

# ACTION CARDS

## WHAT ARE THEY?

Action Cards are a gaming aid to help players and GM's alike to both learn and run the Actions rules from the Mutants & Masterminds roleplaying game by Green Ronin Publishing. These cards are especially useful for those new to the game.

Each card features an Action Type, a condensed description of each Action (to reduce page turning during game play), and a page number reference if you need to seek further clarification for a specific Action. For further information see *Anatomy Of An Action Card* below.

## WHAT NOW?

First of all you'll need to make up a minimum of two sets of cards - one set each for the GM and player(s). Print out the required sets of pages 3 to 7 and, if using an inkjet, wait

## ANATOMY OF AN ACTION CARD

### ACTION TYPE

Standard, Move, Full or Free

### REFERENCE

Refer to the book for further information

### DESCRIPTION

How to use the Action and its rules

The diagram shows a sample Action Card for 'GRAPPLE'. The card is divided into several sections:
 

- Top Left:** A yellow circle with the word 'STANDARD' in bold, black letters.
- Top Right:** A white circle with the page number '#156'.
- Center:** A comic-style illustration of a character in a blue suit grappling with a large, black, gorilla-like creature.
- Bottom Left:** A yellow circle with a black exclamation mark icon.
- Bottom Center:** A yellow oval with the word 'GRAPPLE' in bold, black letters.
- Bottom Right:** A yellow box containing the text: 'A melee attack to grab & hold a target. Each round make opposed checks against an opponent. Attack bonus on a grapple check: BAB + STR mod + Super-STR mod + size mod. Size mod is +4 for every size above Medium or -4 for every one below Medium. Can apply: • Damage: deal damage like an unarmed strike. • Throw: throw your opponent like an inanimate object • Pin: hold your opponent immobile for one round • Escape: can escape the grapple or a pin. Lose dodge bonus to Def against others you aren't grappling.'
- Bottom:** A yellow box containing the text: 'Chokehold, Grappling Finesse, Improved Grab, Improved Grapple, Improved Pin, Ranged Pin'.

### PAGE NO.

Find the Action on this page in the book

### ACTION NAME

The name of the Action with colour coding

### FEATS

Feats which are applicable to this Action

## HOW DO I USE THEM?

Action Cards do **not** add any new rules to Mutants & Masterminds! The combat round and action sequences take place as specified in the core book. The only difference is that each player character or NPC selects the cards relevant to the Actions they wish to perform during the round.

As per the rules this means that a player/GM can select:

- One Standard and one Move Action card; or
- Two Move Action cards; or
- One Full Action card; and
- as many Free Action cards as the GM permits.

You may opt to keep the selection secret until it's the characters turn to act on their initiative during the round - the only exception is for those choosing to Delay their Actions until later that round - in which case they only need to reveal their Delay card.

## WHAT ARE THE ACTION CARD TYPES?



A standard action allows you to do something. You can make an attack, use a skill, feat or power (unless it requires a full action to use) or perform other similar actions.



A move action allows you to move your speed or perform an action taking a similar amount of time, such as climb 1/4 of your speed, draw/stow/pick up a weapon/object, stand up, etc.



A full action requires all your attention during a round. The only movement you can take is a 5-foot step before, during or after the action. Some full actions may not even allow this step.



Free actions consume very little time and are considered to take no real time at all. You can perform (DEX or INT bonus +1) free actions per round whilst taking other action(s).



Some standard actions may be attempted as a move action during a round but usually attract a -5 penalty to the action being performed.







When in a position to attack an opponent, a character can attempt to aid an ally engaged in melee with that opponent as a standard action.

Attack roll is made against Defense 10.

If successful, the ally gains either a +2 BAB against that opponent or a +2 bonus to Defense against that opponent (players choice) on the ally's next turn.

Multiple aid bonuses stack.

Teamwork



Melee or unarmed attack, or ranged attack in melee: +5 to BAB.

Ranged attack from greater distance: +2 to RAB

Immobile objects: hit automatically with melee attacks OR a +4 to RAB.

Lose your dodge bonus. If struck or distracted before an attack, a Concentration check is made to maintain the aim (page 44).

Once aimed, the next action must be the attack. Taking another standard or move action spoils the aim losing any aiming bonus.

Improved Aim



Any opponent within the attack's range.

Ranged: against opponent in melee: -4 to RAB

Characters are in melee if opponents & adjacent.

(Unconscious/immobile not considered unless being attacked.)  
Held Objects: Def = holder's Def + 5 + object's size modifier (OSM).

Carry/Worn Obj: Def = character's Def + OSM.

Immobile Objects: Defense of 5 + the OSM.

Adjacent attacks get +4 BAB to hit immobile objects.  
(Taking AIM = automatic hit with adjacent attacks, or a +5 RAB.)

Accurate Attk, All-out Attk, Blind-Fight, Critical Strike, Defensive Attk, Elusive Target, Evasion, Favored Environment, Favored Opponent, Improved Sunder, Inspire, Interpose, Power Attk, Precise Shot, Rage, Set-Up, Sneak Attk, Stunning Attk, Takedown Attk



This action lets you start a full action (such as those listed on the Actions in Combat Table) at the end of your turn, or complete a full action by using a standard action at the beginning of your turn the round after starting the action.

If you start a full action at the end of your turn, the next action you take must be to complete it.

No specific Feat(s)



Make an opposed attack against the opponent. If higher, the attack is blocked or deflected. Each additional block after the first in a round applies a cumulative -2 penalty to the roll.

Characters with high Toughness saves (equal to the weapon's damage bonus) may block weapon attacks unarmed, at the GM's discretion.

Characters with Deflect (page 81) can block certain types of ranged attacks, this includes Deflect granted by shields (page 141).

Otherwise, characters cannot block ranged attacks.

Improved Block, Weapon Bind, Weapon Break



Allows moving more than your speed & attack. Move => 10 feet <= twice speed. Must stop within striking range of the target (can't run past them and attack from another direction).

During the surprise round charge can be used, but only with a move up to your speed (instead of up to twice the speed). This is also true where limited to a single attack or move action per round.

After moving, make a single melee attack. Get a +2 bonus on the attack roll and take a -2 penalty to Defense for 1 round (until the beginning of your action the following round).

No specific Feat(s)



The attackers must all delay to the same point in the initiative order (that of the slowest character).

Each attacker makes an attack roll against the target. Take the largest save DC modifier of the attacks that hit, for each other attack within 5 points of that attack's bonus that hits, add +2.

The attacks must all require the same type of saving throw in order to combine.

Although similar to aiding someone (page 154) it is not the same, and bonuses applying to aid do not apply to combined attacks.

No specific Feat(s)



Issuing a command to a minion or a character under the influence of Mind Control requires a move action.

If you want to issue different commands to different groups of minions, each one requires a move action (so you can issue two commands per round as a full action).

Minions, Sidekick



Maintain a particular power or effect, or focusing intently on a task, the character cannot attack while concentrating, but can still take move actions and free actions.

If disrupted, make a Concentration check to maintain it. See Concentration skill, page 44.

Make a check whenever distracted (taking damage, by harsh weather, etc.) while engaged in some action requiring your full attention, maintaining powers with a Concentration or Sustained duration (see page 70). If the check succeeds, you may continue with the action. If the check fails, the action fails. The DC depends on the nature of the distraction.

No specific Feat(s)



Make a ranged attack roll normally but the attack does not go off. The attacker withholds the attack and "covers" the target. Like a pointing a gun at someone and shouting "freeze!" If the attack succeeds, the attack may be 'completed' at any time against the target using the initial roll. If the initial attack was a critical hit, then the covering attack is also.

Target can 'escape' by distracting the attacker. Requires a Concentration check by the attacker (page 44). If it fails, covering is lost. The target can Bluff or Intimidate (at -2) the attacker as a distraction and escape from being covered.

No specific Feat(s)



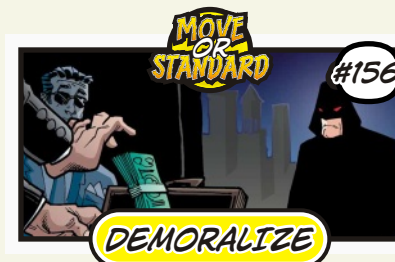
Voluntarily reduce initiative for the round. When this initiative comes up, act normally. Can specify this new initiative total or wait til later in the round & act then, fixing initiative at that point. Is useful to see others actions first.

Max lowered initiative: -10 minus your bonus. When this point reached, must act or forfeit actions.

Multiple characters: highest initiative (or DEX, in case of a tie) has the advantage. Two or more delaying on the same initiative count, the one with the highest bonus goes first. Two or more characters trying to go after each other, the one with the highest bonus gets to go last.

Refocus (p.158) move to the top of the initiative count.

No specific Feat(s)



You can make an Intimidate check to demoralize an opponent as a standard action. By taking a -5 penalty on the check, you can attempt to demoralize as a move action. See Intimidate, page 49, for details.

Demoralizing in Combat: You can use Intimidate in combat to demoralize an opponent, shaking their confidence. Make an Intimidate check as a standard action. If it succeeds, your target is shaken (-2 on all attack rolls and checks) for one round.

Taunt



Knock an item out of an opponent's hand. Make an attack roll against the defender. If disarming with a ranged attack, use RAB at -4 on the attack roll. If successful, make an opposed roll of the attack's damage against the defender's Strength. If won, the defender is disarmed.

If attempted disarm action as an unarmed attack, the defender loses the weapon. Otherwise, the defender drops it.

A disarm attempt with a melee weapon that fails, the defender may immediately make a disarm check as a reaction, without an attack roll.

Improved Disarm



Make a Bluff or Intimidate check (choose one when acquiring the feat) to cause an opponent to hesitate in combat. Make a skill check against the target's opposing check (the same skill, Sense Motive, or Will save, which has the highest bonus).

If successful, the target is dazed for one round (defending normally, but taking no action). Targets gain a +1 bonus on checks to resist Distract per attempt against them in the same encounter. Can take this feat twice (gaining the ability to use it with either Bluff or Intimidate).

Attractive, Distract



Dropping a held item is a free action (although dropping or throwing an item with the intention of accurately hitting something is a standard action).

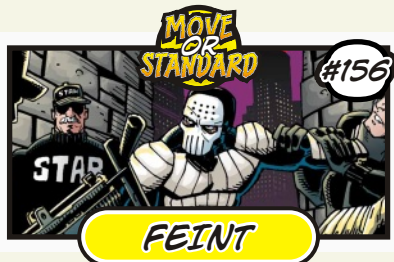
No specific Feat(s)



Dropping to a prone position is a free action, although getting up requires a move action (unless you have the Instant Up feat).

Prone Fighting





You can make a Bluff check to feint as a standard action. By taking a -5 penalty on the check, you can attempt to feint as a move action. See Bluff, page 42, for details.

*Feint:* You can use Bluff to mislead an opponent in combat so he can't avoid your attacks as effectively. If your Bluff check succeeds, the next attack you make against the target is considered a surprise attack (see page 153).

Acrobatic Bluff, Attractive, Sneak Attack, Startle

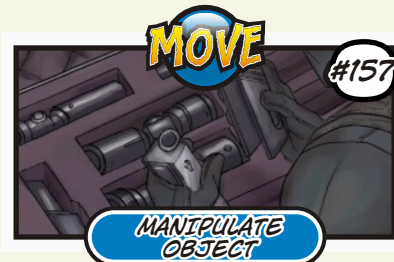


A melee attack to grab & hold a target. Each round make opposed checks against an opponent. Attack bonus on a grapple check: BAB+STR mod+Super-STR mod+size mod  
Size mod is +4 for every size above Medium or -4 for every one below Medium. Can apply:

- **Damage:** deal damage like an unarmed strike.
- **Throw:** throw your opponent like an inanimate object
- **Pin:** hold your opponent immobile for one round
- **Escape:** can escape the grapple or a pin

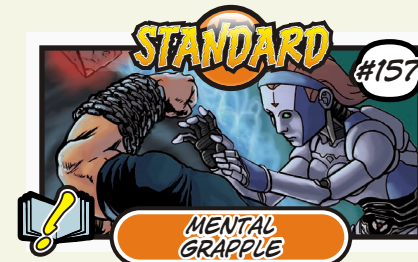
Lose dodge bonus to Def against others you aren't grappling.

Chokehold, Grappling Finesse, Improved Grab, Improved Grapple, Improved Pin, Ranged Pin



In most cases, moving or manipulating an object is a move action. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

Quick Draw



Mind Reading (page 93) can grapple mentally - uses the same system as physical, with these differences:

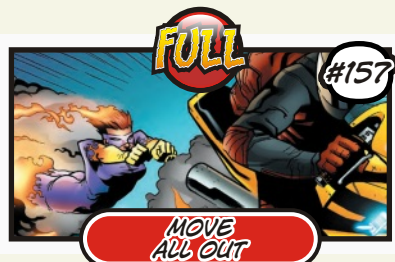
- Checks are d20 + Will save or mental power rank.
- Cannot throw an opponent using a mental grapple.
- Damage is attacker's WIS bonus. If they've a damaging mental power its damage may replace WIS bonus.
- Anyone in a mental grapple loses their dodge bonus against all, even the one they are mentally grappling.
- Anyone involved in a mental grapple must make a Concentration check (DC 20) to perform another action without first escaping the grapple. They can take a different standard action by forgoing the grapple check, but automatically loses the opposed check for the round.
- The winner of a mental grapple can choose to break off mental contact, even if another character established it.

No specific Feat(s)



The simplest move action is moving your speed. Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), crawling (up to 5 feet), and entering or exiting a vehicle. Various powers grant additional movement abilities, with speed determined by the power's rank.

No specific Feat(s)



Move up to four times normal speed in a fairly straight line.

Dodge bonus is lost, can't easily avoid attacks. However, if using a movement power (see Chapter 5) gain a +2 bonus to Def per rank in that power; so a hero with Flight 5 moving all out gets a +10 Defense bonus for his speed (it's harder to hit a fast-moving target).

Can move all out for CON score rounds. After that CON checks (DC 10) to continue moving all out. Must check each round, and the DC increases by +1 for each check. If failed, become fatigued and must drop to an accelerated or normal pace (Fatigue, page 167).

No specific Feat(s)



Plow past, or over, an opponent. Can only make one overrun attempt per action.

Must move => 10 feet in a straight line toward the target. Target avoids or blocks.

Avoids = keep moving, target lets you pass.

Blocks = make a trip attack (page 159). Using a movement power = +1 bonus per rank on the trip check. If successful continue movement as normal.

Fail and tripped in return = fall prone. Fail but not tripped = move 5 feet back, end the movement there (i.e. stopping directly in front of your opponent). If that space is occupied, fall prone.

Fast Overrun, Improved Overrun



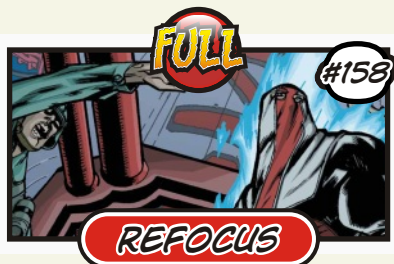
Prepare to take an action later, after you'd normally act on your initiative, but before your initiative on your next turn.

Can ready one standard or move action. Specify the action and the circumstances for it to be used. Any time before your next action, can use a ready action as a reaction to these circumstances.

For the rest of the fight, your initiative result is the count on which you took the readied action.

If, by your next action, you've not yet used your readied action, you cannot take this action.

No specific Feat(s)



Do nothing during the round except refocus your attention and appraise the situation.

On the following round, move up the initiative order and are positioned as though a 20 was rolled on the initiative check.

The usual modifiers to Initiative checks apply to your new initiative total.

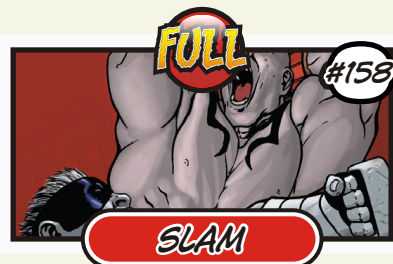
No specific Feat(s)



Push opponent instead of damaging them. Move adjacent to the target. Opposed STR, each rank of Super-STR & movement power = +1. If different sizes, larger gets +4 per difference. Target gets +4 for more than two legs or exceptionally stable (Additional Limbs, page 75) and may get a bonus from Immovable (page 89). If the check is won, opponent pushed back.

Amount won by read as a rank on Time & Value Progression Table = feet pushed back. Can't exceed normal movement speed - additional distance is ignored. If lost = move 5 feet back, end the movement there (i.e. stopping directly in front of the opponent). If that space is occupied, fall prone.

No specific Feat(s)



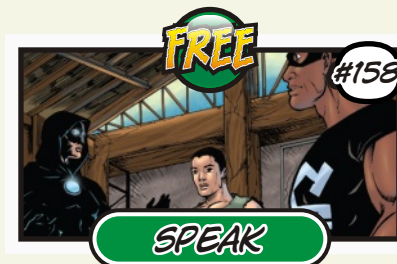
Move => 10 feet in a 'straight' line. Stop within striking range. Can't move all out for a slam.

Melee attack: No +2 from a charge, suffer -2 to Def. Dmg bonus is +2 normal move, +4 accel. move. Use instead of normal STR dmg. If using move power, add rank to dmg bonus, only if moved min. dist. equal to that rank's speed. Confined quarters limit the speed attained.

Suffer dmg = half total dmg bonus inflicted (rnd down). Make a Toughness save, Impervious Toughness protects against it normally.

Immovable (page 89) reduces dmg inflicted by a slam attack and increases the damage suffered by the attacker.

No specific Feat(s)



In general, speaking is a free action. Some Gamemasters may limit the amount you can say during your turn, although superheroes and villains can generally say quite a bit in the midst of combat.

Issuing orders to followers or minions in combat is a move action.

No specific Feat(s)



Standing up from a prone position requires a move action.

Instant Up



With the Startle feat (page 64) make an Intimidate check against an opponent. By taking a -5 penalty on the check, startle can be tried as a move action.

Startle: Use Intimidate to mislead an opponent in combat so they can't avoid attacks as effectively. If the check succeeds, the next attack made against the target is considered a surprise attack (page 153).

Targets resist with Intimidate, Sense Motive, or Will (whichever is best) and gain a +1 bonus on their resistance check per startle attempt against them in the same encounter.

Startle



Can switch between Alternate Powers in an array, or reallocate points among dynamic Alternate Powers, as a free action once per round (see Alternate Power, page 108, for details on how Alternate Powers work).

No specific Feat(s)



With the Taunt feat (page 64) make a Bluff check to demoralize an opponent. By taking a -5 penalty on the check, taunt can be tried as a move action.

Taunting in Combat: Use Bluff in combat to taunt an opponent, shaking their confidence. If the check succeeds, the target is shaken (-2 on all attack rolls and checks) for one round.

Targets resist using Bluff, Sense Motive, or Will (whichever is best) and gain a +1 bonus on their resistance check per taunt attempt against them in the same encounter.

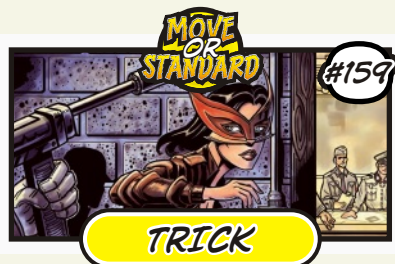
Attractive, Taunt





Instead of attacking, you can use your standard action to avoid attacks that round. You don't get to attack or perform any other standard action, but you get a +4 to your dodge bonus for the round.

Improved Defense



You can make a Bluff check (page 42) to trick an opponent as a standard action. By taking a -5 penalty, trick can be attempted as a move action.

*Trick:* Use Bluff to mislead an opponent into taking a potentially unwise action, such as trying to attack while standing in front of an electrical junction box or at the edge of a precipice. If successful, the opponent is heedless of the danger and may hit the junction box or lose his balance, if their attack fails. (On the other hand, if the attack succeeds, it might slam you into the junction box or send you flying off the edge.)

Acrobatic Bluff, Attractive, Redirect



Melee attack. If successful, a STR or DEX check opposed by STR, DEX, or Acrobatics (highest modifier). Combatants get a +4 each size over Medium or -4 each size below. The defender gets +4 if they've more than two legs or more stable than normal and a bonus from Immovable (p.89). If won, the defender trips. If lost, defender may immediately trip with no attack roll. Improved Trip (p.62), negates this.

Tripped character is prone, -4 on melee attack rolls.

Prone characters have -4 Defense against attacks from adjacent opponents and +4 Defense against ranged attacks.

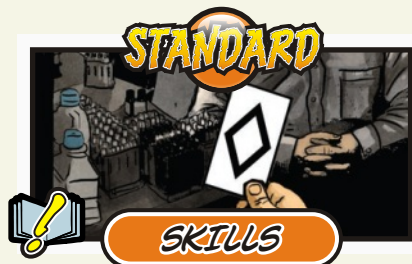
Improved Throw, Improved Trip



You can deactivate a power as a free action. However, you can't activate and deactivate the same power in the same turn, the power's activation lasts until your next turn, when you can then deactivate it, if you choose.

You can't turn off Permanent powers.

No specific Feat(s)



Bluff page 42  
Sleight of Hand page 54

Refer to Chapter 4: Feats pages 56 to 65



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Knowledge page 50  
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Refer to Chapter 4: Feats pages 56 to 65



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