrees of failure mean the character dies; so three failed Fortitude checks or one or two checks adding up to three degrees. Dying characters make a Fortitude check each round until they either die or stabilize. Another character can stabilize a dying character with a successful Treatment check (DC 15) or use of a Healing effect (see the **Powers** chapter).

effect: An aspect of a power with a particular defined game effect.

entranced: A combined condition. An entranced character is stunned, taking no actions other than paying atten-

tion to the entrancing effect. Any obvious threat automatically breaks the trance. An ally can also shake a character free of the condition with an interaction skill check (DC 10 + effect rank).

exhausted: A combined condition. Exhausted characters are near collapse. They are impaired and hindered. Characters recover from an exhausted condition after an hour of rest in comfortable surroundings.

extra: A power modifier that enhances a power, increasing its cost.

extra effort: Players can use extra effort to improve a hero's abilities in exchange for the hero suffering some fatigue. (See page 19.)

fail: Achieve an unsuccessful result for a check or other die roll.

fatigued: A condition. Fatigued characters are hindered. Characters recover from a fatigued condition after an hour of rest.

flat: A modifier that increases or decreases an effect's total cost by a set or "flat" value, rather than increasing or decreasing its cost per rank of the effect.

flaw: A power modifier that limits a power, reducing its cost.

free action: A minor activity, requiring very little time and effort.

Gamemaster (GM): The player who portrays characters not controlled by the other players, makes up the story setting for the game, and serves as the referee for game play.

graded check(s): A check where degree of success or failure is counted.

hero (also superhero or player character): A character controlled by a player, one of the main protagonists of an adventure or series.

hero points: Points players can spend to gain bonuses with particular actions.

hindered: A condition. A hindered character moves at half normal speed (–1 speed rank). Immobile supersedes hindered.

immobile: A condition. Immobile characters have no movement speed and cannot move from the spot they occupy, although they are still capable of taking actions unless prohibited by another condition.

impaired: A condition. An impaired character is at a –2 circumstance penalty on checks. If the impairment applies to specific checks, they are added to the name of the condition, such as Attack Impaired, Fighting Impaired, Perception Impaired, and so forth. If it applies to the same trait(s), disabled supersedes impaired

incapacitated: A combined condition. An incapacitated character is defenseless, stunned, and unaware. Incapacitated characters generally also fall prone, unless some outside force or aid keeps them standing.

melee weapon: A handheld weapon designed for close combat.

minion: A minor NPC with less influence on the story than the main characters. Minions are subject to special rules regarding their abilities, particularly in combat, that make them easier to defeat.

modifier: Any bonus or penalty applied to a die roll.

move action: An action intended to move a distance or to manipulate or move an object or the equivalent.

natural: A natural result on a roll is the actual number appearing on the die, not the modified result obtained by applying modifiers to that number.

non-player character (NPC): A character controlled by the Gamemaster (as opposed to a character controlled by a player).

normal: A condition. The character is unharmed and unaffected by other conditions, acting normally.

opposed check(s): A check where the Difficulty Class is set by another character's check result; the two checks are compared and the character with the higher check result wins.

paralyzed: A combined condition. A paralyzed character is defenseless, immobile, and physically stunned, frozen in place and unable to move, but still aware and able to take purely mental actions, involving no physical movement whatsoever.

partial modifier: A modifier that applies to only *some* of an effect's ranks and not others. A modifier must apply to at least one rank, and may apply to as many ranks as the effect has.

penalty: A negative modifier to a die roll.

player: You, your *Gamemaster*, or one of your friends playing the game.

player character (PC, also hero): A character controlled by a player, one of the main protagonists of an adventure or series.

power level (also level or PL): A limit on overall power and ability in a series, also sometimes used to describe the overall power of a character (*e.g.* a level 11 hero, a power level 15 villain, etc.).

power modifier: An increase or decrease in a power's capabilities, also increasing or decreasing its cost.

power points: Points allocated to a character's different traits during character creation, also awarded for advancement.

power stunt: An alternate effect acquired temporarily through extra effort (see page 19).

power: A superhuman trait, like the ability to fly or shoot blasts of energy. Powers are made up of one or more effects with various descriptors defining the power's nature.

prone: A combined condition. A prone character is lying on the ground, receiving a –5 circumstance penalty on close attack checks. Opponents receive a +5 circumstance bonus to close attack checks but a –5 penalty to ranged attack checks (effectively giving the prone character total cover against ranged attacks). Prone characters are hindered. Standing up from a prone position is a move action.

range: The distance over which an effect works. There are five ranges: Personal, Close, Ranged, Rank, and Perception. Personal range effects work only on the user. Close range effects work only on subject the user touches. Ranged effects work over a distance, usually a maximum of (rank x 100 feet). Rank range effects have a distance set by the specific effect's rank. Perception range effects work over any distance where the user can accurately perceive the subject of the effect.

ranged attack: Any attack made at a distance.

ranged weapon: An energy, projectile, or thrown weapon designed for attacking at a distance.

rank: A measure of a character's level of ability with a skill or power.

resistance check: A roll made with a defense to avoid or reduce harm. Most Resistance checks are DC 10 plus the effect rank.

restrained: A combined condition. A restrained character is hindered and vulnerable. If the restraints are anchored to an immobile object, the character is immobile rather than hindered. If restrained by another character, the restrained character is immobile but may be moved by the restraining character.

round: A roughly six-second unit of game time used to manage fast-paced action.

routine check(s): A check for an action taken under routine circumstances, where the character is not under any time pressure. Rather than rolling the die, add 10 to the modifier for the check to get the check result.

scene: A portion of an adventure, like a chapter of a story.

series: A linked collection of adventures, forming the backdrop against which the characters interact and participate in the setting, like an ongoing comic book or television series.

stack: Combine for a cumulative effect. If modifiers do not stack, it is specified in the rules. In most cases, modifiers to a given check stack. If the modifiers of a particular roll do *not* stack, only the best bonus or worst penalty applies. Sometimes there is a limit to how high a stacked bonus or penalty can be.

staggered: A combined condition. A staggered character is dazed and hindered.

standard action: An action intended to do or act upon something. You can perform a single standard action per round.

stunned: A condition. Stunned characters cannot take any actions, including free actions.

surprised: A combined condition. A surprised character is stunned and vulnerable, caught off-guard and therefore unable to act and less able to avoid attacks.

target (also subject): The intended recipient of an attack, action, or power.

threat range: All natural die roll results constituting a critical threat when rolled for an attack check. For most attacks, the threat range is a natural roll of 20. Some attacks have greater threat ranges.

threat: A possible critical hit. The attack check result of a threat must equal or exceed the target's defense for the threat to constitute a critical hit.

toughness: A measure of a character's ability to resist and endure physical harm. Toughness checks are DC 15 plus the effect rank.

trained/training: Having at least 1 rank in a skill.

trait: Any of a character's game-defined qualities: abilities, skills, advantages, and powers are all traits.

transformed: A condition. Transformed characters have some or all of their traits altered by an outside agency. This may range from a change in the character's appearance to a complete change in trait ranks, even the removal of some traits and the addition of others! The primary limit on the transformed condition is the character's power point total cannot increase, although it can effectively decrease for the duration of the transformation, such as when a powerful superhero is turned into an otherwise powerless mouse or frog (obviously based on considerably fewer power points).

unarmed attack: A close attack made with no weapon in hand.

unaware: A condition. The character is completely unaware of his surroundings, unable to make interaction or Perception checks or perform any action based on them. If the condition applies to a specific sense or senses, they are added to the name of the condition, such as visually unaware, tactilely unaware (or numb), and so forth. Subjects have full concealment from all of a character's unaware senses.

untrained: Having no ranks in a skill. Some skills cannot be used untrained.

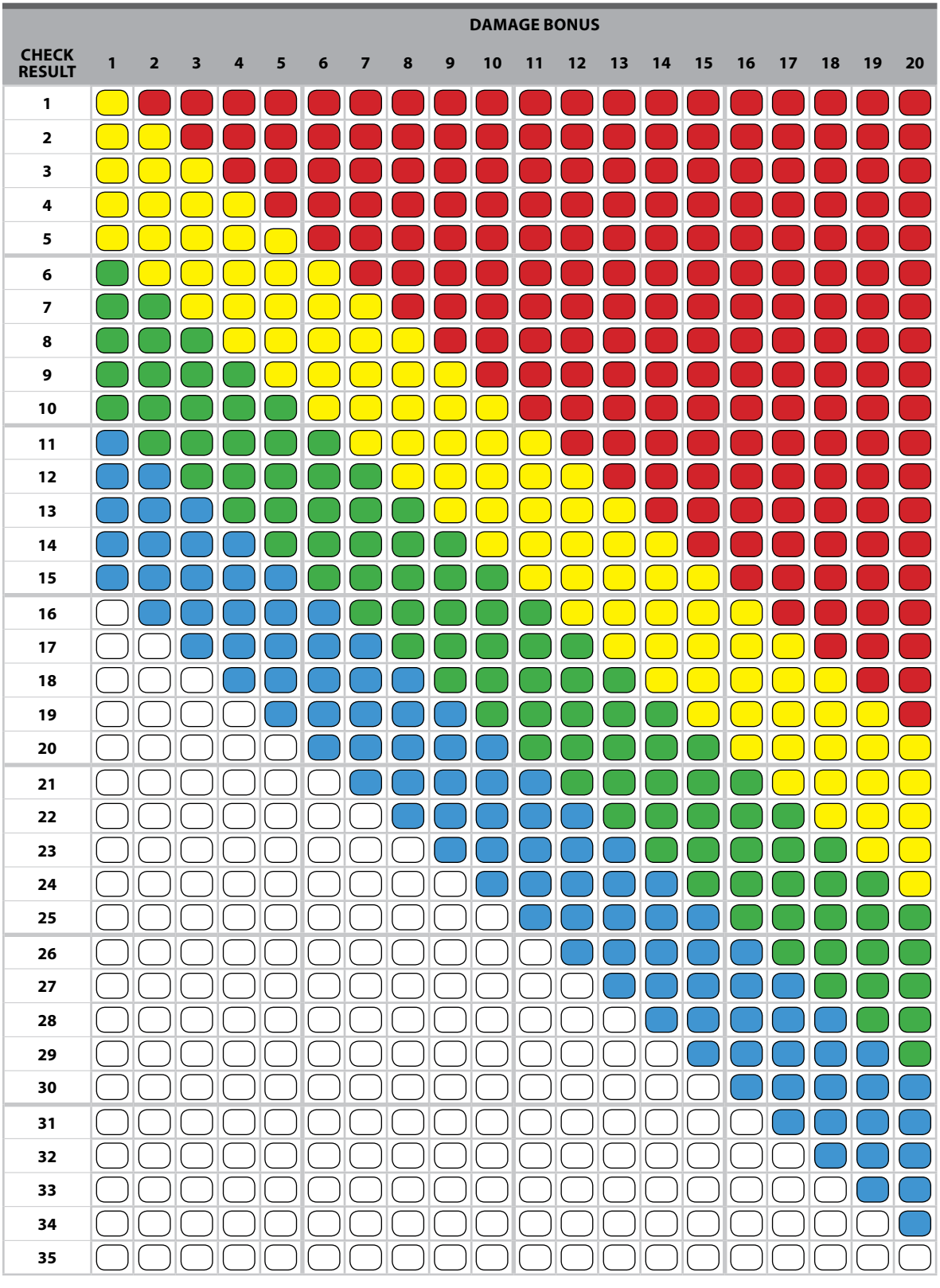
villain (also supervillain): An adversary controlled by the Gamemaster.

vulnerable: A condition. Vulnerable characters are limited in their ability to defend themselves, halving their active defenses (round up the final value). Defenseless supersedes vulnerable.

weakened: A condition. The character has temporarily lost power points in a trait. See the **Weaken** effect in the **Powers** chapter for more. Debilitated supersedes weakened.

REFERENCE TABLES

DAMAGE RESISTANCE MATRIX



MEASUREMENTS TABLE: METRIC

RANK	MASS	TIME	DISTANCE	VOLUME
–5	750 grams	1/8 second	15 cm	.0008 m^3
–4	1.5 kg	1/4 second	50 cm	.0017 m^3
–3	3 kg	1/2 second	1 m	.0035 m^3
–2	6 kg	1 second	2 m	.007 m^3
–1	12 kg	3 seconds	4 m	.014 m^3
0	24 kg	6 seconds	8 m	.025 m^3
1	50 kg	12 seconds	16 m	.05 m^3
2	100 kg	30 seconds	32 m	.1 m^3
3	200 kg	1 minute	64 m	.2 m^3
4	400 kg	2 minutes	125 m	.4 m^3
5	800 kg	4 minutes	250 m	.8 m^3
6	1600 kg	8 minutes	500 m	1.7 m^3
7	3.2 tons	15 minutes	1 km	3.5 m^3
8	6 tons	30 minutes	2 km	7 m^3
9	12 tons	1 hour	4 km	15 m^3
10	25 tons	2 hours	8 km	30 m^3
11	50 tons	4 hours	16 km	60 m^3
12	100 tons	8 hours	32 km	120 m^3
13	200 tons	16 hours	64 km	250 m^3
14	400 tons	1 day	125 km	500 m^3
15	800 tons	2 days	250 km	1,000 m^3
16	1,600 tons	4 days	500 km	2,000 m^3
17	3.2 ktons	1 week	1,000km	4,000 m^3
18	6 ktons	2 weeks	2,000 km	8,000 m^3
19	12 ktons	1 month	4,000 km	15,000 m^3
20	25 ktons	2 months	8,000 km	30,000 m^3
21	50 ktons	4 months	16,000 km	60,000 m^3
22	100 ktons	8 months	32,000 km	120,000 m^3
23	200 ktons	1.5 years	64,000 km	250,000 m^3
24	400 ktons	3 years	125,000 km	500,000 m^3
25	800 ktons	6 years	250,000 km	1 million m^3
26	1,600 ktons	12 years	500,000 km	2 million m^3
27	3,200 ktons	25 years	1 million km	4 million m^3
28	6,400 ktons	50 years	2 million km	8 million m^3
29	12,500 ktons	100 years	4 million km	15 million m^3
30	25,000 ktons	200 years	8 million km	30 million m^3
+1	x2	x2	x2	x2

SIZE RANK MODIFIERS

SIZE RANK	HEIGHT/ LENGTH	ACTIVE DEFENSE	STEALTH	INTIMIDATION	STR	STA	SPEED
3	250 feet	–10	–20	+10	+20	+20	+2
2	120 feet	–8	–16	+8	+16	+16	+2
1	60 feet	–6	–12	+6	+12	+12	+1
0	30 feet	–4	–8	+4	+8	+8	+1
–1	15 feet	–2	–4	+2	+4	+4	+0
–2	6 feet	0	0	0	0	0	+0
–3	3 feet	+2	+4	–2	–1	0	+0
–4	1 foot	+4	+8	–4	–2	0	–1
–5	6 inches	+6	+12	–6	–3	0	–1
–6	3 inches	+8	+16	–8	–4	0	–2
–7	1 inch	+10	+20	–10	–5	0	–2

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MUTANTS & MASTERMINDS

HERO: _____ PLAYER: _____

IDENTITY: _____ ❍ SECRET ❍ PUBLIC

GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____

GROUP AFFILIATION: _____ BASE OF OPERATIONS: _____ POWER LEVEL: _____

POWER POINT TOTALS: ABILITIES _____ + POWERS _____ + ADVANTAGES _____ + SKILLS _____ + DEFENSES _____ = _____

STRENGTH ☐	AGILITY ☐	FIGHTING ☐	AWARENESS ☐
STAMINA ☐	DEXTERITY ☐	INTELLECT ☐	PRESENCE ☐

DEFENSE

DODGE (AGL) ☐

PARRY (FGT) ☐

FORTITUDE (STA) ☐

TOUGHNESS (STA) ☐

WILL (AWE) ☐

OFFENSE

INITIATIVE ☐

_____ ☐

_____ ☐

_____ ☐

NOTES

ADVANTAGES

SKILLS

POWERS & DEVICES

GEAR & EQUIPMENT

COMPLICATIONS

POWER POINTS

HERO POINTS

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