

## Base Raiders/Mutants and Masterminds 3E Conversion Guide - Version 1

This guide will explain how to implement the new systems introduced in the Base Raiders RPG for use in a Mutants and Masterminds campaign. It will cover suggested modifications to the character creation system, as well as new mechanics for base creation, goals, power interactions, and loot. Gamemasters who wish to run a Base Raiders campaign in Mutants and Masterminds but do not need the new systems do not need this guide at all.

### Character Creation

Use the standard character creation system with the following power levels to represent high, medium, or low power games:

High Power: Power Level 10 (150 Power Points)

Medium Power: Power Level 8 (120 Power Points)

Low Power: Power Level 6 (90 Power Points)

It is recommended that player characters answer the five questions on p. 93 of Base Raiders in order to fill out their character's background.

### Base Creation

Gamemasters who wish to use the collaborative base creation system as described on p. 187 can do so with the following modifications. Player characters cannot use untrained skills to investigate bases. The GM sets the DC of all skill checks to research a base in secret and it is recommended that the DC for all skill checks be at 15 and higher. It is recommended that GMs use graded skill checks (p. 14 of Mutants and Masterminds 3rd Edition) for base investigation skill checks. Higher grade successes indicate more accurate information is revealed to the players while lower grade successes indicate partially incorrect information.

### Goals

As in Base Raiders, a player who wants to design a goal for his character should first design a superpower to represent the effect of the goal. Obviously, in this case, use the Mutants and Masterminds system instead of the Strange Skill generation. However, you may also add skills, advantages, and gear (including headquarters) to better model your goal. Remember that the point of a goal is to change the world, not improve your personal character. Use the following chart to determine final point costs and number of milestones required to complete the goal.

Tier	Milestones	Skill Point Multiplier
Personal	2	1
City	4	1.5
National	6	2
Global	8	4
Cosmic	12	8

For example, a vaccine for cancer is best represented by a combination of several elements. First, the character needs to perform research to discover the cure, which the GM decides is a DC 30 Treatment skill check. Either the GM can allow the character to make the skill check once every 6 months of game time if he possesses Treatment at a high enough level or the GM could allow the character to recruit scientists to work on the cure. In the latter case, the character simply pays via Power Points to represent the effort in getting the project underway, assuming that NPCs will make a routine check.

Treatment +20 (with routine check of 10 for a total of DC 30): 10 power points - only necessary if a character

does not have Treatment  
Immunity: cancer: 1 point.  
Extra: Affect other: 1 point  
Skyscraper (to represent the vaccine factory and distribution system): 17 points

Tier: Global

Milestones: 8

Total cost: 116 without Treatment (29x4) or 76 (19x) power points to research and distribute a cure for cancer for the entire world. Obviously, this goal would be a campaign goal, requiring multiple sessions to complete.

Character use their own earned power points and/or use loot to pay for a goal. Multiple PCs can pool their resources together to pay for a goal.

## Loot

The loot rules begin on p. 192 of Base Raiders, which explains how players can sell and use the loot they find in bases. The values for loot and bulk remain unchanged. A person can normally carry 20 points of bulk and 20 bulk worth of tech supplies equals 1 loot point, for example. The ratios for selling loot varies as normal, as described on p. 194.

Loot is converted into power points at a 5:1 ratio. In other words, 10 loot points can be turned into 2 power points. These power points can only be used to pay off character goals, Burn (from the Power Interaction rules, see below) or to increase the Benefit: Wealth advantage.

## Power Interaction

The most complex system introduced in Base Raiders is the Power Interaction system on p. 182. In Mutants and Masterminds, characters may gain additional superpowers, as described in Base Raiders, but the effects are based on how many points the new power costs over their remaining available points. The excess cost is called Burn and remains until the character can pay for it through experience and loot.

For example, consider a medium power character who has gained 5 power points from adventuring and has not spent any points. He started with 150 points (which were all spent during character creation) but none of the 5 points he gained from play have been spent. He gains a new superpower by drinking a magic potion. The new power costs 12 points. He now has 7 points of Burn. To determine the effects of Burn, consult the following table below:

Burn	Effect
0	<b>None</b> - the character operates normally.
1-5	<b>Strained:</b> The character's Stamina is reduced by 1. If it is already -5, then reduce another physical attribute (Strength, Agility, Dexterity, or Fighting) by 1.
5-10	<b>Miscibility:</b> The character must take 1 consequence from the Miscibility table.
11-15	<b>Major Strain:</b> The character must halve his Will Defense and lower Toughness by 1. If Tough is at -5, then the character loses a point in an attribute of the player's choice.
16-20	<b>Unstable:</b> The character must take 1 new consequence from the Miscibility table.
21-30	<b>Death Throes:</b> The character's body starts to burn away. The character will die in a manner of hours equal to his current Will defense, with a minimum of 1 hour of time.
31+	<b>System Shock:</b> The character dies from massive internal shock. He lives for a number of minutes equal to his current Will defense.

All side effects of Burn end when the character loses all Burn. All lost stats are recovered.

**Miscibility Consequences:** When a character gains enough Burn to take a miscibility consequence, use the following entries.

**Minor Consequences:** Each minor consequence costs ALL of the character's Hero Points (the character does NOT start the game with any Hero Points, nor can the character earn any)

**Cosmetic flaw:** The character's appearance changes slightly but noticeably. Hair may change color, voice sounds different, or the character may gain or lose weight. The character still looks approximately the same and will not stand out any more than he has in the past. A human still looks human, but an alien still looks alien. People familiar with the character will notice the difference and the character takes a -2 penalty when making a social skill against them.

**Persistent stress:** The character suffers a -1 penalty on all damage resistance checks.

**Weakened Power:** One of the character's superpowers loses 1 rank of power.

**Weakness:** The character gains a new Weakness complication.

**Moderate Consequences:** each moderate consequence costs 1 Hero Point per game session. In other words, the player character starts with no Hero Points, but may earn Hero Points during game play normally.

**Inefficient Power Mixture:** One of the character's Powers becomes dramatically weaker. The character's highest ranked power is reduced to half of its ranks (round down).

**Major physiological change:** The character undergoes a physical transformation that radically changes his appearance, to the point where he can no longer pass as a normal member of his species.. Humans look alien or monstrous. If he goes out in public, he will be labeled a monster or freak. Police will attempt to arrest or kill him. Aliens and other non-human characters never change to the point where they look human though. If this consequence is removed because the character's burn lowers, his appearance reverts to normal.

**Cyclic Power:** The character must have two super powers to take this consequence. The GM chooses one of the character's powers and halves its power rank. Once per session, the GM may choose a new power to halve. The other power returns to normal ranks. In other words, the character has to halve the ranks (round down) of one of his super powers at all times. A super power never goes above its normal rank with this Miscibility Consequence.

**Major Weakness:** The character becomes debilitated (see p. 109 of Mutants and Masterminds) in one ability of the character's choice.

**Severe Consequences:** Each Severe Consequence is free.

**Nullified Power:** One of the character's other superpowers no longer works. The character may not choose the power that inflicted this Miscibility consequence on him. If the point cost of the nullified power is lower than the new power, the character permanently loses a number of Will and/or Toughness defense equal to the difference in point cost. If the character cannot do this, the character cannot use either power until he can lower his burn rating.

**Temporary:** The power will not last very long, but you don't know when it will end. The GM determines how long the power will last, but it should not last more than 24 hours. The character follows all rules for this power while it is in effect, including burn. The character takes a -2 penalty to all damage resistance checks. Once the character loses the power he regains all the points spent on the power.

**Grotesque Physiological Trauma:** The character's body rejects the new ability, causing massive trauma. The character survives, but is crippled or deformed in a way determined by the GM. Common traumas are paralysis of a limb, losing sight or hearing, or developing a serious weakness to a common stimulus like sunlight or water. In addition, the character's Toughness, Fortitude and Stamina are reduced by half (round down).

**Positive Consequences:** A character may never have more than 1 positive consequence at any given time.

**Additional Power:** The newly acquired power awakens a hidden power within the character. The character gains an additional power but must pay for it without gaining any additional burn. The additional power has the same power source as the one that triggered this consequence.