MUTANTS & MASTERMINDS™ ROLEPLAYING GAME

ERRATA & CORRECTIONS

UPDATED: 1/1/04

TITLE PAGE:

Under **Playtesters** "Brian Meyers" should be spelled "Brian Myers"

P. 8: USING THIS BOOK

Remove the words "or not" from the first sentence.

P. 9: IMPORTANT TERMS

check: Change the word "characteristic" in the second sentence to "attribute."

damage: Change to read as follows: "Any harm caused to a character by an attack, power, illness, or other source."

Hero Points: Change "characters" to "players." Characters don't spend Hero Points, players do.

stack: Add "(or penalty)" after the word "bonus" in the last sentence.

P.10–17: HERO ARCHETYPES

See the **Revised Hero Archetypes** file for updates.

P. 21

Insert the following sidebar at the end of this page:

OPTION: REDUCED SKILL COSTS

Generally *Mutants & Masterminds* characters rely on their extraordinary ability scores (particularly super-abilities) for their skill bonuses. However, some Gamemasters may wish to run a more skill-heavy game with a focus on less superhuman characters. In this case, the cost of skills should be reduced, with one power point granting character two or three skill ranks rather than just one.

P. 25: INTELLIGENCE

Delete the words "a lot of skills, particularly" from the second sentence.

P. 36: INTIMIDATE

Add "or STR" to the parenthesis after the skill name. Super-strong characters should be pretty darn intimidating.

P. 45: EVASION

Change to read: "When making a Damage save, you can choose to use your Reflex save bonus in place of your Damage save bonus, avoiding an attack through agility and defensive maneuvering rather than sheer toughness. You cannot evade the damage of area attacks and the GM may rule that there are certain other attacks you cannot evade. You cannot use Evasion if you are denied your dodge bonus to Defense for any reason."

P. 47: PHOTOGRAPHIC MEMORY

Change the Prerequisite to Int 15+ or Super-Intelligence.

P. 48: RAPID HEALING

Change the +2 bonus to a +1 bonus. Add the following at the end of the **Special** section: "So you recover your Regeneration power rank plus one in hits per minute if you have Rapid Healing."

P. 48: SKILL FOCUS

Add **Prerequisite:** Trained in the chosen skill.

P. 49: TALENTED

Add **Prerequisite:** Trained in the chosen skills.

P. 50: BLINDSIGHT

Add "or Super-Senses" to the **Prerequisites**.

P. 52: PENETRATING ATTACK

Replace its description with the following:

One of your attacks or powers is particularly effective in overcoming resistance.

Benefit: Choose an attack or power. When the target attempts to resist that attack or power, reduce any Protection that they have by 2. Once Protection is reduced to 0, any remaining reduction is applied to the target's saving throw bonus, which cannot be reduced below +0.

Special: You can take this feat multiple times. Its effects stack (if applied to the same attack or power) or apply to a different attack or power. Each application of this feat is considered a +2 increase in the attack or power's rank for purposes of stacking limits (see p. 58). Defenses with the Impervious extra ignore the effects of this feat.

P. 53: SCENT

Add "or Super-Senses" to the **Prerequisites**.

TRUE SIGHT

Add "or Super-Senses" to the **Prerequisites**.

P. 56: POWER COSTS

Under "Extras" change the second sentence of the second paragraph to read: "For example, if Sean adds the Protection extra to Protonik's Super-Strength (already at rank 10), he must spend 10 power points, one for each rank Protonik already has, before increasing Protonik's Super-Strength another rank (which now costs 5 points per rank because of the Protection extra).

Change the fourth sentence of the third paragraph to read: "Growth (with a cost of 6 points per rank) increases the cost of Shapeshift by 5 points per rank as an extra (Growth's normal cost, minus 1).

P. 59: TABLE 5-1

Change the cost of Leaping 1 per rank.

P. 60: DURATION

At the end of this section, add: "Permanent powers cannot be improved using extra effort (see p. 105)."

P. 61: ABSORPTION

At the end of the first paragraph, add: "This power is considered a Protection bonus for stacking purposes."

In the second paragraph change the word "absorb" to "store" and insert "absorbed" before the first use of "damage bonus."

In the third paragraph, change "the absorbed energy" to "stored energy."

Under "Energy Conversion" change the first sentence to: "You can convert absorbed energy into a specific type of energy such as light, heat, sound, and so forth as a free action."

ALTERNATE FORM

Under **Energy** form, drop the words "If you prefer" from the beginning of the second sentence, so it starts "You have an Energy Field…"

Under **Liquid** form, change "Amazing Save (Damage) (below)" to "Protection (p. 79)"

Under **Semisolid** form, add "like the Strike power (p. 84)" to the end of the last sentence.

AMAZING SAVE

Change **Duration** to Permanent.

P. 62: ANIMATION

Under **Animate Shadows** change "and Damage bonus" to read "and Damage save bonus".

ARMOR

Change **Duration** to Permanent.

P. 63: BOOST

Change the third sentence to: "You gain bonus ranks in that attribute equal to your Boost power rank. For ability scores these are ranks in the appropriate super-ability."

P. 65: DEFLECTION

Change **Action** to Half. Delete the last sentence of the first paragraph. (You can move in the same round you deflect, but the number of actions you can take in a round limits you.)

DENSITY CONTROL

Change **Cost** to 6.

P. 66: DISINTEGRATION

Add **Saving Throw:** Damage.

P. 68: DUPLICATION

In the last sentence of the first paragraph on this page, change "You duplications" to "Your duplicates." Delete the word "usually" from the first sentence of the second paragraph.

Under the **Horde** extra, change "feat" to "extra."

P. 69: ENERGY CONTROL

Change the Disintegration extra under **Sonic** and **Vibration** to a power stunt.

P. 72: FORCE FIELD

Change **Cost** to 2.

Change "a Damage save bonus" in the first sentence to "Protection."

Under **Mental Shield** change the text to read: "Your force field provides Mental Protection (p. 75) equal to its rank."

P. 72: GADGETS

Change this power's description to read as follows:

You have the ability to come up with the right device for any situation. You can allocate your Gadgets ranks to any power with a base cost of 2 or fewer power points per rank simply by taking a half action and spending a Hero Point. You cannot apply any Flaws to this power to reduce its cost. You may apply extras, but this divides your power ranks by the number of extras, plus one. So one extra divides your ranks in half, two extras by three, and so forth. Any fractional ranks are dropped. If this reduces power rank below 1, then you cannot create a gadget with that power. You may divide your power ranks between multiple powers as desired, but each separate power requires a half action (but only one Hero Point, regardless of how many powers the Gadgets ranks are allocated to).

Example: Gimmick has a utility purse that holds a variety of crime-fighting devices (Gadgets +10). With a half action and a Hero Point, Gimmick can pull virtually any sort of device from her utility purse, from acid to eat through metal bars (Corrosion) to smoke grenades (Obscure) or shark-repellent (Mind Control).

Like all variable effects (see p. 94), the Gamemaster should carefully monitor and control the use of Gadgets, and has the right to veto a particular use of a gadget if it is inappropriate for the series.

Note that Gadgets includes the Device flaw in its cost, so it cannot be applied to it again, and individual Gadgets, while still devices, do not receive a reduction in cost.

GROWTH

Add the following to the end of the second sentence: " increase your movement speed by 10 feet and your reach by 5 feet."

P. 73: ILLUSION

Add "For two extras" at the beginning of the **Damaging** extra.

INCORPOREAL

In the last sentence of the first paragraph change "attack (melee attack, ranged attack, Energy Blast, etc.)" to "effect (such as unarmed attacks, iron weapons, a specific type of energy, etc.)"

P. 74: INCORPOREAL

Add the following to the end of **Phase Attack**: "Protection provides no benefit, but a Force Field has its normal effect (reducing the DC of the Fortitude save)."

P. 75: MENTAL BLAST

Change the third sentence to read: "The target's Wisdom bonus rather than Dexterity bonus applies as a dodge bonus to Defense."

MENTAL PROTECTION

Change **Duration** to Permanent.

Delete the words "as well as your saving throw bonus" at the end of the first paragraph.

P. 76: MIND CONTROL

Change the second sentence of the second example to: "Argent now gets a Will saving throw with a DC of 23 (Ego's original Mind Control check result)." This brings it in line with the power's description.

P. 77: NATURAL WEAPON

Change the range from "Personal" to "Touch." Change the saving throw from "Fortitude" to "Damage."

NEUTRALIZE

Change the last two sentences to read: "The target makes a Will saving throw or a check with the affected power rank, whichever has the greater bonus, with a DC equal to the neutralizing character's Neutralize check total. Devices make a power rank check. If the attacker succeeds, the target's powers are neutralized."

OBSCURE

Delete the last sentence from the **Selective** extra. Remove "a number of" from the first sentence.

P. 78: PARALYSIS

Change the power's Duration to Sustained and the name of the extra to Continuous.

P. 79: PROTECTION

Change **Duration** to Permanent.

REGENERATION

Change **Duration** to Permanent.

Change the second sentence to read: "Spread this recovery out evenly over ten rounds, so at rank 5 you recover one stun and lethal hit every other round and at rank 10 you recover one hit of each type per round."

P. 80: SENSORY PROTECTION

Change **Duration** to Permanent.

P. 81: SHAPESHIFT

Change "three extras" to "five extras" under the **Growth** extra.

SHRINKING

Add the following after the second sentence: "Your normal movement rate decreases by 5 ft. per reduction in size category (down to an effective speed of 0 at Infinitesimal size)."

P. 82: SNARE

Make "Dodge bonus" in the second paragraph lower-case ("dodge bonus"). In the third paragraph, change the damage bonus needed to break a snare automatically to "10 or more than the Snare's rank."

P. 84: SUPER-CHARISMA

Change **Duration** to Permanent.

P. 85: SUPER-CONSTITUTION

Change **Duration** to Permanent.

SUPER-DEXTERITY

Change **Duration** to Permanent.

SUPER-INTELLIGENCE

Change **Duration** to Permanent.

SUPER-SENSES

Change **Duration** to Permanent.

SUPER-SKILL

Change **Duration** to Permanent.

P. 86: SUPER-STRENGTH

Change **Duration** to Permanent.

SUPER-WISDOM

Change **Duration** to Permanent.

P. 88: TELEPORTATION

Delete the "**Effects:** Movement" line.
Change **Extended Teleport** to a power stunt.

P. 89: TIME CONTROL

For **Precognition** and **Postcognition** insert "For two extras…" at the beginning of each description (since both powers have a cost of 3).

P. 91: TRANSFORMATION

Change "three extras" to "five extras" under the **Growth** extra.

P. 92: TUNNELING

Change **Rapid Tunneling** to a power stunt.

P. 99: STEP 5

Change the first minus sign in the power cost formula to an equals sign, so it reads: "Power cost per rank = 1 + total number of effects," etc.

P. 104: TRAVEL

Change the example to read as follows:

Example: Marathon has Super-Speed +10, giving him a base speed of 80 feet per round and a sprint speed of over four thousand times that (327,680 feet per round, about 32,000 mph, or over forty times the speed of sound!). At this speed, Marathon can circle the Earth in under an hour.

P. 105: TABLE 6-3

Change the column headers to: Load, Max Dex Bonus, Check Penalty, Speed, Sprint

TABLE 6-4

Bump the "Str" headers over one column so it reads "Str 10 Heavy Load, Str 15 Heavy Load," etc.

HERO POINTS

In the second paragraph, change "free action" to "reaction".

P. 106: HERO POINTS

Add the word "entirely" at the end of the first sentence of the **Ignore Fatigue** section.

P. 112: PYTHON RIFLE

Change the final cost in the text to 14 pp.

IMPROVISED WEAPONS

Change the second and third sentences to read: "Such objects have a damage bonus equal to the character's Strength bonus or twice the object's hardness, whichever is less. If either the attacker's Strength bonus or the defender's Protection bonus is greater than the object's hardness, the object is destroyed by the attack."

P. 115: VEHICLE COST

Change the first sentence to read: "To determine a vehicle's cost in power points, take its ranks of movement, add any armor or other features the

vehicle may have, then add any points of hardness it has greater than its highest other rank."

P. 116: COLLISIONS

Delete the third sentence of the second paragraph.

P. 118: HARDNESS

Change "hardness 20" in the first sentence to "the construct's power level +5."

CONSTRUCT CHARACTERS

Change the beginning of the second paragraph to read:

Construct characters generally have Immunity super-feats to represent their artificial nature. They have all the Immunities listed on pp. 51-52, including Energy (cold and heat). This has a cost of 20 power points (minus 2 power points per Immunity the character lacks).

P. 119: SAMPLE CONSTRUCT (PL20)

Under **Powers** italicize "Power Stunt" and "Extra."

P. 120: HEADQUARTERS FEATURES

Under **Holding Cells** change the end of the second sentence (after the parenthesis) to: "or their basic hardness is increased by half the base's power level."

P. 122: CHEMICALS

Under **Truth Serum** "Range (touch" should be "Range — touch"

P. 129: UNCONSCIOUSNESS

Replace the second sentence with: "A dazed character can take no actions, but defends normally."

P. 131: DAMAGE REDUCTION

Change the text under this header to read as follows:

Instead of reducing damage bonus, Protection — and related powers like Force Field — provide *damage reduction*, reducing the amount of damage inflicted. Multiply the Protection rank by two and reduce the damage inflicted by each attack on the character by this amount. If the damage is reduced to 0 or fewer hit points, it has no effect on the character. So a hero with Protection +11 ignores the first 22 points of damage from each attack, and attacks of three or fewer dice don't affect the character at all, except on a critical hit.

Amazing Save (Damage), Super-Constitution, and other bonuses to Damage save do not provide damage reduction. Instead, they increase the character's hit points, adding a number of hit points equal to the power's rank per power level. So a level 10 hero with Super-Constitution +6 and Amazing Save (Damage) +4 has an additional 100 hit points (6x10 + 4x10 = 100).

P. 132: TABLE 6-4

Correct the headers so they read: **Action**, **Type**, and **5-foot step?**

P. 139: HARDNESS

Replace the last sentence with: "Each doubling of thickness increases hardness by +1, so an 8-inch thick stone wall has a hardness of 11 (base hardness 8 + 3 doublings of thickness)."

P. 139: DAMAGE TO OBJECTS

The third paragraph should read: "The rules for impossible damage saves (p. 127) do not apply to objects; if an attack has a damage bonus of 10 or more than the object's hardness, the object is automatically broken by the attack."

CONDITION SUMMARY

Remove the entry for **Fallen** (it's redundant with the entry for **Prone**).

P. 140: CONDITION SUMMARY

Under **Grappled** remove the words "do not threaten any area and" from the last sentence.

P. 152: TABLE 9-3

Please delete this table and replace with the tabel on page 5 of this document.

P. 154: SUPPORTING CAST

Under **Police Detective**, change the Alertness feat to Talented (Listen and Spot).

P. 155: SUPPORTING CAST

Under **Police Officer**, change the Alertness feat to Talented (Listen and Spot).

P. 163: THE FIGHT

Under **Teamwork** delete the third sentence. Change the beginning of the fourth sentence to: "Captain Thunder may..."

P. 172-177: SAMPLE VILLAINS

See the **Revised Sample Villains** file for updates.

P. 183: CONTRIBUTORS

Steve Kenson, Game Designer: Change the first sentence to: "Steve has worked in the RPG industry since 1995 on a wide variety of game lines. He has written or contributed to over eighty different products in that time. He'd like to thank Chris, Nicole, and Hal at Green Ronin for their support and faith in this project."

TABLE 9-3: RANDOM EVENTS

d20 Roll	Event Type
1–4	Random crime
5–8	Organized crime
9–11	Terrorism
12–15	Disaster
16–18	Personal trouble
19–20	Crisis!

d20 Roll	Random Crime
1–2	Assassination
3–4	Murder
5–6	Kidnapping
7–8	Theft
9–10	Mugging or Robbery
11–12	Arson
13–14	Vandalism
15–16	Reckless endangerment
17–18	Car chase (involving police)
19–20	Shootout (involving police)

d20 Roll	Organized Crime
1–2	Mob hit or assassination
3–4	Protection racket
5–6	Kidnapping
7–8	Smuggling
9–10	Drug trafficking
11–12	Extortion
13–14	Political corruption
15–16	Hijacking
17–18	Arms dealing
19–20	Turf war between rival gangs

d20 Roll	Terrorism
1–6	Organized crime front (roll on Organized Crime table)
7–10	Bombing
11–14	Hostage situation
15–16	Political assassination
17–18	Political overthrow
19–20	Weapon of mass destruction (nuclear, chemical, or biological)

d20 Roll	Disaster
1–2	Earthquake
3–4	Fire
5–6	Tornado
7–8	Hurricane
9–10	Tsunami/flood
11–12	Plague
13–14	Traffic or shipping accident
15–16	Building or bridge collapse
17–18	Chemical spill
19–20	Nuclear meltdown or accident

d20 Roll	Personal Trouble
1–3	Job or financial problems
4–6	Relationship or romantic problems
7–9	Hero's secret identity is threatened
10–12	Hero is vilified in the press
13–15	Villain strikes at a hero (directly or indirectly)
16–18	Hero is framed/set up/mistaken for a villain
19–20	Hero's powers mysterious fade, change, or go out of control

d20 Roll	Crisis!
1–3	Supervillain attempts to conquer the world
4–6	Invasion! (from space, the inner earth, another dimension, etc.)
7–8	Earth becomes a front in an alien or extradimensional war
9–11	Cosmic disaster (asteroid collision, solar flare, worldwide disaster, etc.)
12–14	Monster rampages through the city
15–16	Massive breakout or attack of supervillains
17–18	Item of cosmic power falls into the wrong hands
19–20	Threat to the space-time continuum

OUTLINING THE PLOT

Once you have an idea for a threat in mind, give some thought to how that threat will manifest itself. Outline a series of events that will take place. This will give you the overall plot of your adventure, a sort of roadmap that you can follow while you're running the game to know what is likely to happen next.

For example, you decide that 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 must acquire some advanced technology to repair their ship. They begin to track down and steal the things that 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 that 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 then can begin investigating, trying to piece together who the aliens are, what they want, and what they'll probably do next. They might figure things out and set up 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.