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THE WORLD'S GREATEST SUPERHERO RPG!

MUTANTS & MASTERMINDS

GREEN RONIN
PUBLISHING

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**MUTANTS
& MASTERMINDS**



MUTANTS & MASTERMINDS

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INTRODUCTION

BUILDING SUPERHEROES AND LEARNING THE GAME

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

CHARACTERS

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

- An All-American subjected to an experiment to create a government super-soldier.
- An alien from a distant world, unfamiliar with Earth and human customs but trying to protect the world from cosmic evil.
- A brilliant inventor whose inventions would have been used to serve 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 growing up.
- 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 who longs for a normal life.
- A master of the mystic 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 unpunished wicked.
- Or anything else that you can imagine.

USING THIS BOOK

The best way to read this book depends on whether or not 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 nonplayer characters (NPCs) such as thugs, cops, and dangerous supervillains. Each player controls a superhero of his or her creation, interacting with other player characters as well as with the world and stories created by the Gamemaster.

GAMEMASTERS

If you plan to be a *Mutants & Masterminds* Gamemaster, you should familiarize yourself with the whole book. Start by looking over the character creation chapters (chapters one through seven) and the Gamemaster chapter (chapter nine). Then read through **Chapter Eight: Combat**, and familiarize yourself with those rules (you may want to run a few sample combats just to get a feel for things). Then you can decide what sort of game you want to run. The Gamemastering chapter offers advice and suggestions that will help you create your own adventures and series. You also may want to check out the *Freedom City* sourcebook, which contains a complete campaign setting for *Mutants & Masterminds* adventures.

PLAYERS

If you're creating a hero for a *Mutants & Masterminds* game, take a look through the Character Creation Basics outlined in this section. The following seven chapters (one through seven) 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 the tone and style of *M&M* game your GM is interested in running.

WHAT YOU NEED TO PLAY

Here's what you need to start playing *Mutants & Masterminds*:

- This book, which contains all the rules and information you need to create a hero and play the game.
- A copy of the character sheet (found at the back of this book).
- A pencil and some scratch paper.
- At least one twenty-sided die (d20). You may want to have one die for each player, or you can share dice.
- A miniature, action figure, or something else to represent your character in the game.

DICE

Mutants & Masterminds uses a twenty-sided die — available at game and hobby stores — to resolve actions within 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 a single twenty-sided die). So a rule that asks you to "roll 1d20" means, "roll a twenty-sided die."

Sometimes modifiers to the die roll will be specified like this: "1d20+2," which means "roll a twenty-sided die and add two to the number rolled." An abbreviation of "1d20-4" means "roll the die and subtract four from the result."

d%: The "d%" or "percentile die" roll is usually expressed as a percentage in increments of 5%. Each number on the d20 equals 5%. So if there is a particular percent-chance of something happening or not happening, you can determine it by rolling 1d20. For example, a result that is a 50% chance occurs on a roll of 11 or higher on 1d20 and does not occur on a roll of 10 or less. Specific examples of percentile rolls are given in the text.

FREEDOM CITY

Mutants & Masterminds is designed to allow you to create your own worlds for super-heroic adventures and provides advice in **Chapter Nine: Gamemastering**, toward that end. However, Green Ronin Publishing also provides a complete setting for *Mutants & Masterminds* games with its *Freedom City* sourcebook. *Freedom City* presents a complete superhero city packed with heroes, villains, and supporting characters. The book also includes plenty of locations outside the city, from the depths of space to distant dimensions! Visit www.greenronin.com for more information on *Freedom City* and other exciting *Mutants & Masterminds* releases.

IMPORTANT TERMS

It'll be a while before you master every aspect of the game. For now, take a moment to review the following list of important game terms. As you read through the rules, use this section as a glossary to help you understand unfamiliar words and concepts, but don't get too caught up in it now — everything will be explained in detail throughout the rest of the book.

ability: One of the six basic character attributes — Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

action: A character activity. *Mutants & Masterminds* features half actions, full actions, and free actions.

adventure: A story for characters to experience, like a single issue of a comic book.

attack: Any of numerous actions intended to harm, disable, or neutralize an opponent.

attack roll: A roll to determine whether an attack hits. To make an attack roll, roll 1d20 and add the appropriate modifiers for the attack type. An attack hits if the result is equal to or greater than the target's Defense.

attribute: Any of a character's game-defined qualities: ability scores, base attack or Defense bonuses, skills, feats, or powers are all examples of attributes.

bonus: A positive modifier to a die roll.

campaign (also series): A series of linked adventures that form the backdrop against which the characters interact and participate in the campaign world. Think of a campaign as an ongoing comic book series.

character: A fictional individual within the confines of the game setting.

check: A method of deciding the result of a character's action (other than attacking or making a saving throw) that has a chance of failure. Checks are based on a relevant character ability, skill, power, or other characteristic. To make a check, roll 1d20 and add any relevant modifiers. If the check result equals or exceeds the Difficulty Class of a task or the result of an opponent's check, the check succeeds.

critical hit (crit): A hit that deals additional damage. To score a critical hit, an attacker must first score a threat (usually a natural 20 on an attack roll, depending on the attack being used) and the attack total must exceed the target's Defense. A critical hit adds 5 to the attack's damage bonus.

DC: Difficulty Class.

damage: A harm caused to a character by an injury, illness, or some other source.

damage bonus: Modifier used to determine the damage of an attack.

Damage save: A saving throw to avoid or reduce damage from a successful attack.

deal damage: Cause damage to a target.

Defense: A measure of how difficult a character is to hit in combat.

Difficulty Class (DC): The target number that a player must meet or beat for a check or saving throw to succeed.

dodge bonus: Modifier applied to Defense to determine how difficult a character is to hit. Characters lose their dodge bonus to Defense when they are flat-footed, stunned, or otherwise incapable of reacting to an attack.

dying: Near death and unconscious. A dying character can take no actions.

fail: Achieve an unsuccessful result for a check, saving throw, or other determination involving a die roll.

feat: A special feature that grants characters a new capability or increases an existing one.

flat-footed: Especially vulnerable to attacks at the beginning of a battle. Characters are flat-footed until their first turn in the initiative cycle. Flat-footed characters cannot add their dodge bonus to Defense.

Fortitude save: A saving throw to stave off illness, disease, poison, or even death.

free action: Minor activity that consumes very little time and effort.

full action: An action that uses all of your effort in a round. Some skills, feats, and powers require a full action, as does making multiple attacks (if you are permitted to do so).

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.

half action: An action that can be accomplished in about 3 seconds (or half a round). Characters can perform two half actions in a round.

hero (also superhero or player character): A character controlled by a player, one of the main protagonists of an adventure or campaign.

Hero Points: Points characters can spend to gain a bonus with particular actions.

lethal damage: Damage that can potentially injure or kill a target.

melee attack: A physical attack used in close combat.

melee weapon: A handheld weapon designed for close combat.

modifier: Any bonus or penalty applied to a die roll.

natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

nonplayer character (NPC): A character controlled by the Gamemaster (as opposed to a character controlled by a player).

penalty: A negative modifier to a die roll.

player character (PC, also hero): A character controlled by a player, one of the main protagonists of an adventure or campaign.

power: A capability in excess of normal human ability. Most, but not all, characters with powers are considered superhuman.

power level (or level): A measure of a character's overall power and level of achievement.

power points: A measurement of a hero's general power level and achievement, power points can be spent to increase your hero's attributes and are awarded to heroes after successful missions.

range increment: Each full range increment of distance between an attacker using a ranged weapon and a target gives the attacker a cumulative -2 penalty to the ranged attack roll. Thrown weapons have a maximum range of five range increments. Other ranged attacks have a maximum range of ten range increments.

ranged attack: Any attack made at a distance.

ranged weapon: An energy, projectile, or thrown weapon designed for attacking from a distance.

rank: A measure of a character's level of ability with a skill or power.

Reflex save: A saving throw to dodge massive attacks or damage.

round: A 6-second unit of game time used to manage combat. Every character in combat may take at least one action every round.

saving throw (save): A roll made to avoid (at least partially) damage or harm. The four types of saving throws are Damage, Fortitude, Reflex, and Will.

skill: A talent that a character acquires and improves with training.

stack: Combine for a cumulative effect. In most cases, modifiers to a given check or roll 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 can be.

stun damage: Damage that can potentially stun or knock out a target, but that does no permanent harm.

target: The intended recipient of an attack, action, or power.

threat: A possible critical hit.

threat range: All natural die roll results that constitute a threat when rolled for an attack. For most attacks, the threat range is a roll of 20. Some attacks have greater threat ranges.

trained: Having at least 1 rank in a skill.

unarmed attack: A melee attack made with no weapon in hand.

untrained: Having no ranks in a skill. Some skills can't be used untrained.

villain (also supervillain): An adversary controlled by the Gamemaster.

Villain Points: Points the Gamemaster may spend for villains to gain a bonus with particular actions.

Will save: A saving throw to resist mental compulsion.

HERO CREATION BASICS

Creating a hero in *Mutants & Masterminds* follows a series of simple steps, using the information presented in the other chapters of this book. You'll need a photocopy of the character sheet and some scratch paper to create your character.

0. CHOOSE A CONCEPT AND AN ORIGIN

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 hero archetypes in the following section for some idea of the many different heroes you can create in *Mutants & Masterminds*. You also can draw your inspiration from your favorite heroes from comic books, television, or the movies. You may want to jot down a few notes about the sort of hero that you'd prefer to play, which will help to guide you through the rest of the character creation process.

1. CHECK WITH YOUR GAMEMASTER

Your GM may have particular house rules or restrictions on characters in the game, preferring not to allow certain powers or character concepts. If there are no aliens in the campaign, for example, you can't play an alien character. Run your hero concept by your Gamemaster before you start working on it. You also might want to consult with your fellow players so you can create your characters together and ensure that they'll make a good team.

UNDER THE MASK: WHAT'S DIFFERENT?

Experienced gamers will notice some differences between *Mutants & Masterminds* and other popular d20-based RPGs. These changes are made to adapt the world's most popular roleplaying game system to the fast-paced world of superheroics. The most important of these differences are outlined here, but players should read the rules in this book carefully, as they may differ slightly from what they're used to.

- **No classes:** Characters are not defined by classes in *Mutants & Masterminds*. Characters can have any combination of abilities and powers desired, within the limits set by their power level.
- **No alignments:** The characters in *Mutants & Masterminds* are assumed to be heroes, but they have complete freedom of action, unrestrained by alignment. This allows players to play villains or morally ambiguous anti-heroes, if they want.
- **No extra dice:** The *Mutants & Masterminds* system uses only a single twenty-sided die (d20) to resolve all actions and checks. No other dice are required.
- **No attacks of opportunity:** The combat system in *Mutants & Masterminds* is simplified for the kind of fast-paced action seen in the comic books, so there are no attacks of opportunity. Instead, heroes are encouraged to try maneuvers that normally would be quite dangerous (such as an unarmed hero taking on a number of armed opponents, for example).
- **No hit points:** Characters in *Mutants & Masterminds* do not have hit points based on their level and Constitution bonus, and damage is not rolled using other dice. Instead, each attack has a damage modifier used to calculate a Difficulty Class. The character makes a Damage saving throw against that Difficulty Class and the result of the saving throw determines the effect or damage the character suffers.
- **Hero Points:** Characters have a resource called *Hero Points* that allows them to temporarily increase their abilities and influence the outcome of die rolls.

2. DETERMINE POWER LEVEL

Your GM sets the starting power level for the game. Generally this is 10th level, but it may range anywhere from 5th to 15th level (lower-level characters are for the most part ordinary humans who lack superpowers). All characters generally begin play at the same power level, which determines their starting power points.

3. ALLOCATE POWER POINTS

Once you know the power level you can take your hero's starting pool of power points and assign them to the hero's various attributes: ability scores, bonuses, skills, feats, and powers. Follow the guidelines given in the later chapters of this book and the restrictions imposed by the hero's power level. You can use the hero archetypes as examples of how to assign your power points and consult your GM if you have any questions.

4. CHOOSE A WEAKNESS (OPTIONAL)

You may want to give your hero a weakness. If you do, you get 10 more power points to spend. Read through the various weaknesses in **Chapter Six: Characteristics** and see if any of them suit your hero's concept. Taking a weakness is optional, but doing so can make a hero more interesting as well as more powerful at the price of a touch of vulnerability.

5. RECORD NUMBERS

Once you have all your power points allocated, go back and double check, making sure you added everything up correctly and that you didn't exceed any of the limits for the hero's starting power level. Then record the hero's abilities on a character sheet, filling in the appropriate sections with the information on your scratch paper.

6. FILL IN THE DETAILS

Take a look at the guidelines in **Chapter Six: Characteristics** and fill in the remaining details about your hero. Come up with a name (both a superhero name and the character's real name, if they are different). Describe what the hero looks like, maybe even drawing a sketch of the hero if you have some artistic ability. Figure out the hero's origin, personality traits, and any other important details.

Then give a copy of your hero to the Gamemaster for approval. The GM may require you to make some changes to ensure that the hero fits into the game. Once the GM has approved it, your new superhero is ready for action!

HERO ARCHETYPES

The fastest and easiest way to create a *Mutants & Masterminds* superhero is to select one of the hero archetypes described in the following section. A hero archetype offers a ready-made character, complete with skills, feats, and powers already selected for you. Give the hero a name, a costume, and an origin story and you're ready to take on whatever supervillains the Gamemaster has to throw at you.

All of the archetypes in the next few pages are Power Level 10, the recommended starting level for most *Mutants & Masterminds* campaigns. The cost-per-rank of each power has been included to make it easier for you to advance the characters over time. When customizing an archetype, be sure to determine the power source (see p. 36) for each power. Most Mystics, for example, will have mystical power sources. Some, however, may have the ability to cast magic thanks to a lucky genetic mutation, an inherent alien ability, and so forth. Note the source of each power on the character sheet provided at the back of this book.

Hero archetypes are also useful for Gamemasters looking for some quick villains or NPC heroes. Take a few archetypes, give them catchy names and descriptions, and you're ready to go!



CYCLONE

BATTLESUIT

ARCHETYPE

ABILITIES

SAVES

KNOWN

CHARACTERISTICS

STR	DEX	CON	INT	WIS	CHA
12	12	10	20	14	10
+1	+1	+0	+5	+2	+0
DAMAGE	FORTITUDE		REFLEX	WILL	
+2	+2		+5	+6	
SAVE	SAVE		SAVE	SAVE	

SKILLS

Computers +10, Craft (Armor) +10, Disable Device +10, Repair +10, Spot +5.

FEATS

Aerial Combat, Great Fortitude, Power Attack, Talented, Toughness.

POWERS AND DEVICES

Amazing Save (Reflex) +4 [Extra: Will; Cost: 2 pp; Total: 8 pp], Armor +10 [Extras: Energy Blast, Flight, Super-Strength; Power Stunts: Blind-Fight, Darkvision, Radio Broadcast, Radio Hearing, Super-Flight; Flaw: Device; Cost: 6 pp; Total: 70 pp].

DESCRIPTION

The Battlesuit wears a sophisticated suit of powered armor, a shell of advanced alloys that grants protection from most attacks and a suite of powers.

QUOTE:

MY ARMOR'S SYSTEMS CAN HANDLE IT. STAND BACK.

MELEE	RANGED	INITIATIVE
+6	+6	+1
ATTACK BONUS	ATTACK BONUS	(DEH)
DEFENSE	SPEED	HERO
15/14	30/50	5
(FLAT-FOOTED)	(FLIGHT)	POINTS

CUSTOMIZATION

Choose your hero's Energy Blast type (see **Energy Control**, p. 69, for energy types). You can substitute any of the following powers for Energy Blast: Dazzle, Fatigue, Snare, or Stun. You can substitute another movement power such as Swimming, Teleportation, or Tunneling for Flight and Super-Flight. Any of these powers also can be added to the Battlesuit as a power stunt (substituting for one of its current power stunts).



INFERNA

ELEMENTAL

ARCHETYPE

ABILITIES

SAVES

KNOWN

CHARACTERISTICS

STR	DEX	CON	INT	WIS	CHA
10	14	14	13	12	13
+0	+2	+2	+1	+1	+1
DAMAGE	FORTITUDE		REFLEX		WILL
+2	+6		+6		+5
SAVE	SAVE		SAVE		SAVE

SKILLS

Acrobatics +8, Bluff or Taunt (choose one) +8, Concentration +8, Profession or Science (choose one) +5, Spot +5.

FEATS

Accurate Attack, Dodge, Expertise, Point Blank Shot, Power Attack, Precise Shot.

POWERS

Amazing Save (Fortitude) +4 [Extras: Reflex, Willpower; Cost: 3 pp; Total: 12 pp], plus choose one of the following:

- 1) Element Control +10 [Extras: Three of Elemental Blast, Elemental Movement, Elemental Shield, or Shape Element; Power Stunts: Two of Create Element, Destroy Element, Elemental Snare, Suffocate, or Super-Flight; Cost: 5 pp; Total: 54 pp].
- 2) Energy Control +10 [Extras: Energy Blast and Flight or Force Field and one of Energy

QUOTE:

YOU THINK YOU'RE SO TOUGH? LET'S SEE YOU STAND UP TO THIS!

MELEE	RANGED	INITIATIVE
+6	+8	+2
ATTACK BONUS	ATTACK BONUS	(DEH)
DEFENSE	SPEED	HERO
17/15	30/50	5
(FLAT-FOOTED)	(FLIGHT)	POINTS

CUSTOMIZATION

Choose the element or energy that the Elemental commands (see Element Control and Energy Control in Chapter Five).

DESCRIPTION

The Elemental commands one of the primal forces of nature.

Absorption, Energy Field, or Energy Shapes; Cost: 5 pp; Total: 50 pp]. Add the Attack Focus (Energy Blast) and Aerial Combat or Super-Flight feats.

- 3) Plant Control +10 [Extras: Plant Sense, Pollen Cloud (Stun), Regeneration; Power Stunt: Photosynthesis; Cost: 5 pp; Total: 52 pp]. Add the Immunity (exhaustion) feat.
- 4) Weather Control +10 [Extras: Fog, Flight, Lightning; Power Stunt: Fatigue; Cost: 5 pp; Total: 52 pp]. Add the Immunity (cold) feat.



ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

Gimmick

GADGETEER

STR	DEX	CON	INT	WIS	CHA
10	14	10	20	18	10
+0	+2	+0	+5	+4	+0
DAMAGE	FORTITUDE	REFLEX	WILL		
+3/+5	+0	+5	+7		
(EVASION)	SAVE	SAVE	SAVE		

SKILLS

Computers +18, Craft (Electronics) +18, Craft (all others, untrained) +15, Demolitions +18, Disable Device +18, Listen +6, Open Lock +6, Profession (Inventor) +10, Repair +18, Science (choose one) +18, Science (all others, untrained) +15, Spot +6.

FEATS

Dodge, Evasion, Expertise, Photographic Memory, Power Attack, Talented (Craft and Repair).

CUSTOMIZATION

You can change around some of the Gadgeteer's skills to reflect different specialties or areas of expertise. You also can substitute different powers for the Gadgeteer's devices, or split the power ranks up into different devices (so long as no device has more than 10 ranks).

DESCRIPTION

The Gadgeteer knows how to handle nearly anything technical, from computers to alien super-science. She can whip up just the right device for almost any situation and is the one to call if you need to disarm a villain's doomsday weapon as the counter clicks off the final seconds.

QUOTE:

Yeah, I can fix it, just give me a second.

POWERS AND DEVICES

Amazing Save (Damage) +3 (Extras: Reflex, Willpower; Cost: 3 pp; Total: 9 pp), Super-Intelligence +10 [Cost: 2 pp; Total: 20 pp].

Devices: Device +8 [Choose the Weapon power or one of the following: Dazzle, Energy Blast, or Snare; *Flaw:* Device; Cost: 1 pp; Total: 8 pp], Device +8 [Choose one of the following powers: Armor, Flight, or Teleport; *Flaw:* Device; Cost: 1 pp; Total: 8 pp], Gadgets +10 [Cost: 1 pp; Total: 10 pp].



ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

THE PUGILIST

MARTIAL ARTIST

STR	DEX	CON	INT	WIS	CHA
18	20	16	13	14	11
+4	+5	+3	+1	+2	+0
DAMAGE	FORTITUDE	REFLEX	WILL		
+3	+3	+7	+4		
SAVE	SAVE	SAVE	SAVE		

SKILLS

Acrobatics +10, Balance +10, Bluff +6, Escape Artist +10, Hide +10, Jump +6, Listen +6, Move Silently +12, Sense Motive +6, Spot +6.

FEATS

Assessment, Blind-Fight, Dodge, Evasion, Expertise, Improved Disarm, Improved Initiative, Improved Trip, Instant Stand, Iron Will, Lightning Reflexes, Power Attack, Rapid Strike, Surprise Strike, Takedown Attack.

POWERS AND DEVICES

Combat Sense +5 [Cost: 1 pp; Total: 5 pp].

DESCRIPTION

The Martial Artist is a master of armed and unarmed combat, a living weapon. Super-soldiers, ninjas, kung fu masters, and other trained fighters fall into this category. The Martial Artist is second to none in combat, and (with the right combination of feats) can even take down much more physically powerful opponents. Against minions, a Martial Artist is like a one-person army.

QUOTE:

BEEN SCRAPPIN' ME WHOLE LIFE, KID. YOU CAN GIVE UP NOW AND SAVE YOURSELF A BEATING. PERSONALLY, I HOPE YOU DON'T.

MELEE	RANGED	INITIATIVE
+12	+13	+9
ATTACK BONUS	ATTACK BONUS	(DEX+IMP. INIT.)
DEFENSE	SPEED	HERO
21/21	30	5
(FLAT-FOOTED)		POINTS

CUSTOMIZATION

You can drop some of the Martial Artist's feats in exchange for more skill ranks: removing one feat allows you to add 2 skill ranks. You also can remove feats to give the martial artist some weapons: one feat gives the hero 2 ranks in the Weapon power (p. 92). Substitute Taunt for Bluff to create a Martial Artist that uses words as weapons along with fists.



ARCHETYPE

SAVES

KNOWN CHARACTERISTICS

THE TWIST

METAMORPH

STR	DEX	CON	INT	WIS	CHA
12	14	14	12	10	16
+1	+2	+2	+1	+0	+3
DAMAGE	FORTITUDE		REFLEX	WILL	
+2	+2		+2	+0	
SAVE	SAVE		SAVE	SAVE	

SKILLS

Bluff +10, Disguise +10, Hide +8, Move Silently +8, Spot +5.

FEATS

Extra Limbs.

POWERS AND DEVICES

Shapeshift +10 [Extras: Elongation, Exact, Movement, Plasticity, Protection; Cost: 7 pp; Total: 70 pp].

DESCRIPTION

The Metamorph has an elastic, malleable body that can transform in any number of ways. The Metamorph is a master of disguise, able to go almost anywhere and pretend to be almost anything (from a mouse to an elephant, or even bigger). The Metamorph's pliable flesh can resist most cuts and impacts, and with a +10 bonus to Escape Artist checks, it's almost impossible to hold a Metamorph who would prefer to be free!

QUOTE:

THERE'S MORE TO ME THAN MEETS THE EYE.

MELEE

+6

ATTACK BONUS**DEFENSE**

19/17

(FLAT-FOOTED)

RANGED

+7

ATTACK BONUS**SPEED**

30

INITIATIVE

+2

(DEH)**HERO**

5

POINTS**CUSTOMIZATION**

You can change the extras on the Metamorph's power or add a flaw or two if you want (gaining a free extra for each flaw that you add). See the Shapeshift power, p. 80, for details.



ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

KNOCK-OFF

MIMIC

STR	DEX	CON	INT	WIS	CHA
12	13	12	12	12	14
+1	+1	+1	+1	+1	+2
DAMAGE	FORTITUDE		REFLEX		WILL
+1	+6		+6		+6
SAVE	SAVE		SAVE		SAVE

SKILLS

Knowledge (Super-Powers) +6, Listen +6, Sense Motive +5, Spot +6, Taunt +8.

FEATS

Assessment, Detect (super-powers), Dodge, Improved Initiative.

POWERS AND DEVICES

Amazing Save (Fortitude) +5 [Extras: Reflex, Willpower; Cost: 3 pp; Total: 15 pp], plus choose one of the following:

- 1) Alternate Form +10 (solid form) [Extra: Continuous; Power Stunts: Extra Forms (energy, explosive, gaseous, liquid, semisolid); Flaw: Touch; Cost: 5 pp; Total: 60 pp].
- 2) Mimic Powers +10 [Extras: Additional Attribute (feats), All Attributes, Expanded Powers (4 pts.); Cost: 6 pp; Total: 60 pp].

QUOTE:

I CAN DO ANYTHING YOU CAN DO BETTER.

MELEE

+6

ATTACK BONUS**DEFENSE**

17/16

(FLAT-FOOTED)

RANGED

+6

ATTACK BONUS**SPEED**

30

INITIATIVE

+5

(DEH-IMP. INIT.)**HERO**

5

POINTS**CUSTOMIZATION**

You can substitute Mimic (skills) in place of Mimic (powers) for a mimic that duplicates a subject's skills.

DESCRIPTION

The Mimic can duplicate either the physical properties of things or powers of others, simply by touching them. Alone, the Mimic's abilities are limited, but with a simple touch the Mimic is the equal of most opponents.



DC

Lady Hek

MYSTIC

ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

STR	DEX	CON	INT	WIS	CHA
10	13	12	16	18	16
+0	+1	+1	+3	+4	+3
DAMAGE	FORTITUDE		REFLEX	WILL	
+1	+1		+1	+6	
SAVE	SAVE		SAVE	SAVE	

SKILLS

Concentration +10, Knowledge (occult) +10, Sleight of Hand +8, Spot +8.

FEATS

Detect (magic), Indomitable Will, Iron Will, Skill Focus (Knowledge—occult), Trance.

POWERS AND DEVICES

Sorcery +10 [Spells: Animation, Energy Blast, ESP, Flight, Force Field, Illusion, Mind Control; Power Stunt: Neutralize (only vs. mystic powers); Cost: 7 pp; Total: 72 pp].

DESCRIPTION

The Mystic has achieved mastery of the arts of magic, and can cast a wide range of spells. Most Mystics achieve their power through years of study and practice. A Mystic also might have great power as the result of natural talent or an inheritance of some sort (like being descended from a long line of sorcerers or destined to be one of the greatest wizards the world has ever seen). Heroic mystics protect the innocent from malevolent magical forces and creatures (such as demons and evil mystics).

QUOTE:

BY THE MISTS OF MALADOR!
I BID THEE BEGONE,
DEMON OF DARKNESS!

MELEE	RANGED	INITIATIVE
+4	+5	+1
ATTACK BONUS	ATTACK BONUS	(DEX)
DEFENSE	SPEED	HERO
16/15	30/50	5
(FLAT-FOOTED)	(FLIGHT)	POINTS

CUSTOMIZATION

Substitute other spells from the Sorcery spell lists as desired (see p. 82). You also can add flaws to the Mystic's Sorcery: each flaw allows you to choose five more spells as power stunts.



RP

PROTONIK

HERO OF THE PEOPLE

ORIGINAL

ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

STR	DEX	CON	INT	WIS	CHA
18	13	18	10	13	12
+4	+1	+4	+0	+1	+1
DAMAGE	FORTITUDE		REFLEX	WILL	
+4	+4		+1	+1	
SAVE	SAVE		SAVE	SAVE	

SKILLS

Listen +12, Profession (choose one) +4, Search +12, Spot +12.

FEATS

Durability, Penetration Vision.

POWERS AND DEVICES

Flight +10 [Power Stunt: Super-Flight; Cost: 2 pp; Total: 22 pp], Super-Strength +10 [Extras: Immunity, Protection, Super-Senses; Cost: 7 pp; Total: 70 pp].

CUSTOMIZATION

Choose ten Immunity feats for the Original (see Immunity, p. 51).

QUOTE:

DON'T WORRY,
YOU CAN COUNT ON ME!

MELEE	RANGED	INITIATIVE
+9	+6	+1
ATTACK BONUS	ATTACK BONUS	(DEX)
DEFENSE	SPEED	HERO
15/14	30/50	5
(FLAT-FOOTED)	(FLIGHT)	POINTS

DESCRIPTION

Alien visitor or perfect human from tomorrow? The Original is a hero with great strength, invulnerability, and the power to fly through the air at great speed. A role-model to heroes of all generations, the Original often leads a quite ordinary private life that contrasts sharply to the life-saving heroics that put him in front of television cameras the world over.

Some Originals have a heart of gold and a code of honor while others are hard-bitten warriors, trained for battle. Whatever the case, the one thing others can be sure of is that the Original will never let them down.



ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

MINOTAUR

POWERHOUSE

STR	DEX	CON	INT	WIS	CHA
20	14	20	10	12	12
+5	+2	+5	+0	+1	+1
DAMAGE	FORTITUDE		REFLEX	WILL	
+5	+5		+2	+1	
SAVE	SAVE		SAVE	SAVE	

SKILLS

Intimidate +5, Listen +5, Profession (choose one) +5, Spot +5.

FEATS

Durability, Immunity (cold, exhaustion, heat, pressure).

POWERS AND DEVICES

Choose one of the following:

- 1) Super-Strength +10 [Extras: Leaping, Protection, Shockwave; Cost: 7 pp; Total: 70 pp].
- 2) Growth +10 [Extra: Shockwave; Cost: 7 pp; Total: 70 pp].

CUSTOMIZATION

You can drop Durability in favor of more Immunities (such as to starvation or suffocation), making the Powerhouse even tougher.

QUOTE:

WAS THAT *SUPPOSED* TO HURT?

MELEE	RANGED	INITIATIVE
+11	+8	+2
ATTACK BONUS	ATTACK BONUS	(DEH)
DEFENSE	SPEED	HERO
16/14	30/50	5
(FLAT-FOOTED)	(LEAP)	POINTS

DESCRIPTION

A Powerhouse is simple and straightforward: tremendously strong and high invulnerable to injury. Powerhouses are like walking tanks. A Powerhouse may come from a different species with innate super-strength or may have been transformed by radiation, genetic engineering, magic, or by any number of other factors.

It's best to give them wide berth. Battles between multiple Powerhouses can topple entire city blocks!



ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

HEADCASE

PSYCHIC

STR	DEX	CON	INT	WIS	CHA
10	13	14	14	20	14
+0	+1	+2	+2	+5	+2
DAMAGE	FORTITUDE		REFLEX	WILL	
+2/+8	+2		+7	+11	
(EVASION)	SAVE		SAVE	SAVE	

SKILLS

Concentration +12, Diplomacy +8, Listen +10, Sense Motive +10, Spot +10.

FEATS

Dodge, Evasion, Indomitable Will, Psychic Awareness.

POWERS AND DEVICES

Amazing Save (Reflex) +6 [Extra: Willpower; Cost: 2 pp; Total: 12 pp], plus choose one of the following:

- 1) ESP + 10 [Extras: Combat Sense, Precognition, Postcognition; Cost: 5 pp; Total: 50 pp].
- 2) Telepathy +10 [Extras: Group Link, Mental Blast; Cost: 5 pp; Total: 50 pp].
- 3) Telekinesis +10 [Extras: Energy Blast, Flight, Force Field; Cost: 5 pp; Total: 50 pp].

QUOTE:

I sense powerful psionic forces gathering. *We must act quickly!*

MELEE	RANGED	INITIATIVE
+5	+6/+9*	+1
ATTACK BONUS	ATTACK BONUS	(DEH)
DEFENSE	SPEED	HERO
18/16	30	5
(FLAT-FOOTED)		POINTS

CUSTOMIZATION

If you prefer you can take two of the power sets below left at 5 ranks each rather than one at rank 10.

DESCRIPTION

The Psychic has extraordinary mental powers. The powers may involve reading and influencing minds (Telepathy), mind-over-matter (Telekinesis), or extra-sensory perception (ESP). These combine with the Psychic's formidable willpower and keen mind to make a powerful package.

*ATTACK BONUS REFLECTS MENTAL ATTACKS.



DC

ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

MARATHON SPEEDSTER

STR	DEX	CON	INT	WIS	CHA
14	18	12	10	12	12
+2	+4	+1	+0	+1	+1
DAMAGE	FORTITUDE		REFLEX	WILL	
+2/+15	+2		+14	+2	
(EUSION)	SAVE		(SUPER-SPEED)	SAVE	

SKILLS

Balance +8, Disable Device +8, Profession (choose one) +5, Search +5, Spot +4, Taunt +5.

FEATS

Dodge, Evasion, Identity Change, Instant Stand, Move-By Attack, Rapid Strike.

POWERS AND DEVICES

Amazing Save (Damage) +1 [Extra: Fortitude, Will; Cost: 3 pp; Total: 3 pp], Super-Speed +10 [Power Stunts: Spinning, Wall Run, Water Run, Whirlwind; Cost: 6 pp; Total: 68 pp].

DESCRIPTION

The Speedster is *fast* (a speed of 80 feet in combat and a sprint of over 8,000 mph!). Speedsters aren't particularly tough. They specialize in not getting hit and using their superhuman reflexes to avoid getting hurt. With their speed they can plow through large numbers of minions and seem like they're everywhere at once. A Speedster is fast enough to run up walls and other sheer surfaces, and can change from civilian to costumed identity in an instant.

QUOTE:

YOU'LL BE LAID OUT ON THE FLOOR BEFORE YOU EVEN DECIDE TO PUNCH ME.

MELEE	RANGED	INITIATIVE
+7	+9	+14
ATTACK BONUS	ATTACK BONUS	(DEH+SUPERSPEED)
DEFENSE	SPEED	HERO
29/15	80	5
(FLAT-FOOTED)	(SUPER-SPEED)	POINTS

CUSTOMIZATION

Choose a suitable Profession skill for your Speedster, or substitute another skill if the character is a full-time hero. Feel free to switch the Speedster's power stunts with other Super-Speed power stunts (see p. 85).



ARCHETYPE

ABILITIES

SAVES

KNOWN CHARACTERISTICS

SILVER SHRIKE TOTEM

STR	DEX	CON	INT	WIS	CHA
12	16	14	12	14	12
+1	+3	+2	+1	+2	+1
DAMAGE	FORTITUDE		REFLEX	WILL	
+2	+2		+3	+2	
(ARMOR)	SAVE		SAVE	SAVE	

SKILLS

See sidebar on page 17.

FEATS

See sidebar on page 17.

POWERS AND DEVICES

See sidebar on page 17.

DESCRIPTION

The Totem embodies the abilities of a particular sort of creature. The character may be an animal of that type given humanoid form, an otherwise ordinary person infused with animal DNA (through genetic engineering or an encounter with a mutant version of the animal), or perhaps the Totem channels the mystic spirit of the animal. Whatever the case, the Totem has extraordinary physical abilities associated with his or her chosen animal.

QUOTE:

BEHOLD THE POWER OF THE WILD!

MELEE	RANGED	INITIATIVE
+7	+9	+3
ATTACK BONUS	ATTACK BONUS	(DEH)
DEFENSE	SPEED	HERO
19/16	30	5
(FLAT-FOOTED)	(FLIGHT)	POINTS

CUSTOMIZATION

Totems often take on more than just the abilities of the animals they mimic, but also some of their physical traits. A Totem may have the weakness Disturbing because of a freakish appearance, imposing a -5 modifier on the character's Charisma-based skill checks, but providing 10 more power points to spend.

TOTEM ARCHETYPE OPTIONS

Choose one of the following options:

Bird

Abilities: +2 Dex.

Skills: Acrobatics +12, Intimidate +8, Listen +10, Move Silently +10, Profession (choose one) +8, Search +11, Sense Motive +5, Spot +12.

Feats: Aerial Combat, Attack Finesse, Dodge, Evasion, Lightning Reflexes, Move-By Attack.

Powers: Flight +10 [*Flaw:* Restricted—wings; *Cost:* 1 pp; *Total:* 10 pp], Natural Weapon (claws) +5 [*Cost:* 2 pp; *Total:* 10 pp], Super-Dexterity +4 [*Cost:* 4 pp; *Total:* 16 pp], Super-Senses +5 [*Extra:* Telescopic Vision; *Cost:* 3 pp; *Total:* 15 pp].

Cat

Abilities: +4 Dex, +4 Cha.

Skills: Acrobatics +15, Balance +15, Bluff +10, Climb +10, Hide +15, Listen +12, Move Silently +15, Taunt +10.

Feats: Attack Finesse, Darkvision, Dodge, Evasion, Instant Stand, Surprise Strike.

Powers: Leaping +6 [*Cost:* 1 pp; *Total:* 6 pp], Natural Weapon (claws) +2 [*Cost:* 2 pp; *Total:* 4 pp], Super-Dexterity +8 [*Extras:* Super-Charisma +5, Super-Senses +8, Super-Strength +1; *Cost:* 9 pp; *Total:* 48 pp].

Fish

Abilities: +2 Str.

Skills: Acrobatics +12, Listen +10, Ride (Cetaceans) +12, Search +5, Spot +10.

Feats: Aquatic, Blind-Fight, Blindsight (*Flaw:* Limited—Only Underwater), Darkvision, Underwater Combat.

Powers: Mind Control +8 (*Extra:* Area; *Flaw:* Limited—marine life; *Cost:* 2 pp; *Total:* 16 pp), Super-Strength +8 [*Extra:* Swimming; *Power Stunts:* Dolphin Leap, Super-Swimming; *Cost:* 5 pp; *Total:* 44 pp].

Insect

Abilities: +4 Dex.

Skills: Hide +10, Listen +8, Move Silently +10, Search +6, Spot +10, Taunt +8.

Feats: Aerial Combat, Dodge, Evasion, Lightning Reflexes, Surprise Strike.

Powers: Energy Blast ("Stinger") +9 or Drain Strength (Venom) +9 [*Cost:* 2 pp; *Total:* 18 pp], Cling +6 [*Cost:* 1 pp; *Total:* 6 pp], Flight +6 [*Flaw:* Limited—Wings; *Cost:* 1 pp; *Total:* 6 pp], Shrink +10 [*Cost:* 2 pp; *Total:* 20 pp].

Reptile

Skills: Climb +12, Hide +10, Intimidate +8, Move Silently +10, Spot +10, Survival +10.

Feats: Darkvision, Extra Limbs (tail), Great Fortitude, Lightning Reflexes, Scent, Surprise Strike.

Powers: Amazing Save (Damage) +6 [*Cost:* 1 pp; *Total:* 6 pp], Natural Weapon (claws) +2 [*Cost:* 2 pp; *Total:* 4 pp], Regeneration +6 [*Extra:* Regrowth; *Cost:* 3 pp; *Total:* 18 pp], Super-Strength +6 [*Cost:* 4 pp; *Total:* 24 pp].

Spider

Abilities: +4 Dex.

Skills: Acrobatics +12, Hide +12, Move Silently +12, Taunt +5.

Feats: Attack Finesse, Dodge, Evasion.

Powers: Cling +6 [*Cost:* 1 pp; *Total:* 6 pp], Combat Sense +5 [*Cost:* 1 pp; *Total:* 5 pp], Snare (web) +8 [*Extra:* Swinging; *Cost:* 3 pp; *Total:* 24 pp], Super-Dexterity +6 [*Extras:* Leaping, Super-Strength; *Cost:* 8 pp; *Total:* 48 pp].





POWER LEVEL

SUPERHERO BASICS

A character's *power level* (abbreviated *PL* or simply *level*) is a measure of his or her power and ability. Higher-level characters are more powerful and accomplished than lower-level characters, capable of taking on tougher challenges and succeeding. Power level determines the limits of your character's abilities and gives you a starting point for creating your own *Mutants & Masterminds* hero. It also describes how your hero increases in power and ability after a series of adventures.

POWER LEVEL BONUSES

An attack roll, saving throw, or skill or power check is a combination of numbers, each representing a different factor: a random factor (the number you roll on 1d20), a number representing the character's innate abilities (the ability modifier), and a number representing the character's expertise and training. This third factor depends on the character's power level and the power points invested into bonuses, skills, and powers.

Table 1-1: Power Level, summarizes the qualities that are governed by power level.

Power Points: This column shows the number of total *power points* available to characters at that power level to spend on their various attributes. It also shows the total number of power points that characters need to achieve that power level. First-level characters start with 15 power points and gain 15 more per power level. Each 15 power points a hero gains after starting play increases his power level by one. Generally, all player characters begin play at PL 10.

Maximum Attack Bonus: *Attack* is a character's ability to hit in combat. This column shows the maximum attack bonus that a character of that power level may have before adding modifiers for ability scores, feats, and powers. A character's unmodified attack bonus is sometimes referred to as his "base attack bonus."

Maximum Defense Bonus: *Defense* is a character's ability to avoid being hit by attacks. This column shows the maximum Defense bonus a character may have before adding modifiers from ability scores, feats, and powers.

OPTION: ELIMINATING POWER LEVEL

Power level mainly exists to balance characters against each other and assure they're generally in the same range of ability. You know that a 10th-level character isn't going to have a power rank higher than +10, for example, or a skill rank higher than +13. Still, these limits are artificial and you can choose to do away with them, if you prefer. Simply give players a common number of power points and allow them to spend the points however they prefer, without any power level limits. This makes it harder to balance the characters but it allows for complete freedom to create any character within the limit of the number of points the player has to spend.

Some feats may be less useful and desirable without level limits. They simply can be ignored (since most characters won't have them, anyway). The GM should carefully check over each character to see that they're reasonably balanced and one character doesn't have a tremendous advantage over the others. For attributes based off a character's power level, such as Hero Points or certain feats, calculate effective power level by dividing the character's total power points by 15 and rounding down any fractions.

As a halfway point between using power levels as written and eliminating them entirely, the Gamemaster has the right to waive or bend any power level limit as needed for the good of the game. If a player's character is perfect except for having one skill or power that's a rank or two higher than the power level limit, the GM can choose to allow it. Players should not abuse this privilege, assuming the GM permits it at all.

Maximum Skill Rank: The maximum number of ranks a character can have in a skill is equal to that character's power level +3. See **Chapter Three: Skills** for more information on skills and skill ranks.

Maximum Power Rank: The maximum number of ranks a character can have in a super-power is equal to that character's power level. See **Chapter Five: Super-Powers** for more information on super-powers and power ranks.

Hero Points: Every character acquires a Hero Point at 1st level and an additional Hero Point for every two power levels thereafter (at 3rd, 5th, 7th, and so forth). Players can spend these Hero Points during a game to improve their hero's abilities in various ways. See **Hero Points**, p. 105, for more information.

TABLE 1-1: POWER LEVEL

Power Level	Power Points	Max Attack Bonus	Max Defense Bonus	Max Skill Rank	Max Power Rank	Hero Points
1	15	+1	+1	4	1	1st
2	30	+2	+2	5	2	—
3	45	+3	+3	6	3	2nd
4	60	+4	+4	7	4	—
5	75	+5	+5	8	5	3rd
6	90	+6	+6	9	6	—
7	105	+7	+7	10	7	4th
8	120	+8	+8	11	8	—
9	135	+9	+9	12	9	5th
10	150	+10	+10	13	10	—
11	165	+11	+11	14	11	6th
12	180	+12	+12	15	12	—
13	195	+13	+13	16	13	7th
14	210	+14	+14	17	14	—
15	225	+15	+15	18	15	8th
16	240	+16	+16	19	16	—
17	255	+17	+17	20	17	9th
18	270	+18	+18	21	18	—
19	285	+19	+19	22	19	10th
20	300	+20	+20	23	20	—

STARTING POWER LEVEL

The default starting power level for *Mutants & Masterminds* is 10th (shown by the bold text in the table above). This gives heroes powers and abilities far beyond those of most normal people, but still leaves them with villains (and, perhaps, other heroes) more powerful than they are.

Gamemasters interested in a lower-powered game featuring heroes just starting out with limited understanding and mastery of their powers or "street-level" heroes with fewer or less powerful abilities can set the starting power level lower. Gamemasters wanting more powerful heroes can set the starting power level higher. Starting characters higher than 15th level is not recommended, simply because it doesn't leave them with much opposition (unless they face truly epic foes and threats in every adventure).

ALLOCATING POWER POINTS

Heroes start out with a number of power points based on their power level and gain more as they adventure and overcome challenges. They "spend" these power points to improve their attributes in various ways. The limits on power point spending are given on **Table 1-1: Power Level**, so a 5th-level character, for instance, cannot have more than a +5 base attack bonus, no matter how many power points he puts into it. Characters often will have less than their maximum score or bonus in a

particular attribute, simply because there aren't enough power points to make a hero good at *everything*, although heroes are still usually far more capable than most people. "Spent" power points remain part of a character's power point total when determining advancement to the next power level, but can be used only once to purchase attributes.

Table 1-2: Power Point Costs shows the number of power points it costs to increase a particular attribute. Players can spend their character's points on these attributes as desired, up to the limits for the character's current power level.

Players can lower the starting value of their character's ability scores. They gain an additional power point to spend for each point by which they reduce the ability score's starting value. For example, reducing a character's Strength from 10 (the starting value) to 7 provides an additional 3 power points that can be spent elsewhere. These additional points do not count for determining the character's power level.

Certain abilities—notably feats—may have prerequisites, conditions the character must meet before being able to purchase that attribute. For example, the Attack Finesse feat requires a Dexterity score of 13 or better. A character with a lower Dexterity must first put power points into raising her Dexterity before she is able to purchase that feat. If an attribute's prerequisite is beyond the character's maximum attribute limits, she cannot acquire it until she increases her power level. For example, the Improved Critical feat requires a base attack bonus of +8 or higher, meaning that a hero must be at least 8th level to purchase it (since lower-level characters cannot have an attack bonus that high).

Weaknesses: A character may have one or more weaknesses, drawbacks that limit his abilities. For each weakness, the player may spend an additional 10 power points on the character's attributes (within normal limits for power level). These additional power points do not count toward the total for determining the character's power level. See page 106 for more information on weaknesses.

TABLE 1-2: POWER POINT COSTS

Starting Attribute	Starting Power Value	Point Cost
Ability Score	10	1 per point
Attack Bonus	+0	3 per +1
Defense Bonus	+0	2 per +1
Skill Ranks	+0	1 per +1
Power Ranks	+0	varies (see Chapter Five)
Feats	—	2 per feat
Weakness	—	+10 points per weakness

BALANCING CHARACTERS

Although power level limits provide solid guidelines to keep heroes on fairly equal footing, the range of possible characters within a given power level is still very wide. It's up to the Gamemaster to make sure that all characters are fairly balanced against each other so that no one player gets an unfair advantage in the game. Some heroes may be better at things than others; for example one hero might have a higher attack bonus, another might have a better Defense or saving throws. So long as each hero has a particular area in which he or she excels, things should be fine. But sometimes a particular hero's ability is spoiling the game for everyone else. In such cases it's perfectly fair to ask the player to allocate some of the character's points elsewhere to "even out" the character and give the other players a chance to get in on the game.

See **Chapter Nine: Gamemastering** for more information on balancing characters.

INCREASING POWER LEVEL

Characters earn additional power points from adventuring (see **Awarding Power Points**, p. 150). They can spend these points to increase their abilities, using the costs given on **Table 1-2: Power Point Costs** up to the limit for the character's power level.

When characters have earned enough power points to achieve a new power level, they immediately enjoy all the benefits of that power level: increased maximums on bonuses and ranks and possibly an additional Hero Point. Players need not spend all of their hero's power points at once. They may set some aside for later increases in ability. This may happen because the character has reached his limit in a particular bonus, because the player has a spare point or two left over and nowhere to put it, or because the player is saving up for a major change in the character. "Set aside" power points can be spent only during "down time" between adventures.

RE-ALLOCATING POWER POINTS

Normally a hero's abilities are fixed. Once power points are spent on abilities, they remain there. In some cases, however, the Gamemaster may allow players to re-allocate their character's points, changing their abilities within the limits of their power level, perhaps even losing some abilities and gaining entirely new ones. This change may come about as the result of events in the series, such as a hero encountering something that alters her powers (such as 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 happenings in a series unless their effects are intended to be strictly temporary (lasting only for one adventure, for example). Otherwise they should only happen occasionally to any single character. Very few players enjoy changes to their characters made without their consent, so GMs should be very careful when implementing this type of change.

POWER LEVELS ABOVE 20TH

Although **Table 1-1: Power Level** only shows power levels up to 20th level, the gamemaster may permit characters in a *Mutants & Masterminds* campaign to attain power levels greater than 20th. Simply continue the progression on the table: 15 power points per additional level, +1 to max attack bonus, defense bonus, skill ranks, and power ranks per level, and an additional Hero Point every other level. Note that 20th-level *Mutants & Masterminds* characters can be earthshakingly powerful; characters above 20th level have truly cosmic levels of power. Still, such levels may be necessary to handle certain heroes or NPCs. There's theoretically no upper limit to a character's power level, although GMs may find that extremely high power levels leave very little that can challenge characters.



...

ABILITIES

QUANTIFYING WHAT MAKES A HERO

Everyone has certain basic abilities: how strong, fast, smart, and clever they are. These basic abilities describe all the characters in a *Mutants & Masterminds* series; everyone has them to one degree or another. The abilities influence almost everything your character does. Stronger characters are more capable in combat, more dexterous characters are harder to hit, tougher characters can soak up more damage, and so forth.

Characters have six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Strength, Dexterity, and Constitution are sometimes called physical abilities, whereas Intelligence, Wisdom, and Charisma are sometimes referred to as mental abilities. Each above-average ability score provides a bonus on certain die rolls, while below-average abilities apply a penalty on some die rolls.

ABILITY SCORES

Your ability scores start out at 10, which is average for an adult human being. They can go as low as 1 (truly terrible) to as high as 20 (the peak of normal physical or mental achievement). Levels of ability above 20 are super-powers. See **Super-Abilities**, below and **Chapter Five: Super-Powers** for more information about them.

You choose your hero's ability scores by spending power points on them. One power point increases an ability score by 1, so putting one power point into Strength, for example, raises it from 10 to 11. You also can choose to lower your ability scores; each point below 10 gives you an additional power point to spend elsewhere. Your Gamemaster may set certain limits on abilities, either the number of power points that can be spent on them, their ratings, or both. Be sure to check before you start making your character. Remember that a score of 10 is average, 13–14 is a fair amount of talent or natural ability, 15–17 is extraordinary, and a score of 20 is maximum normal physical and mental potential.

ABILITY MODIFIERS

Each ability score has a *modifier* associated with it, based on how above or below average it is. An average ability score (10–11) has a modifier of +0. Ability scores below 10 have negative modifiers (penalties) while abilities above 11 have positive modifiers (bonuses). An ability score's modifier is calculated by subtracting 10 from the score, dividing by 2, and rounding down any fractions. Modifiers are shown on **Table 2-1: Ability Modifiers**.

The modifier is added to or subtracted from die rolls when your character does something related to that ability. For example, your Strength modifier affects die rolls when you use your Strength to hit or damage something. Your Intelligence modifier affects skill checks based on Intelligence, and so forth. Sometimes your modifier is used to calculate another value, such as when you use your Dexterity modifier to help determine how difficult it is to hit you in combat.

TABLE 2-1: ABILITY MODIFIERS

Score	Modifier	Score	Modifier	Score	Modifier
1	-5	8–9	-1	16–17	+3
2–3	-4	10–11	+0	18–19	+4
4–5	-3	12–13	+1	20	+5
6–7	-2	14–15	+2		

SAVING THROWS AND ABILITY SCORES

Ability scores are the basis for a character's *saving throws*, which represent his ability to avoid various sorts of danger and harm. A character's base Damage and Fortitude saves are equal to his Constitution bonus. His base Reflex save is equal to his Dexterity bonus and his base Will save is equal to his Wisdom bonus. Characters can improve their base saving throws by taking the Amazing Save power (p. 61) or one of several feats (see Chapter Four). Increases or decreases to the character's ability

INTELLIGENCE, WISDOM, AND CHARISMA

Intelligence, Wisdom, and Charisma can be a bit more difficult to quantify than physical abilities. They also can have a more dramatic effect on your character's personality and behavior.

A character with a high Intelligence score tends to be knowledgeable, well educated, and prone to using big words. A character with high Intelligence but a low Wisdom may be smart but absent-minded or easily distracted. A character with high Intelligence and low Charisma may be knowledgeable but something of a know-it-all or lacking in social skills. Characters with high Intelligence and low Wisdom and Charisma tend to be social misfits. A character with low Intelligence may be slow, poorly educated, or just not very cerebral.

High-Wisdom characters are aware, clever, and confident in themselves and their abilities. High-Wisdom, low-Intelligence characters are simple-minded but capable of surprising insights. High-Wisdom, low-Charisma characters are quietly confident and tend to work behind the scenes. Low-Wisdom characters are indecisive, absent-minded, unaware, impulsive, or just plain clueless.

Characters with high Charisma are outgoing, likeable, forceful, and often attractive. High-Charisma, low-Intelligence characters either manage to seem to know what they're talking about, or they attract people who find them endearing and want to help them. Characters with high Charisma and low Wisdom aren't very good at choosing their friends wisely. Low-Charisma characters may be cold, aloof, rude, awkward, or simply plain and nondescript.

scores (including super-abilities) also affect saving throws. For more information on saving throws in general, see Chapter Six.

THE ABILITIES

Given here are descriptions of the six abilities and how they affect your character.

STRENGTH (STR)

Strength measures sheer muscle power and the ability to apply it. Your Strength modifier is applied to:

- Melee attack rolls.
- Damage dealt by melee or thrown weapon attacks.
- Climb, Jump, and Swim checks.
- Strength checks (for feats of strength such as breaking through doors or walls or snapping chains).

DEXTERITY (DEX)

Dexterity is a measure of your coordination, agility, speed, manual dexterity, and balance. It's particularly useful for heroes who rely more on speed and agility than sheer strength and toughness. Your Dexterity modifier is applied to:

- Ranged attack rolls.
- Your dodge bonus to Defense.
- Reflex saving throws, for avoiding danger based on coordination and reaction time.
- Move Silently, Hide, Tumble, and other skill checks based on Dexterity.

CONSTITUTION (CON)

Constitution is your character's endurance, health, and overall physical toughness. Constitution is important because it affects a character's ability to resist most forms of damage. Your Constitution modifier is applied to:

- Damage saving throws, for resisting physical harm and injury.
- Fortitude saving throws, for resisting disease, poison, fatigue, and effects involving the character's health.

UNDER THE MASK: INTELLIGENCE AND SKILLS

Unlike in other similar games, your *Mutants & Masterminds* character's Intelligence modifier does not alter the number of skill ranks she gets at character creation and again at each level. In *M&M*, skill ranks are purchased with power points, just like everything else, to keep the game simple and fast-moving.

- Constitution checks for overcoming the hazardous effects of the environment and to recover from injury.

INTELLIGENCE (INT)

Intelligence covers reasoning ability and learning. Intelligence is important for characters with a lot of skills, particularly skills based on Intelligence like Knowledge and Science. Your Intelligence modifier is applied to:

- Search, Knowledge, and other skill checks based on Intelligence.
- Intelligence checks to solve problems using sheer brainpower when a specific skill doesn't quite apply.

WISDOM (WIS)

While Intelligence covers reasoning, Wisdom describes a character's awareness, common sense, intuition, and strength of will. Your Wisdom modifier is applied to:

- Will saving throws, for resisting attempts to influence you or for staving off powers that directly affect the mind.
- Listen, Spot, Sense Motive, and other skill checks based on Wisdom.
- Wisdom checks to resolve matters of intuition when a specific skill doesn't quite apply.

CHARISMA (CHA)

Charisma is your character's force of personality, persuasiveness, leadership ability and (to a lesser degree) physical attractiveness. Charisma 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 Charisma modifier is applied to:

- Bluff, Diplomacy, Intimidation, and other skill checks based on Charisma.
- Charisma checks to influence others through force of personality when a specific skill doesn't quite apply.

SUPER-ABILITIES

A score of 20 represents the maximum of non-super-powered physical or mental achievement, but *Mutants & Masterminds* heroes are rarely normal people. Heroes can have abilities that surpass the normal limit, known as *super-abilities*.

A super-ability is a super-power, acquired and used just like other super-powers. It's also subject to the normal restrictions on super-powers, so a character cannot have more ranks in a super-ability than his power level. A super-ability bonus stacks with the bonus for a regular ability score, so a character with Str 14 and Super-Strength +8 has a total Strength bonus of +10 (+2 for Str 14 and +8 for eight ranks of Super-Strength).

Super-abilities are considered "ability scores" for anything that affects ability scores, and they are generally affected first. So if your character is hit by the Drain (Strength) power (p. 66), he loses ranks off his Super-Strength before he starts losing points off his normal Strength.

For more on super-abilities, see **Chapter Five: Super-Powers**.

ALTERING ABILITY SCORES

Over the course of play, your hero's ability scores may change for the following reasons:

- Some super-powers temporarily raise or lower your ability scores (see Chapter Five).

- You can improve your ability scores permanently by spending earned power points on them, but you cannot increase an ability score above 20.

Whenever an ability score changes, all attributes associated with that ability change as well. So if you increase your character's Dexterity and gain a higher bonus, he automatically becomes harder to hit and his ranged attacks become more effective. Likewise, if your hero's Dexterity decreases, his ranged attacks become less effective and he becomes easier to hit.

LOW ABILITY SCORES

If one of your hero's ability scores drops to 0 for any reason, the character suffers more serious effects. A Strength score of 0 means the hero collapses, helpless and unable to move. A Dexterity of 0 means the hero is paralyzed and helpless. A Constitution of 0 means the hero is dead. An Intelligence, Wisdom, or Charisma score of 0 means the hero is unconscious and incapable of waking until the score is restored to at least 1. Such low ability scores usually result from a power affecting your character.

NONEXISTENT ABILITY SCORES

Rather than having a score of 0 in a given ability, some beings in *Mutants & Masterminds* may actually *lack* a basic ability score. The effect of lacking an ability score is as follows:

Strength: Any creature capable of physically manipulating other objects has at least 1 point of Strength. A creature with no Strength score is incapable of exerting any physical force, either because it has no physical body (like an incorporeal ghost) or simply can't move (like a tree). The creature automatically fails Strength checks. If it is capable of attacking in melee combat, the creature applies its Dexterity modifier to its base attack bonus rather than its Strength modifier.

Dexterity: Any creature capable of movement has at least 1 point of Dexterity. A creature with no Dexterity cannot move (like most plants) and hence cannot make melee attacks. If it can act (using powers, for example), it applies its Intelligence modifier rather than its Dexterity modifier to its base attack bonus when making ranged attacks.

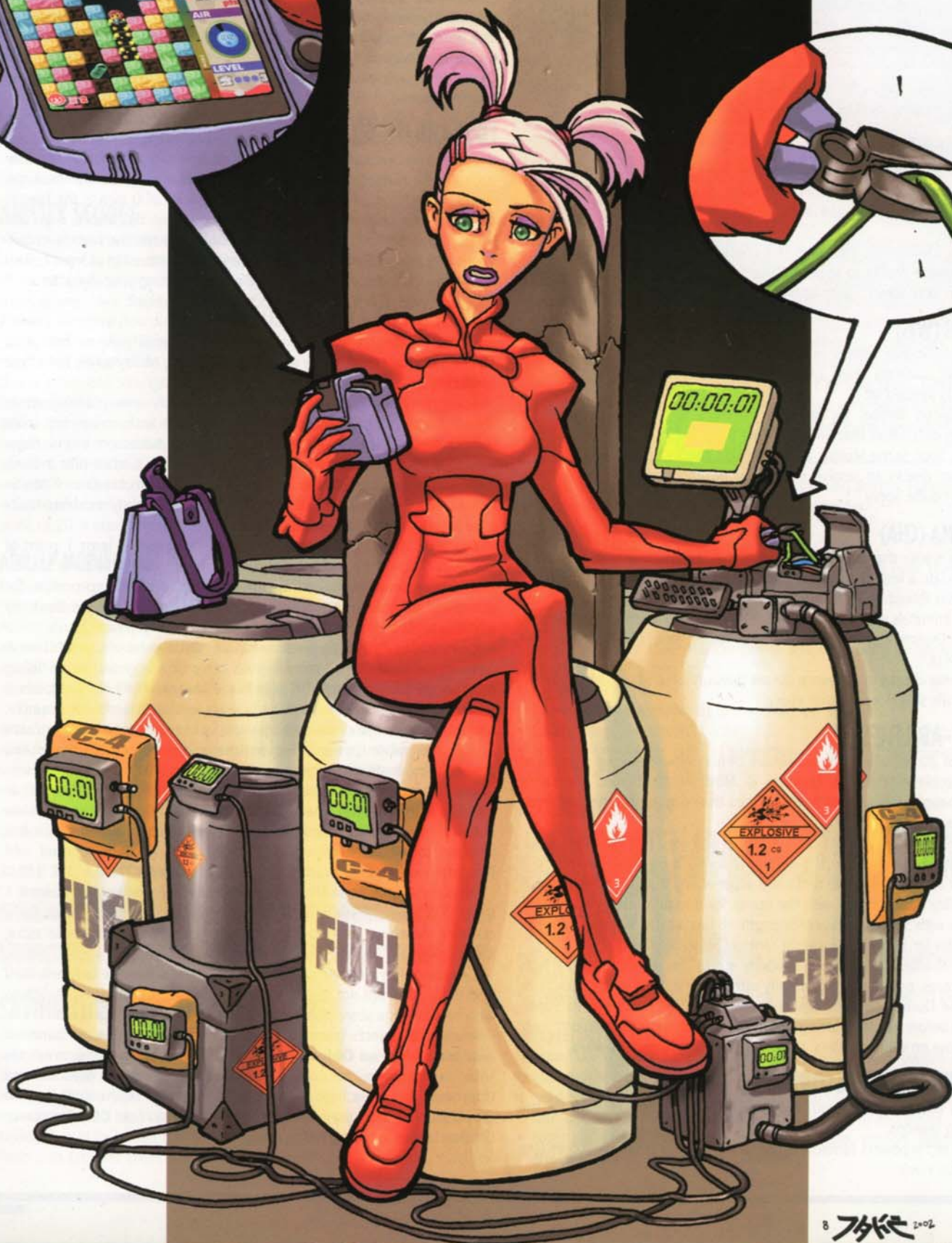
Constitution: Any living creature has at least 1 point of Constitution. A creature with no Constitution has no body (like a ghost) or no living metabolism (like a robot). It is immune to any effect that requires a Fortitude save unless the effect works on inanimate objects. For example, a robot is immune to disease and poison, but susceptible to the Corrosion and Disintegration powers. The creature also is immune to drains and always fails Constitution checks.

Intelligence: Any creature that can think, learn, or remember has at least 1 point of Intelligence. A creature with no Intelligence is an automaton, operating on simple instinct or programmed instructions. It is immune to all mind-influencing effects (such as Mind Control and Telepathy) and automatically fails Intelligence checks.

Wisdom: Any creature that can perceive its environment has at least 1 point of Wisdom. Anything with no Wisdom is an inanimate object, not a creature. Anything with no Wisdom score also has no Charisma score, and vice versa.

Charisma: Any creature capable of telling the difference between itself and things that are not itself has at least 1 point of Charisma. Anything with no Charisma score also has no Wisdom score, and vice versa.

Inanimate objects have no ability scores other than their hardness (see **Attacking an Object**, p. 138). Animate, but nonliving, creatures such as robots or zombies have Strength, Dexterity, Wisdom, and Charisma. They may have Intelligence (if capable of thought), but no Constitution (since they are not living things). See **Constructs** in Chapter Seven for more information.



■■■

SKILLS

HOW YOU DO WHAT YOU DO

Heroes can sneak into well-guarded lairs of criminal masterminds, infiltrate alien computer systems, and create devices beyond the understanding of modern science. They can piece together clues to a villain's latest plot and run along tightropes or jump across alleyways. They do so through the use of various *skills*, described in this chapter.

ACQUIRING SKILLS

Skills are learned attributes acquired through a combination of training (the skill) and natural talent (an ability score). Each skill has a *rank*, which is used as a bonus to the die roll when using that particular skill.

Characters gain skill ranks by spending power points on them: one skill rank per point. Characters can perform some tasks without any training, using only their raw talent (as defined by their ability scores), but skilled characters are usually better at such things. Characters with the right skills and feats (see Chapter Four) can even hold their own against super-powered opponents.

HOW SKILLS WORK

When you use a skill, you make a *skill check* to see how well you do. The higher the result on your skill check, the better 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 must roll.

SKILL CHECKS

To make a skill check, roll 1d20 and add your skill modifier for that skill. The skill modifier incorporates your rank with that skill, your ability modifier for that skill's key ability, and any other miscellaneous modifiers that may apply. The higher the result, the better it is. A natural 20 on a skill check is not an automatic success, and a natural 1 is not an automatic failure (as it is in the case of attack rolls).

Skill Check: 1d20 + skill modifier vs. Difficulty Class.

DIFFICULTY CLASS

Some checks are made against a *Difficulty Class* (DC). The DC is a number set by the GM that you must score as a result on your skill check to succeed. So for a task with a DC of 15 you must roll a skill check total of 15 or better to succeed. In some cases, the results of a check will vary based on how much higher or lower the result is than the DC.

OPPOSED CHECKS

Some skill checks are *opposed checks*. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest. An example is trying to bluff someone. You roll a Bluff check, while the GM rolls a Sense Motive check for your target. If you beat the target's Sense Motive check result, you succeed.

For ties on opposed checks, the character with the higher key ability score wins. If the ability scores are the same, flip a coin, or roll 1d20. On a 1–10 one character wins. On an 11–20, victory goes to the second character.

RETRIES

In general, you can try a skill check again if you fail, and can keep trying indefinitely. Some skills, however, have consequences for failure that must be taken into account. For example, failing a Climb check may mean that the character falls, which will make it difficult to try again. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when you have succeeded once at a given task, additional successes are meaningless. (Once you've discovered a room's only secret door using the Search skill, for instance,

OPTION: COMBAT SKILLS

Characters in *Mutants & Masterminds* derive their ability to successfully hit in combat from their attack bonus and their ability to successfully avoid attacks from their Defense bonus, as described in **Chapter One: Power Level** and **Chapter Eight: Combat**. However certain players may prefer to represent these abilities as skills similar to those given in this chapter. This is fairly easy to do by breaking down how attack bonus and Defense work.

Under this system, characters have no base attack bonus. Instead they may choose from three combat skills: Melee Attack, Ranged Attack, and Unarmed Attack. Melee Attack is used for all melee attacks involving weapons. Unarmed Attack is used for melee attacks without weapons (including the use of touch range powers in melee) and Ranged Attack is used for all ranged attacks (including the use of powers at range). Power points can be assigned to these skills normally, but their rank cannot exceed the character's power level (rather than power level +3, as with most skills).

Defense becomes two skills: Dodge and Evade. Dodge provides a bonus to base Defense equal to its rank against ranged attacks and Evade does the same for melee attacks. A character's ranks in these skills cannot exceed that character's power level, just like normal Defense bonus.

there's no further benefit to be gained from additional Search checks.)

If a skill carries no penalties for failure, you can "take 20" and assume the character goes at it long enough to succeed eventually, or at least determine that the task is impossible for the character's level of ability (see **Checks Without Rolls**, p. 29).

UNTRAINED CHECKS

Generally, if you attempt to use a skill you don't possess, you make a skill check as normal. Your skill modifier doesn't have a skill rank added in because you don't have any ranks in the skill. You do get other modifiers added into the skill modifier, though, such as the ability modifier for the skill's key ability.

Many skills can be used only if you are trained in the skill. Skills that cannot be used untrained shown in boldface on **Table 3-1: Skills** and are listed as "Trained Only" in their descriptions.

CONDITION MODIFIERS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added to the modifier for the skill check or a change to the DC of the skill check.

The GM can alter the odds of success for exceptional circumstances in the following four ways:

1. Give the skill user a +2 bonus, representing circumstances that improve performance.
2. Give the skill user a -2 penalty, representing conditions that hamper performance.
3. Reduce the DC by 2, representing circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task more difficult.

Bonuses to your skill modifier and a reduction in the check's DC have the same result: they create a better chance that you will succeed. But they represent different circumstances, and sometimes that difference is important.

TIME AND SKILL CHECKS

Using a skill might take a round, take no time at all, or take several rounds



or even longer. Most skill uses are half actions or full actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of another action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

For more information on the different types of actions, see **Chapter Eight: Combat**.

IMPOSSIBLE TASKS

In general, to do something that's practically impossible requires the character have at least rank 10 in the skill and entails a penalty of -20 on the character's roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck. Given the skill ranks and bonuses *Mutants & Masterminds* characters may achieve, it's up to the GM to define the DC for an "impossible" task.

CHECKS WITHOUT ROLLS

A skill check represents using a skill under a certain amount of pressure. When the situation is less demanding, you can use the skill under better conditions with more reliable results.

Taking 10: When you are not in a rush and not threatened or distracted, you may choose to take 10. Instead of rolling for the skill check, calculate your result as if you had rolled a 10. For routine tasks, taking 10 allows you to succeed automatically. You cannot take 10 if distracted or under pressure (such as in a combat situation).

Taking 20: When you have plenty of time (generally 2 minutes for a skill that normally can be checked in a half or full action), and when the skill being attempted carries no penalties for failure, you can take 20. Instead of rolling for the skill check, calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right. Taking 20 takes about twenty times as long as making a single check would take. If there are

potential penalties or consequences for failing a skill check, such as setting off an alarm or slipping and falling, you cannot take 20 on that check.

Automatic Success: If your total bonus on a skill check is equal to or greater than the DC, you will succeed at that task regardless of what you roll on the die. In this case, the GM might not require you to roll and just assume that you succeed, since it's trivial for someone of your skill. If the skill check has varying levels of success, you're assumed to achieve the minimum possible (as if you'd rolled a 1). You can choose to make a roll to achieve a greater level of success, or the GM may assume a greater level of success, depending on the circumstances.

Applying the above rules can speed up the use of skills under routine or easy circumstances, cutting down the number of rolls players must make.

COMBINING SKILL ATTEMPTS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

COOPERATION

Sometimes individual characters react to the same situation, but can 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 a skill check while each helper makes a skill check against DC 10 (you can't take 10 on this check). For each helper who succeeds, the leader gets a +2 bonus for favorable conditions. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as he sees fit for the given conditions.

SKILL SYNERGY

It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with its synergistic skills, as noted in the skill description. Multiple bonuses applied to the same skill "stack" cumulatively.

ABILITY CHECKS

Sometimes you need to do something no specific skill covers. In these cases, make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, it is an untrained skill check using that ability. The GM assigns a Difficulty Class to the task.

In cases in which an ability check is a straight test of one character's ability against another, with no luck involved, the character with the higher ability wins. Just as you wouldn't make a height check to see who's taller, you don't need to make a Strength check to see who's stronger. When two characters arm wrestle, for example, the stronger character wins. In the case of identical ability scores, flip a coin to see who wins.

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 these cases.

The format for skill descriptions is presented to the right. Items that do not apply are omitted from that skill's description.

TABLE 3-1: SKILLS

Skill Name	Key Ability
Acrobatics	Dexterity
Balance	Dexterity
Bluff	Charisma
Climb	Strength
Computers	Intelligence
Concentration	Wisdom
Craft	Intelligence
Demolitions	Intelligence
Diplomacy	Charisma
Disable Device	Intelligence
Disguise	Charisma
Drive	Dexterity
Escape Artist	Dexterity
Forgery	Intelligence
Gather Information	Charisma
Handle Animal	Charisma
Hide	Dexterity
Innuendo	Charisma
Intimidate	Charisma
Jump	Strength
Knowledge	Intelligence
Language	—
Listen	Wisdom
Medicine	Wisdom
Move Silently	Dexterity
Open Lock	Dexterity
Perform	Charisma
Pilot	Dexterity
Profession	Wisdom
Read Lips	Intelligence
Repair	Intelligence
Ride	Dexterity
Science	Intelligence
Search	Intelligence
Sense Motive	Wisdom
Sleight of Hand	Dexterity
Spot	Wisdom
Survival	Wisdom
Swim	Strength
Taunt	Charisma

Skills in bold are trained only

UNDER THE MASK: CONCENTRATION AND WISDOM

Other similar games use Constitution as the base ability for the Concentration skill. In the comics, sustaining magical spells and other similar actions seem far more a matter of willpower than iron toughness. High-Wisdom characters (mentalists or mystics, for example) should excel at Concentration, even if physically frail.

SKILL NAME (KEY ABILITY)

Trained Only

Skill Name: What the skill is called. GMs may feel free to change the names of some skills in their games if it would suit them better.

Key Ability: The abbreviation of the ability whose modifier applies 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 that skill in order to use it. If "Trained Only" is absent, untrained characters (those with 0 ranks in the skill) also may use it.

The skill name line is followed by a brief description of the skill and three other categories:

Check: How to make a check for the skill, what the results of the check are, and the basic DC.

Retry: Conditions on retrying a check with the skill. If this section is omitted, the skill can be retried an unlimited number of times.

Special: Any extra information about the skill or its use, including untrained use or synergistic bonuses from other skills.

ACROBATICS (DEX)

Trained Only

You can flip, dive, roll, tumble, and perform other acrobatic maneuvers. You can't use this skill as well if you're carrying more than a light load. You suffer a -3 penalty for a medium load and a -6 penalty for a heavy load (see **Carrying Capacity**, p. 104).

Check: You can make an Acrobatics check (DC 5) to lessen the damage from a fall. Subtract your margin of success in feet from the distance of a fall before determining damage. So an Acrobatics check of 20 (15 more than the DC) reduces the effective distance of a fall by 15 feet. A fall reduced to 0 distance does no damage. You can make an Acrobatics check (DC 25) to move through a space occupied by an opponent or obstacle (moving over, under, or around them). A failed roll means you don't get past the obstacle.

You also can use Acrobatics as a Perform skill to impress an audience (see **Perform**, p. 37).

Retry: You can attempt to lessen the damage of a fall as a reaction once per fall. You can attempt to move past an obstacle once per round as part of normal movement. You usually can attempt only one Acrobatics check to impress the same audience.

Special: If you have 5 or more ranks in Acrobatics you gain a +3 dodge bonus to Defense when using the fight defensively action (instead of a +2 dodge bonus). You also gain a +6 dodge bonus when using total defense, instead of the usual +4 dodge bonus.

If you have 5 or more ranks in Acrobatics, you get a +2 bonus on Balance checks.

If you have 5 or more ranks in Jump, you get a +2 bonus on Acrobatics checks.

BALANCE (DEX)

You're adept at keeping your balance under difficult circumstances, such as walking along a beam, tightrope, or slippery floor.

Check: You can walk along a precarious surface as a half action. A



successful check allows you to move at half speed, while success by 5 or more allows you to move along the surface at normal speed. A failure means you can't move at all that round. Failure by 5 or more means you slip and fall. The difficulty is based on the surface.

DC	Surface
10	Uneven floor
10	7–12 inches wide (building ledge)
15	2–6 inches wide (balance beam)
20	Less than 2 inches wide (tightrope)
+5	Surface angled
+5	Surface slippery

Fighting While Balancing: While you are using this skill, attackers receive a +2 attack bonus against you and you lose your dodge bonus to Defense. If you have 5 or more ranks in Balance, you retain your dodge bonus to Defense. If you suffer damage from an attack, you must make another Balance check to avoid falling.

Special: If you have 5 or more ranks in Acrobatics, you gain a +2 bonus on Balance checks.

BLUFF (CHA)

Bluff is the skill of making the outlandish seem credible. It covers acting, fast-talking, trickery, and subterfuge.

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances affect the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want him to believe.

A bluff requires interaction between you and the target. Those unaware of you cannot be bluffed. A bluff always takes at least 1 round

(and is at least a full action) but can take much longer if you try something elaborate.

Sense Motive Modifier	Circumstances
-5	Target wants to believe you.
0	The bluff is believable but doesn't affect the target much.
+5	The bluff is a little hard to believe or puts the target at risk.
+10	The bluff is hard to believe or puts the target at serious risk.
+20	The bluff is outlandishly hard to believe, almost too incredible to consider.

Feinting in Combat: You can use Bluff to mislead an opponent in combat, making it harder to dodge your attacks. Doing so is a half action. If you are successful, the target loses any dodge bonus against your next attack. This attack must be made on or before your next turn.

Creating a Diversion: You can use Bluff to gain the momentary diversion needed to attempt a Hide check while people are aware of you.

Retry: Generally, a failed Bluff check makes the target too suspicious for another attempt under the same circumstances. For feinting in combat, you may retry freely.

Special: Having 5 or more ranks in Bluff gives you a +2 bonus on Diplomacy, Intimidate, and Sleight of Hand checks and a +2 bonus on an Innuendo check to transmit a message. Also, if you have 5 or more ranks of Bluff, you get a +2 bonus on Disguise checks when you know you are being observed and try to act in character.

CLIMB (STR)

You're skilled in scaling angled and uneven surfaces.

Check: A successful Climb check each round allows you to move up, down, or across a slope or wall at one-half your speed as a full action, or one-quarter your speed as a half action. If you make the Climb check by +5 or more, you can move your full speed as a full action, or half your speed as a half action. A slope is any incline of less than 60 degrees; a wall is any incline of 60 degrees or more.

A failed Climb check means you cannot move for that round. If you fail the Climb check by 5 or more, you fall. The appropriate tools (ropes, rappelling gear, pitons, etc.) grant a +2 bonus on Climb checks. The DC of the check is based on the surface being climbed.

DC Surface

- 0 A slope too steep to walk up, a knotted rope with a wall to brace against.
- 5 A rope with a wall to brace against or a knotted rope.
- 10 A surface with ledges or handholds.
- 15 A surface with handholds or footholds such as a natural rock wall, a tree, or an unknotted rope.
- 20 An uneven surface with narrow handholds or footholds.
- 25 A rough surface (like a brick wall), an overhang, or ceiling with handholds but not footholds.
- 10 A shaft narrow enough to brace against both sides (reduces DC by 10).
- 5 A corner in which you can brace against perpendicular walls (reduces DC by 5).
- +5 Surface is slippery (increases DC by 5).
- A perfectly smooth, flat, vertical surface cannot be climbed without the Clinging power.

Fighting While Climbing: Attacks made against you are as if you are off-balance: +2 to the attacker's attack bonus and you lose your dodge bonus to Defense. If you have 5 or more ranks in Climb, you retain your dodge bonus to Defense. If you suffer damage from an attack you must make another Climb check to avoid falling.

Catching Yourself When Falling: You can make a Climb check to try to catch yourself if you fail a Climb check and fall. The DC is the wall's normal DC +20 or a slope's normal DC +10. If you succeed, you arrest your fall. If you fail, you fall normally. The GM may lower the DC if ledges, flagpoles, and the like are within grabbing distance.

Special: The Clinging power (p. 63) allows you to move along any surface without having to make a Climb check.

COMPUTERS (INT)*Trained Only*

You're trained in the operation of computer systems and modifying or creating computer programs.

Check: Most routine tasks, such as using pre-existing software, don't require a check. Creating or modifying programs, overcoming security measures, or operating a computer under adverse or difficult conditions all require skill checks.

DC	Task
15	Modify an existing program
20–30	Create a new program
25	Break into a secure system

Modifying Programs: Modifying a program can alter instructions, add or delete data, or anything else the GM feels is within the program's abilities. If the program is protected by a secure system, you must break into the system before you can modify it.

Creating Programs: Creating a new program from scratch is more involved than modifying an existing one. The GM sets the DC based on what the character wants the program to do (provided it is within the capabilities of the computer the character is working on).

Breaking into Systems: Many computer systems have passcodes and other security features. Overcoming these security measures requires a Computers check. Especially secure systems may increase the DC by 5 or more, or you may be required to make an opposed check against the security programmer's Computers check. Failure means you can't break into that system while failure by 5 or more may set off any alarms or warning measures employed by the system.

Special: Characters with 5 or more ranks in Computers gain a +2 bonus on Disable Device checks involving computer-controlled devices, on Open Locks checks when dealing with computerized locks, and on Demolitions checks involving computer-based explosives.

Characters with the Datalink power (p. 64) add their power rank to their Computers checks.

CONCENTRATION (WIS)

You can focus your mind and concentrate despite difficult conditions, including taking damage.

Check: This skill is primarily useful for using and maintaining powers with the "concentration" duration. You must make a Concentration check when trying to use or maintain the power under adverse conditions. The GM also may call for a Concentration check whenever you try to perform a complex task in spite of various distractions, such as disarming a bomb in the midst of a raging fight. The table below provides guidelines for various distractions.

DC	Distraction
10 + damage bonus	Injury or failed saving throw
5	Minor distractions: high winds, driving rain, loud noises, etc.
10	Moderate distractions: vigorous motion, driving hail, raging fires, etc.
15	Serious distractions: violent motion, raging storms, deafening noise, etc.
20	Massive distractions: earthquakes and other disasters

Retry: Yes, although a success does not negate the effects of a previous failure.

CRAFT (INT)

Craft is actually a number of separate skills involving crafts and arts that make things. For instance, you can have the skill Craft (carpentry) or Craft (cooking). Your ranks in one Craft skill don't affect checks for other Craft skills; being a good cook doesn't make you a better carpenter, for example. You can have several Craft skills; each with its own ranks and each purchased as a separate skill. Examples include carpentry, cooking, drawing, electronics, magical items, mechanics, painting, sculpting, and weapon systems.

A Craft skill is specifically focused on creating something; if it is not, it is a Profession (p. 37).

Check: You know how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. You can make items related to your Craft skill and make a reasonable living at it. The GM sets the DC for any particular use of Craft.

Retry: Yes, but if you fail a Craft check by 5 or more, the item you're working on is ruined and you must start over again.

Special: Certain Craft skills provide synergistic bonuses to other skills. See individual skill descriptions for more information.

DEMOLITIONS (INT)*Trained Only*

You know how to create, set, and disarm explosive devices.

Check: Setting a simple explosive doesn't require a check, but building one from scratch or modifying an existing explosive to create a more damaging effect does. See **Area Attacks** (p. 138) for more on explosives.

Set Explosive Device: While just about anyone can push a detonator, it

takes skill to put an explosive in the right place for maximum effect. The GM makes this check in secret, so you don't know how well you've done until the bomb goes off. The GM compares the check result to the following table, modifying the explosive's damage bonus and penalty to Reflex saves made against it as appropriate. A failed skill check reduces the explosive's damage bonus by half, provides a +4 bonus on Reflex saves made to avoid damage, and has a 15% chance (1–3 on a d20) chance of causing the device to explode immediately.

DC	Damage Bonus Increase	Penalty to Reflex Save
10	+0	0
15	+2	-2
20	+4	-4
30	+6	-6

Build Explosive Device: Building an explosive device requires at least an hour, the appropriate materials, and a great deal of concentration—it's not something you want to be doing in the middle of a slugfest. The character decides what type of explosive device he'd like to build and tries to achieve the required DC. Adding a trap increases the DC but doesn't affect the cost (see below). Your check result is used as the explosive's "to hit" roll (see **Area Attacks**).

If the check fails, the device is ruined. There is a 25% chance (1–5 on a d20) that the device explodes during construction with a damage bonus equal to one-half the intended result to everyone within the blast radius.

Type (and Damage of)

Scratch-Built Explosive	Radius	DC
Improvised (+1)	5 ft.	5
Simple (+2)	5 ft.	10
Moderate (+4)	10 ft.	15
Complex (+5)	15 ft.	20
Powerful (+6)	15 ft.	25
Devastating (+8)	20 ft.	30

Add a trap to disable attempts +5, +10, or +15

Special: You can take 10 when using the Demolitions skill, but you can't take 20. Disarming an explosive device requires the use of the Disable Device skill.

A character with 5 or more ranks of Computers gets a +2 bonus on Demolitions checks when building or modifying explosive devices that incorporate computerized elements.

DIPLOMACY (CHA)

You're skilled in dealing with people, from proper etiquette and behavior to social graces and a way with words. Use this skill to make a good impression, negotiate, and win people over.

Check: You can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases before a third party.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Diplomacy checks.

If you have 5 or more ranks in Bluff or Sense Motive, you get a +2 bonus on Diplomacy checks. These bonuses stack.

If you have 5 or more ranks in a Knowledge or Profession skill related to

the topic, you get a +2 bonus on Diplomacy checks (such as a scholar debating a matter about which he's an expert or a skilled lawyer arguing a case).

DISABLE DEVICE (INT)

Trained Only

You can disarm or sabotage various devices, both mechanical and electronic. This ranges from defeating a trap or alarm system to disarming a bomb about to explode.

The effort requires at least a simple tool of the appropriate sort (a pick, file, wire cutters, etc.). Attempting a Disable Device check without tools carries a -2 penalty.

Check: The GM makes the Disable Device check so you don't necessarily know whether or not you have succeeded. The amount of time needed to make a check and the DC depend on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full action). Intricate or complex devices require 2 rounds or more. You also can rig simple devices to work normally for a while and then fail some time later.

Disabling (or rigging) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The GM rolls the check. If the check succeeds, you disable the device. If it succeeds by 10 or more you can study the device, figure out how it works, and bypass it without disarming it. If the check fails, you do not disable the device, but can try again. If the check fails by 5 or more, something goes wrong. If it's an alarm or trap, you set it off. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Disarm Explosive Device: The DC to disable an explosive device is identical to the DC to construct the same device, as explained in the Demolitions skill description. If the character has the device's schematics available, add +5 to the skill check. If the character is rushed, add +5 to the DC. Failure indicates that the explosive has been set off prematurely. If the explosive device was set by a character with the Demolitions skill, the check becomes an opposed check against a DC of 15 or the character's skill check when the device was originally constructed, whichever is higher.

Retry: Yes, though the character must be aware of the failure in order to try again.

Special: If you have 5 or more ranks in an associated Craft or Science skill, you get a +2 bonus on Disable Device checks. If you have 5 or more ranks in Computers, you get a +2 bonus on Disable Device checks involving computers.

If you have 5 or more ranks in Disable Device, you get a +2 bonus on Open Locks checks involving electronic locks.

DISGUISE (CHA)

You can use makeup, costumes, and other props to change your appearance (or someone else's). Doing so requires at least 10 minutes of work. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

You also can impersonate people, either individuals or types, so that, for example, you might with little or no actual disguise make yourself seem to be a traveler even if you are a local (or vice versa).

Check: Your Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The GM makes the Disguise check secretly so that you're not sure how well you've done until you put the disguise to the test.

If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard watching people entering a building), the GM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of your disguise depends in part upon how much you are attempting to change your appearance:

Modifier	Disguise
+5	Minor details only
-2	Disguised as a different sex
-2	Disguised as a different race
-2	Disguised as a different age

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered suspicious of you, so opposed checks are always invoked).

Bonus	Familiarity
+4	Recognizes on sight
+6	Friends or associates
+8	Close friends
+10	Intimate

Usually, an individual makes a check for detection immediately upon meeting you and each hour thereafter. If you casually meet many different people, each for a short time, check once per day or hour, using an average Spot bonus for the group.

Retry: You may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

Special: If you have 5 or more ranks in Bluff or Perform (with one rank of "acting"), you get a +2 bonus on Disguise checks when you know you're being observed and try to act in character. These bonuses stack.

DRIVE (DEX)

Trained Only

Use this skill to operate a land or water vehicle.

Check: Routine driving tasks don't require checks. Checks are required only in stressful or difficult situations such as combat or when making difficult maneuvers.

Easy vehicle maneuvers, such as low-speed turns, have a DC of 5.

An average maneuver, such as a sudden reverse or dodging around an obstacle, has a DC of 10. Difficult maneuvers, such as a tight turn, have a DC of 15. Challenging maneuvers (such as a bootlegger reverse) have a DC of 20. Finally, truly impressive maneuvers, such as jumping over obstacles or navigating through them at high speed, have a DC of 25.

Retry: A failed Drive check usually indicates some damage to the vehicle, although you can retry some maneuvers (so long as the vehicle remains capable).

ESCAPE ARTIST (DEX)

You know how to escape from bonds and other restraints.

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a Snare is a full action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on the length of the space.

Escape from...	DC
Ropes	20
Handcuffs or manacles	30
Tight space	30
Snare	10+ Snare's bonus
Grappler	Grappler's grapple check

Tight Space: A tight space is defined as any opening large enough to fit your head through. The GM may require multiple Escape Artist checks for long, tight spaces.

Snare: The difficulty of slipping out of a Snare (p. 82) is 10 + the power's rank. Slipping out of a Snare is a full action, and the GM has final say on whether or not you can make an Escape Artist check to slip out of a particular Snare.

Grappler: You can make an Escape Artist check opposed by your opponent's grapple check to get out of a grapple or out of a pinned condition (so that you're just being grappled). Doing so is a half action, so if you escape the grapple you can move in the same round. See

Grappling, p. 140, for more information.



Retry: You can make another check after a failed check. If the situation permits, you can make additional checks or even take 20 as long as you are not being actively opposed.

Special: Characters with the Elasticity power (p. 68) gain a bonus on Escape Artist checks equal to their power rank, can make any Escape Artist check as a half action, and can fit through any opening.

FORGERY (INT)

You know how to create fake documents, artworks, and similar items, and how to detect fakes made by others.

Check: Forgery requires materials appropriate to the document or item being forged and some time. Forging a short and simple document takes about 1 minute. Longer or more complex documents take 1 minute per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before and gain a +8 bonus on the roll. To forge a signature, an original is needed, and you gain a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed. Forging machine-written documents requires a Computers check as well, and the forgery is only as good as the lower of the two results.

The GM makes the Forgery check secretly so you are not sure how well you've done. As with Disguise, a check isn't necessary until someone examines the work. That person makes a Forgery check opposed to yours.

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

Retry: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

Special: To forge documents and detect forgeries, one must be able to read and write the language used in the document. (The skill is language-dependent.)

GATHER INFORMATION (CHA)

You know how to make contacts, collect gossip and rumors, question informants, and otherwise collect information from people.

Check: With a few hours time "working" an area and a DC 10 check, you can obtain basic information about all the goings-on in that area, with a higher check providing more information.

If you want to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher, depending in the GM's judgment. The GM also may require you to roleplay certain interrogations or attempts to gather information.

Retry: Yes, but it takes a few hours or so for each check, and you may draw attention to yourself if you repeatedly pursue a certain type of information.

Special: If you have 5 or more ranks in Diplomacy or Intimidation, you gain a +2 bonus on Gather Information checks. These bonuses stack.

HANDLE ANIMAL (CHA)

Trained Only

You know how to handle, care for, and train various types of animals.

Check: You can handle domesticated animals with a check of DC 10 (15 if you want the animal to do something unusual or difficult). You can teach an animal tricks or train it with a check of DC 15, and you can tame a wild animal (making it trainable) with a DC 20 check. Note that Handle Animal checks are not required for creatures that are your minions or sidekicks or those under the influence of the Mind Control power — they obey you automatically.

Special: If you have 5 or more ranks in Handle Animal, you receive a +2 bonus on Ride checks.

HIDE (DEX)

You're skilled in remaining unseen and moving unobserved.

Check: Your Hide check is opposed by the Spot check of anyone who might see you. You can move up to one-half normal speed and hide at no penalty. At more than one-half and up to full speed, you suffer a -5 penalty. It's practically impossible (-20 penalty) to hide while sprinting or charging.

Smaller and larger characters get bonuses and penalties on Hide checks: Miniscule +32, Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing you, even casually, you can't hide. You can run around a corner or something so that you are out of sight and then hide, but the others then know at least where you went. If observers are momentarily distracted (such as by a successful Bluff check), you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place must be within 1 foot per rank you have in Hide.) This check, however, is at a -10 penalty because you must move fast.

INNUENDO (CHA)

Trained Only

You know how to give and receive secret messages while appearing to talk about other things.

Check: You can get a message across to someone else with the Innuendo skill. The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, you can try to discern the hidden message in a conversation between two other characters using this skill. The DC is the skill check result of the character using Innuendo, and for each piece of information you are missing, you suffer a -2 penalty on the check. For example, if you eavesdrop on people planning to assassinate a visiting diplomat, you suffer a -2 penalty if you don't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The GM makes Innuendo checks secretly so that you don't necessarily know whether or not you were successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If you have 5 or more ranks in Bluff, you get a +2 bonus on the check to send (but to not receive) a message. If you have 5 or more ranks in Sense Motive, you get a +2 bonus on the check to receive or intercept (but not to send) a message.

INTIMIDATE (CHA)

You know how to use threats (real or implied) to get others to cooperate with you.

Check: You can change others' behavior with a successful check. The DC is typically 10 + the target's Wisdom bonus. Any bonuses that a target may have on Will saving throws against fear or intimidation increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist you, and a retry is futile.

Special: If you have 5 or more ranks in Bluff you get a +2 bonus on Intimidate checks.

Apply the reverse of your size modifier (if any) to your Intimidate checks. So a Diminutive character suffers a -4 penalty to Intimidate checks, for example, while a Colossal character gets a +8 bonus. These modifiers do not apply to creatures of the same size.

JUMP (STR)

Use this skill to make leaps, jumps, and similar maneuvers.

Check: You can jump a minimum distance plus an additional distance depending on the amount by which your Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

The distances listed are for characters with speeds of 30 feet. If you have a lower speed, reduce the distance jumped proportionally. If you have a higher speed, increase the distance jumped proportionally.

Distance moved by jumping is counted normally against maximum movement in a round.

If you intentionally jump down from a height, you might take less damage than if you just fell. If you succeed at a Jump check (DC 15), subtract twice your minimum running jump distance (usually 10 feet) from the distance of the fall before determining damage.

Type of Jump	Min. Distance	Additional Distance	Max. Distance
Running jump	5 ft.	+1 ft./1 point above 10	Height ×6
Standing jump	3 ft.	+1 ft./2 points above 10	Height ×2
Running high jump	2 ft.	+1 ft./4 points above 10	Height ×1½
Standing high jump	2 ft.	+1 ft./8 points above 10	Height
Jump back	1 ft.	+1 ft./8 points above 10	Height

Special: If you have 5 or more ranks in Acrobatics, you get a +2 bonus on Jump checks.

KNOWLEDGE (INT)

Like Craft and Profession, Knowledge actually covers a broad range of skills. It represents the study of some body of knowledge. Some examples are listed below. With your GM's permission, you also can come up with new bodies of knowledge that suit your character.

- Culture (local, foreign, alien, extradimensional)
- Geography (cities, nations, terrain, people, customs)
- History (wars, people, nations, cultures)
- Occult (magic, wizards, symbols, ancient texts)
- Religion (dogma, rituals, history, traditions, symbols)
- Trivia (comic books, music, popular culture)

Check: Answering a question within your field of knowledge has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what you know. Thinking about it again doesn't let you know something that you didn't know before.

Special: An untrained Knowledge check is simply an Intelligence

check. Without actual training, a character only has common knowledge.

If you have 5 or more ranks in a specific Knowledge skill, you receive a +2 bonus on Diplomacy checks related to that area of expertise.

LANGUAGE (NONE)

Trained Only

Languages are unusual skills. They are not based on an ability score and do not require checks. Instead, your rank in Language measures how many languages you can speak, read, and write. Unskilled characters can speak, read, and write their native language unless you'd prefer your character to be illiterate. In such cases, reading and writing in the character's primary spoken language can be added later at no additional power point cost. For each rank in Language, choose an additional language you understand fluently.

Retry: No, because there are no Language checks. You either know a language, or you don't.

LISTEN (WIS)

You're good at catching faint sounds, whether it's someone trying to sneak up on you or a distant conversation.

Check: Make a Listen check against a DC that reflects the volume of the noise you might hear or against an opposed Move Silently check (to detect others trying to be silent). Normal conversation is DC 0, whispering is DC 10. Add 1 to the DC for every 10 feet between you and the source of sound and an additional modifier if you're trying to listen through a barrier, from +5 for a wooden door to +15 or more for a solid wall.

The GM may make the Listen check so you don't know whether not hearing anything means that nothing is there, or that you rolled low.

Retry: You can make a Listen check every time you have a chance to hear something in a reactive manner. As a full action, you can try to hear something you failed to hear previously.

Special: Certain sensory powers may alter the modifiers to your Listen checks (see Chapter Five).

MEDICINE (WIS)

Trained Only

You're trained in understanding the human body and treating injuries and illness.

Check: The DC and effect depend on the task you're attempting. See **Recovery** (p. 129) for more information.

Task	DC
First aid	15
Long-term care	15
Treat poison	Poison's DC
Treat disease	Disease's DC

First Aid: First aid usually means saving a dying character. A successful Medicine check as a half action makes a dying character disabled instead.

Long-term Care: Providing long-term care means treating a wounded person for a day or more. If successful, the patient recovers at twice the normal rate. You can tend up to your rank in patients at one time. You need a few items and supplies (bandages, medicines, and so on) that are easy to come by. You cannot give long-term care to yourself.

Treat Poison: You can assist a poisoned character. Make a Medicine check and substitute your result for the patient's saving throw against the poison if your result is higher.

Treat Disease: You can assist an ill character. Make a Medicine check and substitute your result for the patient's saving throw against the disease if your result is higher.

Retry: You can attempt a Medicine check each round to save a dying character. You can retry an attempt to treat poison or disease each time the patient receives a saving throw. You can make only one long-term care check per day per person you are treating.

Special: Untrained characters can attempt Medicine checks for first aid, but not for anything else. If you have 5 or more ranks in Profession (doctor), you get a +2 bonus on Medicine checks.

MOVE SILENTLY (DEX)

You can move without making much noise.

Check: Your Move Silently check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. More than one-half and up to your full speed incurs a -5 penalty to Move Silently checks. It's practically impossible (-20 penalty) to move silently while sprinting or charging.

OPEN LOCK (DEX)

Trained Only

You know how to pick various sorts of locks. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a proper set of tools carries a -2 penalty, even if a simple tool is employed. You must have the Disable Device skill to try to open electronic locks.

Check: Opening a lock entails 1 round of work and a successful check. (It is a full action.)

Lock	DC
Very simple lock	20
Average lock	25
Good lock	30
Amazing lock	40

Retry: You usually can retry an Open Lock check without restriction unless there is a particular penalty for failing to open the lock (such as a trap or other consequence).

Special: If you have 5 or more ranks in Computers, you get a +2 bonus on Open Lock checks when dealing with electronic locks.

PERFORM (CHA)

Perform is the skill of artistic performance, ranging from dancing and acting to playing an instrument or singing. You are capable of one type of performance per rank in the skill.

Check: You can make a Perform check to impress an audience and get a message across.

DC	Result
10	Routine performance. Not terribly impressive, but okay... for an amateur.
15	Enjoyable performance. What is expected from a paid professional.
20	Great performance. You can easily earn a living performing and may have a local reputation as a performer.
25	Memorable performance. You may have a national reputation as a performer, making you in demand.
30	Extraordinary performance. Get your acceptance speech ready; odds are you're getting some kind of award. You could be world-famous.

Retry: Retries are allowed, but they don't negate previous failures and an audience that has been unimpressed in the past is going to be

prejudiced against any future performances. (Increase the DC by 2 for each previous failure.)

Special: At the GM's option, a successful use of Perform to "prepare" an audience can give you or someone else a +1 bonus on any Perform skill use per 5 points over DC 10 by which the initial Perform roll succeeded.

If you have 5 or more ranks in Perform (with one rank designated as "acting"), you receive a +2 bonus on Disguise checks when you know you're being observed and try to act in character.

PILOT (DEX)

Trained Only

Use this skill to operate air and space vehicles.

Check: Routine piloting tasks don't require checks. Checks are required only in stressful or difficult situations such as combat or making difficult maneuvers.

Easy vehicle maneuvers, such as low-speed turns, have a DC of 5. An average maneuver, such as a sudden reverse or dodging around an obstacle, has a DC of 10. Difficult maneuvers, such as a tight turn, have a DC of 15. Challenging maneuvers (such as a bootlegger reverse) have a DC of 20. Finally, truly impressive maneuvers like flying in and around obstacles or navigating through them at high speed have a DC of 25.

Retry: A failed Pilot check usually indicates some damage to the vehicle, although you can retry some maneuvers, so long as the vehicle is still capable.

PROFESSION (WIS)

You're trained in the particulars of a profession such as accountant, doctor, engineer, lawyer, police officer, teacher, and so forth. Like Craft, Profession is actually a number of separate skills. You can have several Profession skills; each with its own ranks and each purchased as a separate skill.

While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Generally speaking, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

Check: You can practice a profession and make a living at it. You know how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The GM sets DCs for specialized tasks.

Retry: An attempt to accomplish some specific task usually can be retried.

Special: If you have 5 or more ranks in a specific Profession skill, you gain a +2 bonus on Diplomacy checks related to that area of expertise. If you have 5 or more ranks in Profession (doctor), you receive a +2 bonus on Medicine checks.

READ LIPS (INT)

Trained Only

You can tell what people are saying just by observing the movement of their lips.

Check: You must be within 30 feet of the speaker and be able to see him speak. You must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, higher for complex speech or an inarticulate speaker. You must concentrate on reading lips for a full minute before making the skill check, and you can't perform another action during this time. You can move at half speed but not any faster, and you must maintain a line of sight to the lips being read. If the check succeeds, you can understand the general content of a minute's worth of speech, but you still miss certain details.

If the check fails, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The GM rolls your check so you don't know whether you succeeded or missed by 5.

Retry: The skill can be used once per minute.

REPAIR (INT)

Trained Only

You can repair damaged machinery or devices.

Check: The GM sets the DC for a repair attempt, based on the complexity of the device and how badly damaged it is. Simple repairs have a DC of 10 to 15 and require only a few minutes. More complex repair work has a DC of 20 or more and may require several hours.

Making repairs without proper tools and equipment imposes a -5 penalty. Working with unfamiliar or alien technology increases the DC by +5.

If you prefer, you can make a temporary or jury-rigged repair. This reduces the DC by 5 and cuts the required time in half, but each time the device is used there is a 10% cumulative chance it will break again (starting at a roll of 1-2 on a d20, then 1-4, 1-6, etc.).

Retry: Yes, although the GM may decide that a failure on a particular Repair check (especially one that fails by 5 or more) prevents any further checks.

Special: If you have 5 or more ranks in the appropriate Craft, Profession, or Science skill, you get a +2 bonus on repair checks (these bonuses stack). If you have 5 or more ranks in the Computers skill, you get a +2 bonus on checks to repair computerized devices.

RIDE (DEX)

Trained Only

You can ride a particular kind of mount. When you select this skill, choose the type of mount with which you are familiar. Most riders are familiar with horses, but some characters may have dragons, giant lizards, dolphins, or other exotic creatures as mounts. If you use the skill with an unfamiliar mount, your rank is reduced by 2 (but not below 0).

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a half action. Some tasks require checks:

Riding Task	DC	Riding Task	DC
Guide with knees	5	Soft fall	15
Stay in saddle	5	Leap	15
Cover	15	Control mount	20
Fast mount/dismount	20		

Guide with Knees: You can guide your mount with your knees so that you can use both hands in combat. Make the check at the start of your initiative for the round. If you fail, you can use only one hand this round because you must use the other to control your mount.

Stay in Saddle: You can avoid falling when your mount rears or bolts unexpectedly or when you take damage. This requires a DC 5 Ride check. If you have 5 or more ranks in Ride, you ignore the need for this check.

Cover: You can drop down and hang alongside the mount, using it as one-half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Soft Fall: You can try to take no damage when you fall off a mount, such as when it is killed or when it falls. If you fail, you must make a successful Damage save (DC 11) to avoid suffering stun damage.

Leap: You can get a mount to leap obstacles as part of its movement. Use your Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what you must roll to stay on the mount when it leaps.

Control Mount: As a half action, you can attempt to control a mount while in combat. If you fail, you can do nothing else that round. You do not need to roll for war-mounts, creatures specifically trained for combat.

Fast Mount or Dismount: You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a half action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a half action this round.)

Special: While riding bareback (without a saddle), you suffer a -5 penalty on Ride checks.

If you have 5 or more ranks in Handle Animal, you get a +2 bonus on Ride checks.

SCIENCE (INT)

You are versed in a particular form of science. Like Knowledge, Science is actually a broad group of related skills, and you can have ranks in many different sciences. Possible Sciences include Archeology, Biochemistry, Biology, Botany, Chemistry, Ecology, Exobiology, Genetics, Geology, Mathematics, Metallurgy, Nuclear Physics, Physics, Psychology, Quantum Physics, Robotics, Sociology, and Zoology. You should feel free to come up with additional Sciences with your GM's approval.

Check: Answering a question within your field of knowledge has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what you know, so thinking about a topic a second time doesn't let you know something you never learned in the first place. You *can* retry if you're able to research the topic for a while. The GM determines how much research is required for a retry, usually between an hour and a full day's work (depending on the complexity and obscurity of the topic).

Special: An untrained Science check is simply an Intelligence check. Without actual training, a character has only common knowledge. The GM may rule that some Science checks are too specialized or difficult to attempt untrained.

SEARCH (INT)

You can search an area looking for clues, hidden items, traps, and other such details. The Spot skill allows you to immediately notice things, Search allows you to pick up on details with some effort.

Check: You generally must be within 10 feet of the area to be searched. It takes a full action to search a 5-foot-by-5-foot area. The GM determines the DC for finding a particular detail or item, ranging from 10 for a fairly easy-to-locate item to 25 or more for a complex and well-hidden trap or an extremely obscure clue.

SENSE MOTIVE (WIS)

You can tell when someone is trying to bluff you by paying attention to body language, inflection, and your own intuition.

Check: A successful check allows you to avoid being bluffed. You also can use the skill to tell when something odd is going on or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

With a DC 20 check, you can use this skill to get a "feel" for a social situation. You can get the feeling from someone else's behavior that something is wrong, such as when you are talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

With a DC 25 check, you also can tell if someone's behavior is being influenced by a power like Mind Control, even if that person isn't aware of it.

Retry: No, though you may make a Sense Motive check for each bluff attempt made against you.

Special: If you have 5 or more ranks in Sense Motive, you get a +2 bonus on Diplomacy checks.

SLEIGHT OF HAND (DEX)

Trained Only

You can perform feats of legerdemain such as picking pockets, palming small objects (making them seem to disappear), and so forth.

Check: A check against DC 10 lets you palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed.

If you try to take something from someone else, you must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if his check result beats your check result, regardless of whether or not you got the item.

Retry: A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a DC +10 higher if the first check failed or was noticed.

Special: If you have 5 or more ranks in Bluff, you get a +2 bonus on Sleight of Hand checks.

SPOT (WIS)

You can notice or spot hidden or obscure things.

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the character trying not to be seen. Sometimes characters aren't intentionally hiding but are still difficult to see (because of a power like Invisibility, p. 74), so a successful Spot check is necessary to notice them.

A Spot check result of greater than 20 generally lets you become aware of an invisible being near you, even though you can't actually see it.

Spot is also used to detect someone in disguise (see **Disguise**, p. 33).

Retry: You can make a Spot check every time you have the opportunity to notice something in a reactive manner. As a full action, you may attempt to spot something you failed to notice previously.

SURVIVAL (WIS)

You use this skill to survive in the wilderness, finding food and shelter, and safely guiding others.

Check: You can keep yourself and others safe and fed in the wild.

DC Survival Task

- | | |
|----|---|
| 10 | Get along in the wild. Move half your normal speed while hunting and foraging. You can provide food and water for one other person for every 2 points by which your check exceeds 10. |
| 15 | Gain +2 on all Fortitude saves against severe weather while moving half speed, or +4 if stationary and under cover. You may grant the same bonus to one other person for every point by which your check result exceeds 15. |
| 15 | Avoid hazards such as getting lost, quicksand, deadfalls, unstable ledges, and so forth. |

Retry: For getting along in the wild or for gaining the Fortitude save bonus, you make a check once every 24 hours. The result of that check applies until the next check is made. To avoid hazards, you make a check whenever the situation calls for one. Retries to avoid hazards are not allowed.

SWIM (STR)

You can swim and maneuver underwater.

Check: A successful Swim check allows you to swim one-quarter your speed as a half action or one-half your speed as a full action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and start to drown (see **Suffocation**, p. 143).

If you are underwater (whether drowning or swimming normally), you suffer a cumulative -1 penalty to your Swim check for each consecutive round you have been underwater. If you have the Amphibious or Immunity (suffocation) feats, this penalty does not apply.

The DC for the Swim check depends on the condition of the water: Calm (DC 10), Rough (DC 15), or Stormy (DC 20).

Each hour you swim, make a Swim check against DC 10 to avoid becoming fatigued. Each additional hour increases the DC by +1.

Retry: A new Swim check is allowed each round.

Special: If you have the Amphibious feat (p. 50), you swim at your normal speed and do not suffer penalties to your Swim checks for being underwater. You cannot drown as the result of a failed Swim check.

TAUNT (CHA)

You can gain an edge over opponents by making fun of them.

Check: Taunting an opponent requires a half action, and the opponent must be able to hear and understand you. The opponent resists the attempt with a Sense Motive or Taunt check of his own. If you win the opposed roll, you can choose one of the following effects:

- The target loses his dodge bonus to Defense against your next attack due to the distraction.
- The target takes some action you're encouraging (such as charging you).
- The target suffers a -4 penalty on his attack rolls or skill checks (your choice) for the next round.

If an opponent makes a Taunt check to oppose your Taunt attempt and wins the opposed roll, he has successfully taunted you, and may choose one of the above effects.

Retry: Once you fail an attempt to Taunt someone, you can no longer do so during that encounter.

Special: If you have 5 or more ranks in Bluff, you get a +2 bonus on Taunt checks.

CREATING SKILLS

In general, the skills described in this chapter cover all the various things that characters may want to do in a *Mutants & Masterminds* game. Skills like Craft, Knowledge, Profession, and Science cover a lot of ground, and most additional kinds of training or experience can fit under one of these skills.

If a player or the Gamemaster wishes to create an entirely new skill, simply choose the skill's key ability and determine what the skill does. Generally, skills are fairly focused. A skill like "Thievery" is actually several different skills (Disable Device, Hide, Move Silently, Open Lock, and Sleight of Hand), so it is too broad for a single skill. Whether or not the skill can be used untrained depends on whether or not it's something untrained characters can even attempt. It may be that routine uses of the skill don't require checks (or training) but other uses of the skill require both (this is the case with most vehicle skills).

The GM has the final approval of any new skills in the game.



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FEATS

GAINING THE COMPETITIVE EDGE

A **feat** is a special feature that either gives your hero a new capability or improves an existing one. Feats often allow heroes to “break the rules,” doing things that most people cannot do.

ACQUIRING FEATS

Feats are bought with power points just like skills and powers, except feats do not have ranks (you either have a feat or you don't). A feat costs 2 power points, provided that you meet the prerequisites for having it (see below).

PREREQUISITES

Some feats require a particular level of ability, skill, power, or even another feat in order to select and use them. You can't acquire a feat if you don't have the necessary prerequisites. You can't use a feat that you have if you lose any of the prerequisites for any reason. So if your Constitution bonus drops below 13 because of a Drain (Constitution) attack, for example, you can no longer use the Rapid Healing feat (which requires a Con of 13 or higher). Once you regain use of all prerequisites, you can use the feat again.

TYPES OF FEATS

Feats come in two types. *Standard* feats are extraordinary abilities that can be explained as training, luck, natural ability, and so forth. *Super-feats* are superhuman abilities, beyond those of normal people. Characters with super-feats are definitely superhuman.

FEAT DESCRIPTIONS

Here is the format for feat descriptions:

FEAT NAME

Description of what the feat does.

Prerequisite: The minimum ability score, skill or power ranks, or other feat or feats required in order to acquire this feat. This entry is absent for feats with no prerequisites.

Benefit: What the feat enables the hero to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful to know. Most feats cannot be taken more than once (their bonuses and features do not “stack” with themselves). If a feat *can* be taken multiple times, it'll say so here.

TABLE 4-1: FEATS

Standard Feats	Prerequisite
Accurate Attack	Dex 13+, base attack bonus +1 or higher
Aerial Combat	Dex 13+, 1 or more ranks in Flight
All-Out Attack	+1 or better dodge bonus
Ambidexterity	Dex 15+
Assessment	Wis 13+
Attack Finesse	Dex 13+, base attack bonus +1 or higher
Attack Focus	Base attack bonus +1 or higher
Attractive	Cha 13+
Blind-Fight	—
Chokehold	Base attack bonus +4 or higher
Connected	Cha 13+, 4 or more ranks in Diplomacy
Dodge	Dex 13+
Endurance	—
Evasion	Dex 13+, Dodge
Expertise	Int 13+

Improved Disarm	Int 13+, Expertise
Improved Trip	Int 13+, Expertise
Fame	—
Great Fortitude	—
Headquarters	—
Heroic Surge	—
Hero's Luck	—
Improved Critical	Base attack bonus +8 or higher
Improved Grapple	Base attack bonus +3 or higher
Improved Initiative	—
Improved Pin	Base attack bonus +3 or higher
Indomitable Will	Wis 13+
Infamy	—
Inspire	Cha 15+, Leadership, 10th level
Instant Stand	Dex 13+
Iron Will	—
Leadership	Cha 13+
Lightning Reflexes	—
Minions	6th level
Move-By Attack	Dex 13+
Photographic Memory	Int 16+
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13+, Point Blank Shot
Multishot	Dex 13+, Point Blank Shot, Rapid Shot
Ricochet Attack	Dex 13+, Point Blank Shot
Power Attack	Base attack bonus +1 or higher
Takedown Attack	Power Attack, base attack bonus +2 or higher
Rapid Takedown	Str 13+, Power Attack, Takedown Attack, base attack bonus +5 or higher
Quick Draw	Base attack bonus +1 or higher
Rapid Healing	Con 13+
Rapid Strike	Dex 13+, base attack bonus +3 or higher
Sidekick	6th level
Skill Focus	—
Startle	4 or more ranks in Intimidate
Stunning Attack	Dex 13+, base attack bonus +5 or higher
Surprise Strike	Initiative bonus +1 or higher, base attack bonus +1 or higher
Talented	13+ in the skills' key abilities
Throwing Mastery	Dex 13+, base attack bonus +5 or higher
Toughness	—
Track	—
Trance	Wis 13+
Two-Weapon Fighting	—
Improved Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher
Underwater Combat	Dex 13+, Amphibious or 5 or more ranks in Swim
Whirlwind Attack	Int 13+, Dex 13+, Expertise, Rapid Strike, Move-By Attack, base attack bonus +4 or higher

Super-Feats	Prerequisite
All-Around Sight	—
Amphibious	—
Blindsight	Wis 13+, Blind-Fight
Darkvision	—
Detect	—

Durability	Damage save bonus +1 or higher
Extra Limb	—
Identity Change	—
Immunity	—
Mental Link	—
Penetrating Attack	—
Penetration Vision	—
Power Immunity	—
Power Stunt	—
Psychic Awareness	—
Radio Hearing	—
Radio Broadcast	Wis 13+, Radio Hearing
Scent	Wis 13+
See Invisibility	—
True Sight	Wis 13+
Ultra-Hearing	—

STANDARD FEATS

ACCURATE ATTACK

You can sacrifice power for accuracy in your attacks.

Prerequisites: Dex 13+, base attack bonus +1 or higher.

Benefit: On your action, before making attack rolls for the round, you can subtract a number (up to 5) from your damage bonus and add that number to your attack rolls for all your attacks. This number cannot exceed your base damage bonus with an attack. The penalty on damage and the bonus to attack rolls applies until your next action.

AERIAL COMBAT

You're trained at fighting in the air.

Prerequisites: Dex 13+, 1 or more ranks in Flight.

Benefit: You gain a +1 bonus on either attack rolls or to Defense while in the air. You can apply the bonus to either attack or Defense each round. The bonus remains allocated until the following round.

ALL-OUT ATTACK

You can improve your chances of hit by opening yourself up to attacks.

Prerequisite: +1 or better dodge bonus.

Benefit: When making an attack, you can reduce your dodge bonus by a number (up to 5) and add that same number to your attack rolls for that round. This number cannot exceed the value of your dodge bonus. The changes to your dodge bonus and attack rolls last until your next round. You cannot make an all-out attack if you are denied your dodge bonus for any reason.

AMBIDEXTERITY

You are equally adept with either hand.

Prerequisite: Dex 15+.

Benefit: You ignore off-hand penalties and can use either hand equally well.

Normal: Without this feat, characters suffer a -4 penalty to attack rolls, ability checks, and skill checks for using their off-hand.

Special: This feat helps a character fighting with a weapon in either hand or making off-hand attacks. See the Two-Weapon Fighting feat and **Attacking with Two Weapons**, p. 133.

ASSESSMENT

You're quickly able to size up someone's abilities.

Prerequisite: Wis 13+.

Benefit: As a half action, you can choose a target within 30 feet of you. Choose three attributes (three ability scores, three skills, or three powers) and the GM must tell you the target's ability in each relative to the other two. For example, if you choose Bluff, Hide, and Acrobatics, the GM might tell you, "the target is best in Acrobatics, then Hide, then Bluff." You don't know the target's ranks or ratings, only a rough estimate of the target's relative ability in the assigned attributes.





ATTACK FINESSE

You're skilled in fighting using speed and finesse rather than brute force.

Prerequisite: Dex 13+, base attack bonus +1 or higher.

Benefit: When fighting in melee combat (armed or unarmed) you can add your Dexterity modifier rather than your Strength modifier to your attack rolls.

ATTACK FOCUS

You're particularly skilled with a certain type of attack.

Prerequisite: Base attack bonus +1 or higher.

Benefit: Choose an attack: unarmed, grappling, armed, ranged weapon, or a specific power. You gain +1 on all attack rolls with that type of attack.

Special: You can gain this feat multiple times. Each time, it applies to a different attack.

ATTRACTIVE

You're especially good looking.

Prerequisite: Cha 13+.

Benefit: You get a +3 bonus on Bluff and Diplomacy skill checks when dealing with anyone who might find you attractive.

BLIND-FIGHT

You can fight in melee without having to see your opponents.

Benefit: Whenever you miss a melee attack due to concealment you can re-roll your miss chance once (see **Concealment**, p. 137).

Invisible attackers get no bonus to hit you in melee, and you do not lose your dodge bonus against them. The bonuses for invisible attacks still apply for ranged attacks made against you by invisible opponents, however.

Darkness, blindness, and poor visibility reduce your movement speed to three-quarters, rather than half.

CHOKEHOLD

You can apply a hold that causes your opponent to suffocate.

Prerequisite: Base attack bonus +4 or higher.

Benefit: While grappling an opponent (see **Grappling**, p. 140), if you win the opposed grappling check, you can apply a choke hold that causes your opponent to suffocate for as long as you maintain the hold. The held character must make a Constitution check (DC 10), with the difficulty increasing by +1 each round. A failed check means the character becomes unconscious. If the chokehold is maintained for another round after that, the character is dying. Characters with Immunity (suffocation) are unaffected by chokeholds.

CONNECTED

You know people who can help you out from time to time.

Prerequisites: Cha 13+, 4 or more ranks in Diplomacy.

Benefit: You can call in help and favors from people you know by making a Diplomacy check. The help might come in the form of advice, information, assistance with a legal matter, or access to resources. The GM sets the DC of the Diplomacy check, based on the aid required. A simple favor is DC 10, ranging up to DC 25 for especially difficult, dangerous, or expensive favors. The GM also has the right to veto any request the character makes if it is too involved or likely to spoil the plot of the adventure.

Use of this skill always requires at least a few minutes (and often much longer) and a means by which to contact your allies. You cannot gain benefit from the Contacts feat when bound and gagged at the bottom of a well, for instance.

DODGE

You are skilled at avoiding attacks

Prerequisite: Dex 13+.

Benefit: You gain a +1 dodge bonus to your Defense while in combat. Alternately, you can select a single opponent and gain a +2 dodge bonus to Defense against that opponent (but no dodge bonus against any other opponents). Anything that causes you to lose your dodge bonus to Defense causes you to lose this bonus.

ENDURANCE

You have extraordinary stamina.

Benefit: When you make a check for a physical action that requires endurance over time (running, swimming, holding your breath) or to avoid becoming fatigued, you gain a +4 bonus to the check.

EVASION

You can use your superior agility and grace to roll with attacks and lessen their damage.

Prerequisites: Dex 13+, Dodge.

Benefit: When making a Damage save, you can choose to use your Dexterity bonus in place of your Constitution bonus, avoiding an attack's damage through agility and defensive maneuvering rather than sheer toughness. The GM may rule that you cannot evade certain attacks. You cannot use Evasion if you are denied your dodge bonus to Defense for any reason.

EXPERTISE

You know how to use your combat skill for defense as well as offense.

Prerequisite: Int 13+.

Benefit: When you take the attack or full attack actions, you can take a penalty of as much as -5 on your attack roll and add the same number (up to +5) to your Defense. This number cannot exceed your base attack bonus. The modifiers to attack rolls and Defense last until your next action.

Normal: Characters without the Expertise feat can fight defensively, taking a -4 penalty on attacks and gaining a +2 Defense bonus.

FAME

You are particularly well known.

Benefit: You get a +3 bonus on all Charisma-based skill checks whenever the GM determines that your fame would be a benefit. However, such checks suffer a -3 penalty when the GM determines that your fame would work against you.

Special: You cannot have both Fame and Infamy.

FAR SHOT

You can use ranged attacks at a greater distance.

Prerequisite: Point Blank Shot.

Benefit: When you make a ranged attack, its range increment increases by one-half. When you use a thrown weapon, its range increment is doubled.

GREAT FORTITUDE

You are tougher than normal.

Benefit: You get a +2 bonus on all Fortitude saving throws.

HEADQUARTERS

You have a base of operations to call your own.

Benefit: You have a headquarters of your own, a base from which you can operate. This may be a secret cave, underwater grotto, jungle hideout,

skyscraper, or anything else you can come up with that the Gamemaster approves. See **Headquarters**, p. 119, for more information.

Special: A team of characters can acquire a shared headquarters without the need for this feat. It is only necessary for an individual character who wants to have a headquarters.

HEROIC SURGE

You can perform additional actions in a round.

Benefit: You can perform an extra half action at any time during your round. You can use this to move, attack, or do anything else you can normally do with a half action. You may use Heroic Surge once per day for every four power levels you have attained, but never more than once per round. Any further uses of Heroic Surge in the same day cause you to become fatigued (unless you spend a Hero Point to overcome the fatigue).

HERO'S LUCK

You are capable of great acts of heroism.

Benefit: Increase your maximum number of Hero Points by one.

Special: You can take this feat multiple times, gaining an additional Hero Point each time, but your total Hero Points cannot exceed your power level. This feat is available only to player characters.

IMPROVED CRITICAL

You know how to hit where it hurts with an attack.

Prerequisites: Base attack bonus +8 or higher.

Benefit: Choose an attack. When using that attack, your threat range is doubled; you threaten a critical hit on a roll of 19 or 20.

Special: You can take this feat multiple times. Each time it applies to a different attack.

IMPROVED DISARM

You're skilled at disarming opponents in melee combat.

Prerequisites: Int 13+, Expertise.

Benefit: When you attempt to disarm an opponent, your opponent does not have a chance to disarm you.

IMPROVED GRAPPLE

You're skilled at grappling with opponents.

Prerequisite: Base attack bonus +3 or higher.

Benefit: You can make grappling attacks with only one hand, leaving the other free.

Normal: See **Grapple**, p. 140.

IMPROVED INITIATIVE

You react faster than others do in combat.

Benefit: You get a +4 bonus on Initiative checks.

IMPROVED PIN

Your grappling attacks are particularly difficult to escape.

Prerequisite: Base attack bonus +3 or higher.

Benefit: Opponents you've pinned suffer a -4 penalty on grappling checks or Escape Artist checks to break or slip out of the pin.

Normal: See **Grapple**, p. 140.



IMPROVED TRIP

You're skilled in tripping opponents in combat.

Prerequisites: Int 13+, Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as a free action, at your full attack bonus.

Normal: See **Trip**, p. 142.

IMPROVED TWO-WEAPON FIGHTING

You're trained in fighting with a weapon in either hand.

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the normal extra attack you can make with an off-hand weapon, you can make a second attack with your off-hand weapon at a -5 penalty.

INDOMITABLE WILL

Your extraordinary willpower allows you to better resist mental powers.

Prerequisite: Wis 13+.

Benefit: If you fail your saving throw to resist a power that directly affects your mind, such as Mind Control or Telepathy, you get another Will save 1 round later. You only get this one extra chance to overcome the psionic power.

INFAMY

You have a particularly bad reputation (whether it is deserved or not).

Benefit: You get a +3 bonus on Charisma-based checks whenever the GM determines that your infamy would be a benefit. However, you suffer a -3 modifier on such checks whenever the GM determines that your infamy would work against you.

Special: You cannot have both Fame and Infamy.

INSPIRE

You can inspire allies to greatness.

Prerequisites: Cha 15+, Leadership, 10th level.

Benefit: By spending a Hero Point and taking a half action, you can give a number of allies equal to your Charisma bonus one of the following benefits:

- +2 bonus on attack rolls and saving throws for the next round
- Immediately shake off a stunned condition.

- Gain an immediate new Will saving throw against a mental power affecting them, with a +2 bonus.
- Reduce current stun hits by 3.

The same benefit must be given to all affected allies, and they must all be able to hear and understand you. Inspire bonuses stack with all other bonuses (including those provided by the Leadership feat).

INSTANT STAND

You can quickly roll to your feet after being thrown, tripped, or knocked down.

Prerequisite: Dex 13+.

Benefit: Standing up again after being knocked prone (for whatever reason) is a free action for you.

IRON WILL

You're particularly strong-willed.

Benefit: You get a +2 bonus on all Will saving throws.

LEADERSHIP

You're a natural leader, good at coordinating and directing the efforts of others.

Prerequisite: Cha 13+.

Benefit: If you direct or lead others in combat (taking a free action each round to do so), everyone on your side gets a +1 bonus on all checks (including initiative). However, if you are incapable of taking a free action on any round, your side loses the bonus until you recover. Characters can be under the direction of only one "leader" at a time, and may choose to change their leader as a free action. Characters under the influence of a leader must be able to hear and understand that leader's directions.

LIGHTNING REFLEXES

You have faster-than-normal reflexes.

Benefit: You get a +2 bonus on all Reflex saving throws.

OPTION: GENIUS LEADERS

In the comics, leaders—particularly supervillains—often lead by benefit of their superior Intelligence rather than their Charisma. In this case, GMs may allow characters with the Minions or Sidekick feats to use their Intelligence bonus rather than their Charisma bonus to calculate their loyalty score, if their Int bonus is higher.

MINIONS

You have various subordinates who follow your orders.

Prerequisite: 6th level.

Benefit: You have loyal followers, according to the following table.

TABLE 4-2: MINIONS

Loyalty Score	1st	2nd	3rd	4th	5th	6th
9 or less	—	—	—	—	—	—
10	5	—	—	—	—	—
11	6	—	—	—	—	—
12	8	—	—	—	—	—
13	10	1	—	—	—	—
14	15	1	—	—	—	—
15	20	2	1	—	—	—
16	25	2	1	—	—	—
17	30	3	1	1	—	—
18	35	3	1	1	—	—
19	40	4	2	1	1	—
20	50	5	3	2	1	—
21	60	6	3	2	1	1
22	75	7	4	2	2	1
23	90	9	5	3	2	1
24	110	11	6	3	2	1
25	135	13	7	4	2	2
26	150	15	8	4	3	2
27	165	17	9	5	3	3
28	180	19	10	5	4	3
29	200	20	11	6	4	4
30	220	22	12	6	5	4
31	240	24	13	7	5	5
32	260	25	14	7	6	5
33	280	26	15	8	6	6
34	300	27	16	8	7	6
35	320	28	17	9	7	7
36	340	29	18	9	8	7
37	360	30	19	10	8	8
38	380	31	20	10	9	8
39	400	32	21	11	9	9
40+	450	33	22	12	10	10

Loyalty Score: Your loyalty score is equal to the sum of your power level and your Charisma modifier, modified by the factors listed below:

TABLE 4-3: LOYALTY MODIFIERS

Attribute	Modifier
Fame feat	+3
Infamy feat	+3
Headquarters feat	+2
Inspire feat	+2
Leadership feat	+1
Wealth feat (optional)	+1
Displays special powers	+1
Provides equipment	+1
Provides uniforms	+1
Moves around a lot	-1
Has suffered a well-known failure	-1

Regardless of loyalty score, you cannot have any minions with a power level greater than your own power level, minus one (so a 6th-level

character cannot have any 6th-level minions, only 5th-level and below). Like heroes, minions have 15 power points per level to distribute amongst their attributes. Minions are subject to special rules regarding how they can act and take damage. See Chapter Eight for more information. Minions that are lost are replaced with new ones by the next adventure. Gamemasters may wish to limit the number of minions that player characters can have, or can have with them at any given time, to prevent adventures from becoming huge "crowd scenes."

MOVE-BY ATTACK

You're skilled at making attacks while moving.

Prerequisite: Dex 13+.

Benefit: When using the attack action, you can move both before and after the attack as a half action, provided the total distance does not exceed your speed.

MULTISHOT

You can use the multifire and autofire options on ranged attacks with exceptional accuracy.

Prerequisites: Dex 13+, Point Blank Shot, Rapid Shot.

Benefit: When using multifire or autofire, reduce the penalty for each attack to -2 (for multifire) or -4 (for autofire).

Normal: See the multifire and autofire rules on p. 133.

PHOTOGRAPHIC MEMORY

You have perfect recall of everything you've experienced.

Prerequisite: Int 16+.

Benefit: You can recall everything you've seen, read, or experienced perfectly. If you forget some detail your character should remember, you can ask the GM to remind you. You get a +2 bonus on any skill rolls for which rote memorization is useful (at the GM's judgment).

POINT BLANK SHOT

You can make precise shots with ranged attacks at close range.

Benefit: You get a +1 bonus on attack rolls and damage with ranged attacks against opponents up to 30 feet from you.

POWER ATTACK

You can use your combat skill to enhance the power of your attacks.

Prerequisite: Base attack bonus +1 or higher.

Benefit: On your action, before making attack rolls for the round, you can subtract a number (up to 5) from all attack rolls and add that number to your damage for all your attacks. This number cannot exceed your base attack bonus. The penalty on attack rolls and the bonus to damage applies until your next action.

PRECISE SHOT

You are skilled at aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can make ranged attacks against opponents engaged in melee without the usual -4 penalty (see p. 132).

QUICK DRAW

You can draw a weapon and have it ready instantly.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action instead of a half action.

OPTION: REVERSE SIDEKICKS

On rare occasions a sidekick may actually be *more* powerful than the main character! Take for example a character with a powerful genie as his servant. The main character has no powers at all, while the genie has considerable powers. How do you handle this in the game? There are several ways:

First, since a sidekick is completely loyal, there's no reason not to allow the player to control both the sidekick and the main character, so make the weaker character the more powerful one's sidekick and play them both! In the above example the genie would actually be the main character, with the genie's lower-level "master" as his sidekick.

If the main character and sidekick are both NPCs, you can just ignore the need for the Sidekick feat. The more powerful character just happens to work for the less powerful one for some reason. The exact game terms aren't that important.

Finally, the more powerful character may simply be a "special effect" of the main character's abilities. For example, you can give the main character ranks in Sorcery and other superpowers with the flaw "Must Make Wishes to His Genie." If the genie isn't present, the character can't use those powers.

RAPID HEALING

You recover more quickly from all forms of injury.

Prerequisite: Con 13+.

Benefit: You eliminate an additional stun and lethal hit when you recover (2 stun hits per minute, 2 lethal hits per hour) and you get a +2 bonus on all Constitution checks to avoid dying and recover from damage. See **Recovery**, p. 129.

Special: The effects of this feat stack with those of the Regeneration power (p. 79).

RAPID SHOT

You can make ranged attacks with exceptional speed.

Prerequisites: Dex 13+, Point Blank Shot.

Benefit: You gain an extra ranged attack per round. The attack is at your full base attack bonus, but each attack that round (the extra attack and your normal attack) suffers an additional -2 penalty. You must take the full attack option (p. 133) to use this feat.

RAPID STRIKE

You can strike multiple opponents with the same attack action.

Prerequisites: Dex 13+, Base attack bonus +3 or higher.

Benefit: You gain an extra melee attack per round. The attack is at your full base attack bonus, but each attack that round (the extra one and your normal one) suffers an additional -2 penalty. You must take the full attack option (p. 133) to use this feat.

RAPID TAKEDOWN

You can strike with such power that you can hit multiple foes with one blow.

Prerequisites: Str 13+, Power Attack, Takedown Attack, base attack bonus +5 or higher.

Benefit: As Takedown Attack, except there is no limit to the number of times you can use it per round. Against minions, one successful attack roll hits a number of minions within reach equal to your base attack bonus.

RICOCHET ATTACK

You can "bounce" a ranged attack off of surfaces.

Prerequisites: Dex 13+, Point Blank Shot.

Benefit: When making a ranged attack, you can choose to "bounce" the attack off a solid surface, changing its direction each time that it bounces. The attack's range modifier is figured along the total distance of its path, rather than the distance from the attacker to the defender. Cover and concealment are figured from the last bounce to the defender, so an attack that ricochets off the wall behind a defender ignores cover and concealment modifiers in front of the defender. Each bounce the attack makes applies a -2 penalty to the attack roll. At the GM's discretion, a ricochet attack may count as a surprise attack (p. 130), causing the defender to lose all dodge bonuses to Defense.

SIDEKICK

You have an assistant, follower, or partner of some ability.

Prerequisite: 6th level.

Benefit: You have a single NPC follower who helps you out. Your sidekick's level is determined by your loyalty score (see Minions), but must be at least one level lower than yours, regardless of your loyalty score. You design your sidekick's attributes for the Gamemaster to approve. Sidekicks are loyal, perhaps even willing to sacrifice themselves for you, if need be. It takes approximately three adventures to replace a lost sidekick (more or less at the GM's discretion).

Special: You can take this feat multiple times. Each time, you acquire an additional sidekick.

TABLE 4-4: SIDEKICKS

Loyalty Score	Sidekick Level
1 or less	—
2	1st
3	2nd
4–5	3rd
6	4th
7–8	5th
9	6th
10–11	7th
12	8th
13	9th
14–15	10th
16	11th
17–18	12th
19	13th
20	14th
21–22	15th
23	16th
24	17th
25	18th
26+	19th

SKILL FOCUS

You have a special knack with a skill.

Benefit: Choose a skill, such as Acrobatics or Move Silently. You get a +3 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new skill.

STARTLE

You can startle your foes, causing them to hesitate in combat.

Prerequisite: 4 or more ranks in Intimidate.

Benefit: Designate a single opponent and make an Intimidate skill check against that opponent as a half action. Your opponent must immediately make a Will save with a DC equal to the result of your Intimidate

check. If the save fails, your opponent is considered flat-footed against your next attack (losing any dodge bonus to Defense). This does not affect other attacks directed at your opponent. If the save succeeds, there is no effect. Opponents gain a cumulative +1 bonus on their Will save each time Startle is used against them in the same combat.

STUNNING ATTACK

You have a better-than-normal chance of stunning opponents with your unarmed attacks.

Prerequisites: Dex 13+, base attack bonus +5 or higher.

Benefit: When you make an unarmed attack, you can choose not to inflict normal damage. Instead, the target makes a Damage save. A successful save results in no effect, a failed save means the target is stunned for one round. A stunned character can't act and loses any dodge bonus to Defense. Attackers get a +2 bonus on attack rolls against stunned opponents.

SURPRISE STRIKE

You can take full advantage of off-guard opponents.

Prerequisites: Initiative bonus +1 or higher, base attack bonus +1 or higher.

Benefit: Any time a target is denied his dodge bonus to Defense (for being surprised, flat-footed, or stunned, for example), you can strike for additional damage. This must be with a melee attack or a ranged attack within 30 feet of the target. Add +1 to the strike's damage bonus at 1st level and +1 more per two additional levels (+2 at 3rd level, +3 at 5th level, etc.).

TAKEDOWN ATTACK

You can follow up a successful melee attack with another.

Prerequisites: Power Attack, base attack bonus +2 or higher.

Benefit: If one of your melee attacks leaves an opponent stunned, disabled, or worse, you get an immediate additional melee attack against another opponent within reach. This must be the same type of attack as the first, at the same attack bonus. You can use this ability once per round, unless you're fighting minions, in which case you can use it over and over again until you miss an attack.

TALENTED

You're particularly good at certain skills.

Prerequisite: 13+ in the skills' key abilities.

Benefit: Choose two related skills, such as Drive and Pilot, Acrobatics and Balance, Hide and Move Silently, and so forth. You gain a +2 bonus when using those skills.

Special: You can take this feat multiple times, but each time it must apply to a different pair of skills.

THROWING MASTERY

Almost any object becomes a deadly ranged weapon in your hands.

Prerequisites: Dex 13+, base attack bonus +5 or higher.

Benefit: Any small object that you can throw becomes a ranged weapon in your hands, with a base range increment of 10 feet and a base damage equal to your Dexterity bonus. Blunt objects do stun damage, while objects with an edge or point do lethal damage.

TOUGHNESS

You're particularly resistant to damage.

Benefit: You get a +2 bonus on all Damage saving throws.

TRACK

You can follow trails across most types of terrain.

Benefit: To find tracks or to follow them for one mile requires a Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions.

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which passing creatures or people leave frequent but shallow footprints.

Firm: Most normal outdoor surfaces (lawns, fields, woods, and so forth) or exceptionally soft or dirty indoor surfaces (thick rugs, dusty floors). The creatures might leave some traces (broken branches, disturbed leaves or plants), but leaves only occasional or partial footprints.

Hard: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. The creature leaves only faint traces.

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature being tracked:*	
Miniscule	+16
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:*	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

TRANCE

You can enter a deep, death-like trance state.

Prerequisite: Wis 13+.

Benefit: Through breathing and bodily control, you can slip into a



trance state nearly indistinguishable from death, for up to a number of hours equal to your Wisdom bonus. It takes a minute of uninterrupted concentration for you to enter the trance. While in the trance you are still aware, but you are immune to suffocation. Poison effects are suspended for the duration of the trance. It requires a Spot check (DC 15 + your Wis bonus) to determine that you're not dead.

TWO-WEAPON FIGHTING

You're skilled in fighting with a weapon in either hand.

Benefit: Your penalties for fighting with two weapons are reduced by 2 to -2 for your primary hand and -6 for your off-hand.

Normal: See **Attacking With Two Weapons**, p. 133.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4 (to -2).

UNDERWATER COMBAT

You're trained in fighting underwater.

Prerequisite: Dex 13+, Amphibious or 5 or more ranks in Swim.

Benefit: You gain a +1 bonus on either attack rolls or to Defense while underwater. You can apply the bonus on either attack rolls or to Defense each round. The bonus remains allocated until the following round.

WHIRLWIND ATTACK

You can hit all the opponents near you with a single attack.

Prerequisites: Int 13+, Dex 13+, Expertise, Rapid Strike, Move-By Attack, base attack bonus +4 or higher.

Benefit: When you take the full attack action, you can give up your regular attacks for the round and make one melee attack against all opponents within 5 feet of you, at your normal full attack bonus.

SUPER-FEATS

ALL-AROUND SIGHT

You can see in all directions at once.

Benefit: Your sight extends in a 360-degree radius around you, allowing you to see in all directions at once. You cannot be flanked and you get a +4 bonus on skill checks to avoid surprise.

AMPHIBIOUS

You are adapted to life underwater.

Benefit: You can survive indefinitely underwater. You can breathe both water and air and you swim at a base speed of 30 feet (plus any bonuses for the Swimming power, p. 87). You don't suffer cumulative penalties to Swim checks for being underwater. You're immune to the cold and pressure of the ocean depths, and you can see normally underwater, although you are still affected by darkness. (To see in the darkest ocean depths, take the Darkvision feat.)

BLINDSIGHT

You can act normally even while blinded.

Prerequisite: Wis 13+, Blind-Fight.

Benefit: Using a nonvisual sense such as scent, acute hearing, radar, or sonar, you can maneuver and fight as well as a sighted character out to a range of 30 feet. Invisibility and darkness are irrelevant to you unless they specifically affect the nonvisual sense you use. You can make Search and Spot checks normally using Blindsight.

DARKVISION

You can see perfectly in total darkness.

Benefit: You can see normally in the dark. Darkvision is in black and white only, but is otherwise exactly like normal sight. You do not suffer concealment penalties from darkness (including those generated by the Obscure power).

DETECT

You can sense things others cannot.

Benefit: Choose a particular item or quality, such as precious metals, magic, super-powers, and so forth. You can make Spot rolls to detect that item or quality in your immediate area as if you could see it, regardless of cover or concealment, but with the usual -1 per 10 feet distance modifier to Spot checks. The GM will typically make Detect checks for you, informing you when you sense something.

OPTION: POWERS AS FEATS

At the GM's discretion, a super-power with a total cost of 2 power points can be made into a super-feat, or even a standard feat. The difference is primarily stylistic since it doesn't affect the attribute's cost or usage. For example, a character might take one rank in the Strike power (p. 84), gaining a +1 bonus to damage in unarmed combat. This can represent martial arts training, knowledge of weak points, and so forth. Another example is a rank in Deflection (p. 65), allowing the character to deflect attacks or perhaps two ranks with the flaw that the character's Deflection only works against certain types of attacks (such as projectiles).

The main difference is that feats stack with super-powers and are not subject to the same stacking limit as powers (see **Stacking Power Bonuses**, p. 58). This may allow characters to take a lot of different powers as feats and stack their bonuses together to exceed their power level limit. GMs should be cautious about allowing too many powers to be taken as feats or should require such feats to count as super-powers for the purposes of bonus stacking.

DURABILITY

You're hard to seriously hurt or kill.

Prerequisite: Damage save bonus +1 or higher.

Benefit: Any lethal damage with a damage bonus equal to or less than your Damage save bonus becomes stun damage instead, meaning that the damage cannot disable you, only knock you unconscious.

EXTRA LIMB

You have one or more extra limbs.

Benefit: You have one or more additional limbs. They may be arms, legs, tentacles, or even prehensile hair. You can get wings with this super-feat, but they do not convey the ability to fly (for that, you'll want Flight with the Restricted (wings) flaw as explained in Chapter 5). While your extra limbs don't allow you to perform any additional actions in a round, they do allow you to perform actions not possible for normal people, such as pinning someone with two arms then hitting him with another, hanging upside down by a prehensile tail, or attacking someone directly behind you with your prehensile hair. Your extra limbs have the same Strength and Dexterity as your normal limbs. Only one limb can be your "good hand," the rest are considered "off hand." The Ambidexterity feat applies to all of your limbs, allowing you to use any of them equally well.

IDENTITY CHANGE

You can switch between your super identity and normal identity at will.

Benefit: You have the ability to switch between your costumed "super" identity and your "normal" identity at will, taking only a half action to do so. This may be as simple as being able to transform your street clothes into your costume (and vice versa) or as complex as actually changing from one person into another. In the latter case, define the abilities of your "normal" form. Your normal identity cannot have any powers, and cannot be built using more points than your super form, but otherwise can have any abilities that the GM allows.

IMMUNITY

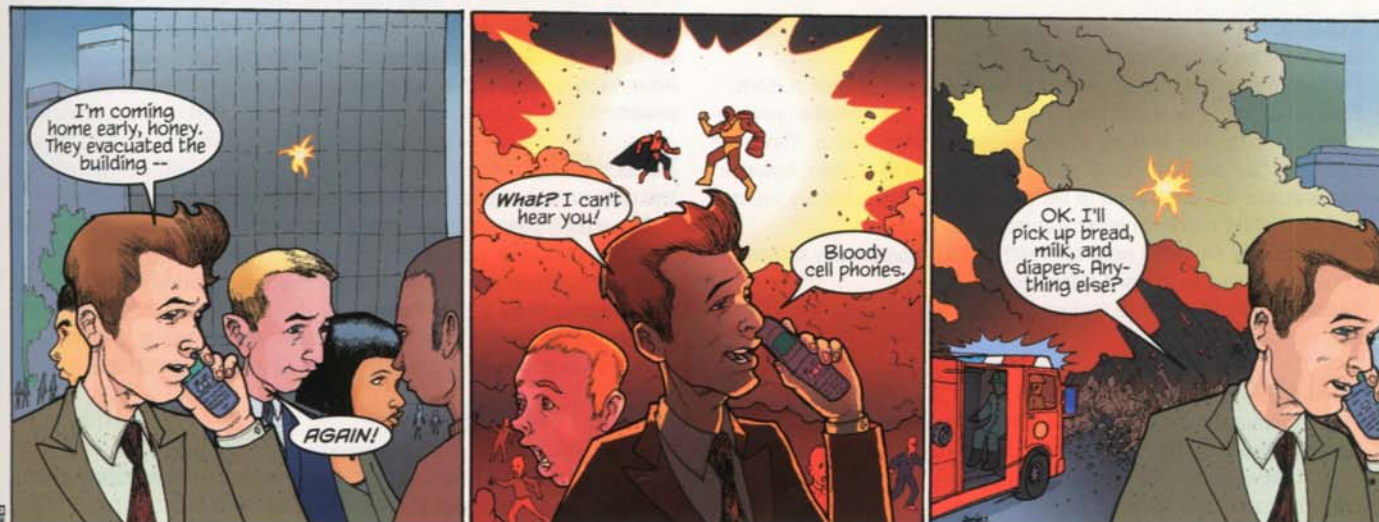
You are immune to certain conditions or hazards.

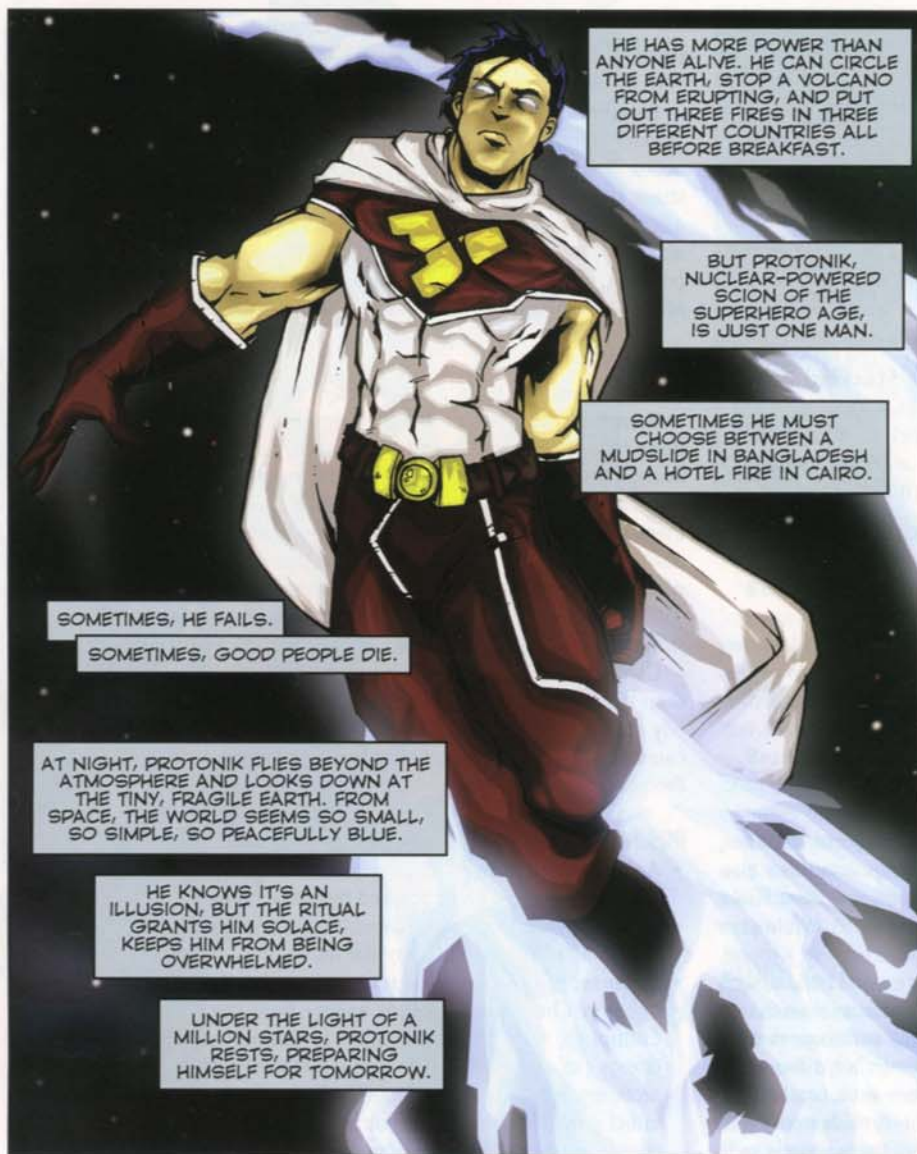
Benefit: Choose one of the following conditions. You are immune to any harm from that condition and automatically succeed on ability checks or saving throws against it (see **The Environment**, p. 142). Attacks based on the condition still affect you, but you always take only stun damage from them, not lethal damage. So, for example, if you have Immunity (fire), you don't need to make Constitution checks to avoid fatigue or damage even while swimming through molten lava. If you are struck with a flame blast, you would still need to make a normal Damage save, but you'd only take stun damage even if the blast would normally inflict lethal damage.

Gamemasters can allow players to come up with Immunities other than the ones listed here, but should keep in mind that Immunity generally applies to environmental conditions, not specific attacks. A character cannot be Immune to Dazzle attacks, for example (that is the Sensory Protection power, p. 80).

IMMUNITIES

- **Aging:** Your age is fixed at a particular point (typically adulthood). You don't age and can't be aged by outside effects.
- **Critical Hits:** Opponents cannot score critical hits against you. Any critical hit is treated like a normal hit.
- **Disease:** You automatically succeed in saving throws against diseases.
- **Energy:** Choose one type of energy from the listing under Energy Control (p. 69). You are immune to environmental harm from that energy (so a character with Immunity (cold) suffers no harm from an arctic environment, for example) and any attacks based on that energy inflict only stun damage on you, not lethal damage. Each energy type counts as a separate Immunity.





as if you were speaking to each other, regardless of distance. You know each other's general condition at all times and you're each aware if the other is in danger, injured, or killed.

Special: You can take this feat multiple times. Each time it creates a mental link with a different character, who must also have this feat.

PENETRATING ATTACK

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

Benefit: Choose an attack or power. When a target attempts to resist that attack or power, reduce their saving throw bonus by 2 (but not to less than 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. Powers with the Impervious extra ignore the effects of this feat.

PENETRATION VISION

You can see through solid objects.

Benefit: You can see through solid objects like an x-ray. While using Penetration Vision, objects appear transparent to you. Your Search and Spot checks are unaffected by concealment modifiers except for darkness. You must choose one relatively common thing you can't see through, such as lead, particular energy fields, wood, and so forth.

POWER IMMUNITY

You are immune to the effects of your powers, even if they're wielded by someone else!

Benefit: You cannot be harmed or affected by your own powers in any way. This includes having your attacks reflected back at you and provides complete protection against attacks by others who have mimicked or transferred your powers to them, so long as the attack in

question uses a power stolen from you. At the GM's discretion, this feat also may provide very selective immunity to the powers of another character, such as super-powered siblings who are immune to each other's powers.

POWER STUNT

You can use one of your powers in an enhanced or unusual way.

Benefit: A power stunt either grants you a bonus when using one of your powers under particular circumstances or it allows you to use a power in a different way than normal, expanding the power's flexibility. See **Chapter Five: Super-Powers** for details on power stunts.

Special: You select this feat each time you choose a specific power stunt. Power stunts are listed with power descriptions in Chapter Five.

PSYCHIC AWARENESS

You can sense the use of psionic powers in your presence.

Benefit: When a power with a psionic source is used near you or to affect someone near you, you may be able to detect it. Make a Sense

- **Exhaustion:** You never tire or need sleep, but you can still become fatigued from extra effort (p. 105).
- **Poison:** You automatically succeed in saving throws against poisons.
- **Pressure:** You are unaffected by high- and low-pressure environments, such as the bottom of the ocean or outer space. You need Immunity (suffocation) in order to ignore the lack of oxygen, however.
- **Starvation:** You don't need to eat or drink and automatically succeed at Constitution checks to resist starvation.
- **Suffocation:** You don't need to breathe and automatically succeed at Constitution checks to resist suffocation.

Special: You can take this feat multiple times. Each time it applies to a different condition.

MENTAL LINK

You can communicate with someone over great distances.

Benefit: You have a mental connection with one other being with this feat (who likewise shares a connection with you), equivalent to the basic level of Telepathy (p. 87). The link allows the two of you to communicate

Motive check (DC 10). If successful, you sense the use of the psionic power. The DC of the check increases by +1 for every 10 feet of distance between you and the user or the target or the psionic power (whichever is closer to you). If you are targeted by a psionic power, a successful Sense Motive check allows you to know the identity of your attacker (if you are familiar with him or her).

Special: At the GM's discretion, this feat can apply to other power sources, with each source requiring a separate feat.

RADIO BROADCAST

You can broadcast radio signals.

Prerequisites: Wis 13+, Radio Hearing.

Benefit: You can transmit radio signals, allowing you to communicate via radios, televisions, walkie-talkies, and cell-phones. The GM may require a Listen check (DC 10 or more) to tune your transmissions to a particular band. Your broadcasts generally have a range equal to your Wisdom bonus in miles, ten times that if you use Extra Effort (see p. 105).

RADIO HEARING

You can hear radio transmissions.

Benefit: You can hear radio and television broadcasts as if you were a living radio receiver. The GM may require you to make a Listen check (DC 10 or more) to "tune in" to a particular radio band, and you are not able to make out encrypted or scrambled transmissions without the Comprehension power.

SCENT

You have an extraordinarily heightened sense of smell.

Prerequisite: Wis 13+.

Benefit: You can detect approaching creatures, sniff out hidden foes, and track by sense of smell alone. You can identify familiar scents the same way most people identify familiar sights.

You can detect the presence of creatures within 30 feet by sense of smell. If a creature is upwind, this distance is doubled to 60 feet. If downwind, it is halved to 15 feet. The Telescopic Sense (smell) power doubles these distances per rank (see p. 88). Particularly strong scents (in the GM's estimation) may be detected at double or triple your normal range. Detecting a scent requires a Spot check (DC 10).

The exact location of the scent is not revealed — only its presence somewhere within range. A half action allows you to note the direction of the scent. If the source is within 5 feet of you, you can pinpoint its exact location. Note that this means you ignore the effects of being unable to see a creature (because of cover or invisibility) so long as you are within 5 feet.

You can follow tracks using your sense of smell, making a Survival check to find or follow a track. The typical DC for a fresh trail is 10 (regardless of the type of surface). This DC increases or decreases depending on how strong the quarry's scent is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise works like the Track feat, except that you ignore the effects of surface conditions and poor visibility.

SEE INVISIBILITY

You can see invisible things.

Benefit: You can see anything under the effect of the Invisibility power as if it were visible.

TRUE SIGHT

You can see through illusions.

Prerequisite: Wis 13+.

Benefit: You are unaffected by the Illusion power (p. 73). You are con-

sidered to automatically make your saving throw against any illusion, allowing you to immediately realize its true nature. Note that this does not allow you to overcome other powers such as Invisibility or Obscure (see the Blindsight, Darkvision, and See Invisibility feats to do this).

ULTRA-HEARING

You can hear extremely high- and low-pitched noises.

Benefit: You are capable of hearing sounds beyond the range of normal human ears, such as dog whistles, the sounds emitted by ultrasonic remote controls or sonar devices, or the echolocation abilities of some creatures. You can make a normal Listen check to pick up such sounds in your vicinity.

CREATING FEATS

Players and Gamemasters may want to expand the list of feats given above by coming up with their own unique feats. The general things feats can do are as follows:

- A feat that improves a character's base attack bonus or Defense with no corresponding penalty should only add +1.
- A feat that improves skill checks or other common die rolls should only add +2.
- A feat that improves a narrowly defined or uncommon die roll can add up to +4.
- A feat cannot apply a bonus more than once for any given die roll.
- A feat can negate up to a -4 penalty from an action.
- A feat can allow a character to ignore some of the restrictions on an action (such as Improved Disarm).
- A feat can allow a character an extra action by succeeding at some other action (such as downing an opponent or avoiding an attack, as with Takedown Attack).
- A super-feat can grant the character one limited special ability or a small group of related special abilities (such as with the Amphibious feat).

As always, the Gamemaster has the final say whether or not a particular feat is suitable for the campaign, and may veto any proposed feat, or request that the player modify it to make it acceptable.



...

SUPER-POWERS

THE DIFFERENCE THAT SETS YOU APART

Although some heroes and villains rely on nothing more than their talents and (often considerable) skills, most are set apart from the rest of humanity by their super-human powers. *Mutants & Masterminds* characters may be able to lift tanks, fly through the air, throw lightning from their hands, shoot lasers from their eyes, or any number of other amazing capabilities. The ability to do these things comes from the *super-powers* (or simply *powers*) described in this chapter.

ACQUIRING SUPER-POWERS

Characters spend some of their power points to get ranks in various powers, much like acquiring skills or other attributes. *Mutants & Masterminds* characters can acquire their powers in two ways. Players can choose from the powers given on pages 60–92 or they can create their own unique super-powers with the permission of the Gamemaster, using the guidelines given under **Creating Powers** (page 92).

CHOOSING POWERS

Players can choose from the wide variety of powers offered in the **Power Descriptions** section of this chapter, paying the power's cost per rank from the character's available power points, modifying the power's cost according to any modifiers applied to it. Characters cannot have more ranks in a power than their power level. The Gamemaster has the right to refuse to permit certain powers in the campaign, or to modify how some powers work to better suit the series.

CREATING POWERS

Though the **Power Descriptions** section contains many super-powers common to the comics, a comprehensive collection of every power ever imagined is beyond the scope of this product (not to mention beyond the scope of reality). If you've got a specific power in mind that isn't presented here, flip to the **Creating Powers** section at the end of this chapter for guidelines on how to make up the power yourself. As with choosing existing powers, the Gamemaster has the final say whether or not a particular power is suitable for the campaign, and may choose to veto a new power idea from a player.

POWER COSTS

Each super-power has a cost in power points. This cost is per rank of that power. A super-power never costs less than 1 power point per rank and theoretically has no upper cost limit. A power's cost is based on what it is capable of doing. The more powerful and broad the power, the greater its cost.

MODIFIERS

Three things can modify a power's cost: Power stunts, extras, and flaws.

Power Stunts: A *power stunt* is a super-feat (see p. 52) associated with a particular power, allowing the power to be used in a different way or granting a bonus when using a power in a particular way. Power stunts are acquired just like feats, costing 2 power points each. A character must have at least one rank in the associated power and must be able to use a power in order to use any of the power's stunts. If the power is reduced or inoperative, none of the stunts are usable, either.

Extras: An *extra* expands the capabilities of a power. An extra increases the power's cost per rank by 1 power point. So a power with a cost of 2 and one extra has a cost of 3 points per rank. Two extras increase it to 4 points, and so forth. Some extras can be applied to the same power multiple times, increasing the power's cost each time.

If you add an extra to a power you already have, you must spend enough power points to account for the increased cost for each rank you possess in the power. For example, if Sean adds the Super-Flight extra to Protonik's Flight power (already at rank 10), he must spend 10 power

points, one for each rank he already has, before increasing Protonik's Flight another rank (which now costs 3 points per rank thanks to the Super-Flight extra).

In some cases, a power may have another power as an extra, such as Super-Strength also granting a character Leaping, or Shapeshift granting a hero the power of Growth. In this case the extra increases the cost of the power by the cost of the additional power, minus one. So Leaping as an extra of Super-Strength increases Super-Strength's cost by 1 point per rank (the same as a regular extra). Growth (with a cost of 5 points per rank) increases the cost of Shapeshift by 4 points per rank as an extra (Growth's normal cost, minus 1). You can add extras to a power gained as an extra as normal. What you gain in power point savings you lose in versatility, since a single enemy Drain can take out in one round what might take several rounds against a character that has purchased each of his powers individually.

There's no limit to how high extras can increase a power's cost, although the GM may choose to limit certain extras, just like certain powers. Most powers in the Power Descriptions section include specific extras, but extras common to many powers are listed on page 95.

Flaws: A *flaw* is the opposite of an extra, reducing a power's capabilities. Flaws decrease the power's cost per rank by 1 power point each, but never to less than 1 power point per rank. So a power with a cost of 2 and one flaw has a cost of 1 point per rank. Additional flaws would not reduce the power's cost (since it's already at 1 point per rank). Flaws often can balance the expense of adding extras. There is no limit to the number of flaws a power can have, but its cost cannot be reduced below 1 point per rank, regardless of the number of flaws. Flaws common to several powers are listed on page 97, but many power descriptions later in this chapter include suggested flaws unique to specific powers.

POWER IMMUNITY

Unless otherwise noted in the power description, characters are not immune to the effects of their own powers. A hero with Energy Blast, for example, might take damage from his own fiery emanations if they are reflected back upon him or mimicked by a villain. Players who wish to be immune to the effects of their own powers should select the Power Immunity feat (p. 51).

POWER SOURCE

Just as in the comic books, characters in *Mutants & Masterminds* may have powers that come from any source. Each time you select a power, choose that power's source from the list below (or from additional power sources approved by the Gamemaster) and note it next to the power description on your character sheet. A single character can have several powers from several different sources, if her player so wishes.

Certain game effects such as immunities, weaknesses, and flaws are tied to power source. A mystical barrier, for instance, might prevent characters with highly technological powers from entering, or a villain's power-draining device might only work against the DNA of genetic mutants.

Some players prefer not to know the source of their character's powers, enjoying the mystery provided by playing a character unsure of her origins. In such cases, the GM decides the power source when the character is introduced into the series. Over the course of play, the player might begin to piece together her character's secret history by examining how she has interacted with the types of barriers or devices described above. GMs are encouraged to stick with their initial power source assignments for mysterious characters, but should feel free to pull a last-minute switch in order to keep things dramatically interesting.

All powers in *Mutants & Masterminds* are derived from one of the following sources:



Alien: Alien races may have abilities that are super-human by comparison to Earthlings, particularly in Earth's environment. Contact with aliens or alien technology also may transform ordinary humans, giving them powers. Perhaps alien abductions are resulting in new super-humans! Your campaign may feature hidden civilizations of variant human races, or human/alien crossbreeds with superhuman abilities of their own, either engineered or developed over a period of time. Not all aliens come from other planets—some might hail from alternate dimensions or realities in which super-powers are normal.

Mystical: Magic—powers associated with spells, sorcerers, and extra-dimensional forces—may grant super-powers. Characters may be spellcasters, magical beings (golems, elementals, demons, or spirits) with innate magical powers, or people altered by magical spells or wielding powerful magical items, such as weapons or talismans. The powers of most gods and super-powered religious figures fall into this category, as do the powers of beings that embody philosophical ideals such as hatred, freedom, or extreme nationalism.

Mutation: Genetic mutation is often used as an explanation for super-powers. In some cases, mutants are born with the potential for their powers, which may be awakened by a traumatic event (often the physical and emotional changes of puberty). Other times, ordinary people may be mutated by exposure to radiation, bio-chemicals, and other mutagens, even the unleashed forces of magic. Finally, some mutations may be induced or engineered to create super-humans. *Mutants & Masterminds* does not differentiate between different types of genetic mutants, but you may wish to split this category into several sub-categories in your own series to signify a difference between the “born” scions of evolutionary progress and ordinary folks who gained their mutations after birth.

Psionic: The unleashed powers of the mind. Psionic powers are based upon extra-sensory perception (ESP) and mind-over-matter. They include various mental powers, sensing beyond the range of the five senses, and controlling or altering objects or others through the power of thought alone.

Super-Science: Technological gadgets can provide many different powers, from suits of armor to weapons to teleportation platforms.

Science also may develop different ways of giving people super-powers, from serums to genetic and cybernetic alteration. Finally, science may actually create entirely new forms of life: artificial beings like androids, robots, and clones with super-human abilities. See **Chapter Seven: Devices** for more on super-science as a source of powers.

Training: Some super-powers may be the result of intensive training and dedication. This includes the study of esoteric martial arts and other quasi-mystical disciplines.

LIMITED POWER SOURCES

The Gamemaster chooses what power sources are available in the campaign (see **Origin**, p. 102). Some campaigns may allow powers from any source, while others may restrict the power sources available to player characters, perhaps even requiring that all powers come from the same source. For example, all super-humans in the campaign may be mutants of some sort, meaning that all powers have the mutation power source. Gamemasters also may restrict certain powers to certain sources, such as requiring Growth, Shrinking, and Shapeshift to be alien or mutation powers or deciding that super-science cannot provide any power with a Will saving throw. Consult your Gamemaster for any limitations on power sources before creating your character.

MULTIPLE POWER SOURCES

Some character concepts may require multiple power sources for a single power. A genetic mutant able to cast magical spells, for example, might select both mutation and mystical as the power's sources. The power has the properties of both a magical and mutational power, which in most cases makes it more vulnerable to Drains and similar effects. There's no rules advantage to choosing a power with multiple sources, but the game does allow for it, at the Gamemaster's discretion.

NONPOWERED SUPER-POWERS

“Super-powers” in the *Mutants & Masterminds* game refer to all the extraordinary things characters can do that aren't covered by their ability scores, skills, and feats. Whether or not a character with powers is a

STACKING POWER BONUSES

Bonuses granted by super-powers generally stack, that is add together with other sorts of bonuses. Many powers specifically add to ability score bonuses or saving throws, for example.

There is a limit to how much of a bonus a character can get from various super-powers. A character cannot gain a total bonus from super-powers to any one attribute greater than his or her power level; any bonuses that exceed the character's power level are ignored.

For example, a 10th-level hero with Constitution 18 (a +4 bonus) has Super-Constitution +8 and Amazing Save (Damage) +4, which both add their bonus to Damage saves. The character's total Damage save bonus is +4 (Con bonus), +8 (Super-Con bonus), and +2 (Amazing Save) or +14. Normally the character's Amazing Save (Damage) would add +4, but the total of Super-Constitution and Amazing Save bonuses is +12, two points over the character's limit of a total +10 bonus from powers, so the extra points of Amazing Save bonus are ignored.

Naturally, players will want to keep this limit in mind when choosing powers for their heroes. There's little point in having both Super-Constitution +10 and Amazing Save (Damage) +10 at 10th-level since you can benefit from only one of them at a time. Likewise, a 10th-level character might have Super-Strength +5 and Claws +5 (for a total melee damage bonus of +10), or Super-Strength +3 and Claws +7, but Super-Strength +8 and Claws +8 can only grant a bonus of +10, not +16.

Gamemasters may wish to vary the limit on stacking bonuses from powers, making it one and a half times power level, twice power level, or removing it altogether. However this will make particular combinations of powers (and characters) especially effective, so it should be undertaken with caution.

"super-human" is a matter of opinion. For example, there are lots of comic book characters who are incredibly intelligent and would certainly have Super-Intelligence in *Mutants & Masterminds* terms, even though "super-intelligence" isn't normally considered one of their powers. Likewise, it's perfectly possible for "normal human" superheroes to have super-human levels of ability.

For example, imagine a hero who's one of the world's greatest martial artists. Even with a high attack bonus and a lot of combat feats, you may want to give the character some powers, such as Super-Dexterity or maybe Strike (to represent his ability to do more damage in melee combat because of his extraordinary skill). Does that mean this hero is no longer a "normal" human? Well, you could argue that master martial artists are hardly "normal" people. He has powers, but his powers come from his training and skill, not a mutant ability to manipulate energy or because he's an alien.

HOW SUPER-POWERS WORK

Using super-powers is a fairly simple matter. Some powers work automatically, with specific effects given in their descriptions. Other powers—particularly those that affect other people—require some effort to use and a power check. Powers that affect others also allow a saving throw against their effects.

POWER CHECKS

In some cases, you may be required to make a *power check* to determine how well a power works. A power check is just like any other roll in the game: roll 1d20, plus the power's rank, plus any applicable modifiers, against a Difficulty Class set by the GM. Unlike skill checks, ability modifiers are not added to power checks and you cannot take 10 or take 20

on power checks. The results of various power checks are described individually in this chapter.

Power Check = 1d20 + power rank + modifiers vs. Difficulty Class.

OPPOSED POWER CHECKS

In some cases, usually when one super-power is used directly against another, an opposed check is called for. This is handled in the same way as opposed checks for skills (see p. 28), except a power check is used in place of a skill check. The character with the higher result wins the contest.

ACTION

A super-power requires a particular amount of time to use. Some may require a full round or even longer. See **Chapter Eight: Combat** for details about the different types of actions.

None: Using the power does not require an action or any conscious effort on the character's part. This is generally only the case for continuous or permanent powers, and continuous powers still require a free action to activate or deactivate.

Reaction: You can use the power as a free action at any time in response to something else, such as an attack. You must still be capable of taking free actions (not stunned, for example) in order to use the power.

Free: Using the power requires a free action. Characters can use as many free actions in a round as they wish, although the GM can limit the character to a reasonable number of free actions, such as one plus the character's Dexterity modifier each round.

Half: Using the power requires a half action. If the character does not actually move during his action, he also can take a five-foot step as part of the action.

Full: Using the power is a full-round action. The character cannot do anything other than use the power that round.

RANGE

Each power has a default range, which may be changed by both extras and flaws.

Personal: The power works only on you.

Touch: The power works on anyone or anything you can touch. Touching an unwilling subject requires an unarmed attack roll against the subject's Defense.

Normal: The power works at a distance with a range increment of (rank x 10 feet) and a maximum range of ten increments. So a normal range rank 10 power has a range increment of 100 feet and a maximum range of 1,000 feet. A ranged power suffers a -2 penalty to hit for every range increment beyond the first.

Sight: The power works on any target in your line of sight. If there are any obstructions between you and the target or the target has total cover, the power does not work.

Special: The power's range is defined in its description.

DURATION

Each power lasts for a default amount of time, which may be changed by extras or flaws.

Instant: The power's effect occurs and ends in the same action, although its results may linger. Most attack powers are instant; the effect happens immediately, although it may take some time for the target to recover.

Concentration: The power lasts for as long as you concentrate on maintaining it. Concentration is a half action, but doesn't require a check unless you are distracted somehow (see the Concentration skill, p. 32).

TABLE 5-1: POWER COSTS PER RANK

Power	Cost Per Rank	Description
Absorption	3	Absorbs and converts incoming damage.
Alternate Form	5	You can transform into a different state of matter or energy.
Amazing Save	1	Add your power rank to saving throws of a chosen type.
Animation	2	Brings objects to life under your command.
Armor	1	A suit of armor that protects against damage.
Astral Projection	5	Separates your astral form from your body.
Blending	1	You change color to blend into the background.
Boost	2	Temporarily increases an attribute.
Clinging	1	You can walk on walls and ceilings.
Combat Sense	1	You retain your dodge bonus when surprised or flat-footed.
Comprehend	2	Translates unknown forms of communication.
Corrosion	1	Weakens nonliving matter by touch.
Cosmic Power	8	You control cosmic forces for a variety of effects.
Create Object	2	You can create solid objects out of thin air.
Datalink	2	You can communicate with computers at a distance.
Dazzle	2	Overwhelms one of the target's senses.
Deflection	2	You can deflect incoming attacks.
Density Control	5	You can increase or decrease your density.
Dimensional Travel	2	You can move between different dimensions.
Disintegration	2	Weakens and destroys nonliving matter.
Drain	2	Reduces a target's attribute or attributes.
Duplication	2	Creates exact duplicates of you.
Elasticity	4	You can stretch and deform your body.
Element Control	2	You control a particular element (earth, air, etc.).
Energy Blast	2	You emit a damaging ranged attack.
Energy Control	2	You can control a form of energy (electricity, gravity, etc.).
Energy Field	2	A damaging energy field surrounds you.
ESP	2	You can see and hear distant events as if present.
Fatigue	2	A ranged attack that exhausts the target.
Flight	2	You can fly through the air.
Force Field	1	A protective field of energy surrounds you.
Gadgets	1	You can whip up just the right gadget for any occasion.
Growth	6	You can increase your size (and strength).
Healing	3	You can heal damage and injuries by touch.
Illusion	2	Creates false sensory impressions.
Immovability	1	You are difficult to move if you don't want to be moved.
Incorporeal	2	You can pass through ordinary matter and energy like a ghost.
Invisibility	2	You cannot be seen, except with special senses.
Leaping	2	You can jump farther than normal.
Luck	5	You can apply your ranks as a bonus once per round.
Mental Blast	3	A damaging blast of mental power.
Mental Protection	2	Reduces effectiveness of mental attacks made against you.
Microscopic Vision	1	You can see extremely small things.
Mimic	2	You can duplicate another character's attributes.
Mind Control	2	You can control the thoughts and actions of others.
Natural Weapon	2	Does lethal damage in melee combat.
Neutralize	2	Turns off a target's super-powers.
Obscure	2	Obscures vision.
Paralysis	2	Renders a target unable to move.
Plant Control	2	Controls the growth and movement of plants.
Possession	3	You can enter and control another character's body.
Postcognition	3	You can see past events.
Precognition	3	You can see the future.
Protection	2	Reduces the power of attacks made against you.
Regeneration	2	You heal very quickly.
Reincarnate	4	You come back to life as a different person.
Running	2	You can run faster than normal.
Sensory Protection	1	Your senses are protected against attacks (such as Dazzle).

DOUBLE, DOUBLE

Many powers double a particular quality such as movement rate, carrying capacity, or some other attribute for each rank in the power. For easy reference, consult **Table 5-2: Doubling Values** to see the amount by which a given rank of a power multiplies the base capability.

For example, each rank of Super-Strength doubles carrying capacity. So, according to the table, a character with Super-Strength +8 has 256 times his normal carrying capacity. This table also can be useful for discussing a character's powers in general terms. For example, it would be accurate to say that a character with Super Strength +10 is "a thousand times stronger than a normal person."

TABLE 5-2: DOUBLING VALUES

Power Rank	Multiplier
1	x2
2	x4
3	x8
4	x16
5	x32
6	x64
7	x128
8	x256
9	x512
10	x1,024
11	x2,048
12	x4,096
13	x8,192
14	x16,384
15	x32,768
16	x65,536
17	x131,072
18	x262,144
19	x524,288
20	x1,048,576

TABLE 5-1: POWER COSTS PER RANK, CONTINUED

Shape Matter	2	You can reshape matter into different forms.
Shapeshift	2	You can transform yourself into different forms.
Shrinking	2	You can reduce your size (making you harder to see and hit).
Slick	2	Creates a slippery area, making it hard to stand up.
Slow	2	Slows a target down.
Snare	2	Traps a target, making it difficult for them to move.
Sorcery	7	You can cast spells for a variety of different effects.
Space Flight	2	You can fly through the vacuum of space at incredible speeds.
Spinning	2	You can spin very fast, granting limited protection.
Strike	2	You inflict more damage in melee combat.
Stun	2	Stuns a target temporarily.
Suffocate	3	You cause a victim to suffocate.
Super-Charisma	2	You have super-human presence and influence.
Super-Constitution	4	You have super-human stamina.
Super-Dexterity	4	You have super-human agility.
Super-Intelligence	2	You have super-human intellect.
Super-Senses	2	You can sense things more easily than normal.
Super-Skill	1	One of your skills is better than normal.
Super-Speed	6	You can move and react incredibly fast.
Super-Strength	4	You have super-human strength.
Super-Wisdom	3	You have super-human insight and willpower.
Swimming	2	You can swim faster than normal.
Swinging	1	You can swing from a self-projected or available line.
Telekinesis	2	You can move objects through the air at a thought.
Telepathy	2	You can read minds and transmit your thoughts to others.
Teleportation	2	You can move from place to place instantly.
Telescopic Sense	1	You can sense things over a greater distance than normal.
Time Control	9	You can speed up or slow down the flow of time.
Time Travel	2	You can travel backward or forward in time.
Transfer	3	You can take another character's attribute and gain it yourself.
Transformation	3	You can turn living things into different forms.
Transmutation	3	You can change one substance into another.
Tunneling	2	You can move through nonliving matter by digging a tunnel.
Weapon	1	You own a weapon that inflicts additional in melee combat.
Weather Control	2	You can control the weather.

You can't use other powers with a duration of concentration or instant while concentrating on maintaining a power. Once your concentration lapses (either voluntarily or because of a failed Concentration check), the effect ends.

Sustained: The power lasts for as long as you wish, taking only a free action each round to maintain. If you are incapable of taking free actions (stunned or unconscious, for example), the effect ends.

Continuous: The power lasts for as long as you wish, without any concentration or effort on your part. Once activated, it stays that way until you deactivate it.

Permanent: The power is always active and cannot be turned off, even if you'd prefer to be rid of it.

SAVING THROW

Powers that affect other characters allow a saving throw. The type of saving throw (Damage, Fortitude, Reflex, or Will) depends on the power. The DC of the saving throw is generally 10 + the power rank, except for Damage saves, which are 15 + power rank. So the DC of a Reflex save against a Snare +12 is 22 (10 + rank 12). A successful save means the power has a reduced or no effect against the target. In some cases, the

target's saving throw bonus adds to the DC of the power check, which may reduce or eliminate the power's effect.

Saving Throw Difficulty Class = 10 + the power's rank (unless stated otherwise).

A saving throw of "Damage" means the power inflicts stun or lethal damage. Saving throws against that power are Damage saves with the power's damage bonus equal to its rank in most cases (see **Damage Saves**, p. 127).

Personal powers (powers that work only on the user) do not require or allow saving throws unless the character is using the Range extra (which allows a personal power to affect another character). Willing characters can choose to forgo their saving throw and allow the power to take effect.

POWER DESCRIPTIONS

The powers presented in the following section cover most common powers heroes might have. They offer examples of the sort of powers players can create using the guidelines in the **Creating Powers** section. The powers are presented in alphabetical order in the following format:

POWER NAME

Cost: The power's power point cost per rank.

Action: The type of action required to use the power: None, Reaction, Free, Half, or Full.

Range: The range at which the power operates: Personal, Touch, Normal, Sight, or Special (defined in the power's description).

Duration: How long the power lasts: Instant, Concentration, Sustained, Continuous, or Permanent.

Saving Throw: Which saving throw is used to resist the power. If the power has a range of personal, it does not allow a saving throw.

A general description of the power and its effects follows, with any pertinent game information about the power.

Power Stunts: Some powers have unique power stunts, which are described here.

Extras: Some powers have unique extras, which are described here.

Flaws: Some powers have unique flaws, which are described here.

ABSORPTION

Cost: 3

Action: None

Range: Personal

Duration: Continuous

You absorb the energy of an incoming attack, channeling it to enhance your own abilities. Select whether you absorb physical (ranged and melee attacks) or energy attacks (such as from an Energy Blast or certain types of weapons) when you purchase this power. You reduce the damage bonus of

such attacks by your Absorption rank. If this reduces the damage bonus to less than +0, you take no damage. Otherwise you make a normal saving throw against the reduced damage.

You can absorb up to a total of 10 points of damage bonus per rank. Stored damage bonus points "bleed" off at a rate of one point per round (after the first).

You can use the absorbed energy to power another effect, chosen from the list below at the time you purchase the power. Additional effects can be purchased as extras.

- **Boost:** You can use absorbed energy to increase the rank of one of your abilities or powers as a half action, like a use of Boost at the same rank (p. 63).
- **Energy Blast:** With a half action, you can redirect absorbed energy into a blast of the same type with a rank up to that of the absorbed energy. So if you absorb 10 ranks of electricity, you can shoot up to a rank 10 electrical blast.
- **Energy Conversion:** You can convert absorbed energy from one type to another (sound into light, for example, or kinetic energy into heat) as a free action. You can then project the new type of energy using the Energy Blast extra, or use it to power an Energy Control power that requires an existing source of energy.
- **Healing:** You can use absorbed energy to heal any damage you have suffered as a half action, like a use of the Healing power (p. 72).

EXTRAS

- **Both Types:** You can absorb both physical and energy attacks, not just one or the other.
- **Increased Capacity:** Each time you select this feat, halve the rate at which your stored energy is lost.

FLAW

- **One Energy Type:** Rather than being able to absorb all physical or all energy attacks, you can absorb only a specific type of physical or energy attack, such as only fire, electricity, radiation, and so forth (see **Energy Control**, page 69). Your Absorption doesn't work against other sorts of attacks.

ALTERNATE FORM

Cost: 5

Action: Free

Range: Personal

Duration: Sustained

You can transform your body into a different type of matter or energy, gaining its properties. It takes a free action for you to assume your alternate form (or return to normal form). Choose one type of form from the list below when you purchase this power. In any alternate form, you have the effects of one Immunity feat per power rank (p. 51).

FORM TYPES

- **Energy:** You can transform into a form of energy, such as light, fire, electricity, or radiation. You are Incorporeal (p. 73) in energy form, but still affected by attacks that work against the energy you're composed of (darkness vs. light, water vs. fire or electricity, etc.). You also have Flight (p. 71) equal to your power rank in energy form. If you prefer, you have an Energy Field (p. 70) of that energy. (In fact you *are* an energy field of that energy!) If you do not have a harmful Energy Field, you can fire an Energy Blast (p. 69) of your energy. Whichever you choose, you can add the other as an extra.
- **Explosive:** You can cause your body to explode, doing no damage to you but power rank damage to everything within (rank x 5 feet) of you.

You then become Invisible and Incorporeal at your power rank as long as you sustain the effect, but can reform your physical body at will.

- **Gaseous:** You can turn into a cloud of gas. You are Incorporeal (p. 73) in gaseous form, but still affected by high winds and can be contained by airtight seals. You have Flight (p. 71) at your power rank. You also have the Suffocate power (p. 84) at your power rank, allowing you to suffocate victims by engulfing them.
- **Liquid:** You can turn into a mass of liquid, such as water. You have Elasticity (p. 68) and Swimming (p. 87) equal to your power rank. You also have Amazing Save (Damage) (below) equal to your power rank, since attacks tend to pass through you. You can acquire the Suffocate power (p. 84) as an extra.
- **Semisolid:** You can turn into a mass of particulate matter such as sand, dust, or even a buzzing swarm of insects. You have Elasticity (p. 68) and Protection (p. 79) equal to your power rank, and you add your power rank to your normal Strength bonus when inflicting damage in melee combat.
- **Shadow:** You can transform into a two-dimensional shadow. In this form you are Incorporeal, making you invulnerable to physical and energy attacks, except for light-based attacks, which inflict their normal damage. While in shadow form you are Invisible (p. 74) in areas of darkness or shadow at your power rank. You can move at your normal speed or your power rank x5 (whichever is less) along any surface, including walls and ceilings.
- **Solid:** You turn into a solid material with hardness equal to your power rank. You gain Super-Strength (p. 86) and Protection (p. 79) equal to your power rank.

POWER STUNT

- **Extra Form:** You can assume more than one type of form, but you cannot mix and match the abilities of forms. Each additional type of form is a separate stunt.

EXTRA

- **Continuous:** You remain in your alternate form until you choose to return to normal, even if you are stunned or unconscious.

FLAW

- **Touch:** You must touch an object or energy with the properties of your alternate form in order to assume it. For example, to turn into steel (a solid form) you must first touch something made of steel.

AMAZING SAVE

Cost: 1

Action: None

Range: Personal

Duration: Continuous

Choose one type of saving throw (Damage, Fortitude, Reflex, or Willpower). Add your Amazing Save power rank as a bonus to all your saving throws of the selected type. This power might represent resistance to damage from tough skin, poison and disease resistance, lightning-fast reflexes, or psychic mind shielding training.

EXTRA

- **Other Save Bonus:** You can add another type of saving throw each time you purchase this extra.

ANIMATION

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can bring inanimate objects to life, imbuing them with movement and even limited awareness. Animating an object requires a half action. The object gains movement according to its form. Statues can get up and walk, for example, while rugs crawl and slither, balls roll, cars drive, etc. If the object is normally capable of movement, it does so at its normal speed. Otherwise it has a speed of 30 feet, just like a character.

You can animate objects with hardness up to your power rank. For each size category the object is above medium, add one to the required rank. For each size category below medium, subtract one. So animating a Colossal (+4) statue with hardness 8 requires Animation +12.

Animated objects have a Strength bonus equal to their hardness, +1 per size category greater than Medium, -1 per category smaller than Medium. They have no Constitution score, and are immune to effects requiring Fortitude saves other than those that normally affect inanimate objects (like direct damage). Animated objects have no Intelligence and are unaffected by anything calling for a Will saving throw, except for those effects that normally affect inanimate objects. Animated objects suffer damage just like inanimate objects.

Leftover Animation ranks may be assigned to give the object bonuses to Dexterity (which starts out at a bonus of 0), Wisdom or Charisma (which start out with a modifier of -5), attack bonus (which starts out at 0), Defense bonus (which starts out at 0), or skill ranks (which start out at 0). You cannot give an object a bonus to an attribute greater than your own.

You normally can animate one object as a half action. However, if you take a full action and accept a penalty on your Animation rank (reducing the abilities of objects you can animate) you can animate one additional object per rank reduced. So a character with Animate +10 could animate one object with maximum bonuses and ranks of +10 or 5 objects with maximum bonuses of +5, or any combination thereof.

You cannot animate more total objects than your power rank.

EXTRAS

- **Animate Gasses:** You can use your Animation to animate gasses (including air), shaping objects out of existing gaseous materials. Such animated objects have Alternate Form (gaseous) equal to your power rank.
- **Animate Images:** You can animate pictures, bringing them to life. The animated image has the normal abilities and hardness of the thing it represents, but no bonus can exceed your Animation rank. Optionally, you can have the ability to animate images *instead* of objects, in which case the power's cost does not increase. Animated images normally have no powers, but you can grant images one suitable power with a cost of 1 plus the number of additional extras you apply to your Animation power. So, for example, with two additional extras, you can give your image three powers with a cost of 1, one power with a cost of 1 and one with a cost of 2, or one power with a cost of 3, all at your Animation power rank.
- **Animate Liquids:** You can use your Animation to animate liquids (including water), shaping objects out of existing liquid materials. Such animated objects have Alternate Form (liquid) equal to your power rank.
- **Animate Shadows:** You can animate shadows, turning them into physical beings. They have a Strength bonus and Damage bonus equal to your power rank.

- **Horde:** Each time you take this extra, the total number of objects you can animate doubles, although it does not affect the number of objects you can animate in one action.

FLAW

- **Limited—One Type:** You can animate only one type of object or image, such as only dead bodies (creating zombies), only machines, only natural stone, only images from a particular book or Tarot deck, and so forth.

ARMOR

Cost: 1

Action: None

Range: Personal

Duration: Continuous

You have a suit of armor that provides you with Protection (p. 79) equal to its rank. Your armor may be ancient, medieval, modern, or high-tech. See **Chapter Seven: Devices** for examples.

Suits of magical armor or high-tech battlesuits often have additional capabilities. You can give your armor extras to reflect these capabilities. See Chapter Seven for details on custom-designing a suit of armor.

Note: The Armor power is little more than the Protection power with the built in Device flaw. You automatically have the Device flaw, which has been factored into Armor's cost.

EXTRA

- **Immunity:** Your Armor helps protect you from the environment. You gain one form of Immunity (p. 51) for each rank you have in Armor.

FLAW

- **Ablative:** When your Armor is struck by an attack with a damage bonus that equals or exceeds its rank, it loses one point of Damage save bonus until reduced to 0, when it no longer provides any significant protection. You can repair this damage with a successful Repair check (DC 10), taking one hour. Each point by which you exceed the DC restores one lost rank of Damage save bonus. The GM may adjust the DC of the Repair check depending on the conditions (such as trying to repair your armor using makeshift tools under difficult conditions).

ASTRAL PROJECTION

Cost: 5

Action: Half

Range: Personal

Duration: Continuous

You can separate your astral form—your mind, spirit, or life force—from your physical body. Your physical body sinks into a death-like coma, while your astral form is free to move about on its own. Your astral form is invisible and incorporeal, immune to physical harm and the effects of the environment, and able to pass freely through physical objects. In astral form you can move freely in any direction, unaffected by gravity. Your speed is equal to (power rank x5) and your sprint speed doubles for every rank you have in Astral Projection.

While in astral form you can become visible at will and speak telepathically to other people. Powers that affect the mind or soul work normally on your astral form. You can use mind-affecting powers on others while in astral form, but your effective rank with the power cannot exceed your Astral Projection rank. Characters with the Psychic Awareness feat (p. 52) can see your astral form, even while you are invisible.

You can leave your body for as long as you wish (although it eventually will dehydrate and starve if you are away for too long). You are

unaware of what happens to your physical body while you are in astral form, although you are aware of any damage that your physical body suffers. If your physical body is killed while your astral form is away, you must make an immediate Astral Projection check (DC 30) or die as well. If you survive, you are trapped permanently in astral form as a kind of ghost.

EXTRA

- **Dimensional Travel:** While in astral form, you can travel to other dimensions by making an Astral Projection check as if you had Dimensional Travel (p. 65). In physical dimensions you remain invisible and intangible, in astral dimensions, you can interact as if you were in physical form.

BLENDING

Cost: 1
Action: Free
Range: Personal
Duration: Continuous

You can change your color to match your surroundings like a chameleon. You get a bonus to Hide checks equal to your Blending power rank.

BOOST

Cost: 2
Action: Half
Range: Personal
Duration: Instant

Boost temporarily improves one of your attributes—a single ability score or power—as a half action. The affected attribute is chosen when the power is taken. You gain a bonus to all checks with that attribute equal to your Boost power rank. The boost wears off at a rate of one point of bonus per round until it is gone, starting with the round immediately following the initial boost. A single attribute can be under the affects of only a single boost at any one time. You cannot gain a bonus to the attribute greater than your Boost power rank and the bonus from Boost is subject to the power level limit on stacking super-power bonuses (see **Stacking Power Bonuses**, p. 58). Boost cannot add its bonus to its own rank.

EXTRAS

- **Affects Others:** You can Boost other people by touch as well as Boosting yourself. If you can Boost only others and not yourself, the cost of Boost remains the same.
- **All Attributes:** Your Boost works on all attributes of a particular category or power source at once, such as all physical ability scores, mental ability scores, mystical powers, mutant powers, and so forth.

CLINGING

Cost: 1
Action: Half
Range: Personal
Duration: Sustained

You can climb or walk along vertical surfaces and ceilings. Your speed is five feet per rank in Clinging, up to your normal speed, with no chance of falling. Any attempt to pull you away from the surface you're clinging to requires an opposed Strength check, and you gain a +1 bonus on the check per rank in Clinging. You also gain your Clinging rank as a bonus on checks to avoid being tripped (see **Trip**, p. 142).

FLAW

- **Limited—One Surface:** You can use Clinging only on a particular type of surface, such as glass, ice, natural stone, metal, and so forth.

COMBAT SENSE

Cost: 1
Action: None
Range: Personal
Duration: Continuous

Your reflexes are super-humanly attuned to danger. When you are surprised, flat-footed, or otherwise in a situation in which you would lose your dodge bonus to Defense, you retain a dodge bonus equal to your Combat Sense rank. Combat Sense does not increase your normal dodge bonus (for that, look at **Super-Dexterity**, p. 85) and any Combat Sense ranks in excess of your normal dodge bonus have no effect.

Example: Foreshadow's ability to see the future allows him to anticipate attacks most people could not. His normal dodge bonus is +5, thanks to his Dexterity. If he had Combat Sense +3, he would retain a +3 dodge bonus even when surprised or flat-footed. If he had Combat Sense +5, he would retain his full dodge bonus. Foreshadow's Combat Sense can't be higher than +5, since that is his normal dodge bonus.

COMPREHEND

Cost: 2
Action: Reaction
Range: Personal
Duration: Continuous

You can understand any unfamiliar spoken or written communication. When you encounter a form of communication for which you don't possess the necessary Language skill, make a Comprehension check and consult the difficulty table. If you succeed, you understand the communication. If you fail, you can try again later with a +1 increase to the DC. A successful Comprehension check is a good justification for later acquiring familiarity with a particular language.

DC	Task
10	Comprehend a common human language.
15	Comprehend an obscure or difficult human language.
20	Comprehend an alien language or complex code (like most computer codes).
25	Comprehend a language based on something other than speech.

FLAWS

- **Limited—Speech Only:** Your Comprehension only applies to spoken communication, not written languages.
- **Limited—Writing Only:** Your Comprehension only applies to written communication, not spoken language.

CORROSION

Cost: 1
Action: Half
Range: Touch
Duration: Instant

Your touch causes nonliving matter to weaken and corrode. Subtract your power rank from the hardness of the object you're touching each round it's exposed to your power. When the object is reduced to hardness 0, it's destroyed.

COSMIC POWER

Cost: 8

Action: Half

Range: Normal

Duration: Sustained

You command the primal forces of the cosmos, giving you tremendous power and the potential to do nearly anything. Cosmic Power grants you the following abilities at your power rank:

- You can fire Energy Blasts (p. 69) of cosmic power at normal range.
- You can surround yourself with a protective Force Field (p. 72).
- You have Flight (p. 71) equal to your power rank.
- You can alter matter like Transmutation (p. 91) at your power rank.
- Your body is sustained by cosmic energy, giving you one Immunity (p. 51) per power rank.
- You can sense cosmic forces and energies with a Spot check (DC set by the GM). The base range increment is 10 feet, doubled for every power rank. You are at -1 to your Spot checks per range increment between you and the phenomenon.

POWER STUNTS

You can gain any of the following powers as power stunts of Cosmic Power: Animation, Create Object, Dazzle, Dimensional Travel, Disintegration, Healing, Shape Matter, Snare, or Teleportation.

EXTRAS

- **Boost:** You can use cosmic energy to improve one of your attributes like the Boost power (p. 63) at your power rank.
- **Energy Field:** You can surround your body with a damaging field of cosmic energy, like the Energy Field power (p. 70) at your power rank.

FLAW

- **Missing Effect:** For each base effect of Cosmic Power that you cannot use, you can apply a flaw to the power. For example, if you cannot fly using your Cosmic Power, that counts as one flaw. If you also cannot alter matter, that's two flaws, and so forth.

CREATE OBJECT

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can form objects out of nowhere. Created objects are normally immobile, but see **Extras** below. Objects have hardness equal to your power rank and can occupy up to a 5-foot cube for each power rank. So Create Object +8 can create an object with hardness 8 that fills eight 5-foot cubes, eight objects that occupy a 5-foot cube each, or any combination thereof. Your objects must be fairly simple geometric shapes like spheres or cubes or common items like hammers, walls, and so forth. Created objects are not entirely realistic looking, being either all one color, transparent, or otherwise unusual.

A created object is treated exactly like a normal object in terms of hardness and damage. A character behind a created object has cover versus attacks (see **Cover**, p. 136). A character entirely surrounded by a created object (such as a sphere or cube) has total cover against attacks, which must break through the object before being able to affect the character. However, those outside also have total cover against the character's attacks, and the character cannot attack without damaging or breaking the object.

You can use your created objects as crude attacks, basically creating a large object and dropping it. This is treated as an area attack (p. 138),

except that all targets in the area of the object are entitled to a Reflex saving throw and, if it succeeds, they suffer *no* damage from the attack (rather than making Damage saves against half the normal damage bonus).

EXTRAS

- **Animate Object:** You can animate your created objects like a use of the Animation power (p. 62) at your power rank.
- **Continuous:** Your created objects do not vanish when you are stunned or knocked out. They remain until destroyed or until you dismiss them (as a free action).
- **Create Attacks:** You can use your created objects to attack your opponents directly (rather than dropping them on targets, as described above). Choose one of the following attacks (you can gain each of the others as a power stunt): Energy Blast, Snare, and Suffocation.
- **Realistic:** Your created objects look exactly like normal objects of the same type unless you want them to look otherwise.
- **Shapeable:** You can create more complex objects than simple shapes, including humanoid figures, items with moving parts, and so forth. The GM may require a Craft (Create Object) check for especially fine detail or to impress an audience with the object's quality. You get a bonus on the Craft check equal to your power rank.

FLAW

- **Feedback:** You suffer any damage that strikes one of your created objects as if it struck you. Add your power rank to your save against this damage. So if you have Create Object +12 and one of your objects is hit by a damaging attack, you must make a Damage save against the attack with a +12 bonus (your power rank).

DATALINK

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can mentally interface with computers, allowing you to operate and control them at a distance. Add your Datalink rank as a bonus to all Computers skill checks. See the Computers skill, p. 32, for the difficulties of different computer-related tasks. You can modify a program or break into a computer system as a half action with a successful Computers check (including your Datalink bonus).

Against intelligent computers, Datalink works like Telepathy (see p. 87) of the same rank.

DAZZLE

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Reflex

You can temporarily overwhelm one of a target's senses — sight, hearing, smell, etc. — rendering it useless. To use Dazzle, make a normal ranged attack roll against the target. If you succeed, the target must make a Reflex saving throw against a DC of (10 + power rank). If the save succeeds, the target is not affected. If the save fails, the sense is rendered useless.

On each of his following actions (starting the round after being dazzled), the target can make a Fortitude save vs. the Dazzle DC to throw off the effects and regain use of the sense. The target gains a +1 bonus on the Fortitude save for each round after the first. A successful save renders the target able to use the sense again, but at -1 on all rolls involving it. The following round, the sense returns to normal.

See **Condition Summary**, p. 139, for more details on blinded and deafened characters.

POWER STUNT

- **Extra Sense:** Your power limits an additional sense such as hearing, scent, radar, and so forth. Each extra sense is a separate power stunt.

EXTRAS

- **Dazzle Burst:** You can affect everyone within a radius of (power rank × 5 feet) of your target.
- **Removable:** You can cure the effects of your own Dazzle attacks at will.
- **Scramble Electronics:** Your Dazzle power disrupts the normal function of electronic devices, like a use of Neutralize (p. 77) at your Dazzle power rank.

FLAW

- **Limited Sense:** Your Dazzle power works against only a limited or uncommon sense, either a sense that's limited for most people (such as smell) or one that most people don't have (such as radar).

DEFLECTION

Cost: 2

Action: Reaction

Range: Personal

Duration: Instant

You can deflect incoming attacks. You can deflect only attacks made directly against you and only individual attacks like a punch, weapon strike, or energy blast, not area attacks or explosions. You must know that an attack is coming in order to deflect it. You cannot deflect surprise attacks. You also cannot deflect projectiles heavier than your maximum carrying capacity (see p. 104). Thus if you have Strength 15, you cannot deflect a car that's hurled at you. You cannot move (other than taking a 5-foot step) in a round in which you attempt to deflect attacks.

To deflect an attack, make a power check opposed by your opponent's attack roll. Add your Dexterity bonus to your power check. If your power check is equal or higher, you successfully deflect the attack. The exact special effects of your Deflection are up to you: it might be a force barrier, a device like a shield or magic bracelets, deflector beams, or just batting aside attacks with sheer speed or toughness.

You normally can deflect only one attack per round. If you spend your entire round deflecting, taking no other actions, you can deflect any number of attacks, but you are at -2 to your Deflection check per attack beyond the first.

POWER STUNTS

- **Catch:** If you successfully deflect a projectile (such as an arrow, bullet, or thrown weapon), you can catch and hold it. This allows you to throw the weapon back as a normal attack, if it is a thrown weapon. Otherwise, it's usually good for a +2 bonus on your Intimidate checks for the duration of the encounter. Multiple bonuses for catching the same type of projectiles do not stack.
- **Deflection Bonus:** You're better at deflecting certain types of attacks (choose bullets, punches, blasts, etc.), and gain a +2 bonus on Deflection checks made against them.

EXTRAS

- **Automatic:** Your Deflection allows you to deflect attacks you do not expect (including surprise attacks), but you still need to make a power check to successfully deflect the attack.
- **Deflect Others:** You can use Deflection to protect others within

reach. For an additional extra, you can use Deflection against any attack within normal range (power rank × 10 feet), whether the attack is directed at you or not.

- **Reflection:** If you successfully deflect an attack, you can redirect it back at the attacker as a free action. Make a normal attack roll for that attack to hit the attacker. For an additional extra, you can reflect the attack anywhere you want within range.

FLAW

- **Limited:** You can deflect only a certain type of attack, such as only projectiles, only melee attacks, only energy attacks, and so forth.

DENSITY CONTROL

Cost: 5

Action: Free

Range: Personal

Duration: Sustained

You can control your own density, increasing or decreasing it at will. If you increase your density, you gain Immovability (p. 73), Protection (p. 79), and Super-Strength (p. 86) equal to your power rank. Each rank also doubles your weight, so a character using Density Control +10 weighs a thousand times his normal weight! This means your Super-Strength doesn't add to your Str-based skill checks, since your strength and your weight remain proportionate. Some surfaces might not be able to support your increased weight.

If you decrease your density, you become Incorporeal at your power rank (see **Incorporeal**, p. 73, for details).

FLAW

- **Limited—Density Increase:** You can only increase your density, not decrease it. Only being able to decrease your density is the same as the Incorporeal power.

DIMENSIONAL TRAVEL

Cost: 2

Action: Half

Range: Personal

Duration: Instant

You have the ability to reach other dimensions of existence. You vanish from the dimension you're currently in and reappear in the desired dimension. The difficulty of the Dimensional Travel check depends on what sort of dimension you're trying to reach:

DC	Dimension
10	Familiar dimension
15	Known dimension
20	Unknown or distant dimension

Familiar: A familiar dimension is one that you have been to before and know reasonably well. Your home dimension is always considered a familiar dimension for you.

Known: A known dimension is one that you know of and may have seen without visiting (via sensory abilities) or that you have extensive knowledge of without visiting.

Unknown: An unknown dimension is one you know almost nothing about and have never visited.

Distant: Certain dimensions are especially difficult to reach because of various conditions (either natural or imposed). The GM may decide to make certain dimensions distant from Earth (or each other) and can even increase the DC above 20 for certain very distant dimensional planes.

DISEASE AND POISON

Drain is well suited for characters with the ability to inflict diseases or poisons on their victims. The Drain represents the weakness caused by the affliction. Disease and poison Drains often have the Contagious, Delay, Duration, and Slow Recovery extras, depending on their effects.

Generally, a disease or poison should inflict Strength Drain (causing weakness) or Dexterity Drain (causing disorientation and eventual paralysis). Beware of Constitution Drains, since any character drained to Constitution 0 is dead. Unless you want a particularly deadly game, Constitution Drains should be used sparingly. See **Poison** and **Disease** in Chapter Nine for more information.

A failed Dimensional Travel check means you don't go anywhere. A failure by 5 or more sends you to a random other dimension and prevents your Dimensional Travel ability from working for at least a day (GM's discretion). If you're flung far enough off into the multiverse, your home dimension may be considered distant when you try to get back.

It's up to the GM what (if any) alternate dimensions exist and are accessible to player characters. There may be none (in which case the Dimensional Travel power doesn't even exist), one, or there may be a limitless number of alternate and parallel Earths, astral and elemental planes, hyperspace, higher dimensions, anti-matter universes, pocket dimensions, and more. GMs may wish to decide in advance which dimensions are considered distant and set particular difficulty classes to reach them via Dimensional Travel.

EXTRA

- **Portal:** Rather than transporting yourself, you can create a portal five feet square up to five feet away from you. The portal remains open as long as you sustain it and anyone (including you) can pass through it to reach the place on the other side. It takes a full action to create a portal and move through it in the same round. You can expand the size of the portal; each additional five-foot square imposes a -1 penalty on the power check.

FLAW

- **Limited—One Dimension:** Your power can travel only between your home dimension and one other, chosen when you take Dimensional Travel. If a failure throws you into a different dimension, you're trapped there until you can find another way back home.

DISINTEGRATION

Cost: 2

Action: Half

Range: Normal

Duration: Instant

You can weaken the structure of nonliving objects and even destroy them. Against inanimate objects, you simply reduce the object's hardness by your Disintegrate rank. Against animate objects or objects held by a person, you must make a normal ranged attack roll. If you are successful, you reduce the object's hardness by your Disintegrate rank. Objects reduced to hardness 0 or less crumble to dust and are destroyed. Damage done to an object's hardness is permanent until repaired.

EXTRAS

- **Continuous:** Once you have hit a target with your Disintegration power, you can continue to damage it via concentration without the need for additional attack rolls. Each round, the target suffers your Disintegration damage. If your concentration is broken for any reason, the damage stops.

- **Disruption:** You can inflict cellular disruption against living targets. This does lethal damage equal to your power rank, and targets make a normal Damage save against it.
- **Restoration:** You can instantly restore up to all objects you have disintegrated (within range) at will, repairing all the damage done to those objects. Once a number of days equal to your power rank have passed, disintegrated objects are forever lost.

FLAW

- **Limited—One Material:** You can disintegrate only a single type of material, such as wood, metal, stone, etc.

DRAIN

Cost: 2

Range: Touch

Duration: Instant

Saving Throw: Will

Drain temporarily reduces a single attribute—one ability, skill, feat, or power (you choose what type of attribute you Drain when you purchase the power). The target must make a saving throw or lose ranks in that attribute equal to the Drain's power rank. Feats are drained at a rate of one feat per power rank per round (you choose which feats you Drain) and more advanced feats must be drained before their prerequisites. Lost ranks (or feats) are recovered at a rate of one per round until the attribute is restored to normal. Though it can take many forms, Drain's special effects often resemble disease, aging, poison, or enfeeblement.

EXTRAS

- **All Attributes:** Your Drain works on all attributes of a particular category at once, such as all physical ability scores, all mental ability scores, all skills, all feats, all powers, and so forth.
- **Contagious:** Anyone who touches a target that you have drained before that target has completely recovered is also attacked by your Drain power, as if you had attacked them. The new target saves against the Drain normally and is affected in the same way as the original target. New targets also become contagious, until all targets are completely recovered from your Drain or you stop sustaining it.
- **Delay:** You can choose to have your Drain take effect at a later time, chosen by you when you make the attack. You might, for example, hit a target with a Drain and decide that it won't affect him until an hour or a day later.
- **Duration:** You can continue draining your target so long as you concentrate (and maintain contact with the target). The target gets a new saving throw each round against your power. For an additional extra, the drain requires no concentration on your part, just a free action (although you still must maintain contact).
- **Extra Attribute:** Your Drain works on two types of attributes at once, such as ability scores and skills or skills and powers. Each additional extra allows you to affect an additional attribute.
- **Ranged:** You can Drain targets at normal range by making a ranged attack roll rather than having to touch your target.
- **Secondary Effect:** If you successfully affect a target with your Drain, the target is affected by it again a minute (10 rounds) later. The target gets an additional saving throw to resist this second Drain.
- **Slow Recovery:** Victims of your Drain regain lost points or feats at a rate of 1 per minute rather than 1 per round. For an additional extra, victims recover 1 point per hour, then 1 point per day, 1 per week, and 1 per month. Longer recovery times are at the GM's discretion.

FLAWS

- **Limited—One Attribute:** You can Drain one ability score (such as only Intelligence) or one power (such as only Flight).
- **Limited—One Source:** You can Drain super-powers fueled by a specific type of power source (alien, mutation, mystical, etc.) only.

DUPLICATION

Cost: 2**Action:** Half**Range:** Personal**Duration:** Sustained

You can create duplicates of yourself, including any devices you have paid for with power points (ordinary clothes or costumes duplicate as if



they were part of your powers). Your duplicates have the same abilities as you, except no bonus or rank can be higher than your Duplication rank and the duplicate does not have the Duplication power. Your duplicates are considered minions (p. 47), so they're easier to damage than you are, and slightly less effective. Your duplications have no Hero Points of their own, but can use your Hero Points for their actions.

Creating a single duplicate usually is a half action. However, if you accept a penalty on your Duplication rank (reducing the maximum abilities of your duplicates) you can create one additional duplicate per rank reduced. So a character with Duplication +10 could create one duplicate with maximum bonuses and ranks of +10 or 5 duplicates with maximum bonuses of +5, or any combination thereof. Duplicate bonuses cannot be reduced below 0. You cannot have more duplicates than your Duplication rank in existence at once.

Duplicates think and act just like the original, so they are all under the control of the same player. All duplicates disappear if the original stops sustaining the power for any reason. The original also can make any number of duplicates disappear at will.

EXTRAS

- **Absorption Healing:** You can recover from damage by absorbing undamaged duplicates. You can absorb any of the duplicates touching you as a half action. Each duplicate absorbed removes one stun or lethal hit.
- **Horde:** Each time you take this feat, your maximum number of duplicates doubles. The extra has no affect on the number of duplicates you can create in one action.
- **Mental Link:** You and your duplicates share a mental link. You're aware of their condition and general state of being at all times, regardless of distance.
- **Survival** (requires Duration – Continuous): If the original character is killed, make a DC 30 Duplication power check. If successful, one of the character's duplicates becomes the "real" character and gains the Duplication power at the original's rank.

FLAWS

- **Feedback:** Any damage suffered by a duplicate is also suffered by the original character, who saves against it separately.
- **Real Duplicates:** If one of your duplicates dies, reduce your Duplication rank by one (but don't modify your total power points for purposes of determining power level). You can restore lost ranks by spending two points on a special power stunt for each lost rank.

ELASTICITY

Cost: 4

Action: Half

Range: Personal

Duration: Sustained

You can elongate your limbs and the rest of your body. For every rank, you can stretch up to 5 feet as a half action (twice that as a full action). By sacrificing your dodge bonus, you can stretch up to four times your normal distance as a full action. Among other things, this increases your reach, allowing you to make melee attacks at a distance, and allows you to move your elongation distance by stretching part of your body there and having the rest follow behind or by stretching your legs to give you a greater stride.

You add your rank in Elasticity to all Escape Artist checks. Making an Escape Artist check is a half action for you. This includes slipping out of grapples and Snare attacks. You also can fit through openings of any size with a successful Escape Artist check.

POWER STUNTS

- **Bouncing:** By reshaping yourself into a ball, you gain Leaping (p. 74) at your Elasticity power rank.
- **Gliding:** By stretching out to catch the wind, you gain Flight (p. 71) at your power rank, with the Gliding flaw.

EXTRAS

- **Disguise:** You can reshape your flesh to disguise yourself as other people. Add your power rank to your Disguise checks.
- **Protection:** Your tough, rubbery skin gives you Protection (p. 79) equal to your power rank.

ELEMENT CONTROL

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Varies

You can control a particular element of nature, causing it to move as you wish. Each element grants a basic ability, as well as access to a wide range of potential extras. Choose one of the elements from the list below, or create your own (with the GM's approval).

ELEMENTS

- **Air:** You can control the movement of air and wind. You can create a powerful wind that pushes with a Strength bonus equal to your Air Control rank, allowing you to blow over opponents as if you'd made a trip attack against them (see **Trip**, p. 142).
- **Earth:** You can control soil, rock, and minerals, including unrefined metals, glass, and substances such as concrete. You can move a mass of earthen materials as if you had Telekinesis (p. 87) equal to your power rank (so a character with Control Earth +12 can move about 100 tons of material).
- **Water:** You can control the movement of a mass of water as if you had Telekinesis equal to your power rank.

POWER STUNTS

- **Create Element:** You can create an amount of the element sufficient to fill one five-foot cube per power rank, anywhere within normal range. If you create earth or water overhead to drop it on a target, you must make a ranged attack roll and the target gets a Reflex saving throw. If the save is successful, the attack does no damage. Otherwise it does stun damage equal to your power rank.
- **Destroy Element:** You can make an amount of the element vanish, with the same guidelines for creating it. This does power rank damage to elemental creatures (such as minions composed of solid rock), which resist the damage with a Fortitude save instead of the usual Damage save.
- **Elemental Blast:** You can fire an Energy Blast (p. 69) of the element.
- **Elemental Snare:** You can trap opponents in a Snare (p. 82) composed of your element.
- **Suffocate:** You can use your element to cause opponents to Suffocate (p. 84), by removing the air around them or smothering them.

EXTRAS

- **Additional Element:** You can control an additional element from the list above, and your various power stunts and extras apply to that element as well as to your original one. Each time you take this extra you can control an additional element.

- **Create Elemental:** You create creatures from your element as if you had the Animation power (p. 62) at your power rank.
- **Elemental Absorption:** You have Absorption (p. 60) against damage from your element at your power rank.
- **Elemental Movement:** You can move through your element or use it for propulsion. Air gives you Flight (p. 71), Earth gives you Tunneling (p. 91), and water gives you Swimming (p. 87).
- **Elemental Shield:** You can create a protective shield of your element, giving you Protection (p. 79) equal to your power rank.
- **Shape Element:** You can Create Objects (p. 64) out of your element.

ENERGY BLAST

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Damage

You can fire a blast of energy, force, or matter that does damage at range. Make a normal ranged attack roll to hit your target. Damage equals your power rank. The exact nature of the energy (see Energy Types in the Energy Control power description) and where the blast originates from (your hands, eyes, forehead, chest, etc.) are decided when you take the power. You also must decide whether your Energy Blast does stun or lethal damage.

POWER STUNTS

- **Dual Damage:** Your Energy Blast can do either stun or lethal damage, chosen each time you attack.

EXTRAS

- **Deflection:** You can use your Energy Blast to deflect incoming attacks like the Deflection power (p. 65) at your power rank.
- **Explosive Blast:** Your Energy Blast can spread out from the target point, covering an area with a radius of (power rank \times 5 feet).
- **Propulsion:** By firing your Energy Blast at the ground, you can "blast off" as if you had Flight (p. 71) at your power rank.

FLAW

- **Full Power:** You can't control the power of your Energy Blast. You always must inflict full damage with it and can't reduce its power for a lesser effect.

ENERGY CONTROL

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Varies

You control a particular form of energy. Choose one of the energy types listed below. You gain a base ability by controlling that energy. Energy Control also allows you to develop a number of power stunts and extras related to your chosen energy type.

ENERGY TYPES

- **Cold:** You can project powerful waves of cold that condense ice out of the air. You can freeze liquids solid, roughly one 5-foot square per action per rank. Anyone moving across ice you've created must make a Reflex save (DC 10 + power rank) to avoid slipping and falling.
- **Darkness:** You can create areas of blackness like the Obscure power (p. 77) at your power rank.

- **Electricity:** You can generate and control electricity. You can shoot Energy Blasts (left) of electricity that do your power rank in damage, and conduct electrical energy through materials like water and most metals, so that anyone in contact with the material (and within range) is shocked.
- **Fire:** You can generate Energy Blasts composed of heat or fire at your power rank.
- **Gravity:** You can control the intensity of gravity on an object within range. This works like Telekinesis (p. 87) except you can move an object in only two directions: toward the Earth (increased gravity) or away from it (anti-gravity). By increasing gravity, you can apply weight as encumbrance on a target character. The base weight is 50 lbs., doubled for each power rank you have (so 100 lbs. at rank 1, 200 at rank 2, etc.). If the target's encumbrance exceeds his maximum load, he cannot move without making a Strength check (DC 10 + Gravity Control rank) and even then can only crawl at 5 feet per round or take a half action he can perform while prone.
- **Kinetic:** You can generate and control kinetic energy, the force of motion. You can project blasts of pure force with a damage bonus equal to your power rank.
- **Light:** You can generate and control light, illuminating an area up to (rank \times 5 feet) in radius. You can project a beam of light that strikes like a Dazzle attack (p. 64) at normal range.
- **Magnetic:** You can generate and control magnetism. You can manipulate objects of ferrous metal (iron or steel) as if you had Telekinesis (p. 87) at your power rank.
- **Radiation:** You can generate and project various wavelengths of radiation (microwaves, gamma rays, etc.). Note that this is comic book radiation, which normally is visible as a glowing light and has effects much like intense light and heat. It doesn't cause radiation burns, cancer, or genetic mutations like real-world radiation. You can fire Energy Blasts of radiation with a damage bonus equal to your power rank.
- **Sonic:** You can generate and project intense sound as a sonic Dazzle attack that can deafen your opponents. You also can mimic sounds with complete accuracy (opponents who have reason to distrust the authenticity of these sounds make a Will save with a DC equal to your power check). As an extra you can destroy glass and crystalline objects (including most types of stone and metal) as if you had the Disintegration power (p. 66).
- **Vibration:** You can control vibrations, projecting vibratory Energy Blasts that can shatter and smash objects, doing power rank damage. As an extra you can destroy glass and crystalline objects as if you had the Disintegration power (p. 66). You also can take an extra that allows you to become Incorporeal (p. 73) by vibrating your body's molecules so they pass through normal matter.

POWER STUNTS

- **Drain Energy:** You can drain away existing sources of energy, reducing the energy's damage bonus by your power rank. If reduced to less than +0, the energy source is snuffed out.
- **Energy Blast:** You can shoot Energy Blasts (left) of your energy, if you can't already do so.

EXTRAS

- **Energy Absorption:** You have Absorption (p. 60) against your energy at your power rank.
- **Energy Field:** You can surround your body with an Energy Field (p. 70) of your energy.
- **Energy Shapes:** You can form energy into various geometric shapes like Create Object (p. 64) at your power rank. Energy shapes cause no

inherent damage, regardless of the type of energy used to create them.

- **Flight:** You can use your energy for Flight (p. 71) at your power rank.
- **Force Field:** You can surround yourself with a Force Field (p. 72) of your energy.

FLAW

- **Restricted—Power Source:** You cannot generate energy, only control existing sources of it. You need a source of energy to use your power, and your effective power rank is limited by the intensity of the energy source. A character with Control Energy (light) and this flaw can channel ambient light to produce effects, but cannot produce light (so in a dark area, the character is powerless). A character with Control Energy (electricity) and this flaw, for example, requires a power supply such as an outlet, battery, generator, etc.

ENERGY FIELD

Cost: 2

Action: Free

Range: Touch

Duration: Sustained

Saving Throw: Damage

You can surround your body in an energy field that can damage your enemies. Anyone who touches you may suffer damage. Your field may be fire, electricity, or radiation, even acid seeping from your pores or some other special effect. The field's damage bonus equals its rank. Anyone touching you (including striking you with an unarmed attack) must make a Damage save against the Energy Field's damage. If you prefer, your field also may damage weapons that strike you (but not the wielders of said weapons).

If you strike an opponent with an unarmed attack, he also suffers the effects of your Energy Field. Apply the damage from the unarmed attack and the field separately (so the target saves against one and then the other).

EXTRAS

- **Energy Blast:** You can fire Energy Blasts (p. 69) of the same type as your field.
- **Flight:** While your Energy Field is up you have Flight (p. 71) at your power rank.
- **Immunity:** While your Energy Field is up you have one Immunity feat (p. 51) per power rank.
- **Protection:** Your Energy Field provides you with Protection (p. 79) equal to your power rank.
- **Selective:** You can choose what areas of your body your energy field covers, allowing you to, for example, uncover your hands so you can handle or carry something without damaging it.

FLAW

- **Permanent:** Your Energy Field *always* surrounds you, making it difficult for you to touch things without damaging them. You cannot have the Selective extra.

ESP

Cost: 2

Action: Half

Range: Special

Duration: Concentration

You can sense distant places and things as if you were actually present. You must scan a place known to you or describe exactly where you are sensing. You can change the spot where your ESP is focused as a half action, allowing you to view up to two locations per round. While your



ESP is in use, your normal senses are shut down, so you can't perceive what's happening around you. The range of your perceptions is based on your ESP rank, as shown below:

Rank	Range
1	10 ft.
2	100 ft.
3	1,000 ft.
4	1 mile
5	2 miles
6	20 miles
7	200 miles
8	2,000 miles
9	20,000 miles (anywhere on Earth)
10	200,000 miles
11	2,000,000 miles
12	20,000,000 miles
13	200,000,000 miles
14	2,000,000,000 miles
15	20,000,000,000 miles (anywhere in the solar system)
16	Nearby star systems
17	Distant star systems
18	Anywhere in the galaxy
19	Nearby galaxies
20	Anywhere in the universe

If a power like Obscure (or some similar obstruction) protects the area you want to scan, you must make an opposed ESP check against a DC of (10 + the obstruction's power rank) in order to overcome it.

EXTRA

- **Interdimensional:** Your ESP allows you to view places in other dimensions by making an ESP check as if you were traveling to that dimension (see *Dimensional Travel*, p. 65).

FLAWS

- **Limited—One Area:** You can extend your senses only into certain areas, such as only cities, only natural environments, only underwater, etc.
- **Limited—One Sense:** You can extend only one of your senses (usually sight or hearing) using ESP.

FATIGUE

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Fortitude

You can strike an opponent with an attack that saps his energy, exhausting him. Make a normal ranged attack roll. If you succeed, the target must make a Fortitude saving throw. If the save fails, the target becomes fatigued. If the target is already fatigued, he becomes exhausted, and exhausted targets become unconscious. If the save succeeds, there is no effect.

For the effects of fatigue on characters see the **Condition Summary**, p. 139.

EXTRA

- **Removable:** You can remove fatigue conditions imposed by your power at will.

FLIGHT

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You can fly through the air without any visible means of support. When flying, your base speed is your Flight rank times 5 feet per round, or twice that as a full action. You can sprint at four times your normal flight movement.

POWER STUNTS

- **Space Flight:** You can fly at faster-than-light speeds in the vacuum of space like the Space Flight power (p. 84).
- **Super-Flight:** For every rank you have in Flight, double your sprint speed while flying (so rank 10 Flight with Super-Flight has a sprint multiplier of $\times 4,096$).

FLAWS

- **Limited—Gliding:** You glide on the wind rather than truly flying. You cannot climb except when there is an updraft (in the GM's judgment). You automatically lose 5 feet of altitude for every 10 feet of forward movement.
- **Limited—Levitation:** You can move straight up and down at your normal speed and hover in place, but you cannot fly forward or backward or at an angle.
- **Restricted—Wings:** You have wings that allow you to fly. They may be bird-like, bat-like, or insect-like, as you prefer. If you are snared, grappled, or otherwise unable to flap your wings, you cannot fly (and will fall if you're already in the air).

OPTION: FLIGHT MANEUVERABILITY

Flying movement is assumed to be the same as other forms of movement in *Mutants & Masterminds*, for simplicity's sake. Those interested in a more detailed (but somewhat more complex) system of flight movement can use the following optional rules.

Flying characters have a *maneuverability* rating that determines how graceful they are in the air. Maneuverability starts out at poor and can be increased or decreased through the use of extras and flaws (see below). Consult **Table 5-3: Flight Maneuverability** for information on the effects of different maneuverability ratings.

TABLE 5-3: FLIGHT MANEUVERABILITY

	Perfect	Good	Average	Poor	Clumsy
Minimum Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in Place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

Minimum Speed: If a flying character fails to maintain its minimum speed, it must land at the end of its movement. If it cannot land, it stalls and falls 150 feet on the following round. If it hits the ground, it suffers falling damage. Otherwise, the character can attempt to pull out of the stall by making a Reflex saving throw (DC 20). Otherwise the character falls another 300 feet the following round, and so forth until the character recovers or hits the ground.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A character with good maneuverability uses up 5 feet of its movement to start flying backward.

Turn: The degree to which the character can turn after covering the stated distance.

Turn in Place: A character with good or average maneuverability can "spend" some of its movement to turn in place.

Maximum Turn: How much the character can turn in any one space.

Up Angle: The angle at which the character can climb.

Up Speed: How fast the character can climb.

Down Angle: The angle at which the character can descend.

Down Speed: A flying character can fly downward at twice the character's normal speed.

Between Up and Down: An average, poor, or clumsy flyer must fly level for a minimum distance after descending and before attempting to climb again. Any flyer can begin descending at any time without an intervening distance.

EXTRA

- **Increased Maneuverability:** Your maneuverability category improves by one each time you take this extra.

FLAW

- **Reduced Maneuverability:** Your maneuverability category worsens by one each time you take this extra.

FORCE FIELD

Cost: 1

Action: Free

Range: Personal

Duration: Sustained

You can surround your body with a visible field of energy that provides you with a Damage save bonus equal to your power rank. Your force field doesn't impede or hinder your own abilities, working like a second skin.

EXTRAS

- **Affects Others:** You can extend your force field to protect other people you are touching. For an additional extra, you can shield others at normal range. For another extra you can create force fields that cover an area (with a radius equal to power rank x 5 feet).
- **Deflection:** You can deflect attacks with your field like Deflection (p. 65) at your power rank.
- **Force Attacks:** You can use your force field to attack. Choose one of the following: 1) You can strike opponents with blasts of solid force like an Energy Blast (p. 69) at your power rank. 2) You can trap opponents in your force field like a Snare (p. 82). 3) You can Suffocate (p. 84) opponents by using your force field to cut off their oxygen. You can acquire the other two attack modes as power stunts.
- **Force Shaping:** You can form your force fields into complex shapes like Create Object (p. 64) at your power rank.
- **Immunity:** While your Force Field is up you have one Immunity feat (p. 57) per power rank.
- **Impenetrable:** The Damage save bonus of your Force Field is not reduced by attacks modified by the Penetrating Attack super-feat.
- **Invisible:** Your force fields are invisible to the naked eye.
- **Mental Shield:** Your force field adds its rank to your Will saving throws.
- **Offensive:** Your force field damages anyone who touches it like an Energy Field (p. 70) at your power rank.

GADGETS

Cost: 1

Action: Half

Range: By power

Duration: By power

Saving Throw: By power

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 cost of 2 or fewer power points per rank simply by taking a half action to do so. This causes you to become fatigued unless you spend a Hero Point to allow the hero to ignore the fatigue. GMs may wish to require the spending of a Hero Point to use a gadget rather than applying a fatigue result, depending on the special effects of the device.

Example: Gimmick has a utility purse that holds a variety of crime-fighting devices, a +10 gadget. 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 to smoke grenades or shark-repellent.

Heroes with Gadgets generally have various devices they use routinely, supplemented by using Gadgets during situations in which they need that special something. Like all variable effects, the Gamemaster should be cautious about allowing Gadgets in the campaign and the GM has the right to veto a particular use of a gadget if it is inappropriate for the series.

Note that the Device flaw is already included in the cost of Gadgets and cannot be applied to it again.

GROWTH

Cost: 6

Action: Free

Range: Personal

Duration: Sustained

You can increase your size. Each rank in Growth gives you a rank of Immovability (p. 73), Protection (p. 79), and Super-Strength (p. 86). Every four ranks of Growth also increase your maximum size category by one. You have the normal modifiers to attack rolls and Defense for your new size.

TABLE 5-4: GROWTH

Rank	Size	Attack/Defense		Weight
		Modifier	Dimensions	
0	Medium	0	4–8 ft.	60–500 lb.
4	Large	-1	8–16 ft.	500–4,000 lb.
8	Huge	-2	16–32 ft.	4,000–32,000 lb.
12	Gargantuan	-4	32–64 ft.	32,000–250,000 lb.
16	Colossal	-8	64–128 ft.	250,000–2,000,000 lb.
20	Awesome	-16	128 ft.+	2,000,000 lb.+

EXTRA

- **Continuous:** You remain at your larger size until you choose to return to normal size, even if you are stunned or knocked out.

HEALING

Cost: 3

Action: Half

Range: Touch

Duration: Instant

You can heal injuries by touch. With a half action, you can perform any of the following feats:

- Remove any combination of stun or lethal hits up to your power rank (you can divide your rank between stun and lethal hits as desired).
- Remove a stunned condition with a DC 10 Healing power check and add your Healing rank as a bonus to the treated character's Constitution check to regain consciousness.
- Grant a disabled character an immediate DC 20 Constitution check to recover from being disabled, with a bonus equal to your Healing rank. If this check fails, you must wait at least a day before trying again.
- Remove a nauseated condition from a touched character.

You can use Healing on yourself normally. You can't cure your own stunned or unconsciousness conditions (since you must be able to take an action to activate your Healing power). You can use Healing to cure your own disabled condition, but doing so is considered a strenuous action. If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying.

EXTRAS

- **Regrowth:** You can cause a subject to regrow a lost limb or organ by making a Healing power check (DC 20). You only get one attempt to do so.
- **Resurrection:** You can restore dead characters to life, provided they haven't been dead more than (power rank) minutes. Make a Healing check (DC 30). If successful, the character is alive and disabled but stabilized. If the check fails you cannot resurrect that character (though someone else may be able to).

FLAWS

- **Empathic Healing:** You heal others by taking on their injuries. Apply any hits or condition (stunned or disabled) that you heal to yourself. Empathic healers may wish to have the Regeneration power (p. 79).
- **Others Only:** You can use Healing only on other characters, not yourself.
- **Self Only:** You can use Healing only on yourself, not on other characters.

ILLUSION

Cost: 2
Action: Half
Range: Sight
Duration: Sustained
Saving Throw: Will

You can create realistic illusions of things, mirages with visual, auditory, olfactory, and even thermal qualities to them. The illusion can occupy up to a 5-ft. x 5-ft. x 10-ft. area and can be of anything you choose, although illusions of things you're not familiar with will be less convincing (offering a bonus of +2 or more on saving throws against them).

Since the illusion isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus characters will fall through an illusory bridge or floor if they try to walk on it, and although they can appear to "eat" illusory food, and even taste it, it has no nutritional value and characters will still feel hungry afterward.

Characters encountering an illusion do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory giant attacks the characters, they get a saving throw because they are interacting with the illusion (and the illusion's creator must have the Damaging extra, below, if he intends for the giant to harm those it "attacks").

A successful saving throw against an illusion reveals it to be false, but a translucent after-image remains. For example, a character making a successful saving throw against an illusory section of floor knows the "floor" isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the illusion is.

A failed Will saving throw means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw, so someone who falls through an illusory floor knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the illusion.

EXTRAS

- **Area:** You can create multiple illusions over an area with a radius of (power rank × 5 feet).
- **Damaging:** Your illusions can inflict psychosomatic damage on characters who believe they are real. Treat this as a Mental Blast (p. 75) at your power rank.
- **Selective:** You can choose who does and does not perceive your illusions.

FLAWS

- **Limited—Only Creatures:** Only intelligent beings (with an Intelligence score of 1 or more) perceive your illusions, not machines like cameras, microphones, and so forth.
- **Limited—Only Machines:** Only nonintelligent machines like cameras, microphones, and other devices perceive your illusions. They do not affect living beings.

- **Limited—One Sense:** You can create only illusions affecting one particular sense (such as sight or hearing).

IMMOVABILITY

Cost: 1
Action: None
Range: Personal
Duration: Continuous

You're particularly difficult to move if you don't want to be moved. You gain a bonus equal to your Immovability rank against all attempts to bull rush, trip, or throw you, and subtract your rank from an attacker's damage bonus before determining how far you are knocked back by an attack (see **Knockback**, p. 129). In order to use your Immovability you must be reasonably well braced. If you're falling, for example, you're no more resistant to being moved than anyone else.

INCORPOREAL

Cost: 2
Action: Free
Range: Personal
Duration: Sustained

You can assume an incorporeal form, able to pass harmlessly through normal matter. While incorporeal you cannot affect physical objects, although you can use your normal Strength against other incorporeal objects and beings. You can pass through physical objects automatically. Passing through a force field requires an Incorporeal power check with a DC of 10 + the force field's rank. You must specify one type of physical attack (melee attack, ranged attack, Energy Blast, etc.) that still affects you while incorporeal.

Unless you have Immunity (suffocation), you must hold your breath while passing through a solid object, and you can suffocate normally (see **Suffocation**, p. 143). If you become solid while inside an object, you suffer lethal damage equal to the object's hardness and save against the damage using only your Constitution bonus (no Amazing Save bonus applies). If you are not disabled, you're immediately ejected from the object into the nearest open space. If you are disabled, you're trapped in the object and dying.

You can use any power with the Ghost Touch or Mental extra while incorporeal, along with any power that requires a Will saving throw and no physical attack roll, but the effective rank of such powers cannot exceed your Incorporeal power rank.

EXTRAS

- **Affects Others:** You can turn other people or things incorporeal by touching them physically. They become incorporeal when you do. Unwilling targets get a Will saving throw to resist.
- **Float:** You can float through the air while incorporeal as if you had Flight (p. 71) at your power rank.
- **Ghost Touch:** You can affect things physically while incorporeal, but none of your ability or power bonuses can exceed your Incorporeal power rank.
- **Immunity:** You have a number of Immunity feats (p. 51) equal to your power rank while Incorporeal. Among other things this allows you to remain incorporeal indefinitely if you are Immune to Suffocation, Starvation, and Exhaustion.
- **Phase Attack:** You must have the Ghost Touch extra to acquire this extra. By passing a part of your body (usually your hand) through a target and partially re-solidifying, you inflict pain and disruption on the target. Make a normal melee attack roll to hit. If you hit, the target makes a Damage saving throw using Fortitude rather than the

normal Damage save. The damage bonus is equal to your Incorporeal power rank.

- **Scramble Electronics:** You must have the Ghost Touch extra to acquire this extra. By passing through an electronic device in your incorporeal state, you disrupt its normal function, like a use of Neutralize (p. 77) at your Incorporeal power rank.
- **Selective—Partially Incorporeal:** You can make some parts of your body incorporeal while others remain solid, such as making your hand solid to touch an object or hit someone.

FLAW

- **Permanent:** You are permanently incorporeal and cannot become corporeal, limiting your ability to interact with the physical world.

INVISIBILITY

Cost: 2

Action: Free

Range: Personal

Duration: Sustained

You can become invisible to normal sight, although you're still detectable by other senses such as infrared, radar, and scent. If you're carrying gear, your gear becomes invisible, too. Items dropped or put down by invisible characters become visible; items picked up disappear if tucked into the clothing of an invisible character. Note that invisible items still make noise when dropped, and invisible characters can be detected if they make too much noise.

Characters within 5 feet of you can make out your image by making a successful Spot check, with a DC equal to 10 + your Invisibility rank. You receive a +2 bonus on melee attack rolls against targets unaware of your presence, and such targets lose any dodge bonus to Defense.

Characters attempting to attack an invisible opponent must guess the 5-foot square or squares in which the invisible character is situated each time an attack is made. Assuming the attacker guesses correctly, his attacks still suffer a 50% miss chance (missing on a d20 roll of 1-10).

Attackers able to sense invisible characters (usually through nonvisual senses) suffer no miss chance, and combat is resolved as normal.

POWER STUNT

- **Extra Sense:** Your Invisibility works against an additional sense such as infrared, radar, sonar, scent, and so forth. Each additional sense counts as one power stunt.

EXTRA

- **Affects Others:** You can turn other characters (and any gear they carry) invisible by touch. You cannot see characters you have turned invisible unless you normally can see invisible objects. Unwilling targets get a Will saving throw to resist. Others affected by your Invisibility remain invisible so long as they maintain concentration (which means, among other things, that they must make a DC 15 Concentration check to sustain their invisibility if they make an attack and immediately break concentration if they use a power with a duration of concentration or instant).

FLAWS

- **Limited—Only Creatures:** Your Invisibility only works against intelligent (Intelligence 1+) creatures (meaning it may be some sort of mental illusion). Cameras, security robots, infrared sensors, and other nonintelligent machines can detect you normally.

- **Limited—Only Machines:** Your Invisibility only works against nonintelligent machines like cameras or even mirrors. Intelligent creatures can see you normally.

- **Permanent:** You're permanently invisible and can't become visible even if you want to.

LEAPING

Cost: 1

Action: Half

Range: Personal

Duration: Instant

You can jump great distances. In place of your normal jumping distances (see the Jump skill, p. 36), you can leap 5 times your power rank in feet as a standing jump. You take no damage from normal jumps or from falls of less than your normal Leaping distance, provided you are able to take a free action to brace yourself for the impact.

POWER STUNT

- **Super-Leaping:** If you take a full-round action to jump (losing any dodge bonuses to Defense), your Leaping distance is doubled for every rank you have in Leaping.

EXTRAS

- **Bouncing:** You are immune to falling damage from falls of less than your maximum Leaping distance, and do not need to take a free action to brace yourself against such impacts. You can choose to rebound from any fall or knockback up to your full normal Leaping distance as a reaction.

LUCK

Cost: 5

Action: None

Range: Personal

Duration: Instant

You are extraordinarily fortunate, or have some influence (conscious or otherwise) over the forces of probability. You can apply your ranks in Luck as a bonus to any die roll you make during your round. You may apply the entire bonus to a single roll or divide it up as desired among your rolls that round. This includes rolls for things that you're not necessarily aware of, such as avoiding surprise attacks or making Spot or Listen checks. Inform the GM in advance if you're applying your Luck to rolls of this type. You must apply your Luck bonus *before* the die roll is made. Your Luck bonus is subject to the limit on stacking power bonuses (see p. 58).

POWER STUNTS

- **Bestow Luck:** You may spend a Hero or Villain Point on behalf of a willing character within your line of sight. The subject gains the benefit of the Hero or Villain Point as if he spent it himself.
- **Counter Luck:** You may spend a Hero or Villain Point to counter the spending of one of an enemy's Hero or Villain Points, so long as the action directly affects you or someone in your line of sight. The Hero and Villain Points are canceled out and have no effect. You cannot cancel the use of Hero or Villain Points on actions that affect the character spending the point (such as extra effort).

EXTRAS

- **Fortune:** You can grant the benefits of your Luck to other characters within normal range as well as to yourself. You may apply your entire bonus to a single roll or divide it up as desired among rolls that round (both your own rolls and those of others).

- **Jinx:** You can add your Luck bonus to the DC of any task performed by another character within normal range. You may apply your entire Luck bonus to a single die roll or DC or divide it up among various die rolls and DCs (your own and others) during a round. You must apply your Luck ranks *before* a die roll is made. Targets get a Will saving throw to avoid the effect. You cannot use your Luck bonus to affect the DC of the save to resist your own Jinx.

FLAWS

- **Jinx Only:** You can inflict only bad luck on others, not create good luck. You must have the Jinx extra and you cannot have the Fortune extra.
- **Others Only:** You can benefit only others with your Luck and not yourself. You must have the Fortune extra (above) to take this flaw.

MENTAL BLAST

Cost: 3

Action: Half

Range: Sight

Duration: Instant

Saving Throw: Damage (Will)

You can project a blast of mental force that can stun or knock out a target. Make a normal ranged attack roll using your Wisdom bonus rather than your Dexterity bonus. The target's Wisdom bonus rather than Dexterity bonus applies to Defense. If the attack hits, the target must make a successful Will saving throw against the damage, like a normal Damage save (DC 15 + Mental Blast rank). Mental blasts have no effect on inanimate objects or mindless targets (those with Intelligence, Wisdom, or Charisma 0).

EXTRAS

- **Mental Assault:** You can sustain your Mental Blast against a target, doing damage on your initiative each round without the need for a new attack roll. The target gets a new Will save against the damage each round. When using this extra, Mental Blast has a duration of concentration, and anything that breaks your concentration ends the mental assault.
- **Psychic Sedation:** You can mentally "sedate" an unconscious character to keep him unconscious, increasing the DC of checks to wake up by your Mental Blast rank.

MENTAL PROTECTION

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are shielded against mental influence. When you are affected by a power that requires a Will saving throw, subtract your Mental Protection rank from the power's rank. If this reduces the power rank to less than +0, you automatically make your Will save and are unaffected by the power. Otherwise you save normally against the reduced rank. The Penetrating Attack feat (p. 52) reduces your Mental Protection as well as your saving throw bonus.

Mental Protection stacks with Amazing Save (Will) for the purposes of power level limits. So your combined bonus from Mental Protection and Amazing Save (Will) cannot exceed your power level.

MICROSCOPIC VISION

Cost: 1

Action: Half

Range: Special

Duration: Sustained

You can see extremely small things. Each rank of microscopic vision provides double normal magnification for examining objects within the area you occupy. At rank 20, you can examine individual molecules and atoms. While you're using Microscopic Vision, your normal vision doesn't work, so you're effectively blind to things outside the area you're scanning.

MIMIC

Cost: 2

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Will

Mimic allows you to duplicate one type of a target's attributes: the victim's ability scores, skills, feats, or powers. You choose which type of attribute you mimic when you purchase this power. You must make a normal unarmed attack roll to touch the target, who receives a Will save to stave off the attack. If the save fails, you can mimic the target's attributes of your chosen type. The mimicked attributes remain as long as you sustain the power.

Ability Scores: You can mimic one of your target's ability scores. You mimic up to your power rank in ability score bonuses (including any bonuses provided by super-ability ranks). You do not add the mimicked bonus points to your previous total – the mimicked bonus actually becomes your bonus for as long as the power is sustained. If the target's ability score bonus is less than your own, you retain your normal bonus.

Feats: You can mimic a number of the target's feats of your choice up to your power rank (so a hero with 7 ranks of Mimic could mimic up to 7 feats, for example). You must have a feat's prerequisites in order to mimic that feat, but these can be mimicked from the victim at the same time.

Skills: You can mimic one of your target's skills. You mimic up to your power rank in skill ranks (including any bonuses provided by super-skill ranks). You do not add the mimicked skill ranks to your own ranks in the skill (if any) – the mimicked rank actually becomes your rank for as long as the power is sustained. Add your own ability score modifier to the skill rank (rather than the target's ability score modifier). If the target's skill rank is less than your own, you retain your skill rank.

Powers: You can mimic one of your target's powers. You gain up to your power rank in that power. You do not add ranks in a mimicked power to your own, they replace your power ranks if higher. If your own power rank is higher, then you retain it. You can mimic only powers with a cost of 2 points per rank or less unless you have the expanded powers extra (below).

You can never mimic more ability score bonus, feats, skill ranks, or power ranks than the target has originally. A character with Mimic +4, for example, cannot gain 4 ranks of Flight from a character who only has 3 ranks to begin with. Generally, there's no reason to mimic an attribute worse than your own.

EXTRAS

- **Additional Attributes:** You can copy an additional attribute type (ability scores, feats, skills, or powers) each time you select this extra. You mimic the additional attributes at your full normal Mimic rank.
- **All Attributes:** You mimic *all* of the attributes of the category or categories that you can mimic. For example, if you have Mimic (All Attributes – ability scores), you mimic all of the target's ability scores

up to your power rank. You are still limited to mimicking no higher than your power rank in any bonus or rank, and you cannot mimic powers with a cost of more than 2 points per rank without the Expanded Powers extra.

- **Continuous:** You retain your mimicked attributes until you choose to mimic another subject or stop mimicking those attributes, even if you are stunned or knocked out. If your Mimic power is drained or neutralized, you lose ranks in your mimicked attributes (for Drain) or lose them entirely (for Neutralize).
- **Expanded Powers:** You can mimic powers with a cost greater than 2 points per rank. Each extra increases the cost of the powers you can mimic by one (so 3 points per rank, 4 points per rank, etc.). This includes powers with extras, but not power stunts (which are covered by Mimic — feats).
- **Extra Subject:** You can copy attributes from an additional subject each time you apply this extra. So, for example, with Mimic (ability scores) and Extra Subject you can mimic one character's Strength and another's Dexterity. You mimic each attribute at your full normal Mimic rank.
- **Ranged:** You can mimic the attributes of a subject within (power rank x 10 feet) that you can see, rather than having to touch your subject. For an additional extra, you can mimic the attributes of any subject that you can see, regardless of distance.

FLAWS

- **Backlash:** Attempting to mimic an attribute greater than your power can handle can backlash on you. When you attempt to mimic an attribute with a bonus or rank greater than your power rank, or a power that's outside your ability to mimic because its cost is too high, you must make a Damage saving throw against stun damage, using Wisdom as the key ability score rather than Constitution. The damage bonus equals the difference between your power rank and the target's rank or the difference between the maximum power cost you can mimic and the target power's cost. So, for example, a character with Mimic +8 and Backlash trying to mimic a rank +12 attribute suffers +4 backlash damage (12 - 8) for a save DC of 19 (15 + 4 damage).
- **Single Attribute:** You can mimic only a single attribute, chosen when the power is taken, which cannot be changed (such as only Intelligence, only the Flight power, etc.). In the case of feats, you can choose one feat per power rank and your chosen feats cannot be changed.
- **Tainted Mimicry:** You duplicate a target's weaknesses as well as strengths. This has two effects. First, if you mimic an attribute with a bonus or rank lower than your own, it replaces your normal bonus or rank for as long as the power is sustained. So if you mimic a target's Intelligence modifier of -4 and you have Intelligence modifier of +3, it becomes -4. Second, if you mimic a target with a weakness, you gain that weakness for as long as you mimic that target's attributes.

Example: Knock-Off has Mimic (powers) +12 with the following extras: Additional Attributes (ability scores, feats, skills), and Extra Subjects (x3), for a total cost of 8 points per rank. By touching up to four characters, Knock-Off can mimic all of their ability scores, skills, feats, and powers, but no ability can be higher than the original's rank or +12 (Knock-Off's Mimic rank). Also, no power can have a base cost of more than 2 points per rank. The mimicked power ranks don't stack; Knock-Off merely gains the highest ones (so no bonus can exceed +12, no matter how many characters he mimics). Knock-Off retains the mimicked attributes for as long as he sustains the power. If he's stunned or knocked out, he loses all of his mimicked attributes.

MIND CONTROL

Cost: 2

Action: Half

Range: Sight

Duration: Sustained

Saving Throw: Will

You can take control of a target's mind, causing him to do as you wish. Make a Mind Control power check opposed by the target's Will saving throw. If you win the opposed check, you have taken control of the target's mind. Each time you order the target to take an action to which he ordinarily would be opposed, make a Mind Control power check, with the DC based on what you want to make the target do. Add the target's Will saving throw bonus to your DC.

DC	Effect
10	Actions the target is normally opposed to doing.
15	Actions the target is strongly opposed to doing.

Example: Ego has Mind Control +8. He commands Argent to shoot his teammate in the back, something Argent is strongly opposed to, making the base DC a 15. Argent has a Will save of +6, bringing the total DC to 21, so Ego must roll a 13 or better to get Argent to do what he wants.

In addition to the chance that you may fail to successfully order the target to do your bidding by failing your power check, targets get an additional Will save against your original Mind Control power check result any time you order their body to take an action to which they ordinarily would be strongly opposed. Success breaks your control. You can choose to re-roll your Mind Control power check in order to get a higher result as a half action, but each re-roll also grants the target a new Will save.

Example: Ego rolls a 15 on his Mind Control check, giving him a total of 23, which beats the DC of 21. Argent now gets a Will saving throw with a DC of 10 + 8 (Ego's Mind Control rank). He rolls a 9, for a total of 15 — not enough. Argent blasts his teammate in the back. If Ego orders Argent to do so again on the following round, Argent gets another saving throw, since he's still strongly opposed to attacking his teammates.

You must issue commands to the target verbally (although some simple commands can be conveyed by gestures). If the target doesn't understand your language, or simply can't hear you, she is unable to carry out your commands.

POWER STUNT

- **Mental Link:** You can give commands telepathically to anyone under your control. You don't need to speak, nor must the target understand your language.

EXTRA

- **Mind Blank:** If you choose, victims do not remember anything that occurred while they were under your control. For an additional extra, subjects rationalize the effects of your control and actually believe they acted of their own free will.

FLAWS

- **Limited — Animal Control:** You can control only the minds of creatures with Intelligence 3 or less. For an additional flaw, you can control only the minds of a specific type of animal (such as birds, fish, or canines).

- **Limited — Emotion Control:** You can influence only a target's emotions, making him or her feel however you want, but you cannot control a target's actions.
- **Limited — One Command:** You can give targets only one command, like "Don't move" or "Live out your repressed desires." You must choose the command when Mind Control is taken, and it cannot be changed.
- **Obvious:** Your Mind Control has some obvious effect to it. For example, people under your control might have glowing eyes, different colored skin, auras of light around them, shimmering "strings" attached to them like marionettes, and so forth.
- **Restricted — Gaze:** You must make eye contact with a target in order to use your power, making it a gaze attack (see p. 140).
- **Restricted — Pheromones:** Your Mind Control is based on subliminal scents you exude from your body. Air filtration systems block your power, and characters that don't breathe are immune to it.
- **Restricted — Touch:** You must touch a subject to exert mental influence upon him.

NATURAL WEAPON

Cost: 2

Action: Half

Range: Personal

Duration: Continuous

Saving Throw: Fortitude

You have claws on your hands — or a similar natural weapon like fangs, horns, or sharp spines — that allow you to inflict lethal damage with your unarmed attacks. Add your Natural Weapon power rank to your total damage bonus when attacking with your Natural Weapon. This bonus does not stack with the bonus granted by the Strike or Weapon powers.

EXTRA

- **Climbing:** Your natural weapons grant you a bonus on Climb checks equal to your power rank.
- **Quills:** Your body is covered in sharp spines or quills. Anyone striking you with an unarmed attack must make an immediate Damage save with a DC of 15 + your Natural Weapon power rank.

NEUTRALIZE

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will (or Power Rank)

You can neutralize the effects of another character's powers. Effectively, you turn all their powers "off," although the subject can re-activate powers normally. So, for example, you might neutralize an opponent's Energy Field, Force Field, Growth, and so forth, rendering him momentarily vulnerable. You can't neutralize powers with a permanent duration. Neutralize does not affect powers over a long period, for that see Drain (p. 66). It also doesn't work against the lingering effects of powers; Neutralize cannot, for example, restore damage caused by attack powers or cure the blindness caused by Dazzle.

To neutralize a target's powers, make a ranged attack roll. If successful, make a Neutralize power check. The target makes a Will saving throw modified by either Constitution or his highest power rank, whichever is greater, with a DC equal to the neutralizing character's Neutralize rank. If the save fails, the target's powers are neutralized.

EXTRAS

- **Neutralizing Block:** You can attempt to block the effect of any power used against you as a reaction. Make your Neutralize check normally. If you beat the target's Will saving throw (modified by Wisdom or the target power's rank, whichever is higher), you block the power and are unaffected by it.
- **Neutralizing Field:** You can simultaneously affect the powers of anyone within (power rank \times 5 feet) of your target. For an additional extra, you can choose not to affect some targets, allowing you to neutralize enemies without affecting your allies, for example.
- **Nullification:** You can prevent your target from using his powers as long as you concentrate on doing so. If your concentration is broken, the effect ends. For an additional extra, you can maintain the neutralize effect without concentration, requiring only a free action each round.

FLAWS

- **Limited — One Power:** You can neutralize only one of a target's powers at a time.
- **Limited — One Source:** You can neutralize only powers of a particular source.
- **Range — Touch:** You can neutralize only the powers of characters you touch (requiring a melee attack roll).

OBSCURE

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can cover an area of up to power rank \times 5 ft. in radius with an effect that limits the sight of anyone inside the area or anyone attempting to look into or through the obscured area. The visual effect may be darkness, blinding light, thick fog, smoke, and so forth. Obscure provides up to total concealment for everyone in the area. Those outside the area have the same concealment from those inside it (see **Concealment**, p. 137). You are unaffected by your own Obscure power. Various enhanced senses (like Blindsight and Darkvision) also may be able to see through it.

At the GM's discretion, Obscure also may create effects that limit other senses, such as areas of silence (hearing) or radio static (radio reception, radar, etc.). In such cases, choose the sense your power obscures when the power is chosen. At the GM's option, Obscure that affects a more limited sense than sight costs only 1 point per rank.

Changing the area's concealment (from total to half, for example) is a half action.

POWER STUNT

- **Extra Sense:** Your power limits an additional sense, such as hearing, scent, radar, and so forth. Each extra sense is a separate power stunt.

EXTRA

- **Selective:** You can choose to allow a number of characters in the obscured area (such as your allies) to see through the area's concealment. The number of characters so enabled cannot exceed your Obscure power rank.

FLAW

- **Partial:** Your power is only partially obscuring, providing only up to one-half concealment rather than total concealment (see **Concealment**, p. 137, for details).

PARALYSIS

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will

You can render a target unable to move. Make a normal ranged attack roll. If successful, the target must make a Will saving throw. If the check fails, the target is paralyzed. As a half action, a target can attempt an additional Will save each round to break the paralysis, with a cumulative +1 bonus each round. A successful save means the target can act normally on the following round. If you concentrate on maintaining your paralysis, the target does not gain a bonus to Will saves to break the paralysis. A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions (including using powers that do not require a physical action or attack roll).

EXTRA

- **Sustained:** You can maintain your Paralysis (preventing the target from gaining a bonus to Will saves to break out) with only a free action each round, requiring no other concentration on your part.

PLANT CONTROL

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can control the growth of plants and impart limited movement to them. You can cause a plant to grow to full maturity in a single round, and cause plants to entrap a target like a Snare (p. 82) equal to your power rank.

POWER STUNT

- **Photosynthesis:** Your skin is green-tinted with chlorophyll, allowing you to photosynthesize food from water and sunlight. You have the Immunity (starvation) feat (p. 51).

EXTRAS

- **Plant Elementals:** You can create animated plant creatures like a use of the Animation power (p. 62).
- **Plant Sense:** You can sense anything occurring within (10 × power rank) feet of green plants like a use of the ESP power (p. 70) at your power rank.
- **Plant Stride:** You can move instantly between two plants like the Teleportation power with the Extended Teleport extra (p. 88), except there must be green plants at your departure and arrival points.
- **Pollen Cloud:** You can strike a target with a cloud of pollen out to normal range. The pollen duplicates the effects of one of the following powers at your power rank: Fatigue, Stun, Paralysis, or Suffocate. You can acquire the other effects as power stunts.
- **Regeneration:** You have a plant-like ability to recover quickly from injury, giving you Regeneration (p. 79) at your power rank.

POSSESSION

Cost: 3

Action: Half

Range: Sight

Duration: Sustained

Saving Throw: Will

You can enter and take over the body and mind of another person, possessing his or her body. To do so, make a Possession power check versus the target's Will save. If you succeed, your body (and everything you're carrying) disappears, merging with that of your target, and you take control of your target's body. You retain your mental ability scores, skills, and powers but gain the target's physical ability scores, skills, and powers.

Targets get an additional Will save against your original Possession power check result any time you order their body to take an action to which they ordinarily would be strongly opposed. Success breaks your control. You can choose to re-roll your Possession power check in order to get a higher result as a half action, but each re-roll also grants the target a new Will save.

Breaking Control: When you willingly leave the target's body or are ejected from it due to a target's successful Will save, your body (and everything you carried at the time of possession) appears 5 feet away from the target in a direction of your choosing.

FLAWS

- **Limited—Mind Switch:** The target's mind assumes control of your body while you are in control of his. You each retain your normal mental ability scores, skills, and powers and have each other's physical ability scores, skills, and powers. You must make another power check in order to switch back.
- **Limited—Mind Transfer:** Your body does not disappear when you use Possession. Instead, your mind takes over the target's body, leaving your own body lying helpless and unconscious. If your body dies while you are in possession of someone, you are trapped in that body. If you are later forced out, you become an intangible astral form (see **Astral Projection**, p. 62).
- **Restricted—Gaze:** You must make eye contact with a target in order to use your power, making it a gaze attack (see p. 140).
- **Touch:** You must touch a target in order to possess it, requiring a normal unarmed attack roll.

POSTCOGNITION

Cost: 3

Action: Full

Range: Personal

Duration: Instant

You can get glimpses into the past, as if you were actually present at a particular event. You can use this power in two ways.

First, you can voluntarily attempt to see the past of a particular person, place, or object with which you are in contact. You must be able to see or touch the subject of your power. This requires a full-round action and a Postcognition power check.

Second, your power may spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes." This also requires a Postcognition check.

The Gamemaster should make Postcognition power checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a postcognitive vision, based on the power check.

HANDLING POSTCOGNITION AND PRECOGNITION

Precognition and Postcognition require some careful handling on the part of the Gamemaster, since their unrestrained use can often ruin the fun of an adventure by allowing heroes to immediately know everything they need to know about a particular mystery or event. Need to know who the murderer is? Just use Postcognition. Need to know where the villain will strike next? Just look into the future. This is one of the reasons why the GM is encouraged to make checks for these powers secretly. That way the GM can control what information gets handed out to the players. Still, characters with a lot of ranks in either power are generally going to get high results on their checks. GMs may want to limit these powers (perhaps requiring the Uncontrolled flaw) or even disallow them in their own campaigns.

Check Result	Vision
Below 5	No result.
5	A vague vision that may or may not be accurate.
10	A brief and accurate vision of the events.
15	A longer vision of the events, encompassing everything that took place in a particular place and time.
20	The ability to "rewind" the vision backward or forward in time to review the event.
25	The ability to track the vision backward through time and space to trace an event to its origin.
30	Near-complete knowledge of a particular past event and everything involving it.

FLAWS

- **Limited—Psychometry:** You can perceive the past of objects or places you are touching only, not that of people (including yourself).
- **Uncontrolled:** You cannot voluntarily use this power. Instead, the GM decides when your power spontaneously activates and informs you of the results.

PRECOGNITION

Cost: 3

Action: Full

Range: Personal

Duration: Instant

You can get glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured: the future can be changed by the actions of those in the present. You can use this power in two ways.

First, you can voluntarily attempt to see the future of a particular person, place, or object with which you are in contact (including yourself). You must be able to see or touch the subject of your power. This requires a full-round action and a Precognition power check.

Second, your power may spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes" or there is a momentous event approaching in the future. This also requires a Precognition power check.

The Gamemaster should make Precognition checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a precognitive vision, based on the power check.

Check Result	Vision
Below 5	No result.
5	A vague vision of the future that may or may not be accurate.
10	An accurate glimpse at the future.
15	Awareness of how long remains before a particular event occurs.
20	Awareness of the people involved in a particular future event.
25	Awareness of the time, subjects, and location of a future event.
30	Near-complete knowledge of a particular future event and everything involving it.

FLAWS

- **Limited—Psychometry:** You can perceive the future of objects or places you are touching only, not that of people (including yourself).
- **Uncontrolled:** You cannot voluntarily use this power. Instead, the GM decides when your power spontaneously activates and informs you of the results.

PROTECTION

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are especially resistant to damage. Subtract your Protection rank from the damage bonus of any attack that affects you before making a Damage saving throw. If the attack's damage bonus is reduced to less than +0, you automatically make your Damage save and are unaffected by the attack. Otherwise you save normally against the reduced damage bonus. The Penetrating Attack feat (p. 52) reduces your Protection as well as your saving throw bonus.

Protection is considered to stack with Amazing Save (Damage) for the purposes of power level limits. So your combined bonus from Protection and Amazing Save (Damage) cannot exceed your power level.

FLAWS

- **One Type:** Choose an energy type from Energy Control (p. 69). Your Protection only works against attacks of that energy type.

REGENERATION

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You heal very rapidly. You regain your power rank in stun and lethal hits every minute (ten rounds), in place of the normal stun hit all characters recover. Spread this recovery out evenly over the ten rounds, so at rank 5 you recover one hit every other round and at rank 10 you recover one hit per round. Add your Regeneration rank as a bonus to your Constitution checks to recover from being unconscious and to your Fortitude saving throws to avoid dying and to your stabilization checks (a roll of 20+ in this instance counts as stabilization). If disabled, you get a Constitution check on the following round to recover, with a bonus equal to your power rank. If this check fails, you must wait a day to attempt to recover again, but you get your Regeneration rank as a bonus on all recovery checks.

EXTRAS

- **Regrowth:** You can regrow a lost limb or organ by making a Regeneration check (DC 20). You only get one attempt to do so.
- **Back from the Brink:** You can come back from death by making a Regeneration check (DC 30). You only get one attempt (although you can spend Hero Points on the effort). If the check is successful, you become disabled (but stable). If it fails, you remain dead.

REINCARNATE

Cost: 4**Action:** Full**Range:** Personal**Duration:** Instant

When you die, immediately make a Reincarnate power check to cheat death. The DC of this check is $10 + 1$ for each stun hit from which you suffer $+2$ for each lethal hit from which you suffer (so a dead hero with 3 stun hits and 7 lethal hits must make a DC 27 Reincarnation power check to come back from the dead).

If the check is successful, your lifeless body undergoes a transformation into a new character with the same number of power points, which you must redistribute (the GM decides whether or not the new form is different enough from the previous "you"). You retain all your memories and personality, but essentially become a different character in all other aspects. You may wish to retain your mental ability scores to reflect the fact that you're still the same person, but this is by no means required. The entire process counts as a full action, and you may act immediately upon the following round.

All powers of the reincarnated form must be inherent, meaning that none can have the Device flaw. You can, at the discretion of the DM, save up power points for later expenditure on devices, vehicles, and so forth.

The new "you" must retain your original Reincarnate ranks, paying for them as normal.

EXTRA

- **Never Say Die:** Your reincarnate ability works as above, but instead of redistributing your power points you simply arise from the dead exactly the same as before you died, albeit at full health.

FLAW

- **Serial Reincarnation:** Instead of springing fully formed from your dead body, only a part of you survives (usually the brain), assuming a successful power check as outlined above. The surviving part can be attached or inserted into a prepared host, usually a recently killed individual but sometimes a giant monster, robot, or computer system. You "create" the new host from scratch using your previous power point total.

Optionally, a minion can graft your surviving part to the body of an existing recently deceased character with a power point total less than or equal to your power point total minus the points you've already spent on Reincarnation. As above, you must retain your Reincarnation ranks. You may spend leftover power points however you wish.

RUNNING

Cost: 2**Action:** Half**Range:** Personal**Duration:** Sustained

You can run more quickly than usual. Characters have a normal base speed of 30 feet per move action. Every rank in Running increases your speed by 5 feet.

POWER STUNT

- **Super-Running:** Every rank you have in Running doubles your sprint speed (so rank 10 Running with Super-Running has a sprint multiplier of $\times 4,096$, for example).

SENSORY PROTECTION

Cost: 1**Action:** None**Range:** Personal**Duration:** Continuous

Your senses are protected from overload by outside stimuli. Reduce the effective rank of Dazzle attacks against you by your power rank. If reduced to less than $+0$, you are unaffected. Otherwise you save normally against the reduced rank.

SHAPE MATTER

Cost: 2**Action:** Half**Range:** Normal**Duration:** Sustained**Saving Throw:** Reflex

You can reshape inanimate matter into new forms as if it were clay. You can't change the composition of an object (that requires the Transmutation power, p. 91), but you can reshape it into any form you desire. Stable shapes remain that way after you've shaped them, while unstable ones (such as any shape formed out of liquid) collapse when you stop sustaining the power. You can shape one five-foot cube of material per power rank but you can reshape only one object or mass of matter (like a mass of water or rock) at once. You can shape only matter with hardness equal to or less than your power rank.

If you attempt to shape an object worn or carried by another character, you must make a normal ranged attack roll and the target gets a Reflex save to resist the effect. The same is true if you try to reshape a nonliving being capable of making saves (like a robot or other construct). Using Shape Matter on such creatures allows you to reconfigure them but does not deal any damage.

FLAW

- **Limited-One Type:** You can shape only a particular kind of matter, such as earth and stone, water, metal, and so forth.

SHAPESHIFT

Cost: 2**Action:** Free**Range:** Personal**Duration:** Sustained

You can transform your body into different shapes of the same mass by taking a free action to do so. You gain none of the form's abilities, only its appearance. Add your power rank as a bonus to Disguise checks when you use Shapeshift to imitate a particular creature or object. Shapeshift also allows you to develop a number of extras.

EXTRAS

- **Continuous:** You return to your normal form only when you will it. You do not return to normal form when you are stunned or knocked out.
- **Elongation:** You can stretch your limbs and body up to (rank \times 5 feet) like the Elasticity power (p. 68).
- **Exact:** You duplicate any form you assume down to the molecular level. For living subjects this includes their DNA, retinal patterns, fingerprints, and so forth, allowing you to fool most means of detection.

This extra does not confer any of the original character's powers, skills, feats, or similar attributes.

- **Growth:** For three extras, you can increase your size as if you had Growth (p. 72) at your power rank.
- **Immovability:** You can increase your mass, gaining Immovability (p. 73) up to your power rank.
- **Mimic:** You can duplicate one of a subject's attributes by assuming its form like the Mimic power (p. 75) at your Shapeshift rank. You can acquire any Mimic extra as a Shapeshift extra.
- **Movement:** You gain the innate movement abilities of a form you assume, allowing you to fly as a bird, swim as a fish, etc. Your base speed with the new movement form cannot exceed your Shapeshift rank $\times 5$.
- **Plasticity:** You can compress and contort your form, allowing you to add your Shapeshift ranks to your Escape Artist checks, make any Escape Artist check as a half action, and fit through any opening with a successful Escape Artist check, similar to Elasticity (p. 60).
- **Protection:** You gain the innate Damage save bonus or hardness of any form you assume, up to your Shapeshift rank. This includes the Damage save bonus granted by assuming a larger form (see **Growth**, p. 72).
- **Shrinking:** You can decrease your size, as if you had Shrinking (p. 81) at your power rank.

FLAWS

- **Limited—One Type:** You can shapeshift only into one type of form, such as only animals, people, machines, etc.
- **Limited—Signature:** There's something about you that doesn't change when you shapeshift. It might be color scheme, facial features, surface texture, or something similar. Your bonus to Disguise checks is reduced, or lost altogether, in situations in which your signature may give you away.

SHRINKING

Cost: 2

Action: Free

Range: Personal

Duration: Sustained

You can decrease your size, shifting your normal size category (medium for normal-sized people) down by one category for every three ranks in Shrinking. You gain all the benefits and drawbacks of your new size, including attack and defense modifiers, and reduced lifting capacity. At rank 18 you can reduce to Infinitesimal size, smaller than a dust mote and too small to interact with larger creatures. You're capable of reducing even further to the size of a single molecule or atom (perhaps smaller, at the GM's discretion) at ranks 19 and 20.

TABLE 5-5: SHRINKING

		Attack/Defense			
Rank	Size	Modifier	Dimensions	Weight	Lifting
0	Medium	0	4'-8'	60-500 lb.	$\times 1$
3	Small	+1	2'-4'	8-60 lb.	$\times \frac{1}{4}$
6	Tiny	+2	1'-2'	1 lb.-8 lb.	$\times \frac{1}{8}$
9	Diminutive	+4	6-12"	$\frac{1}{2}$ lb.-1 lb.	$\times \frac{1}{16}$
12	Fine	+8	1-6"	$\frac{1}{16}$ -1/8 lb.	$\times \frac{1}{64}$
15	Miniscule	+16	1" or less	1 oz. or less	$\times \frac{1}{256}$
18	Infinitesimal	—	—	—	—

EXTRAS

- **Microverse:** You can shrink out of the normal universe altogether and into a "microverse," a subatomic universe entered through shrinking.

You have your normal powers in the microverse, except that you have Growth at a rank equal to your Shrinking power rank instead of Shrinking. The GM determines whether or not microverses exist and how difficult they are to visit. See **Dimensional Travel**, p. 65, for more information.

- **Mighty Mite:** Your lifting ability is unaffected by your size (except at Infinitesimal size, where you no longer interact with the normal-sized world). Even at Miniscule size you retain your normal Strength and carrying capacity, meaning you may be able to lift hundreds of pounds (or more)! You also can jump distances as if you were normal height, allowing you to leap like a grasshopper at reduced size.

SLICK

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Reflex

You can create a slick or slippery area with a radius of 5 feet \times your power rank. Anyone standing in or moving through that area (including you, unless you have the Power Immunity feat) must make a Balance check against a DC of 10 + your power rank to avoid slipping and falling. Getting back up also requires a Balance check, with an additional check called for in each round in which the effect is sustained. Those that succeed at the Balance check can only move at half speed through the area. Characters with Clinging (p. 63) add their power rank to their Balance check and can move through the area at normal speed if they succeed.

You also can target a specific object, such as a rope, ladder, or held item. Characters must make a Reflex save to avoid losing their grip on the item (which may result in a fall). A new saving throw is required each round to hold on to or pick up the slicked item.

EXTRAS

- **Slide:** By creating a slick area and "skating" along it, you can increase your normal movement speed by (power rank \times 5 feet).
- **Selective:** You can choose to have your Slick area affect some characters while not affecting others (like your allies). The number of unaffected characters cannot exceed your power rank.

SLOW

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You can reduce the speed at which another character moves and acts. Make a normal ranged attack against an opponent. If successful, your opponent must make a Will saving throw (DC 10 + Slow rank). If the save fails, the target is restricted to a half action each round and suffers a -2 penalty to melee attacks, Defense, and melee damage for as long as you sustain the power. Targets also jump half as far as normal. The target cannot take full actions like making multiple attacks or sprinting while under the effects of Slow.

SORCERY SPELL GROUPS

All of a sorcerer's spells fall within one of the following seven groups, as listed below.

CONTROL

Element Control
Mind Control
Possession
Telekinesis

DEFENSIVE

Absorption (only vs. powers with a mystical source)
Force Field
Immobility
Immunity (as the super-feat, with a number of immunities equal to your power rank at sustained duration)
Neutralize (only vs. powers with a mystical source)

DIVINATION

Comprehend
ESP
Telepathy

ILLUSION

Illusion
Invisibility
Obscure

OFFENSIVE

Dazzle
Disintegration
Drain
Energy Blast
Energy Field
Fatigue
Mental Blast
Paralysis
Slow
Snare
Stun
Suffocate

TRANSFORMATION

Animation
Create Object
Healing
Incorporeal
Shape Matter
Shapeshift

TRANSPORTATION

Dimensional Travel
Flight
Teleportation

SNARE

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Reflex

You can trap a target, limiting his ability to move. To use Snare, make a normal ranged attack against the target. If successful, the target must make a Reflex saving throw. Targets that fail are considered entangled, suffering a -2 penalty to attack rolls and a -4 penalty to Dexterity. If the snare is anchored to an immobile object (including the ground), the trapped character cannot move. Otherwise, he can move at half speed, but can't run or charge. A successful Reflex save means the Snare has no effect.

A second successful Snare attack against an entangled character renders the target bound and helpless. The target is unable to move and attackers gain a +4 bonus to attack rolls against him. The target loses his Dodge bonus to Defense and his Dexterity score is treated as if it were 0, (a -5 modifier to Defense).

Targets can break out of a Snare by damaging it. The Snare makes Damage saves like an inanimate object with hardness equal to its rank (see **Attacking an Object**, p. 138). If the trapped character has an attack with a damage bonus 15 or more than the Snare's rank, he can break the Snare automatically as a half action. Alternately, a Snare victim can attempt an Escape Artist check to slip free from the Snare, with a DC of 10 + the Snare's power rank.

EXTRA

- **Removable:** You can release up to all victims trapped by your Snares at will as a free action.
- **Swinging:** You can project swing-lines of the same material as your snare, giving you Swinging (p. 87) at your power rank.

SORCERY

Cost: 7

Action: Varies

Range: Varies

Duration: Varies (not longer than Sustained)

Saving Throw: Varies

You are a sorcerer (also known as a mage, wizard, or magician) able to manipulate arcane forces to cast spells. In order to use Sorcery you must be able to speak and gesture freely. Being bound and gagged (or similarly restrained) prevents you from casting spells.

You can choose one spell from each of the following groups: Control, Defensive, Divination, Illusion, Offensive, Transformation, and Transportation. Additional spells from that list can be acquired as power stunts. Casting a spell duplicates the effects of the listed power at the sorcerer's power rank, including the power's action, range, duration, and saving throw. Additionally, using extra effort (p. 105) you can "spontaneously" cast *any* spell listed to the left, but this is quite taxing and causes you to become fatigued (see **Fatigue**, p. 140). You can spend a Hero Point to ignore this fatigue result as usual. Powers not on the following list are available only at the GM's discretion. For customizing sorcerers and creating unique spells for them, see the **Creating Powers** section, starting on p. 92.

All Sorcery spells are considered to have the mystical power source in addition to their regular energy types. A sorcerous Energy Blast of fire, for example, is vulnerable to protections against both magic and fire. Such a blast also damages creatures susceptible to fire as if it had the fire energy type.

EXTRA

- **Astral Projection:** You can acquire the Astral Projection power at the base cost of only 4 points per rank.

FLAWS

- **Concentration Required:** Spellcasting is an effort for you, requiring intense concentration. You cannot sustain any spells while casting one and if anything interrupts your concentration your spell may not work. See the Concentration skill, p. 32, for more information.
- **Excluded Group:** Choose an excluded group of spells from the list above. You cannot cast any spell from this list. Apply one flaw to your Sorcery for each restricted group you select.
- **Restricted-Material Ward:** Some reasonably common substance blocks your magic completely. It might be cold iron, religious icons, a particular herb (such as wolfsbane or moly), and so forth. You cannot affect a target protected by this ward.
- **rote:** You can cast only spells that you know and cannot cast spontaneous spells.



SPACE FLIGHT

Cost: 2

Action: Full

Range: Personal

Duration: Sustained

You can fly at faster-than-light speeds in the vacuum of space. You can travel at the speed of light (c) at rank 1. Each additional rank in Space Flight doubles your speed (2c at rank 2, 4c at rank 3, 8c at rank 3, etc.). This power does not give you the ability to survive in space (for that you need the Immunity power feats, p. 51).

SPINNING

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You have the ability to rotate your body around its axis at superhuman speed and still speak, hear, and see normally while spinning. This power provides two benefits. First, your rapid spinning gives you a bonus to avoid Snare and grappling attacks equal to your power rank. Second, the spinning generates a wind screen around you that gives you a bonus to your Damage saving throws equal to your power rank as long as you are spinning.

POWER STUNTS

- **All-Around Sight:** You gain the All-Around Sight feat (p. 50), allowing you to see in all directions while spinning.
- **Tunneling:** While spinning you can drill through materials like Tunneling (p. 91) equal to your power rank.
- **Whirlwind Attack:** You can acquire the Whirlwind Attack feat (p. 50) without requiring any of the prerequisites. When you use the feat, your attack bonus is equal to your normal bonus or your power rank, whichever is less.

EXTRAS

- **Air Ram:** You can generate a focused blast of air in front of you that can knock an opponent down. Make a normal melee attack roll. If you hit, make an opposed check of your Spinning power check against a target's Strength or Dexterity (whichever has the better bonus) check. If you win, the target is knocked prone like a trip attack (p. 142). If the target wins, he does not get a chance to trip you.
- **Blade Storm:** If you have a set of throwing weapons (knives, darts, throwing stars, etc.) you can whirl and release them at high speed, making an area attack (p. 138) against everyone within (rank \times 5 ft.) of you. The maximum range of your weapons is also increased to ten increments (rather than the usual five for thrown weapons).
- **Flight:** While spinning you have Flight (p. 71) equal to your power rank.

FLAW

- **Dizziness:** You are always stunned for one round after you stop spinning while you get your bearings. If being stunned is what causes you to stop spinning, you are stunned for an additional round.

STRIKE

Cost: 2

Action: Half

Range: Personal

Duration: Instant

Saving Throw: Damage

Your unarmed attacks deal greater than usual damage, possibly from knowledge of martial arts or from fields of force around your hands. Add your Strike power rank as a bonus to your damage bonus with melee attacks. Your Strike does either stun or lethal damage, chosen when you purchase the power. This bonus does not stack with the bonus granted by the Natural Weapon or Weapon powers.

POWER STUNT

- **Dual Damage:** You can do either stun or lethal damage with your Strike, chosen each time you attack.

STUN

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Fortitude

You can project an attack that stuns targets. Make a normal ranged attack roll. The target makes a Fortitude saving throw. If the save fails, the target loses any dodge bonuses to Defense and can take no actions (including free actions). Foes gain a +2 bonus to hit stunned characters. The target can make an additional Fortitude save each round to overcome being stunned, with a +1 bonus per round after the first. A successful save means the target acts normally on the following round. Note that a stun effect differs from a stun result from a damaging attack in that the target may potentially be stunned for more than one round.

SUFFOCATE

Cost: 3

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Fortitude

You can cause a target to begin to suffocate. Make a normal ranged attack roll. If you hit, the target must make a Fortitude saving throw. If the save fails, the target must begin making Constitution checks to avoid suffocation for as long as you concentrate (see **Suffocation**, p. 143). If the save succeeds, the target is unaffected.

SUPER-CHARISMA

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You're extremely charismatic, with a force of personality and influence beyond that of normal people. Super-Charisma adds its rank to Charisma checks, Charisma-based skill checks, and your loyalty score (see the Minions and Sidekick feats).

EXTRA

- **Intimidating Presence:** Your mere presence can frighten others. You can use Intimidating Presence once per round as a half action. All opponents within 30 feet of you must make Will saving throws (DC 10 + Super-Charisma rank). Those who fail are shaken and suffer a -2 penalty

to attack rolls, saves, and skill checks for a number of rounds equal to your Charisma bonus. Targets whose power level is less than your Charisma bonus and who fail the save by 10 or more flee from you as quickly as possible (or collapse and cower, if they are unable to escape). A successful save means that target is unaffected by your Intimidating Presence for the remainder of the encounter.

FLAW

- **Limited:** Your Super-Charisma only works on particular subjects, such as only men (or women), only children, only believers in a particular cause or idea, and so forth.

SUPER-CONSTITUTION

Cost: 4

Action: None

Range: Personal

Duration: Continuous

You have superhuman endurance and stamina, beyond the ability of normal people. Super-Constitution adds its rank to your Damage and Fortitude saving throws, for resisting physical harm ranging from attacks to disease, poison, and environmental hazards (see **Environment**, p. 142). It also improves your Constitution checks, such as recovering from damage.

SUPER-DEXTERITY

Cost: 4

Action: None

Range: Personal

Duration: Continuous

You're extremely agile and dexterous, beyond the ability of normal people. Super-Dexterity adds its rank as a dodge bonus to your Defense and to your Reflex saving throws, for avoiding danger based on speed and reaction time. It also adds to your Dexterity checks, including Initiative checks and Dexterity-based skill checks. It does not provide a bonus to ranged attack rolls.

FLAW

- **Limited:** For each benefit that your Super-Dexterity does not grant (dodge bonus, Reflex saving throw bonus, Dexterity check bonus), you can apply one flaw to the power. Super-Dexterity that only grants a Reflex saving throw bonus is the same as the Amazing Save (Reflex) power (p. 61).

SUPER-INTELLIGENCE

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You're extremely intelligent, with intellectual abilities beyond those of normal people. Super-Intelligence adds its rank to your Intelligence checks and to all skill checks with Intelligence as their key ability.

SUPER-SENSES

Cost: 2

Action: None

Range: Personal

Duration: Continuous

Your senses are heightened beyond those of normal people. Add your power rank to all checks involving use of your senses, including Search, Spot, and Listen, Survival checks for tracking, and so forth.

FLAW

- **Limited—One Sense:** Only one of your senses (sight, hearing, touch, taste, or smell) is heightened.

SUPER-SKILL

Cost: 1

Action: None

Range: Personal

Duration: Continuous

You have a super-human level of ability with a particular skill (chosen when this power is taken). Add your power rank to all checks involving that skill.

SUPER-SPEED

Cost: 6

Action: Half

Range: Personal

Duration: Sustained

You're capable of moving and reacting at super-human speed. Super-Speed grants the following benefits:

- Your base speed is increased by 5 feet per rank in Super-Speed.
- Your sprinting speed is doubled for every rank in Super-Speed.
- You gain a bonus to your Initiative checks equal to your rank in Super-Speed.
- You gain a dodge bonus to Defense equal to your rank in Super-Speed.
- You gain a bonus to your Reflex saving throws equal to your rank in Super-Speed.
- Halve the time it takes you to perform a routine task for each rank in Super-Speed. So at rank 10, you can perform tasks in about a thousandth the normal time. Reading a book that would normally take 5 hours can be done in approximately 3 rounds (18 seconds). You may be limited by other factors in some cases (for example, outside conditions may be able to react only so quickly, no matter how fast you are).

POWER STUNTS

- **Immunity (heat):** Your normal resistance to the friction heat of moving at super-speed extends to other sorts of heat, giving you Immunity (heat) (p. 51).
- **Spinning:** You gain the Spinning power at your Super-Speed rank and can acquire any of its power stunts or extras.
- **Wall Run:** While moving at full speed, you can run up vertical surfaces (like walls).
- **Water Run:** While moving at full speed, you can run on the surface of liquids (like water) without sinking.
- **Whirlwind:** As a full-round action, you can run in a tight circle, creating a whirlwind able to lift objects like Telekinesis (p. 87) at half your Super-Speed rank. The whirlwind has a maximum diameter equal to one-third your normal speed.

EXTRAS

- **Deflection:** You gain the Deflection power (p. 65) at your power rank.
- **Incorporeal:** By vibrating your molecules at super-speed, you can pass through solid objects as if you had Incorporeal (p. 73) at your Super-Speed rank.
- **Mach One Punch:** You can build up a shockwave of air in front of your fist, allowing you to add your Super-Speed rank to your Strength bonus when determining damage in unarmed combat.
- **Share Speed:** You can give others a measure of your speed. Subjects must be within (rank × 5 feet) of you. Each person you share your speed with drops your rank by one, but you all have Super-Speed at

the new rank. So if you have Super-Speed +10 and share speed with four others, you all now have Super-Speed +6. Shared speed stacks with any Super-Speed (or other movement powers) the subject may already have.

- **Sonic Boom:** By zipping past targets at super-speed you can hit them with a stun attack with an effective rank equal to half your Super-Speed rank. This affects all targets within a diameter of (Super-Speed rank \times 5 feet). Targets may make a Reflex saving throw to avoid the attack. If the target fails, she must make a Damage save as normal.

SUPER-STRENGTH

Cost: 4

Action: None

Range: Personal

Duration: Continuous

You're capable of tremendous feats of strength. Super-Strength adds its rank to your damage with melee attacks, all Strength-based skill checks, and Strength checks (for feats of strength like breaking through doors or walls or snapping chains). Each rank also doubles your carrying capacity (see **Carrying Capacity**, p. 104). It does not provide a bonus to melee attack rolls.

POWER STUNTS

- **Lethal:** Your tremendous strength lets you inflict lethal damage with your barehanded strikes if you choose. You still can inflict stun unarmed damage. At the GM's discretion, Super-Strength may automatically do lethal damage, in which case a power stunt is required to do nonlethal damage with it (see **High and Low Lethality** in Chapter Nine, p. 149, for details).
- **Lifting:** Your carrying capacity is doubled. The other qualities of your Strength (damage bonus and Strength check bonus) remain unaffected. You can take this stunt multiple times, doubling your carrying capacity each time.

EXTRAS

- **Leaping:** You gain Leaping (p. 74) at your power rank.
- **Protection:** Your Super-Strength also makes you extremely tough, giving you Protection (p. 79) at your power rank.
- **Shockwave:** You can strike the ground, creating a powerful shockwave that radiates out from you in all directions a number of feet equal to five times your Str bonus. Make a Strength check. Anyone within the area of your shockwave must make a Dexterity or Strength check (whichever has the better modifier) against the result of your Strength



check, just like a trip attack (see p. 135). A defender who fails the check is prone, just as if you'd tripped him. Inanimate objects make Damage saves against the shockwave, just as if you'd struck them, except the damage bonus is -1 per five feet between you and the object. A shockwave can cause considerable cosmetic damage to an area, particularly if it's used in a crowded urban environment. At the least, a shockwave is likely to shatter windows and damage nearby parked vehicles.

- **Super-Breath:** You can exhale a powerful blast of air in a cone with a length equal to twice your Strength bonus in feet and as wide at the far end as it is long. Make a Strength check. Anyone within this area must make a Dexterity or Strength check (whichever has the better modifier) against the result of your Strength check, just like a trip attack. Victims gain +1 to the check for every five feet that separates them from you. A defender who fails the check is prone, just as if you'd tripped him. Your super-breath also can blow out fires with a Damage save DC equal to or less than your Strength check total.
- **Thunderclap:** By slamming your hands together, you can create a tremendous blast of air pressure. This is an area attack (p. 138), centered on you, that affects all targets within (Strength bonus \times 5 feet) of you. You are not affected by your own thunderclap. Characters within the area can make a Reflex saving throw (DC 10 + your Str bonus) to halve the damage bonus of your thunderclap. They then make a normal Damage save against the thunderclap, which inflicts stun damage (even if you are normally capable of doing lethal damage with your Super-Strength).

SUPER-WISDOM

Cost: 3
Action: None
Range: Personal
Duration: Continuous

You have awareness and self-control beyond that of normal people. Super-Wisdom adds its rank to your Will saving throws and to Wisdom-based skill checks.

SWIMMING

Cost: 2
Action: Half
Range: Personal
Duration: Sustained

You can swim at faster than normal speed. Every rank in Swimming increases your swimming speed by 5 feet per move action, so your swimming speed is one-quarter your normal speed, plus your Swimming bonus for a move action (twice that for a double move action). If you have the Amphibious feat (p. 50), your base swimming speed is 30 ft.

POWER STUNTS

- **Amphibious:** You gain the Amphibious super-feat.
- **Dolphin Leap:** You can leap from the surface of the water into the air as if you had Leaping (p. 74) at your power rank. You must make a "running" leap by moving at least your normal Swimming speed before you break the surface.
- **Super-Swimming:** Each rank you have in Swimming doubles your sprint speed (so rank 10 Swimming with Super-Swimming has a sprint multiplier of $\times 4,096$, for example).

SWINGING

Cost: 1
Action: Half
Range: Personal
Duration: Sustained

You can swing from buildings, trees, and other tall objects using a swing-line you project (or simply available lines and projections, such as vines and branches in a jungle, or wires, flagpoles, and ledges in a city). You can swing a distance of 5 feet per power rank as a half action, twice that distance as a full action. By sacrificing your Dexterity bonus to Defense, you can swing four times your normal speed as a full-round action. Generally, you must be able to swing from a point that's at least as high as the distance you want to move, making this power most useful in cities and forests, where there are places from which to swing. You can use your swing lines to ascend straight up and down at your Swinging movement speed, provided you have something to attach them to, such as a ledge, overhang, or branch.

TELEKINESIS

Cost: 2
Action: Half
Range: Normal
Duration: Sustained

You can cause an object to move through the air with no visible means of support. You can move a base 100 lbs. For each additional power rank, the weight you can move doubles (so 100 lbs. at rank 1, 200 lbs. at rank 2, etc.). You can use this power to lift other beings. You must make a normal ranged attack roll against the target. Make an opposed check between your Telekinesis and the target's Strength to move the target or to tear an object from the target's grasp. You cannot move yourself or directly damage objects with Telekinesis without the appropriate extra.

EXTRAS

- **Energy Blast:** You can strike targets with Energy Blasts (p. 69) of telekinetic force.
- **Flight:** You can lift yourself with your Telekinesis, giving you Flight (p. 71) at your power rank.
- **Force Field:** You can surround yourself with a Force Field (p. 72) of telekinetic force.
- **Grapple:** In addition to moving targets, you can immobilize them as if you were grappling them (see **Grapple**, p. 140), except you can only pin a target, you cannot inflict grappling damage on her unless you also have the Energy Blast extra.

TELEPATHY

Cost: 2
Action: Half
Range: Sight
Duration: Sustained
Saving Throw: Will

You can read minds and project your own thoughts into the minds of others. To use Telepathy, make a power check, with the DC based on the desired level of contact:

DC	Effect
0	Read surface thoughts and transmit thoughts to the subject
5	Read deeper thoughts and perceive through the subject's senses
10	Read the subject's memories
15	Read the subject's subconscious

Read Thoughts: You can mentally "hear" whatever the subject is thinking. If you can read deeper thoughts, you also pick up all the mental associations with whatever the subject is thinking.

Transmit Thoughts: You can "speak" directly into the mind of the subject, who hears your voice speaking to him.

Read Memories: You can learn anything that the subject knows, except for especially distant or repressed memories (which requires read subconscious).

Read Subconscious: You can pick up on memories, impressions, and emotions even the subject isn't consciously aware of. This includes repressed memories, subconscious fears and desires, and so forth.

Unwilling targets add their Will saving throw bonus to the DC and can make a Will save to force you out of their mind immediately after you make contact. You can choose to re-roll your Telepathy check in order to get a higher result, but each re-roll grants the target a new Will save. A failed check or a successful save breaks the contact.

Note that the target must must have a mind in order to be contacted via Telepathy. For a similar effect for intelligent machines and the like, see the Datalink power (p. 64).

EXTRAS

- **Group Link:** You can achieve and maintain mental contact with multiple people at once, one person per power rank. Everyone in the link can transmit their thoughts to each other, but only you can read thoughts or use the other effects of Telepathy. You can do so with only one individual per round, changing from one to another as a free action.
- **Illusion:** You gain the Illusion power (with the Only Creatures flaw) at your power rank.
- **Memory Alteration:** You can alter a target's memories, deleting or editing them, even replacing real memories with false ones. It requires a full-round action per memory altered and a Telepathy check with a DC of 10. The subject (if unwilling) makes a Will saving throw and adds it to the DC. A failed check means the attempted alteration fails and the subject gains +1 on Will saves to resist further alterations that day. You also can undo the effects of previous memory alterations. The DC is the Telepathy check total used to make the alterations.
- **Mind Control:** You gain the Mind Control power at your power rank.

FLAWS

- **Limit—Communication Only:** You can use Telepathy to speak mind-to-mind with a subject only; you can't achieve higher than a DC 0 effect on the Telepathy table above and can't acquire the Memory Alteration extra.
- **Limit—Empathy:** You can sense and transmit emotions and general feelings only, not thoughts or images.

TELEPORTATION

Effects: Movement

Cost: 2

Action: Half

Range: Personal

Duration: Instant

You can move instantly from place to place without crossing the distance in between. You can move five feet per rank in Teleportation as a half action, twice that distance as a full action. By taking a full action, you also can teleport four times your normal distance as a "sprint," but you lose your dodge bonus to Defense due to disorientation for one round after you arrive at your destination. You can teleport only to places that you can see or that you know particularly well (in the GM's judgment).

Force fields (and certain other energy fields, at the GM's discretion)

block teleportation. You must make a Teleportation check (DC 10 + the intensity or rank of the energy field) to successfully teleport. A failed check means you don't go anywhere.

You can carry up to 50 pounds per power rank of objects or characters with you when you teleport. Unwilling creatures receive a Will save opposed by your power check. If the save is successful, they are not teleported (but you are).

POWER STUNTS

- **Turnabout:** You can teleport, make a melee attack, and teleport back to your starting position as a full action, provided that the total distance you move doesn't exceed your normal Teleportation distance.
- **Fusillade:** By rapidly teleporting, you can give up your normal actions for the round and make a melee attack against all opponents within a 10-foot radius area no more than half your normal Teleportation distance away. You must have the Turnabout stunt (above) in order to acquire this one.

EXTRAS

- **Blink:** By rapidly teleporting in and out, you can add your Teleportation power rank to your Defense for one round. You cannot move more than a total of 5 feet from your starting position by blink teleporting.
- **Disorient:** By grabbing an opponent (as a normal melee attack) and rapidly teleporting in and out of the area, you can end your move up to half your normal teleport distance away from your starting point. Your passenger must make a Fortitude saving throw to avoid becoming nauseated (see **Condition Summary**, p. 139).
- **Extended Teleport:** Your "sprint" teleport distance doubles for every Teleportation power rank you have.
- **Portal:** Rather than transporting yourself, you can choose to create a portal five feet square up to five feet away from you. The portal remains open as long as you sustain it and anyone (including you) can pass through it to reach the place on the other side. It takes a double-move action to create a portal and move through it in the same round. You can expand the size of the portal; for each addition five-foot square reduce your Teleportation rank by one for determining distance.

FLAW

- **Extended Only:** You can *only* make extended teleports, meaning that teleporting is always a full-round action for you and you always lose your dodge bonus to Defense for one round after arrival, no matter how far you teleport.

TELESCOPIC SENSE

Cost: 1

Action: Free

Range: Personal

Duration: Sustained

One of your senses (usually sight or hearing) works at an especially long range. The normal range increment for Spot and Listen checks starts out at 10 feet. Each rank you have in Telescopic Sense doubles that increment for one sense (20 feet at rank 1, 40 feet at rank 2, etc.). Your Telescopic Sense works in conjunction with any other sensory enhancement you may have (such as Darkvision, Penetration Vision, or Ultra-Hearing).

EXTRA

- **Extra Sense:** Your Telescopic Sense applies to one additional sense (such as both sight and hearing, for example).

TIME CONTROL

Cost: 9

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You have the power to alter the flow of time itself, speeding it up or slowing it down for yourself and others. You can grant yourself or one other person within range the benefits of Super-Speed (p. 85) at your power rank, and you can acquire any Super-Speed extra as a Time Control extra. You also can Slow others within range (p. 81) at your Time Control power rank.

POWER STUNTS

- **Time Freeze:** You can freeze a single target in time, like the Paralysis power (p. 78).
- **Time Travel:** You can travel through time (see **Time Travel**, below).

EXTRAS

- **Precognition:** You can see the future, giving you Precognition (p. 79) at your power rank.
- **Postcognition:** You can see the past, giving you Postcognition (p. 78) at your power rank.
- **Temporal Fugue:** You can summon duplicates of yourself from nearby timelines, giving you Duplication (p. 67) at your power rank.

FLAW

- **Others Only:** You can speed up, slow down, or stop time only for others, not yourself.

TIME TRAVEL

Cost: 2

Action: Half

Range: Personal

Duration: Instant

You can travel through time, into the past or the future. You vanish from the current moment and reappear at the desired point in time. The maximum "distance" you can travel from your starting point depends on your Time Travel rank: up to one year for rank 1 and ten times that for each additional rank (10 years at rank 2, 100 years at rank 3, and so forth).

Time Travel is an extremely potent ability and can cause all sorts of problems if it's unrestricted, so gamemasters are advised against allowing player characters to have this ability. It's up to the GM to decide how temporal mechanics work in the campaign, but the major ones are as follows:

- **Immutable Time:** History cannot be changed, so any attempt to do so automatically fails. Either travelers into the past become intangible wraiths, able to observe but not interfere, or any actions they take are somehow prevented from altering history (the gun used to shoot at a historical figure jams, someone jostles or distracts the shooter at a critical moment, etc.). This option preserves history but also rules out the possibility of history-altering villains and the need to protect the past from them.
- **Mutable Time:** History can be changed, although it might be easy or difficult to do so. Everyone and everything existing "after" the change remains unaware that anything has been altered. To them things are as they have "always" been. Characters involved in the change remember the original timeline, and so might characters with Time Travel or Time Control powers of their own. This allows villains (and even heroes) to attempt to change the past, and means that the future is not necessarily fixed.

THE GAMEMASTER'S ROLE IN CREATING POWERS

No power creation system is foolproof and certainly no power creation system is immune to players looking to cheat or exploit loopholes in the rules. The *Mutants & Masterminds* system aims to be simple yet comprehensive, allowing players to come up with new powers with a minimum of effort. That means that it's certainly possible to run into a case in which a player comes up with a game-destroying power or there is room for "creative" interpretation in the power use and creation guidelines. In these cases the GM must take a hand.

The Gamemaster has the ultimate say on whether or not a particular new or customized power is suitable for the series. The GM can adjust power costs or tweak the abilities or description of a new power as needed. Gamemasters should work closely with their players to assure that new powers are balanced and will be fun to use without ruining everyone else's enjoyment of the game. The point of this system is to create fun and interesting powers, not to squeeze the biggest advantage out of the least number of points by twisting the wording of the rules.

In some cases, the GM may allow a power that turns out to be more powerful or unbalanced than it first appeared. The Gamemaster is perfectly within rights to ask the player to modify or eliminate that power later on. See **Handling Unbalanced Characters**, p. 148, for more information.

- **Alternate Timelines:** Any attempt to change the past creates an alternate timeline instead. The original timeline remains unchanged while the alternate goes off on its own path. This allows for the changing of history without impacting the present (although heroes may still want to prevent a time-travelling villain from their world from conquering an alternate Earth in the past). It also means the future is not fixed, since knowledge of the future may cause the present to split off into an alternate with a different future.

In general, Time Travel is best used as a plot-device and a power in the hands of certain villains, allowing them to try to trap heroes in the past or travel into the past to plunder it or change history to suit their whims. An alternate history can make for a fun place for the heroes to visit for an adventure or two. Time Travel also may be suitable for a team of heroes that travels through time as well as space thwarting the forces of evil. Perhaps the team is assembled from the greatest heroic figures in history, including the future!

EXTRA

- **Portal:** Rather than transporting yourself, you can choose to create a portal five feet square up to five feet away from you. The portal remains open as long as you sustain it and anyone (including you) can pass through it to reach the time period on the other side. It takes a double move action to create a portal and move through it in the same round. You can expand the size of the portal; for each additional five-foot square reduce your Time Travel rank by one.

FLAW

- **Limited—One Direction:** You can travel from your present to either the future or the past and back, but not to both.
- **Limited—One Period:** Your power can travel only between your home time period and one other, chosen when you take Time Travel.

MAXIMUM SPEED!

Twenty doublings of sprint movement results in a multiplier of 4,194,304! That means a character with Flight +20 and Super-Flight can fly at approximately 42 million miles per hour (about one-twentieth the speed of light). Running +20 and Super-Running comes out to a little over 54 million MPH. This is more than enough movement in either case to get anywhere on Earth in one full round action (making higher rates of movement largely irrelevant for earthbound heroes). For characters able to achieve light-speed or hyper-light speeds in space, see Space Flight (p. 84).

TRANSFER**Cost:** 3**Action:** Half**Range:** Touch**Duration:** Instant**Saving Throw:** Will

By touching an opponent, you can transfer some of that character's expertise or power to yourself. When you purchase this power, choose whether you can transfer ability scores, skills, feats, or powers. You must make a normal melee attack roll to touch the subject. The target receives a Will saving throw. If he succeeds, nothing happens. If he fails, consult the rules below depending upon which attribute you have selected.

Ability Scores: You can transfer one of your target's ability scores. You transfer up to your power rank in ability score bonuses (including any bonuses provided by super-ability ranks). You do not add the transferred bonus points to your previous total—the transferred bonus actually becomes your bonus. If the transferred bonus is less than your own, you retain your normal bonus.

Feats: You can transfer a number of the target's feats of your choice up to your power rank (so a hero with 7 ranks of Transfer could transfer up to 7 feats, for example). You must have a feat's prerequisites in order to transfer that feat, but these can be transferred from the victim at the same time.

Skills: You can transfer one of your target's skills. You transfer up to your power rank in skill ranks (including any bonuses provided by super-skill ranks). You do not add the transferred skill ranks to your own ranks in the skill (if any)—the transferred rank actually becomes your rank. Add your own ability score modifier to the skill rank (rather than the target's ability score modifier). If the target's skill rank is less than your own, you retain your skill rank.

Powers: You can transfer one of your target's powers. You gain up to your power rank in that power. You do not add ranks in transferred power to your own, they replace your power ranks if higher. If your own power rank is higher, you retain your original rank. You can transfer only powers with a cost of 2 points per rank or less unless you have the Expanded Powers extra (below).

You can never transfer more ability score bonus, feats, skill ranks, or power ranks than the target has originally. A character with Transfer +4, for example, cannot gain 4 ranks of Flight from a character with only 3 ranks to begin with.

You lose transferred attributes and the target regains them at a rate of 1 point of bonus (or one feat) per round, starting the round after the transfer. The Slow Recovery extra can extend this time.

Without the Extra Subject extra, you can transfer the attributes of a single target only. When you transfer the attributes of a new target, all transferred attributes of the first target immediately revert to that target.

EXTRAS

- **Additional Attributes:** You can copy an additional attribute type (ability scores, feats, skills, or powers) each time you select this extra. You transfer the additional attributes at your full normal Transfer rank.
- **All Attributes:** You transfer all of the attributes of the category or categories that you can transfer at once. For example, if you have Transfer (ability scores), you transfer all of the target's ability scores up to your power rank. You are still limited to transferring no more than your power rank in any bonus or rank, and you cannot transfer powers with a cost of more than 2 points per rank without the Expanded Powers extra.
- **Expanded Powers:** You can transfer powers with a cost greater than 2 points per rank. Each extra increases the cost of the powers you can transfer by one (so 3 points per rank, 4 points per rank, etc.). This includes powers with extras, but not power stunts (which are covered by Transfer—feats).
- **Extra Subject:** You can copy attributes from an additional subject each time you apply this extra. So, for example, with Transfer (ability scores) and Extra Subject you can transfer one character's Strength and another's Dexterity. You transfer each attribute at your full normal Transfer rank.
- **Ranged:** You can Transfer targets at normal range by making a ranged attack roll rather than having to touch your target.
- **Slow Recovery:** Victims of your Transfer regain lost ranks, feats, or bonus points at the rate of 1 per minute rather than 1 per round, and you lose them at the same rate. For an additional extra, victims recover 1 point per hour, then 1 point per day, 1 per week, and 1 per month. Longer recovery times are at the GM's discretion.

FLAWS

- **Backlash:** Attempting to transfer an attribute greater than your power can handle can backlash on you. When you attempt to transfer an attribute with a bonus or rank greater than your power rank, or a power that's outside your ability to transfer because its cost is too high, you must make a Damage saving throw against stun damage using Wisdom as the key ability score rather than Constitution. The damage bonus equals the difference between your power rank and the target's rank or the difference between the maximum power cost you can transfer and the target power's cost. So, for example, a character with Transfer +8 and Backlash trying to transfer a rank +12 attribute suffers +4 backlash damage (12 - 8) for a save DC of 19 (15 + 4 damage).
- **Single Attribute:** You can transfer only a single attribute (such as only Intelligence, only the Flight power, etc.).
- **Transfer Weakness:** You duplicate a target's weaknesses as well as strengths. This has two effects. First, if you transfer an attribute with a bonus or rank lower than your own, it replaces your normal bonus or rank. So if you transfer a target's Intelligence modifier of -4 and you have Intelligence modifier of +3, it becomes -4. Second, if you transfer an attribute from a target with a weakness, you gain that weakness for as long as you retain that target's attributes.

Example: The Lamprey has Transfer (powers) +10 with the following Extras: Additional Attributes (ability scores, skills, and feats) for a cost of 6 points per rank. When he touches a target, Lamprey reduces the target's ability score bonuses, skill ranks, and power ranks by 10 (to a minimum of 0) and gains those bonuses himself. He also transfers ten of the target's feats to himself. Lamprey loses 1 rank from each of his stolen attributes per round and the subject regains them at the same rate.

TRANSFORMATION

Cost: 3

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Reflex

You can transform other creatures into different shapes and forms. This works much like Shapeshift (p. 80) except it affects others rather than you. Make a normal ranged attack roll to hit the subject. The target makes a saving throw to resist the power. If it fails, the target transforms.

You can turn the subject into any other sort of creature of roughly the same mass. Subjects gain none of the form's abilities, only its appearance. Add your power rank as a bonus to Disguise checks when you use Transformation to disguise a subject as a particular other creature. Transformation also allows you to develop a number of extras.

EXTRAS

- **Continuous:** Targets of your Transformation do not return to normal form when you are stunned or knocked out. The transformation lasts until you will the subject to return to normal form (or it is undone using Neutralize or another application of Transformation).
- **Elongation:** You can stretch the subject's limbs and body up to (rank \times 5 feet) like the Elasticity power (p. 68).
- **Exact:** You duplicate any form down to the molecular level. For living subjects this includes their DNA, retinal patterns, fingerprints, and so forth, allowing transformed subjects to fool most means of detection. This extra does not confer any of the original character's powers, skills, feats, or similar attributes.
- **Growth:** For three extras, you can increase the target's size and mass, like Growth (p. 72) at your power rank.
- **Inanimate:** You can transform targets into inanimate objects as well as creatures. The target gains the innate hardness of the object (which cannot exceed your power rank) and remains conscious and aware, but cannot sense anything or take any actions other than purely mental ones (which may include the use of some powers, at the GM's discretion). If you can *only* transform targets into inanimate objects, this extra does not increase Transformation's cost.
- **Mental:** Targets are transformed mentally as well as physically, so a target turned into a dog actually thinks and acts like a dog. Targets turned into inanimate objects are effectively unconscious and have no memory of the time they spend in inanimate form.
- **Mimic:** You can grant a subject certain attributes by transforming it into a particular form. This works like the Mimic power (p. 75) at your Transformation rank. You can acquire any Mimic extra as a Transformation extra.
- **Movement:** You grant the innate movement abilities of a form, allowing subjects to fly as a bird, swim as a fish, etc. but the base speed of the new movement cannot exceed your Transformation rank \times 5.
- **Plasticity:** You can compress and contort a subject, adding your Transform ranks to Escape Artist checks, allowing the subject to make any Escape Artist check as a half action, and fit through any opening with a successful Escape Artist check, similar to the Elasticity power (p. 68).
- **Shapeshift:** You can use your Transformation power (and all of its stunts and extras) on yourself, like the Shapeshift power.
- **Shrinking:** You can decrease a target's size and mass, granting all the effects of Shrinking (p. 81) at your power rank.

FLAW

- **Limited—One Type:** You can turn targets into only one type of form, such as only into animals, only into stone, only into other people, and so forth.

TRANSMUTATION

Cost: 3

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Reflex

You can transform nonliving solids and liquids into other solids and liquids of the same mass. So you can use Transmutation to turn a gun into a gun made of ice (or a puddle of mercury, for that matter), but not into a teddy bear. Transmutation does not affect living matter, for that use Transformation (left).

You can transmute a 5-foot cube of material per power rank. You must transmute all of an object at once. If the object is too large, you can't affect it. If the object is made up of a multitude of parts, you can choose to affect the individual parts. For example, while you might not have a high enough Transmutation rank to transform a car, you could turn the tires into water. You must be able to see or touch the object you wish to transmute.

Make a normal ranged attack roll against the object (see **Attacking an Object**, p. 138). If you hit, the DC of the Transmutation check is the hardness of the material you're transmuting (whichever is higher). Transmuted objects remain that way until you stop sustaining the power, whereupon they return to normal form.

If you attempt to transmute an object held or carried by another character, the character gets a saving throw. If successful, the attempt fails. The same is true if you attempt to transmute a nonliving being that can make saves (such as an intelligent robot, android, or other construct). The GM also may rule that certain special objects are resistant or immune to being transmuted.

EXTRAS

- **Continuous:** Targets of your Transmutation do not return to normal form when you are stunned or knocked out. The transmutation lasts until you will the subject to return to normal form (or it is undone using Neutralize or another application of Transmutation).
- **Creation:** You can create materials literally "out of thin air" like the Create Object power (p. 64). You do this by transmuting local gases into solids and liquids.
- **Destruction:** You can turn nonliving solid or liquid matter into gas, effectively destroying it like a use of Disintegrate (p. 66).
- **Shapeable:** You can reshape objects into other forms like the Shape Matter power (p. 80). This allows you to turn a gun into a teddy bear, for example (or a tomato, a rubber ball, or nearly any other solid form you want).
- **Suffocation:** You can transmute breathable gases into inert gas, affecting a target like the Suffocate power (p. 84).

FLAW

- **Limited—One State:** You can transmute matter into other material of the same state only (solids into solids, liquids into liquids, etc.).

TUNNELING

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You can tunnel rapidly through soil and packed earth, allowing you to move through nonliving substances with a hardness up to or equal to your power rank. Tunneling is a half action, allowing you to travel five feet per rank (twice that as a full action). When you dig, you can leave a

tunnel behind you for others to follow or have the tunnel collapse behind you (preventing others from following), whichever you choose.

EXTRA

- **Rapid Tunneling:** You can burrow very rapidly. Your sprint movement with tunneling is doubled for each rank you have in the power.

WEAPON

Cost: 1

Action: Half

Range: Touch (melee weapons) or Normal (ranged weapons)

Duration: Instant

Saving Throw: Damage

You have a weapon that that allows you to do additional damage in combat. The weapon's damage bonus is equal to its rank. You must choose either a melee weapon, limited to touch range, or a ranged weapon with normal range. Add your Strength bonus to determine total damage bonus with a melee weapon. Choose whether your weapon does stun or lethal damage when you purchase this power.

This bonus does not stack with the bonus granted by the Natural Weapon or Strike powers. By its nature, this power has the Device flaw, which has been factored into its cost.

POWER STUNTS

- **Dual Damage:** Your weapon can do either stun or lethal damage, chosen when you make the attack.
- **Extra Attack:** Your weapon has an additional attack ability other than just inflicting damage. Each time you take this power stunt, choose one of the following effects: Energy Blast, Fatigue, Snare, or Stun.

EXTRAS

- **Energy Field:** An energy field (see **Energy Types**, p. 69) that does additional damage surrounds your weapon. A target must make two Damage saves against the weapon: one against its normal damage and another against the energy field's damage (both equal to the weapon's power rank).
- **Mighty Ranged Weapon:** Add your Strength bonus when determining total damage bonus for attacks with this ranged Weapon. You might, for example, add this extra to a special bow designed to capitalize on stronger pulls.

WEATHER CONTROL

Cost: 2

Action: Half

Range: Special

Duration: Sustained

You can command the weather, changing existing weather conditions at will. You can dispel bad weather, creating clear skies, or summon clouds and precipitation over an area with a diameter equal to your power rank in miles (or smaller). The weather conditions that you summon can provide up to one-half concealment for everything in the area (thick fog, driving rain, etc.) and can affect the DC of various skill checks, such as Survival checks (see p. 39).

EXTRAS

- **Air Control:** You gain the Element Control (air) power at your power rank and can acquire any of its power stunts or extras.
- **Fatigue:** By creating adverse conditions (extreme heat or cold, humidity, etc.) around a target, you can affect the target as if you had the Fatigue power (p. 71).

OPTION: ATTACK AND DEFENSE AS POWERS

If desired, attack and Defense bonus can be treated as super-powers (costing 3 and 2 points per rank, respectively). This allows players to apply extras and flaws to these attributes, which may be useful for modeling certain character concepts.

For example, a character may have a device with a special targeting scope. This is a bonus to attack rolls with the device flaw, so the GM allows the player to take +3 attack bonus at a cost of 2 points per +1 (base cost of 3, reduced to 2 by the additional of a flaw). Regardless of extras and flaws, a character's attack or Defense bonus cannot exceed his power level.

- **Flight:** You gain Flight (p. 71) at your power rank, carrying yourself on summoned winds.
- **Fog:** You can create a thick, impenetrable fog in an area with a radius up to power rank \times 5 ft. that provides total cover, like the Obscure power (p. 77).
- **Lightning:** You can hurl Energy Blasts (p. 69) of lightning.

CREATING POWERS

Although the powers described in this chapter cover most of the major super-powers seen in the comic books and other superhero adventures, describing every possible super-power and all their various stunts, extras, and flaws would be impossible. Therefore, *Mutants & Masterminds* allows players and Gamemasters to create their own unique super-powers, so that any power you can imagine can be a part of the game.

This section offers guidelines for creating your own super-powers and is the system used to create most of the powers found in this chapter. It breaks super-powers down into their basic components, allowing you to determine how much a particular power should cost a character.

EFFECTS

Powers are made up of *effects*. They define what the power is capable of. Some powers have only a single effect, while other powers are capable of a wide range of effects. The more effects a power has, the more powerful it is, and the more power points it costs per rank.

Effects fall into categories as follows: Ability, Alteration, Attack, Control, Defense, Illusion, Movement, Sensory, and Transformation. Powers can have multiple effects of the same type or combinations of different effects. Powers also can feature variable effects, described below.

A power's *base cost* per rank is equal to its total number of effects, plus 1. So a power with one effect has a base cost of 2 power points per rank. A power with three effects has a base cost of 4, and so forth. This base cost is modified by extras and flaws to determine the final cost per rank (see p. 95 and 97). Generally, additional effects of the same type are less expensive to add to a power (see **Secondary Effects** on p. 95).

The general guidelines for various effects are given here. Specific examples can be found in the **Power Descriptions** section beginning on p. 60. In some cases you'll find that the powers presented earlier in this chapter cost more than they should according to this system. In such cases, the specific effects of the power are more powerful than average, so costs have been raised according to an ad hoc approximation of the power's impact in a *Mutants & Masterminds* series. Gamemasters are encouraged to take the same liberty when attempting to balance new powers introduced into their campaigns.

ABILITY EFFECTS

Ability effects are known as *super-abilities*. They are enhancements to a character's normal ability scores, pushing them beyond the limits of normal people, letting a character lift more, react faster, and so forth. The default ability effect does not require an action to use, has a range of personal, and a continuous duration.

An ability effect improves one aspect of the ability score and is treated as a higher level of that ability score. So a single Super-Strength effect can improve Strength checks (and Str-based skill checks), increase carrying capacity, or improve melee damage. Improving all of these is three effects. Each rank of an ability effect gives the character a +1 bonus with that ability, increasing the character's normal ability bonus.

Other powers that affect ability scores (like Boost, Drain, and Mimic) affect super-abilities at the same time, affecting the super-abilities first.

Example: If a character with Super-Strength is hit by a Drain (Strength) attack, he loses ranks of Super-Strength first. When he reaches 0 ranks of Super-Strength, he begins losing points of regular Strength. When he recovers, he recovers regular Strength, then Super-Strength.

Sample Ability Effects: The following powers have ability effects: Density Control (Strength), Growth (Strength), and the Super-Ability powers (Super-Strength, Super-Dexterity, etc.).

ALTERATION EFFECTS

Alteration effects alter a character's normal attributes, increasing or decreasing them. The default alteration effect requires a half action to use, has a range of personal or touch (depending on whether or not the effect works on the user or someone else), and a duration of instant, although the results of the effect may persist until the target recovers. Alteration effects normally fade at a rate of one point or rank per round. Alteration effects always allow a saving throw, usually Will, with a DC of $(10 + \text{power rank})$.

Sample Alteration Effects: The following powers have one alteration effect each: Absorption, Boost, Drain, Healing, and Regeneration. Transfer (p. 90) has two alteration effects, one that works on the target and one that works on the user, which is why it is more expensive than Boost or Drain.

ATTACK EFFECTS

Attack effects inflict harm or hindrance on their targets. To use an attack effect, a character must make an attack roll to hit the target with the effect. The default attack effect requires a half action to use, has a normal range increment ($\text{rank} \times 10$ feet) and a maximum range of ten increments. It has an instant duration; the attack takes effect immediately, although the results of the attack (such as damage or another condition) may persist until the target recovers. See **Condition Summary**, p. 139, for information on the conditions imposed by various attack effects.

Targets are always allowed a saving throw against an attack effect. The DC of the saving throw, and the type of saving throw (Damage, Fortitude, Reflex, or Will) depends on the exact effect, although many attack effects call for a Fortitude save and have a DC of $(10 + \text{power rank})$. Attack effects that cause damage require a Damage save and have a DC of $(15 + \text{power rank})$.

Sample Attack Effects: The following powers have one attack effect each: Corrosion, Dazzle, Disintegration, Energy Blast, Energy Field, Fatigue, Natural Weapon, Paralysis, Slick, Snare, Strike, Stun, and Weapon. Mental Blast (p. 75) has an attack effect with the Mental extra (see p. 97). Suffocate is an attack effect with the Duration extra (p. 96).

CONTROL EFFECTS

Control effects control and direct matter, energy, and even thought. Default control effects require a half action to use, have a normal range, and a duration of sustained.

Sample Control Effects: The following powers have one control effect each: Animation, Create Object, Elemental Control, Energy Control, Mind Control, and Telekinesis. Possession (p. 78) has a control effect along with a transformation effect.

DEFENSE EFFECTS

Defense effects protect the user (and sometimes others). They usually do so by offering a bonus on saving throws or Defense. The default defense effect does not require an action to use, has a range of personal, and a continuous duration.

Sample Defense Effects: The following powers have one defense effect each: Amazing Save (Damage), Deflection, Immovability, Mental Protection, Protection, and Sensory Protection. Force Field (p. 72) has a defense effect with a sustained rather than continuous duration.

ILLUSION EFFECTS

Illusion effects fool the senses, creating impressions of things that aren't really there or hiding impressions of things that are. The default illusion effect requires a half action to use, has a normal range, and a sustained duration, meaning the illusion lasts as long as the character maintains it.

Sample Illusion Effects: The following powers have one illusion effect each: Illusion, Invisibility, and Obscure.

MOVEMENT EFFECTS

Movement effects allow characters to move in improved or different ways. The default movement effect requires a half action to use, which includes the character's movement at normal speed as part of the action. Movement effects have a default range of personal and a sustained duration (they work as long as the character is capable of moving).

A movement effect normally allows a character to move at a speed of $(\text{power rank} \times 5 \text{ feet})$ as a half action, twice that as a full action. The character also can sprint up to four times normal speed as a full action by sacrificing any dodge bonus to Defense. A movement effect also can increase the character's sprint speed for one mode of movement, usually as an extra for that movement power.

Sample Movement Effects: The following powers have one movement effect each: Clinging, Dimensional Travel, Flight, Leaping, Running, Space Flight, Swimming, Teleportation, Time Travel, and Tunneling.

SENSORY EFFECTS

Sensory effects improve or heighten the senses, even granting the ability to sense things others normally cannot. Sensory effects normally do not require an action to use unless the character is specifically searching for something. They have a default range of personal (affecting only the character using them) and a continuous duration.

Sample Sensory Effects: The following powers have one sensory effect each: Comprehend, Datalink, ESP, Microscopic Vision, Postcognition, Precognition, Telepathy, and Telescopic Sense. The Super-Senses power (p. 85) is actually an ability effect, an improvement to Wisdom that only affects sense checks, but that is permanent in duration.

TRANSFORMATION EFFECTS

Transformation effects change the properties of the target: size, shape, substance, and so forth. Generally each transformation effect changes a single property; changing multiple properties at once requires additional effects. Transformation effects either work on living or nonliving matter.



Affecting both is an extra. The default transformation effect requires a half action to use, has a range of personal (if it affects the user) or touch (if it affects another target), and a duration of sustained, meaning the transformation only lasts as long as the character maintains it. Unwilling targets of a transformation effect are always allowed a saving throw against it, usually a Reflex save with a DC of (10 + power rank).

Sample Transformation Effects: The following powers have one transformation effect each: Duplication, Elasticity, Growth, Incorporeal, Shape Matter, Shapeshift, Shrinking, and Transmutation (which also is ranged, adding one extra).

VARIABLE EFFECTS

A variable effect is one that the player can define when the effect is used rather than when it is purchased. A variable effect can duplicate any other effect in the game, limited only by the player's imagination and the GM's judgment.

A variable effect has its limitations. First, it requires a half action to set the effect that the variable will duplicate (in addition to the time it takes to use the duplicated effect). Second, changing a variable effect requires the character to spend a Hero Point.

A variable effect normally can duplicate only one other effect at a time. If desired, the player may split the variable effect's ranks among multiple powers (this counts as only one use of the effect and costs only one Hero Point). If the effect has any extras applied to it (see **Extras**, p. 95), the power ranks of the variable effect powers are divided according to the number of extras. One extra divides the power ranks in half, two extras divides them by three, and so forth. Any fractional ranks are dropped. If this reduces the power rank below one, the variable effect cannot duplicate that particular effect.

POWER SOURCE

Each power in *Mutants & Masterminds* is defined as coming from a particular source (see **Power Source**, p. 56). When creating a new power, consider what the power's source will be. Some powers may come from any power source, while others may come from only a few or even one. The Gamemaster may have set particular limits or requirements regarding power sources in the campaign.

SPECIAL EFFECTS

Not every character with a particular effect uses it in exactly the same way. The "special effects" of a power: what it looks like, and often its style, are up to the player. For exam-

ple, an Energy Blast can be any sort of damaging force, from heat rays to lasers to streams of metal ball bearings; whatever suits the player and the character. Likewise, a character's Energy Blast may originate from the hands, eyes, forehead, chest, or wherever the player prefers.

Defining the special effects of your character's powers can help make them more unique and interesting. They also may imply certain minor advantages or disadvantages under certain circumstances. For example, an electrical Energy Blast may be conducted through metal objects or water. A spray of metallic debris might be deflected by a foe with Deflection that only affects projectiles. The GM decides if the character's special effects come into play in any given situation. Generally, common sense applies.

In some cases, a particular special effect may constitute an extra or flaw for the power (see **Extras** and **Flaws**, below). The GM decides if this is the case.

POWER STUNTS

Power stunts are minor variations in the use of a power or particular circumstances in which a power is more effective. Power stunts are super-feats and are acquired as normal (see **Chapter Four: Feats**). The only difference is that the character must have a particular power as a prerequisite. For example, to gain any of the power stunts of Super-Speed, the character must have one or more ranks in Super-Speed (p. 85). Like other feats, power stunts cost 2 power points each, rather than increasing the power's cost per rank.

Power stunts come in two types: power bonuses and secondary effects.

POWER BONUSES

A power stunt can grant a character a +2 bonus to power checks when using a power in a particular situation or to accomplish a particular task. An example is the Deflection Bonus stunt of Deflection (p. 65), which gives the character a +2 bonus when deflecting a particular type of attack. Other examples include using Telekinesis on a particular type of material, using a power in the air, underwater, or in a particular environment, and so forth. Players can come up with their own power bonuses, subject to the GM's approval.

Note that a power bonus applies only to power checks, not to power rank. The power's actual rank doesn't change. This means that power bonuses can't apply to powers that don't require checks. A power bonus also cannot apply to attack rolls or Defense, since there are other feats that do so. If the GM permits a power bonus to apply to an attack roll or Defense, it should never grant more than a +1 bonus.

A power bonus also may increase the DC of saving throws against a power by +2 in particular circumstances or against particular targets. For example, a character may have a Mind Control power that's more effective against men, applying a +2 bonus to the DC of saving throws made by male targets.

SECONDARY EFFECTS

While all the effects of a power count toward the power's usefulness and cost, some effects are more useful than others. There is a point of diminishing returns when it comes to having a lot of effects of the same type. The most common example is a large number of attack effects. While it gives the character a lot of flexibility, unless the character can use multiple attack effects at once, the additional effects are only slightly more useful than having one attack effect. The same is true with movement powers. Multiple movement powers usually apply to different modes of movement, so they can't really be used together.

Therefore, players can designate some of a power's effects as *secondary effects*, which are power stunts rather than extras. The power's cost is

UNDER THE MASK: POWER CREATION

Power creation in *Mutants & Masterminds* is part science, part art. While adding up effects, extras, and flaws offers a way to model virtually any power, some good judgment on the part of the players and Gamemaster is also necessary. The system offers guidelines, not hard and fast rules. Modify things as you see fit to make it all work.

Generally, the power creation system rewards coherent concepts: it tends to be cheaper to create a single unified power than a collection of completely unrelated powers. Of course, having all your effects in a single power is like putting all your eggs in one basket. It's easier to Drain or Neutralize just one power, for example. Powers with a lot of effects also get quite expensive, and advancement can be slower for characters who must spend a lot of power points just to gain a single rank in their primary power.

The powers in this chapter should provide a good basis for building new powers. You often can take an existing power and modify it using extras and flaws to get the power you're looking for. A good rule of thumb is that each additional thing a power can do increases its cost by one while each thing it's limited from doing decreases its cost by one. Sometimes a power's final cost and mechanics need to be "eyeballed" a bit to get them to where they feel right, and the Gamemaster's judgment is always final in these cases.

based on the main effect, with each secondary effect as a power stunt costing 2 power points. The secondary effects must have a primary effect of the same type as part of the power at full cost and the character can use only the primary effect or one of the secondary effects at a time, not two or more together.

Example: Lady Hex has the ability to cast spells. Sheila, Lady Hex's player, defines this power as having attack, control, defense, illusion, sensory, and transformation effects (a very versatile power) for a cost of 7 power points per rank. Looking over the list of effects she chooses Lady Hex's primary effects within those categories: Energy Blast, Telekinesis, Force Field, Illusion, ESP, and Transmutation.

Sheila decides that she wants Lady Hex to have a Snare spell in addition to her Energy Blast. Since it's another attack effect and Lady Hex isn't likely to be using both Energy Blast and Snare at the same time, Sheila decides to make it a secondary effect. Instead of increasing the cost per rank of Lady Hex's power, Sheila just pays 2 power points for a power stunt and Lady Hex has the Snare spell. If Sheila wanted to add an alteration effect (say Healing) to Lady Hex's power, she'd have to increase its cost per rank, since she doesn't already have an alteration effect as part of the power.

The key things to keep in mind about secondary effects are:

- The power must already have a primary effect of the same type in order to add a secondary effect of that type.
- Secondary effects can't be used or sustained at the same time as other effects of the same type. If the secondary effect must work in conjunction with another effect at the same time, it can't be a secondary effect. For example, if a character makes Immovability a secondary effect of Amazing Save (Damage), the character can benefit from either Amazing Save (Damage) or Immovability, but not both at once. To have the powers working at the same time, the character must add the new effect as a primary effect and increase the power's cost per rank.

EXTRAS

Extras are bonuses that enhance or expand super-powers. The Area extra, for example, allows a power that normally affects a single target to affect an area instead. Each extra applied to a power increases its cost per rank

by 1 power point. Some extras can be applied to the same power multiple times, increasing the power's cost each time.

The use of extras is optional. That is, if your hero has an extra for a power, she can choose whether or not to use it. So a hero who has the Energy Blast power with the Area extra can fire a normal blast or choose to fire an area blast. You also can use your extras in any combination that you wish, except where specifically prohibited in their descriptions. The GM may ban specific power/extra combinations in the game, when necessary.

The **Power Descriptions** section of this chapter includes hundreds of suggested extras, most of which are specific to the power they modify. The below list includes extras appropriate for a wide variety of powers, which you may purchase with the approval of the GM.

Area: If a power normally works on one target, it can now affect an area with a radius of five times the power's rank in feet. If the power already affects an area, the size of the area doubles. For powers that require an attack roll, use the area attack rules (p. 138).

Autofire: A ranged attack power with this extra can attack two additional times per round at the character's full base attack bonus, but the extra attacks and the character's normal attack all suffer a -6 penalty. Each attack affects the target separately with regard to saving throws.

Contagious: When this extra is applied to a continuous power, anyone who touches the target of the contagious effect is affected as if they'd been targeted by the original power. They save against the power normally. New victims also become contagious, and the effect lingers until all traces of it have been eliminated. All contagious effects end when the character stops sustaining the power. Examples of Contagious special effects include sticky Snares that can entrap anyone who touches them, Drains as a contagious disease, or even a Neutralize effect that spreads from one character to another.

Delay: You can delay how long before a power's effect happens. Normally, effects take place immediately when they're used. This extra allows the character to choose when the effect activates. Characters can designate a specific time (a minute, an hour, etc.). This makes Delay useful for setting traps. When the effect goes off, it makes a normal attack roll against the target using the character's base attack bonus and has its normal results.

Duration: Each application of this extra improves a power's duration by one step: instant to concentration, concentration to sustained, sustained to continuous, and continuous to permanent. If a power has a duration of instant, it now can be sustained by concentration. This means that after the first round, the effect happens again on the character's action for as long as he concentrates without the need for further attack rolls. So an attack effect continues to damage the target, Snare continues to entrap the tar-



get, and so forth. If the character's concentration is broken, the power stops.

A power that requires concentration becomes sustained, requiring no concentration, but ending if the character is unable to take a free action each round to sustain it.

A sustained power becomes continuous, allowing the power to continue even if the character is unable to take any free actions (such as while stunned or unconscious). Gamemasters are cautioned against allowing instant effects (especially attack effects) to be upgraded to continuous.

Continuous powers can be upgraded to permanent. A permanent power cannot be Neutralized—it is an innate part of the character. In some cases, a permanent power may be more of a flaw than an extra.

Ghost Touch: You can use a power against incorporeal beings as if they were solid or use it to affect corporeal beings while you are incorporeal. Ghost Touch effects used by incorporeal beings have an effective power rank no greater than their incorporeal power rank (or their normal power rank, whichever is less).

Impervious: A defensive power with this extra is unaffected by attacks modified by the Penetrating Attack super-feat. The protection uses its full normal power rank against the attack.

Mental: When applied to a power that requires an attack roll, the character adds his Wisdom bonus rather than his Strength or Dexterity bonus to attack rolls with that power. The power's saving throw becomes Will, if it isn't already.

Multifire: A ranged attack power with this extra can attack an additional time per round at the character's full base attack bonus, but the extra attack and the character's normal attack suffer a -4 penalty. Each attack affects the target separately with regard to saving throws.

Passengers: When applied to a movement power, this extra grants additional characters the ability to use that power, provided that all passengers are within 5 feet of the user or another passenger. Each passenger reduces the movement power's rank by one. The character and all passengers move at the speed of the lowered rank. If the power rank is reduced below 1, the movement power no longer functions (the character can't take on that many passengers).

Range: Each application of this extra improves a power's range by one step: personal to touch, touch to normal, and normal to sight. Personal powers given touch range can affect other characters or objects by touch. This requires a normal melee attack roll to touch an unwilling subject and the target is entitled to a saving throw against the effect. To create a version of a personal power that only works on others, take this extra and the Others Only flaw, below.

Selective: The character can choose which targets in the area of an effect are affected by it, and which are not (this includes the user, if he is in the effect's area). This allows the character to exclude allies and innocent bystanders from an effect while still affecting opponents (or vice versa).

Shapeable: The character can shape the area of an effect as desired, provided that the overall volume remains the same or less.

Subtle: A power with this extra is only detectable by someone with the appropriate Detect feat. For example, a subtle Energy Blast might be an invisible and inaudible beam of radiation, only detectable by Geiger counters and characters with Detect (radiation). Targets of a subtle effect still feel it but may not know where the effect originated.

Triggered: The power activates automatically in response to a single condition without requiring an action or any effort by the character. An attack effect that activates whenever someone touches the character (including making an unarmed attack) or a defense effect that activates automatically when the character is attacked are examples of Triggered powers. The trigger must be something the character can normally sense. If it's not, it counts as two extras. Characters can choose to turn triggered

powers off (that is, keep them from being triggered) but it requires a free action to do so and a free action to turn the trigger back on again.

PARTIAL EXTRAS

With the approval of the GM, some extras may be applied only to some ranks of a power and not to others. In these cases, the extra or extras increase the cost of only the ranks to which they are applied and base their effects solely on those ranks.

For example, a hero may have the ability to use his Drain power at a distance, but with a lesser effect. To reflect this, the player wants to apply the Range extra to only half of the character's Drain ranks. The GM allows this, and the extra increases the cost of those ranks by one each. Now the hero can use Drain at full effect by touching a target, or at half effect at range.

FEATS WITH EXTRAS

Although extras generally apply to super-powers, there are some cases in which they can be applied to super-feats, such as increasing a feat's range (allowing it to affect others by touch or at a distance). The GM has final say whether or not a particular extra can apply to a feat. Extras cannot be applied to standard feats, except with the Gamemaster's permission, and GMs should be cautious about allowing players to combine extras and standard feats.

FLAWS

Flaws are limitations of a power, things it doesn't do well or side effects of using the power. They take away capabilities or impose restrictions on the power's use. For example a character with the Flight power might have the flaw of having wings; the character must be able to flap her wings in order to fly, so she can't fly if her wings are pinned or ensnared (the Restricted flaw). Or a character with the power of Illusion may be able to affect only one sense instead of all of them at once (the Limited flaw). Flaws reduce the cost per rank of a power by 1 power point each, to a minimum of 1 point per rank.

Many flaws are open to interpretation, and it's up to the players and the Gamemaster to define exactly how a particular character's flaws work. The GM should keep in mind that a flaw must limit the power in some way to actually count as a flaw. You can't apply the Touch flaw to a power that already has a range of touch, for example (much less apply the flaw to a personal power so you can use it on others—that's the Range extra). The GM has final say as to whether or not a particular flaw is appropriate.

Degrades: Each time a character uses a power with this flaw, reduce its power rank by 1. Once the power rank reaches 0, the character cannot use the power any more until it recovers. A power that degrades recovers its lost ranks at a rate of 1 per hour in which it is not used. The GM may adjust the rate as needed to suit the power's special effects.

Device: The power resides in or relies upon a device—an external object—rather than the character. Typical examples include weapons as devices for attack effects. A variable effect device may be an array of devices or a device that can be reconfigured for different uses (see the Gadgets power for an example). If the device is taken away, the character can no longer use its powers.

Duration: Each application of this flaw reduces a power's duration by one step: continuous becomes sustained, sustained becomes concentration, and concentration becomes instant. Some powers may become practically useless if their duration is reduced too much.

Full Effect: The power must be used at full power or not at all. The character cannot "pull" an attack effect to do less damage, for example, or cannot use a movement effect to move at anything less than full

speed (which can make landings interesting). This usually means the power lacks finesse. If it doesn't significantly limit the power, Full Effect doesn't constitute a flaw for that effect.

Heroic Effort: The character must spend a Hero Point in order to use the power for the duration of a single encounter.

Ineffective: The power doesn't work against certain targets, such as an attack that doesn't work on a particular material or mind control that only works on animals. If there is a particular condition that renders a power ineffective, use the Restricted flaw instead (see below).

Limited: The scope of the power is limited in some way. Shapechange that only allows the character to assume particular forms, for example, or Telekinesis that only works on particular types of matter. Various powers have sample limits, but players should feel free to come up with others that suit their character concept.

Obvious: The reverse of the Subtle extra, a power with this flaw really draws attention to itself. It might give off a bright glow, a loud noise, or some other special effect, but it's clear that the character is using a power and from whom the power originates. The side effects of Obvious cannot constitute powers themselves (for example emitting light bright enough to blind people, since that's a Dazzle effect). Some effects are fairly obvious by nature and may not qualify for this flaw.

Others Only: A power that usually works on both the user and others only affects others if this flaw is applied to it. This is primarily for personal powers with the Range (touch) extra applied to them, allowing the character to use that effect on others without being able to use it himself. Examples include most transformation effects and the Healing power.

Permanent: A continuous effect is made permanent. This is a flaw in the case of some effects, such as being permanently Colossal or Miniscule size, permanently incorporeal, and so forth. The GM decides if a permanent power is a flaw or not. Generally, if being unable to turn off the power limits the character's ability to interact with the normal world, it's a flaw.

Range: Each application of this flaw reduces a power's range by one step: line of sight becomes normal, normal becomes touch, and touch becomes personal. Some powers may become practically useless if their range is reduced. This flaw is primarily used to reduce normal range effects to touch range.

Restricted: The character can be restricted from using a power with this flaw in some way. For example, you might have Flight with Restricted to represent having wings; if you're pinned or paralyzed so you can't use your wings, you can't fly. Characters with magical powers may be restricted from using them if they can't gesture and speak freely to cast spells. Exposure to a particular substance or condition might restrict effects. The Device flaw can be seen as a special form of Restricted; without the device, the power is unavailable. When you're no longer restricted, the power is usable again.

Slow: The power takes longer to use than normal. Each application of this flaw increases the time needed to use the power by one step: from none to free, free to a half action, half to a full action.

Tiring: Using the power is taxing. The character must make a Fortitude save (DC 10 + power rank) to avoid becoming fatigued after using the power (see **Fatigue**, p. 40). For sustained and continuous powers, make the save when the power is activated and each round thereafter. A character can spend a Hero Point to cancel the fatigue effect.

Uncontrolled: The character has no control over when a power with this flaw activates. Instead, the Gamemaster decides when the power activates. It doesn't take any effort (or an action) on the character's part. In some cases, Gamemasters may choose to consider some Uncontrolled powers plot devices and not charge characters any power points for them.

Uses: The power only works a limited number of times each day. A power with this flaw is normally usable eight times a day. You can apply this flaw multiple times to the same power. Each additional flaw halves the number of uses (so four per day with two uses flaws, two per day with three, and once per day with four). A power can't have the Uses flaw more than four times, nor can its final cost per rank be reduced below one power point.

PARTIAL FLAWS

Like extras, flaws may be applied to only some ranks of a power and not to others. In these cases, the flaw or flaws reduce only the cost of the ranks to which they are applied, and still cannot reduce their cost below 1 power point per rank.

For example, a character may have a device that enhances an otherwise weak innate power. The character has 11 ranks in the power, but without the device, can only use 3. Therefore 8 ranks in the power have the Device flaw, but the other 3 do not, because they're still accessible even if the character loses the device.

FEATS WITH FLAWS

Flaws normally apply only to powers, but there are some cases in which a flaw also will apply to various feats a hero has. Flaws may be applied to both standard and super-feats (including power stunts), within the guidelines given here.

A flaw applied to a standard or super-feat restricts all uses of that feat. For example, a character may have the All-Around Sight, Blindsight, and Darksight feats with the Device flaw to represent a set of sensor goggles or a similar device. If the character loses the device, he loses the use of the feats associated with it. Just like powers, a flaw of a heroic or super-feat applies whenever the hero uses that feat.

Any feat that has a flaw applied to it costs 1 point rather than 2. Like powers, feats cannot have their cost reduced below 1 point.

PUTTING IT ALL TOGETHER

Taking all the components given above, you can build any power in seven simple steps.



STEP 1. WHAT EFFECTS DOES THE POWER HAVE?

Define the power's basic effects. Does it inflict damage? That's an attack effect. Does it transform the user into a different form? That's a transformation effect. Use the powers in this chapter as examples of particular effects to get an idea of what the power's effects are.

STEP 2. WHAT EXTRAS DOES THE POWER HAVE?

Do the effects require any extras? For example, Transmutation has the Range extra because it can be used at normal range, while transformation effects have a default range of touch. Effects have default range and duration that may need to be modified to fit the power you've got in mind.

STEP 3. WHAT FLAWS DOES THE POWER HAVE?

Are there any flaws or drawbacks to the power, any things that it can't do? Use the flaws of the various powers in this chapter and those listed in the **Flaws** section as examples. Keep in mind that a flaw that doesn't really limit your power is probably more of a special effect (p. 94). For example, if you have a sonic Energy Blast, it probably doesn't work in a vacuum (since there's no medium for the transmission of sound). But unless your campaign regularly takes place in outer space, how often is your character likely to encounter a vacuum environment? The GM may decide that it's more a special effect that your power doesn't work in a vacuum than a flaw (particularly since your sonic blast might be slightly *more* effective in a sound-conducting environment such as underwater).

STEP 4. WHAT POWER STUNTS DOES THE POWER HAVE?

Does the power have any power stunts (power bonuses or secondary effects)? Generally these aren't a part of the base power, but they can be written up as things characters with that power can learn to do. Some powers (like Sorcery, p. 82) have a *lot* of power stunts built into them.

STEP 5. ADD IT UP

Add up the total number of effects and extras, add one, and subtract the total number of flaws to get the power's cost per rank. This cost can never be lower than 1, so if you come up with a 0 or negative cost, the power probably has too many flaws. Go back and consider removing some flaws or adding some additional extras to round out the power and bring it up to a cost of at least 1 power point per rank.

**Power cost per rank - 1 + total number of effects
+ total number of extras - total number of flaws,
with a minimum cost of 1 power point per rank.**

STEP 6. WRITE IT UP

Write up a description of the power following the format used in this chapter, giving the power's effects and how it works. Be sure to include its saving throw (if the power affects other characters), range, duration, and so forth. You may want to include notes about adding power stunts, extras, and flaws to the power, as given for the powers in this chapter.

STEP 7. GET THE GAMEMASTER'S APPROVAL

Give the Gamemaster the write up of your new power to review. The GM may request adjustments to the power, either changing its effects, extras, flaws, and stunts or changing its cost. The power's exact mechanics can be further defined and adjusted to suit the game. The GM also may choose to reject the power if it's too powerful or just not suited for the series. Make whatever adjustments the GM requires. Once the GM approves your power, your character can spend power points to acquire ranks in it just like any other power.

EXAMPLES OF POWER CREATION

Here are some examples of creating new powers.

BATTLESUIT

Kyle wants to create a high-tech battlesuit for his character, Cyclone. He envisions a suit of powered armor with a variety of weapons that enhance Cyclone's strength and that allows him to fly through the air and through outer space.

Looking through the list of effects, he picks the following: ability, attack, defense, movement, and sensory (a total of 5 effects). For the ability effect, he wants Cyclone's armor to provide Super-Strength. Since he wants to boost all aspects of Cyclone's Strength instead of just one that's three effects total (see **Ability Effects**, p. 93). For the attack effect he chooses an Energy Blast (a ranged damaging effect). For the defense effect he chooses Amazing Save (Damage). He picks Flight for the movement effect and Super-Senses for the sensory effect.

Taking a look at the extras, he decides to apply the Impervious extra to his Amazing Save, saying that structure of Cyclone's armor resists attacks modified by the Penetrating Attack super-feat. That's one extra.

Taking a look at flaws, it's clear that Cyclone's armor is a device. He doesn't see any other flaws he considers appropriate, so he leaves it at that.

Adding things up, he has 7 effects, 1 extra, and 1 flaw, for a total cost of $1 + 7 + 1 - 1$, or 8 power points per rank. Since Cyclone is a 10th-level character, Kyle spends 80 of his power points and gives him his battlesuit at rank 10, noting it on his character sheet thusly:

Battlesuit +10 [Energy Blast, Flight, Amazing Save (Damage), Super-Senses, Super-Strength; Extra: Impervious; Flaw: Device; Cost: 8pp].

MACHINE CONTROL

Andy wants a character with the power to mentally control machines, causing them to do what he wants, but also being able to reshape them into new sorts of machines, like turning a car into a robot.

He takes a look over the list of effects and picks control, sensory, and transformation. For his control effect he chooses Animation, for sensory he chooses Datalink (allowing the character to mentally communicate with and affect computers). For the transformation effect he looks at both Shape Matter and Transmutation and decides that the power needs to be able to change both the shape and composition of machines, so he applies two transformation effects, for a total of four.

He wants the character's transformation power to work at a distance (like the other effects), so he applies the Range extra. Looking over the flaws, it's clear that the power is Limited, since it only affects machines.

Adding things up, he has 4 effects, 1 extra, and 1 flaw, for a total cost of $1 + 4 + 1 - 1$, or 5 power points per rank. Andy writes up the new power to submit it to the Gamemaster like this:

MACHINE CONTROL

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

You have the ability to animate and control machines and to communicate with and influence computers. You can animate any machine like a use of the Animation power (p. 62), even changing the machine's form or components as desired, such as turning a car into a robot or an air conditioning unit into a robotic arm with whirling blades. You can animate only machines with hardness less than or equal to your power rank. You can mentally interface with computers like the Datalink power (p. 64).



CHARACTERISTICS

FILLING IN THE DETAILS

While power level, ability scores, skills, feats, and powers describe a lot about a hero, they don't cover everything. Before you begin playing, you'll want to decide what your hero looks like, his name (both his costumed identity and his real name), appearance, costume, age, background, and so forth.

This chapter will help you round out your hero, including tips on determining finishing details, the hero's exact capabilities (how much can he lift, how fast can he run, etc.), as well as the hero's weaknesses, the things he doesn't do well or vulnerabilities that villains may exploit.

DETAILS

A lot of details go into making your hero more than just a collection of numbers: things like the character's name, age, appearance, background, and so forth help to define who he or she is. Take a moment (if you haven't already) to consider some of the following topics.

NAME

What is your character's name? That is to say, what is the name the character 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 your character. Most heroes have a code name based on their powers, theme, or style. Here are some options to consider:

Powers: Give the character a name based on his 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 that suggests a name: Paladin might be a medieval knight displaced into the present day, with magical sword and armor. Mr. Mystic may be all about magic and the occult.

Titles and Ranks: Names may include various titles like Mister, Miss, Doctor, Sir, and Madam or even royal titles like King, Queen, Prince, Duke, Baron, Lord, and so forth. Military ranks are also popular hero name components, especially General, Major, and Captain.

Sound: Some codenames 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 may have nothing to do with them.

Real Name: Some heroes go by their real name, not using a code name at all. Oftentimes these real names *sound* like codenames, however. Consider, Alexander Atom, a heroic scientist known in the headlines as Dr. Atom.

AGE

How old is your character? Superheroes tend to hover in that indeterminate age between 20 and 40, but some heroes are younger, usually teenagers, and some are older, depending on a hero's background, possibly *much* older. For example, your 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 (aging) are effectively immortal—they might be *thousands* of years old.

Consider the effects of age on the hero. Someone who fought in World War II 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.

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. Some characters, such as robots or undead creatures, might actu-

ally be constructs (see p. 117). Is the character short or tall? What about hair and eye color? Does the hero have any distinguishing marks or unique features?

COSTUME

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

In the comics, costumes generally are immune to the kind of routine wear-and-tear that a hero's powers would 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.

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 show a diverse range of attitudes. One hero may be a true "boy scout," upholding the ideals of truth, justice, and equality while another hero is a vigilante willing to break the law in order to ensure that justice is done. Some heroes are forthright and cheerful while others are grim and unrelenting. Consider your hero's attitudes and personality traits, particularly any Quirks the hero might have (see **Quirk**, p. 107).

ALTERNATE IDENTITY

Although heroes spend a lot of their 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 disguise 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 may abandon all pretense of a "civilian" identity, revealing their true names to the world and always living in the public eye. This means less trouble trying to juggle two separate lives, but no refuge from the media, adoring fans, and the hero's enemies, who always know where to find him. Both approaches have their advantages and their drawbacks. Consider which is best for your hero.

ORIGIN

Where, when, and how did the hero get his or her powers? Chapter Five offers some ideas on power sources, which may point the way. What is your hero's origin? Where did his powers come from? Why is he different from other people?

A hero's origin is limited only by your imagination. It can be anything from a character born with the potential for super-human powers to someone granted them by an accident—exposure to a strange meteor, radiation, genetic engineering, or any of countless similar encounters.

MOTIVATION

Another important element of a hero's background is what motivated the character to become a hero in the first place and what keeps the hero 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 that motivation affect the hero's methods of fighting crime? Is there anything that might change or affect the hero's motivation?

GOALS

Finally, what are the 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 heroine 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 during the game. Don't overlook it.

CAPABILITIES

All characters have certain capabilities, based on their power level, ability scores, and so forth, which are described here. They include moving and lifting things, using extra effort to improve abilities, and Hero Points.

SAVING THROWS

When you are subject to an unusual attack or hazard, you generally get a saving throw to negate or reduce its effect. A saving throw is a 1d20 roll plus a bonus based on a related ability score modifier. To succeed at a saving throw, you must roll a result equal to or higher than its Difficulty Class (which is determined by the attack or hazard itself). The four different types of saving throws are Damage, Fortitude, Reflex, and Will.

Damage saves reflect sheer physical toughness. They measure your ability to stand up to physical punishment or attacks. They incorporate toughness, bulk, and resistance.

Damage Saving Throw: 1d20 + Con modifier.

Fortitude saves reflect overall health and resistance to threats like poison or disease. They incorporate stamina, ruggedness, physique, metabolism, and immunity.

Fortitude Saving Throw: 1d20 + Con modifier.

Reflex saves reflect physical (and sometimes mental) agility. They test your ability to dodge massive attacks or hazards, such as an explosion or a deadfall trap. They incorporate quickness, nimbleness, overall coordination, speed, and reaction time.

Reflex Saving Throw: 1d20 + Dex modifier.

Will saves reflect inner strength. They measure your resistance to mental influence and domination. They incorporate willpower, mental stability, the power of the mind, level-headedness, determination, self-confidence, self-awareness, and resistance to temptation.

Will Saving Throw: 1d20 + Wis modifier.

SAVES VS. CHECKS

A villain teeters on a precarious ledge, then slips and falls. A hero rushes forward to grab the villain at the last moment and save him. Are they making Reflex saving throws or Dexterity checks? Both, actually: the villain makes a Reflex saving throw to avoid falling, the hero makes Dexterity check to catch the villain in time.

Generally speaking, characters make saving throws in order to avoid or overcome some hazard or danger. Characters make ability, skill, and power checks in order to accomplish some task. Thus a character makes a saving throw to reduce or avoid damage, overcome the effects of certain powers, and so forth.

WEALTH

Readers will note that there is no definition of wealth in *Mutants & Masterminds* despite the fact that many superheroes (and supervillains, for that matter) are fabulously wealthy. The reason for this is because, in the comics, a character's wealth generally has little or nothing to do with that character's capabilities. Wealth is merely a background element and plot-device to explain how the armored hero can afford all of his different battlesuits and how the detective can maintain such an extensive headquarters and collection of devices. These sorts of things (devices, headquarters, etc.) *do* have rules for how characters acquire and use them. The how and why of it isn't that important. One character might get all of his devices from being a wealthy inventor while another might have a cache of alien technology or even the ability to create devices from otherwise ordinary materials.

Therefore there's no game mechanic for determining how wealthy (or not) a character is, just as there isn't a mechanic for determining what your character does for a living, what he or she looks like, and so forth. It's up to you to define as part of your character's background (with the GM's approval). Generally, wealth has little impact on a *Mutants & Masterminds* campaign. If you prefer to have more defined rules regarding a character's income and financial resources, consider using the optional rules below.

OPTION: WEALTH FEATS

For gamemasters and players who prefer a more defined system of wealth in the campaign, use the following optional feats:

INDEPENDENT INCOME

You don't have to work for a living.

Benefit: You have an independent source of income that requires only minimal attention from you, such as an extensive stock portfolio, investments, a trust fund, and so forth. You don't have to have a regular job and you have considerably more free time as a result.

WEALTH

You have greater than average financial resources.

Benefit: Your income is approximately ten times the average income for the campaign setting (roughly \$20,000 for a modern-day campaign). You get a +1 bonus on Diplomacy and Intimidate checks when dealing with people who are aware of your greater wealth and care about it.

Special: You can take this feat multiple times. Each time your income increases by a factor of ten (so $\times 10$, $\times 100$, $\times 1,000$, etc.) and the skill bonuses from greater wealth stack. Five levels of Wealth should be the practical limit for most campaigns (making the character one of the wealthiest people in the world). You can combine Wealth with Independent Income.

MOVEMENT

Heroes in the comics move around a lot. The GM moderates the pace of a game session, and so determines when movement is important enough to be worth measuring. During casual scenes, you usually won't have to worry about movement rates. If a character arrives somewhere and takes a stroll around to get a feel for the place, or is flying around town on patrol, no one needs to know exactly how many rounds or minutes it takes, it just happens.

There are two main movement scales in the game:

- Tactical, for combat, measured in feet per round.
- Travel, for getting from place to place, measured in miles per hour.

MODES OF MOVEMENT

While moving at the different movement scales, characters generally walk, hustle, or sprint. Most characters' base speed in tactical movement is 30 feet, meaning that a normal *Mutants & Masterminds* character can walk 30 feet as a half action every round. The following speeds modify that base speed:

Walk: A walk represents unhurried but purposeful movement at the character's normal speed (about 3 miles per hour for a normal unencumbered human).

Hustle: A hustle, sometimes called a "double move," is a jog covering twice the character's normal speed (about 6 miles per hour for a normal unencumbered human). Taking two move actions in a round represents a hustle.

Sprint: Moving four times your base speed is a sprinting pace. Sprint is a full action, and you lose any dodge bonus to Defense while sprinting, since you're not easily able to avoid attacks.

HAMPERED MOVEMENT

Obstructions, bad surface conditions, or poor visibility can hamper movement. The GM determines the category into which a specific condition falls (see **Table 6-1: Hampered Movement**). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered. For example, a character that normally could cover 60 feet with a double move (hustle) can cover only 30 feet if moving through thick undergrowth.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply. For instance, a character that normally could cover 60 feet with a double move (hustle) could cover only 15 feet moving through thick undergrowth in heavy fog (one-quarter his double move).

TABLE 6-1: HAMPERED MOVEMENT

Condition	Examples	Movement Penalty
Obstruction		
Moderate	Undergrowth	$\times\frac{3}{4}$
Heavy	Thick undergrowth	$\times\frac{1}{2}$
Surface		
Bad	Steep slope or mud	$\times\frac{1}{2}$
Very bad	Deep snow	$\times\frac{1}{4}$
Poor visibility	Darkness or fog	$\times\frac{1}{2}$

TACTICAL MOVEMENT

Use tactical speed for combat, as detailed in **Chapter Eight: Combat**. Characters generally don't walk during combat — they hustle. A character that moves his or her speed and takes some action, such as attacking, is hustling for about half the round and doing something else the other half.

TRAVEL

Characters covering long distances use movement measured in miles per hour. The character's speed in miles per hour is roughly one-tenth his speed in feet per round.

Example: Marathon has Run +10 and Super-Running +10, giving him a base speed of 80 feet per round and a sprint speed of just over a thousand times that (81,920 feet per round, about 8,190 mph, or over ten times the speed of sound!). At his speed, Marathon can circle the Earth in under an hour.

You can maintain full sprinting speed for a number of rounds equal to your Constitution. After that you must succeed at a Constitution check (DC 10) to continue sprinting. You must check again each round you con-

tinue to sprint, and the DC of this check increases by 1 for each check you have made. When you fail this check, you become fatigued and must stop sprinting.

You can move half your full sprinting speed for an hour. After that, you make a Constitution check (DC 10) or become fatigued (meaning you can no longer sprint). Another Constitution check is required each additional hour, and the DC increases by +1 per additional check. For normal humans this means moving at a hustle, but for characters with superpowers, even half their sprinting speed can be tremendously fast.

CARRYING CAPACITY

Carrying capacity determines how much weight characters can lift and how much carrying additional weight, or *encumbrance*, slows them down.

LIFTING AND DRAGGING

See **Table 6-2: Carrying Capacity** for how much a character can lift based on her Strength score. Characters with Super-Strength double their carrying capacity in all categories for each rank (see **Table 5-2: Doubling Values**, in Chapter Five for exact amounts per rank). So a character with Strength 15 normally has a light load of 66 lbs., a medium load of 133 lbs., a heavy load of 200 lbs. and a maximum load of 400 lbs. With Super-Strength +5 (which multiplies carrying capacity by $\times 32$), the same character has a light load of 2,122 lbs., a medium load of 4,256 lbs., a heavy load of 6,400 lbs., and a maximum load of 12,800 lbs. (or just over 6 tons).

A character can lift and carry up to a light load without any penalties or difficulties.

A character carrying a medium load has a maximum Dexterity bonus to Defense of +3 and has a -3 penalty on all actions. The character can only move at $\frac{3}{4}$ normal speed.

A character can lift up to a heavy load over his or her head. A character carrying a heavy load has a maximum Dexterity bonus to Defense of +1 and has a -6 penalty on all actions. The character can move only at $\frac{1}{2}$ normal speed and the character's sprint speed is reduced by one multiple (from $\times 4$ to $\times 3$ for normal characters).

A character can lift up to the maximum load off the ground, but can only stagger around with it. While overloaded in this way, the character loses any dodge bonus to Defense and can move only 5 feet per round (as a full action).

A character can push or drag along the ground up to five times her heavy load weight. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

A character can use extra effort to double his carrying capacity for one round (see **Extra Effort**, right).

BIGGER AND SMALLER CREATURES

The figures on **Table 6-2: Carrying Capacity** reflect Medium-size creatures. Larger and smaller creatures can carry more weight depending on size category. See Growth (p. 72) and Shrinking (p. 81) for details.

TABLE 6-2: CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load	Maximum Load
1	3 lb.	6 lb.	10 lb.	20 lb.
2	6 lb.	13 lb.	20 lb.	40 lb.
3	10 lb.	20 lb.	30 lb.	60 lb.
4	13 lb.	26 lb.	40 lb.	80 lb.
5	16 lb.	33 lb.	50 lb.	100 lb.
6	20 lb.	40 lb.	60 lb.	120 lb.
7	23 lb.	46 lb.	70 lb.	140 lb.
8	26 lb.	53 lb.	80 lb.	160 lb.
9	30 lb.	60 lb.	90 lb.	180 lb.
10	33 lb.	66 lb.	100 lb.	200 lb.
11	38 lb.	76 lb.	115 lb.	230 lb.
12	43 lb.	86 lb.	130 lb.	260 lb.
13	50 lb.	100 lb.	150 lb.	300 lb.
14	58 lb.	116 lb.	175 lb.	350 lb.
15	66 lb.	133 lb.	200 lb.	400 lb.
16	76 lb.	153 lb.	230 lb.	460 lb.
17	86 lb.	173 lb.	260 lb.	520 lb.
18	100 lb.	200 lb.	300 lb.	600 lb.
19	116 lb.	233 lb.	350 lb.	700 lb.
20	133 lb.	266 lb.	400 lb.	800 lb.

TABLE 6-3: CARRYING LOADS

Max Load	Check Dex	Penalty	Speed	Sprint
Light	None	0	Normal	Normal
Medium	+3	-3	$\frac{2}{3}$	Normal
Heavy	+1	-6	$\frac{1}{3}$	$\frac{1}{4}$
Maximum	+0	—	5 ft.	—

TABLE 6-4: SUPER-STRENGTH MULTIPLIER

Power Rank	Str 10 Multiplier	Str 15 Heavy Load	Str 20 Heavy Load	Heavy Load
1	x2	200 lb.	400 lb.	800 lb.
2	x4	400 lb.	800 lb.	1,600 lb.
3	x8	800 lb.	1,600 lb.	3,200 lb. (1.5 t)
4	x16	1,600 lb.	3,200 lb. (1.5 t)	6,400 lb. (3 t)
5	x32	3,200 lb. (1.5 t)	6,400 lb. (3 t)	12,800 lb. (6 t)
6	x64	6,400 lb. (3 t)	12,800 lb. (6 t)	25,600 lb. (12 t)
7	x128	12,800 lb. (6 t)	25,600 lb. (12 t)	51,200 lb. (25 t)
8	x256	25,600 lb. (12 t)	51,200 lb. (25 t)	102,400 lb. (50 t)
9	x512	51,200 lb. (25 t)	102,400 lb. (50 t)	204,800 lb. (100 t)
10	x1,024	102,400 lb. (50 t)	204,800 lb. (100 t)	409,600 lb. (200 t)
11	x2,048	204,800 lb. (100 t)	409,600 lb. (200 t)	819,200 lb. (400 t)
12	x4,096	409,600 lb. (200 t)	819,200 lb. (400 t)	1,638,400 lb. (800 t)
13	x8,192	819,200 lb. (400 t)	1,638,400 lb. (800 t)	3,276,800 lb. (1.6K t)
14	x16,384	1,638,400 lb. (800 t)	3,276,800 lb. (1.6K t)	6,553,600 lb. (3.2K t)
15	x32,768	3,276,800 lb. (1.6K t)	6,553,600 lb. (3.2K t)	13,107,200 lb. (6.5K t)
16	x65,536	6,553,600 lb. (3.2K t)	13,107,200 lb. (6.5K t)	26,214,400 lb. (12.5K t)
17	x131,072	13,107,200 lb. (6.5K t)	26,214,400 lb. (12.5K t)	52,428,800 lb. (25K t)
18	x262,144	26,214,400 lb. (12.5K t)	52,428,800 lb. (25K t)	104,857,600 lb. (50K t)
19	x524,288	52,428,800 lb. (25K t)	104,857,600 lb. (50K t)	209,715,200 lb. (100K t)
20	x1,048,576	104,857,600 lb. (50K t)	209,715,200 lb. (100K t)	419,430,400 lb. (200K t)

EXTRA EFFORT

Often, heroes are called upon to perform feats beyond even their abilities. There are times when a hero must go all out in order to succeed. This calls for *extra effort*. Players can choose to push their heroes' abilities in exchange for the hero suffering some fatigue from the effort.

At the beginning of the round immediately after extra effort, you become fatigued: -2 to Strength and Dexterity and unable to sprint. If you use extra effort again while already fatigued, you become exhausted: -6 to Strength and Dexterity and move at one-half normal speed. If you use extra effort while exhausted, you become unconscious on the following round. If you spend a Hero Point at the start of the round following extra effort to ignore the effects of the fatigue, you suffer no adverse effects.

Extra effort is a free action and can be performed at any time during the hero's action (but is limited to once per round). A hero using extra effort can gain one of the following benefits for a single round:

- **Strength check bonus:** You gain a +2 bonus on a single Strength check (but not a skill check based on Strength).
- **Increase carrying capacity:** Your carrying capacity is doubled for one round.
- **Increase movement:** Your movement speed is doubled for one round.
- **Increase power:** One of your existing powers temporarily increases by 2 ranks. The increased ranks last until the beginning of your next round. Permanent powers cannot be pushed in this way, nor can movement powers or super-abilities like Super-Strength.
- **Gain a power extra or stunt:** You can use an extra or power stunt that you don't already have for one of your powers (see **Extras**, and **Power Stunts**, p. 56). The extra or stunt lasts for one use. For instant powers this is one action, for sustained and continuous powers it lasts as long as you sustain the power, but no more than an hour (at the GM's discretion).

HERO POINTS

Whether it's luck, talent, or sheer determination, heroes have something that sets them apart from everyone else, allowing them to perform amazing acts under the most difficult circumstances. Heroes in *Mutants & Masterminds* have *Hero Points* to reflect that special quality. Hero Points are based on your hero's power level: one Hero Point per two levels (see **Chapter One: Power Level** for details).

Spending a Hero Point can make the difference between success and failure. When you're entrusted with the safety of the world, that means a lot!

Unless otherwise noted, spending a Hero Point is a free action. You may spend only one Hero Point per round.

You can spend Hero Points for any of the following:

- **Re-roll a die roll:** One Hero Point allows you to re-roll any die roll you make and take the better of the two results. If both results are below 10, treat your roll as a 10. You must spend the Hero Point and re-roll *before* the GM announces the success or failure of your roll.
- **Improve your Defense:** You can spend a Hero Point to increase your Defense by 5. This bonus lasts until the beginning of your next action.
- **Eliminate stun hits:** You can spend a Hero Point to decrease your current stun hits by 5, giving yourself a second wind. You cannot decrease lethal hits using Hero Points.

- **Recover:** You can spend a Hero Point to immediately shake off a stunned condition or to get an immediate check to recover from being unconscious or disabled. This check is made normally, the Hero Point just allows you to make it in addition to your normal recovery check.
- **Ignore fatigue:** Any time you would be fatigued by taking an action, including extra effort (above), you can spend a Hero Point to ignore the fatigue result. Your inner drive gives you a burst of energy to keep on going.
- **Overcome injury:** If you are disabled (see **Damage and Injury**, p. 128), you can spend a Hero Point to allow you to take a strenuous action for one round without your condition worsening to dying. You can still only take a half action each round and your condition doesn't improve, you're just able to overcome the pain and injury for a few moments.
- **Escape death:** If your hero is dying, you can spend a Hero Point to automatically stabilize him and prevent him from dying, although this doesn't protect the hero from any further damage.
- **Inspiration:** Finally, you can spend a Hero Point to give your hero a sudden burst of insight or 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 you get from the inspiration.

Heroes have a number of Hero Points based on their power level (see **Chapter One: Power Level**, p. 20) and may gain additional Hero Points using the Hero's Luck feat (p. 45). Heroes regain all spent Hero Points at the start of each adventure (or each game session for long adventures, at the discretion of the GM) back to their starting total. A 10th-level hero with 5 Hero Points who spends 3 during an adventure, for example, starts the next adventure with 5 Hero Points. Hero Points that aren't spent during an adventure don't carry over to the next adventure.

The number of Hero Points assigned to characters is based on the assumption of a roughly four-hour game session featuring several encounters. If game sessions are significantly shorter (say two hours), the GM may wish to have the characters' Hero Points recover less often, such as every other game session. On the other hand, if game sessions tend to run long (six hours or more), or involve especially challenging encounters, the GM may wish to have Hero Points recover somewhere in the middle of the adventure, to give the heroes an little extra edge and not overtax their abilities.

WEAKNESSES

A *weakness* is a flaw or drawback that makes a hero's life more difficult. Not all heroes have weaknesses, but many do, and a weakness can help make a hero more interesting to play and that much more heroic for having a challenge to overcome. The player chooses whether or not the character will have any weaknesses, and what they are.

As a reward for taking a weakness, the character gains an additional 10 power points per weakness to spend on various abilities, within the limits of the hero's power level. The Gamemaster should feel free to set a limit on the number of weaknesses permitted for characters in the game: one weakness is not unusual, two is fairly uncommon, and more than that should be rare.

A number of weaknesses are described here, but players and GMs should feel free to create additional weaknesses as needed, using these as examples. A good weakness should create situations that are difficult and challenging for the hero without being overwhelming or too easy to deal with. A weakness that doesn't really challenge the hero isn't much of a weakness, while one that makes the hero completely incompetent isn't much fun to play. As always, the GM has the final say on whether or not a particular weakness is appropriate for the game. Gamemasters

OPTION: INSPIRED EDITING

Gamemasters may wish to expand the "inspiration" facet of Hero Points to allow players greater control over the environment of the game, effectively allowing them to "edit" a scene to grant their heroes an advantage of some sort. For example, a hero is fighting a villain with plant-based powers in a scientific lab. The player deduces that the villain may be vulnerable to defoliants, so she asks the GM if there are any chemicals in the lab she can throw together to create a defoliant. The Gamemaster requires the player to spend a Hero Point and says that the right chemicals are close at hand. All the hero has to do is make a successful attack roll to hit her opponent with them.

How much players are allowed to "edit" particular 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 that has already been explained in-game. For example, players cannot "edit" away damage or the effects of super-powers (Hero Points already allow this to a limited degree by using them to eliminate stun hits and escape death). The GM also may veto uses of editing that will ruin the adventure or make things too easy for the players. Inspired editing is intended to give the players more input into the story and allow their heroes chances to show off, but it shouldn't be used as a replacement for planning and cleverness, just a way to enhance them.

shouldn't allow players to exploit weaknesses just for the extra points. If you feel the weakness isn't likely to come up in the game or won't really limit or challenge the character, feel free to disallow it.

BERSERKER

The hero tends to lose control in combat situations, attacking enemies without any thought of personal safety (or anything else, for that matter). At the start of each round of combat, the hero's player must make a Will saving throw (DC 20). If the save fails, the hero goes berserk. The hero loses any dodge bonuses to Defense and must take the full attack option as often as possible, only taking other actions to get into range of potential opponents. The hero does not snap out of the berserk state until all potential opponents are defeated. Then the player may make another Will save (DC 20). If it fails, the hero attacks an ally or bystander. The hero gets a new saving throw each round, with a cumulative +1 bonus, to come out of the berserk state. A successful Diplomacy check (DC 20) by an ally who tries to calm the hero down gives the character a +2 bonus on the Will save, but a failed Diplomacy check or Will save makes the character who attempted the Diplomacy check the hero's next target.

DISABLED

The hero lacks a particular sense or means of locomotion, which often proves troublesome. Generally speaking, the character has an ability score or other common ability (like a sense or movement) effectively removed. Some common examples include:

Blind: The character cannot see at all. Everything effectively has total concealment from the character. His movement rate is limited, as is his ability to interact with the world. See the **Condition Summary**, p. 139, for more on blind characters. The hero cannot have any sight-based super-feats, although the Blindsight feat is available (and can partially compensate for the character's lack of sight).

Deaf: The character cannot hear at all. The character can learn the Read Lips skill, and can learn sign language as a regular language (see the Language skill, p. 36). See the **Condition Summary**, p. 139, for more on deaf characters.



Mute: The character cannot speak. He may learn and use sign language as a regular language (see the Language skill, p. 36). He suffers a -5 penalty on Bluff and Diplomacy checks.

Paraplegic: The character's legs are paralyzed, meaning he cannot stand or walk unaided. The character's normal movement speed is only 5 feet per round as a full action (nothing more than a crawl), and he probably is reliant on a wheelchair or similar conveyance for getting around.

DISTURBING

The character's appearance, manner, or presence is so strange that he suffers a -5 penalty on Bluff and Diplomacy checks. The character can't pass in normal society without drawing stares and whispered comments, and will have a very difficult time maintaining any sort of dual identity without taking extraordinary measures.

NAIVE

A Naive hero always thinks the best of people and trusts in the inherent goodness of all creatures. The hero suffers a -5 penalty on Sense Motive checks and checks to avoid being surprised in combat. A Naive hero is not very "worldly" and may be lacking in common knowledge about certain matters, at the GM's discretion.

QUIRK

The hero has a particular personality quirk that strongly influences his actions. Examples include an irrational hatred or fear of something, an irrational attraction to something, unswerving devotion to a particular code of honor, and so forth. The Quirk must be something that comes up fairly regularly, otherwise it doesn't qualify as a weakness. While many heroes are dedicated to a moral code, few are so irrational about it that it qualifies as a Quirk, for example. In any situation in which the character's

Quirk comes into play, the hero *must* act in accordance with it. For example, a hero with severe claustrophobia who is trapped inside a small space can do nothing but try to get out. If unable to follow the Quirk, a hero becomes useless, cowering, ranting, or otherwise completely distracted. A player can spend a Hero Point to allow the hero to overcome or ignore the quirk for one encounter, but its effects always return.

SUSCEPTIBLE

A Susceptible hero suffers damage from exposure to some substance or condition that's harmless to normal people. Heroes that cannot breathe oxygen, dehydrate rapidly outside of water, or suffer harm in the presence of a rare mineral are good examples of characters with the Susceptible weakness. A character exposed to his susceptibility must make a Fortitude save (DC 15). The difficulty of the save increases by +1 for each exposure (or minute of exposure, for ongoing effects). If the Fortitude save fails, the hero becomes fatigued. After the next failed save the hero is exhausted, becoming unconscious with another failed save. If exposed to the susceptibility again, the hero is dying. A dying hero automatically becomes unconscious (but not disabled) if the susceptibility is removed before he dies.

TRANSFORMATION

Under certain conditions, the hero undergoes a transformation that's largely out of his control. This may simply be a change in personality or an actual physical transformation, like the Identity Change super-feat (p. 51), except the hero can't control when it happens.

Choose a condition that triggers the change, such as anger, sadness, exposure to moonlight or water, and so forth. When the character encounters that trigger, the transformation occurs. The character can attempt to hold off the transformation for one round with a Will saving throw (DC 15). The difficulty class increases by +1 each round until the character transforms.

Heroes with this weakness are likely to have difficulty concealing their true identity, and the transformed state may have other weaknesses, such as Berserker, Quirk, or Disturbing.

UNLUCKY

The whims of fate do not favor the hero with this weakness. Once per game session, the Gamemaster can make something go terribly wrong for the hero: the character fails a vital die roll or saving throw, a villain scores a critical hit, the hero's powers fail at the worst possible moment, and so forth. If something bad must happen to someone in the adventure, it always happens to the unlucky hero first. The Gamemaster cannot simply kill the unlucky hero outright, but anything less than that is fair game.

You can spend a Hero Point to stave off a particular incident of unluckiness, but it only delays the inevitable. The Gamemaster can then have something else bad happen to you. You can spend a Hero Point to avoid that, but then another stroke of bad luck awaits you, and so forth, until your luck runs out and something bad finally happens. Sometimes it's smarter to just take your lumps and get your bad luck out of the way.

VULNERABLE

The hero is particularly vulnerable to a certain energy type or power source. Saving throws against attacks of that type or source have a bonus of 0, that is, the hero simply rolls 1d20 as a save, with no modifiers for ability scores, powers, or anything else. The attack has its normal effect based on the result of the hero's save.

Players can achieve a lower level of vulnerability for their heroes by applying the Ineffective or Limited flaws to their hero's defensive powers (rendering them useless against particular types of attacks).



ARMOR

>PRIMARY WEAPONS GROUP ONLINE...
X-20V4 20mm SAW
DUAL PROCESSOR TRICON SIGHT RING
LASER ACTIVATED TARGET ACQUISITION
INERTIAL DAMPENING (up to 6j/sec)
GYROSCOPIC BALANCE COMPENSATOR

>PRIMARY WEAPONS LOAD (22kg)
400 HEAP HI DENSITY DP ROUNDS (CASELESS)
100 INCENDIARY ROUNDS (CASELESS)
10 RIOT CONTROL ROUNDS (CASELESS)

>PRIMARY POWER GROUP ONLINE...
PEAK EFFICIENCY 4800p/ms
STANDARD OPERATION LOAD 180p/ms



■ ■ ■
DEVICES
KITTING OUT YOUR CHARACTER

From blaster rifles to anti-gravity belts, teleportation rings, and powerful battlesuits, heroes and villains develop all manner of elaborate devices. Villains are forever coming up with doomsday machines and fiendish deathtraps while heroes often use devices to aid them in the fight for justice. This chapter looks at the various sorts of devices that *Mutants & Masterminds* characters can have and offers tips on how to create them.

HOW DEVICES WORK

In game terms, a *device* is an object that possesses a particular super-power or powers (see **Chapter Five: Super-Powers** for more information). In fact, a device constitutes a flaw for a particular power, since a device can be taken away, break down, malfunction, or simply run out of energy. A device that doesn't have any of these drawbacks is more of a special effect than a device, and so doesn't constitute a flaw for that power (see **Special Effects**, p. 94). For example, a hero might have bionic implants that grant him certain super-powers. Since the implants can't be taken away (without surgery or the equivalent) or easily interfered with, they aren't considered devices, even though the powers have a super-science source. The Gamemaster makes the determination whether or not a particular device should be considered a special effect.

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 cosmic power beyond the understanding of both magic and science. Choose a power source for each device (usually — but not necessarily — mystical or super-science). All devices follow the same design principles, regardless of their origin.

Just like other powers, devices cost their owner power points. Characters who want to have and use a device on a regular basis must pay power points to have it, just like having any other power. The device then becomes a part of that 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 device if that device is somehow permanently lost (see **Re-Allocating Power Points**, p. 21).

In other cases, characters may make temporary use of a device. Many 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 discarded device (or even steal a device away from someone in order to use it against them). The key concept here is that the use of the device is *temporary*, something that happens during a single encounter or, at most, a single adventure. If the character wants to continue 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 to the character.

QUICK AND EASY DEVICES

The simplest and easiest way to create devices is to choose a power or powers from Chapter Five and apply the Device flaw to them. Viola! Instant device! You can create most simple devices in this way, particularly devices intended to grant characters super-powers or the equivalent. Chapter Five includes pre-made powers for three particularly common types of devices: Armor (p. 62), Weapons (p. 92), and Gadgets (p. 72).

CUSTOM DEVICES

Players also can custom-build devices, just like creating powers. A device is just a power with a required flaw (Device), so it follows the same guidelines for creating powers given in Chapter Five. A device's cost is determined just like a power, except that its base cost is 0, since it includes the Device flaw. The device's cost per rank still cannot be reduced below 1, however, just like any other power.

$$\text{Device cost per rank} = \text{number of effects} + \text{number of extras} - \text{number of flaws.}$$

DEVICES AND SUPER-FEATS

Devices can provide super-feats, or even standard feats, at the GM's discretion. The cost of these feats is handled a bit differently than extras. Each feat the device confers upon its user costs an additional power point (total, not per rank). Since all feats cost 2 points, the 1-point cost per feat for devices represents the cost of the feat modified by the Device flaw (see **Feats with Flaws**, p. 97, for details).

DAMAGING DEVICES

Devices can be damaged like other objects. See **Attacking an Object**, p. 138, for more information. A device generally has hardness equal to its highest rank. At the GM's option, a damaged device (one that has suffered a reduction in hardness) also may lose power ranks or feats, one per point of reduction, until the device is repaired.

REPAIRING AND REPLACING DEVICES

Characters can use the Repair skill to fix damaged or broken devices. The Repair check DC is 10 or 15 for simple repairs like a few points of damage to 20 or more for complex repairs or rebuilding a broken device. Simple repairs take less than an hour, while complex repairs may take several hours, perhaps even days of work. The GM decides if heroes have the opportunity to repair or replace their damaged or broken devices during an adventure.

Generally speaking, characters should be permitted to completely repair or replace devices between adventures, unless the GM decides that very little time passes between the adventures for some reason.

WEAPONS

Weapons of various sorts are common devices for both heroes and villains. They range from various sorts of melee weapons to ranged weapons like guns, blasters, bows (often with various sorts of trick arrows) to things like shrink-rays, mind-control helmets and more. Characters who don't have any innate attack powers often rely on weapons to get the job done.

WEAPON FEATURES

Though this book contains a few examples of ready-made weapons for you to purchase for your character, sooner or later you're going to want to build weapons of your own design. In order to do so, follow the guidelines for the Weapon power (p. 92). A weapon that does not deal damage, such as a shrinking raygun, is not a weapon per se and should be built using the guidelines for device construction, above.

You'll want to define the following characteristics for your weapon:

Range: Is your weapon a melee weapon used in hand-to-hand combat (such as a sword or axe)? If so, assign it a range of touch. If the weapon is a ranged weapon (such as a laser rifle or composite bow), assign it a range of normal. Melee weapons allow the wielder to add his Strength bonus to the weapon's damage bonus. To gain a similar ability for a ranged weapon, purchase the Mighty extra. If you want the weapon



to have both a ranged and melee setting (such as a sword that fires bolts of energy), add 1 to the weapon's total cost.

Damage Type: Determine whether the weapon deals stun damage or lethal damage. Most blunt weapons deal stun damage. Bladed weapons and most projectile weapons deal lethal damage. If you'd prefer your weapon to have both stun and lethal damage capabilities, purchase the Dual Damage power stunt (see below).

Damage Bonus: The weapon's damage bonus is equal to its rank. Ranks in the Weapon power are equal to 1 power point per rank. No character can possess a weapon with a damage bonus greater than that character's power level, though such weapons might be discovered during an adventure and used for a short time. Most portable weapons have a damage bonus lower than 10, which makes them available for pur-

chase by most *Mutants & Masterminds* heroes and villains.

Power Stunts: The Dual Damage power stunt allows a weapon to do both stun and lethal damage. You choose which to inflict each time you attack with the weapon. As a power stunt, Dual Damage costs 1 power point.

Extras: Common extras for weapons include Area, Autofire, Delay, Mighty, Multifire, and Range (see **Extras**, p. 95). Area and Delay are suitable extras for weapons like grenades that create explosions or that have preset timers. Autofire and Multifire are appropriate for weapons similar to machine guns or other ranged weapons (such as shuriken or throwing stars) that a character can use to make multiple ranged attacks in the same round. The Mighty extra allows a ranged weapon to take advantage of a character's Strength bonus, which might be appropriate for certain types of bows. The Range extra allows you to increase the range of a weapon, and generally cannot be applied to melee weapons.

Flaws: Though you might wish to apply a number of flaws to a weapon, some of the most common are the Full Effect flaw (representing an inability to "pull" an attack to deal less damage) or the Uses flaw (common to weapons with Autofire or Multifire, usually representing a finite amount of ammunition). All weapons automatically have the Device flaw, which has been factored into the damage bonus cost per rank.

Power Source: The Weapon power is an exception to the rule that all powers require a source. An ordinary sword, for instance, is no less useful in a room protected against super-science than it would be in the middle of a giant computerized brain. But there's a limit to the extent of ordinary technology. Any weapon with a damage bonus greater than +10 must have a power source, just like a power.

Weapons that rely on computerized technology have the super-science power source. Certain magical weapons might have a mystical power source. You don't purchase power sources with power points, but the power source of each weapon, even if "none," must be specified.

Example: Erik wants to create a rifle that offers a much better damage potential than those listed below. His character, the Weaponsmith, is a power level 13 hero. First, Erik determines that the rifle has a range of normal, since it's not a melee weapon. The Weaponsmith is no saint, and isn't afraid to permanently solve some of his city's crime problems. Accordingly, Erik decides that the weapon deals lethal damage. The rifle's total damage bonus cannot exceed 13 (Weaponsmith's power level), so Erik decides to push it right to the limit, giving the rifle a damage bonus of +13.

Since the Weaponsmith has a high Dexterity and is hence very good with ranged weapons, Erik decides to give the weapon the Autofire extra, which will allow him to fire up to 3 times per round (albeit at a significant penalty on each attack roll). Adding the extra increases the cost per



rank to 2, which brings the weapon's total cost to 26 power points. That's more expensive than Erik had hoped, so he adds the Full Effect flaw, reasoning that the rifle's computerized, explosive bullets do maximum damage to everything they hit (which brings the weapon's total cost back down to 13). Since Erik doesn't want Weaponsmith to kill everything he shoots, he decides to add the Dual Damage power stunt, which brings the weapon's total cost to 15 pp. Because the rifle has a damage bonus greater than +10, Erik decides that it draws its ability from the miracle of super-science.

The final weapon write-up might look something like this:

Python iRifle: This high-tech rifle fires highly explosive, computerized bullets that burst loudly on impact, tearing through armor and bone. Favored by long-range assassins and monster hunters, the Python iRifle features an Autofire option as well as a nonlethal setting intended for long-range suppression. *Range:* Normal; *Damage:* +13S/L; *Extras:* Autofire; *Flaws:* Full Effect; *Power Stunts:* Dual Damage; *Cost:* 14 pp.

WEAPONS AND SUPER-STRENGTH

A character combining Super-Strength with a melee or thrown weapon may have certain limitations. If the character pays power points to have the weapon as part of his normal powers, the weapon's damage is assumed to stack with the character's Super-Strength power, depending on its special effects (but is limited by the power stacking rule as usual).

Weapons not normally part of the character's powers—picked up during an adventure or loaned from another character—are limited in the amount of Strength bonus that can be added to them. Normally it's an amount no greater than the weapon's hardness: 5 for wooden weapons and 10 for those made of metal. Adding more damage than this is good for one attack, but breaks the weapon. A character's own weapons are assumed to be strong enough to handle that character's full damage bonus without breaking. Other weapons may be strong enough for super-strong characters to use, but these tend to be exceptions rather than the norm.

IMPROVISED WEAPONS

Characters with Super-Strength often pick up and swing or throw heavy objects at opponents (such as cars, dumpsters, lampposts, and manhole covers). Such objects have a damage bonus equal to the character's Strength bonus. If either the damage bonus or the defender's Amazing Save (Damage) bonus is greater than the object's hardness, the object is destroyed by the attack. Thrown objects have a range increment of 10 feet for a heavy load, 20 feet for a medium load, and 40 feet for a light load, and a maximum range of five increments.

Example: The Juice grabs a subcompact car (metal = hardness 10) and hurls it at the Pugilist. The Juice has Super-Strength +12, so the car does +12 damage. Since that exceeds its hardness, the subcompact crumples when it strikes the Pugilist. He's driven back through a brick wall and shaken up by the impact, but is otherwise unhurt.

SAMPLE WEAPONS

Table 7-1: Melee Weapons and **Table 7-2: Ranged Weapons** offer some sample weapons using the guidelines above. Players and Gamemasters can use these to arm their characters. The character must pay the weapon's power point cost to have it as a regular device, but not to simply pick up and use a discarded weapon (or one that he has liberated from an opponent).

TABLE 7-1: MELEE WEAPONS

Weapon	Damage	Points
Unarmed	Str bonus	—
Axe, hand	+4L	4
Axe, battle	+6L	6
Club	+2S	2
Dagger	+2L	2
Hammer	+4S/L	6
Quarterstaff	+3S	3
Spear	+4L	4
Sword	+3L	3
Greatsword	+5L	5

TABLE 7-2: RANGED WEAPONS

Weapon	Damage	Features			Points
		Extras	Flaws	Stunts	
Assault rifle	+5L	Autofire	Uses	—	5
Blaster pistol	+5S	—	—	—	5
Blaster rifle	+8S	—	—	—	8
Blaster, repeating	+6S	Autofire	Uses	—	6
Bow	+4S/L	—	—	Dual Damage	5
Crossbow	+5S/L	—	—	Dual Damage	6
Grenade					
<i>concussion</i>	+6S	Area	Uses	—	6
<i>fragmentation</i>	+6L	Area	Uses	—	6
Pistol, light	+3L	—	—	—	3
Pistol, heavy	+5L	—	—	—	5
Rifle	+7L	—	—	—	7
Shuriken	+2L	Multifire	Uses	—	2
Submachine gun	+4L	Autofire	Uses	—	4
Taser	—	Stun +5 (DC 20)	—	—	5

ARMOR

With so many weapons and super-powered attacks around, characters may feel they need armor to protect them. Some heroes are innately tough enough to stand up to a lot of punishment, while other heroes rely on their high Defense and feats like Evasion (p. 43) to help them avoid damage. Others choose to wear armor, ranging from ancient metal armors to modern composites or ultra-modern battlesuits.

ARMOR FEATURES

The Armor power (p. 62) is the basis for a suit of armor.

The most common extra for armor is Impervious, which makes the armor resistant to attacks modified by the Penetrating Attack super-feat. Generally only very advanced armor is Impervious. Sealed armor might provide Immunity to various conditions as an extra.

Armor may have other flaws in addition to the Device flaw. Degrades represents ablative armor, which is removed bit by bit with each attack it absorbs. Armor may be Ineffective against certain types of attacks, which pass right through it. Heavy armor also may be Tiring to wear for extended periods of time.

Shields or armored bracers often grant characters the Deflection power (p. 65).

STACKING ARMOR

The armor bonus provided by armor does not stack with any innate Damage save bonus the wearer may have (such as from the Amazing Save power) or the armor bonus of other armor—only the highest bonus applies. Therefore, there's little point in a hero with Amazing Save (Damage) +10 putting on a suit of chainmail or a bulletproof vest—he's already tougher than the armor!

SAMPLE ARMOR

Table 7-3: Armor presents some sample armor using the guidelines above. Unique suits of armor (like battlesuits) should be custom designed for the character(s) wearing them.

TABLE 7-3: ARMOR

Armor	Armor Bonus	Points
Leather	+2	2
Scale	+4	4
Chainmail	+5	5
Breastplate	+5	5
Half-plate	+7	7
Full plate	+8	8
Bullet-proof vest	+5	5
Riot armor	+7	7
Shield		
Small	Deflection +2	2
Large	Deflection +4	4

BATTLESUITS

A special type of armor is the battlesuit: high-tech, mechanized armor that offers protection as well as a wide range of other abilities. Battlesuits often enhance the wearer's Strength, magnifying it many times (Super-Strength). They may grant the wearer the ability to jump great distances (Leap) or have boot-jets or rocket-packs (Flight). Battlesuits are typically sealed, with their own internal life-support systems (Immunity super-feats). They may be equipped with various sensors (sensory super-feats). Finally, battlesuits usually have one or more weapon systems (see **Weapons**), including blasters or guns (Energy Blast), glue or tangle guns (Snare), blinding strobes (Dazzle) or anything else the inventor can come up with.

It's usually easiest to create a battlesuit using the Armor power (p. 62) and adding various other powers to it as extras. See the Battlesuit archetype (p. 11) for one example of how you might do this.

VEHICLES

Not every hero can fly or run at super-speed. Sometimes heroes make use of various sorts of vehicles to get around. Simply put, vehicles are devices used primarily for transportation, although they may come equipped with additional capabilities—including weapon systems—making them useful in other situations as well.

VEHICLE FEATURES

Vehicles have five main features: type, size, movement, hardness, and armor. They may have other optional features as well.

TYPE

A vehicle's *type* is simply the sort of environment the vehicle travels through or on. *Ground* vehicles move along the ground (cars, motorcycles, trains, etc.), *water* vehicles move on or under water (boats and submarines), *air* vehicles fly through the air (planes and helicopters), and *space* vehicles fly through space (starships). Ground and water vehicles are controlled using the Drive skill, while air and space vehicles are controlled using the Pilot skill. Some vehicles may have multiple types, depending on the modes of movement available to them. For example, a car that converts into a submersible or can fly would be a ground/water/air vehicle (and would have three separate modes of movement).

SIZE

Vehicles use the same size categories and modifiers as characters do. See

Table 7-4: Size Modifiers for a summary of these modifiers.

PLOT DEVICES

A *plot device* is an item or even character whose function is important to the story or adventure, but that is not a part of a player character's regular abilities. Therefore the actual power point cost or sometimes even game statistics of a plot device are irrelevant, so long as the device fulfills its role in the story. Technically, nearly any character or device that the heroes don't directly interact with can be seen as a plot device, freeing the GM from having to assign game stats to every single individual and object in the game world.

For example, part of an adventure is planned to take place aboard a vast alien city-ship. While the GM may want to know things like the hardness of the city-ship's walls or the game stats of the alien soldiers that the heroes may fight, it's not important to assign game statistics to the city-ship's engines or its planet-busting main gun. They're plot devices. It's sufficient to know that the city-ship can get where it needs to go in time and that its main gun will shatter any planet it's fired at unless the heroes manage to stop it in time. Likewise, consider a cosmic device that allows its wielder to reshape reality at will. This is far beyond any of the powers in Chapter Five, so it's best to treat it as a plot device: the wielder of the object can simply make anything happen, as called for in the adventure.

Plot devices are best kept in the hands of the Gamemaster, since unlimited power in the hands of the players can quickly ruin the game and spoil everyone's fun. If the heroes aren't wise enough to reject absolute power, the GM can come up with any number of reasons why a plot device no longer works once the heroes get their hands on it. It's fine to allow a hero to use a plot device occasionally, such as the hero who takes the Cosmic Crown from a villain and uses it to undo all the damage the villain has done before casting the Crown into the heart of the Sun (or something similar). But long-term use (and abuse) of plot devices can ruin a game, and the GM would be wise to have the Cosmic Crown disappear or have powerful forces reclaim it before heroes get the chance to abuse its power.

TABLE 7-4: SIZE MODIFIERS

Attack/Defense				
Size	Modifier	Dimensions	Weight	Multiplier
Miniscule	+16	1" or less	1 oz. or less	$\times\frac{1}{16}$
Fine	+8	1"-6"	$\frac{1}{16}$ - $\frac{1}{8}$ lb.	$\times\frac{1}{8}$
Diminutive	+4	6"-12"	$\frac{1}{8}$ lb.-1 lb.	$\times\frac{1}{4}$
Tiny	+2	1'-2'	1 lb.-8 lb.	$\times\frac{1}{2}$
Small	+1	2'-4'	8 lb.-60 lb.	$\times\frac{3}{4}$
Medium	0	4'-8'	60 lb.-500 lb.	0
Large	-1	8'-16'	500 lb.-4,000 lb.	$\times 2$
Huge	-2	16'-32'	4,000 lb.-32,000 lb.	$\times 4$
Gargantuan	-4	32'-64'	32,000 lb.-250,000 lb.	$\times 8$
Colossal	-8	64'-128'	250,000 lb.-2,000,000 lb.	$\times 16$
Awesome	-16	128' or more	2,000,000 lb. or more	$\times 32$

MOVEMENT

A vehicle has at least one mode of movement, similar to a character's movement. This is represented by a movement rank that determines how fast the vehicle can go. See **Table 7-5: Vehicle Movement Ranks** for vehicle speeds. A vehicle has two speeds: tactical and travel, just like a character. Tactical speed is used when the vehicle is maneuvering in combat, while travel speed is used when the vehicle is covering a distance.

TABLE 7-5: VEHICLE MOVEMENT RANKS

Rank	Tactical Speed (feet per round)	Travel Speed (miles per hour)
1	5	2
2	10	4
3	15	8
4	20	16
5	25	32
6	30	64
7	35	128
8	40	256
9	45	512
10	50	1,024 (Mach 1)
11	55	2,048 (Mach 2)
12	60	4,096 (Mach 5)
13	65	8,192 (Mach 10)
14	70	16,384 (Mach 20)
15	75	32,768
16	80	65,526
17	85	131,072
18	90	262,144
19	95	524,288
20	100	1,048,576

Vehicles also can have *secondary modes* of movement. This gives the vehicle another type (see above). For example, a car might also be able to fly (making it both a ground and air vehicle). Each secondary mode of movement adds 1 power point to the vehicle's cost and has a speed based on the vehicle's movement rank. Space vehicles might have Space Flight (p. 84) as a secondary mode of movement, allowing the vehicle to travel faster than the speed of light in space.

HARDNESS

Each vehicle has a hardness rating, just like the hardness of any other inanimate object. This rating determines how hard the vehicle is to damage and how much damage it can suffer before it becomes inoperative or is destroyed. A vehicle's hardness is equal to its highest rank. Any hardness over this value must be paid for with additional power points.

ARMOR

Some vehicles have an armor bonus that represents the protection the vehicle grants to any passengers inside it. Enclosed vehicles usually grant protection to their passengers while open vehicles (like motorcycles) offer little or no protection to riders. A vehicle's armor bonus cannot exceed its hardness. Characters partially outside the vehicle (leaning out a window, etc.) lose some of its armor bonus. Use the cover modifiers for these situations (see **Table 8-9: Cover**, on p. 137).

OTHER FEATURES

Vehicles may have other features in addition to the basic ones described above. These features are optional, but may include the following:

Sensors: A vehicle may have various sensory powers or super-feats to represent suites of sensor equipment like radar, thermal imaging, radio equipment, and so forth.

Shields: A vehicle may have the Force Field power (p. 72) to represent energy shields, which must be raised to repel attacks and which can be damaged. A shield also may have the Degrades flaw, representing protection that is slowly worn down by attacks (also suitable for ablative armor plating).

Stealth: A vehicle may have Invisibility (p. 73), giving it "stealth" capabilities. This can be a visual cloaking device, invisibility to radar and



similar detection systems, or a sound-masking system that covers the vehicle's normal noise.

Weapons: A vehicle may be equipped with weapons like missiles, lasers, machine guns, and similar devices. They are created using the normal rules in the Weapons section earlier in this chapter. The vehicle's weapons may have extras applied to them normally (such as missiles with the Area feat to represent large explosions) and other attack-related feats (such as Attack Focus or Point Blank Shot) may be allowed to represent a weapon's targeting systems.

VEHICLE COST

To determine a vehicle's cost in power points, take its ranks of movement, add any additional hardness or armor, plus any other features the vehicle may have. Like all devices and powers, vehicles have a minimum cost of 1 power point.

Vehicle Cost = movement ranks + hardness and armor bonus + features.

USING VEHICLES

The Drive skill is used to handle ground and water vehicles while the Pilot skill is used to handle air and space vehicles. Each vehicle maneuver requires a half action on the part of the driver. Simply moving in a straight line doesn't require an action. See the Move and Act maneuver for details.

Vehicle skill checks are affected by the vehicle's speed, as shown on **Table 7-6: Speed Modifiers to Vehicle Checks**. A vehicle moving at high speed is more difficult to control and makes it harder for passengers making attack rolls or skill checks due to jostling, bumps, slight shifts in vector, and so forth. Fast-moving vehicles are more difficult to hit, however, giving them a bonus to their Defense.

TABLE 7-6: SPEED MODIFIERS TO VEHICLE CHECKS

Speed	Check Modifier	Defense Modifier
Cautious speed (½ speed)	+2	+0
Cruising speed (normal speed)	+0	+0
High speed (2× speed)	-2	+2
Top speed (4× speed)	-4	+4

VEHICLE MANEUVERS

The character in control of a vehicle can take various vehicle maneuvers each round. These are similar to other actions in combat, and each vehicle maneuver requires a half action.

TABLE 7-7: VEHICLE MANEUVERS

Maneuver	DC
Accelerate/decelerate	0
Two categories	10
Three categories	25
Bootlegger turn	25
Climb/dive	5
Extreme climb/dive	15
Jump	15+
Loop	25
Move and act	5, 10, or 20
Pursuit	
Establish	opposed, pursuer +5
Break	opposed, pursuer +5
Ram	special
Regain control	10
Turn	5
Extreme turn	15

Accelerate/Decelerate: Increasing or decreasing a vehicle's speed by one category (going from cruising speed to high speed, for example) is a simple task (DC 0). Accelerating or decelerating more than one category in a round is more difficult. The cautious speed category can be ignored for the purposes of acceleration and deceleration. So a pilot going from cruising speed to a full stop (or vice versa) can be considered to be making a change of only one category.

Bootlegger Turn: The vehicle moves forward half its speed and turns between 90 and 180 degrees.

Climb/Dive (air/space): The vehicle moves its full speed and climbs or dives at an angle of up to 45 degrees.

Extreme Climb (air/space): The vehicle moves its full speed and climbs or dives at an angle of 45 to 90 degrees.

Jump (ground/water): The vehicle attempts to clear a gap or obstacle as part of its movement. The DC for this task varies according to the distance and obstacles involved, and the GM should set an appropriate number. Water vehicles generally need a ramp or some other means of achieving altitude in order to make a jump. When checking for a jump maneuver, the vehicle's speed modifier to checks is reversed (a positive modifier becomes a negative and vice versa).

Loop (air/space): The vehicle moves in a full (vertical) circle, ending the action in the same place it began. The diameter of the loop is the

vehicle's current speed divided by 3 (or 3.14, if you want to be more exact).

Move and Act: Basic straight-line vehicle movement normally does not require an action on the part of the pilot. If the pilot wants to take an action on his own while piloting (such as firing out the window of a moving vehicle), however, he must make a Drive or Pilot check (DC 5 for cruising speed, 10 for high speed, or 20 for top speed). Failure indicates the other action cannot be taken, and failure by 10 or more may indicate loss of control, just like any other maneuver (see Failed Maneuvers).

Pursuit: One vehicle can attempt to follow and catch another. To establish pursuit, make an opposed Drive or Pilot check against the driver of the other vehicle. The target gets a +5 bonus if aware of your attempt. The driver of the faster vehicle gets a bonus equal to the difference in movement ranks (so a vehicle with rank 12 movement chasing a vehicle with rank 9 movement gets a +3 bonus on pursuit checks). Once pursuit is established, the pursuer ignores speed modifiers to the pursued vehicle's Defense. Breaking off a pursuit is the same check as establishing it, an opposed Drive or Pilot check, with a +5 bonus to the pursued vehicle. If the check is successful, the pursuit is broken. A vehicle with equal or greater speed can completely escape a pursuer by winning two successive pursuit checks. Slower vehicles can evade pursuit but cannot get away unless something reduces the other vehicle's speed.

Ram: Intentionally striking an object with a vehicle requires a Drive or Pilot check against the target's Defense. See Collisions for the amount of damage inflicted by this maneuver.

Regain Control: This maneuver is required when the driver has lost control of the vehicle (see Failed Maneuvers). Note that any penalties that apply for the loss of control apply to this check.

Turn: The vehicle moves its full speed and turns up to 45 degrees.

Extreme Turn: The vehicle moves its full speed and turns anywhere from 45 to 90 degrees.

TABLE 7-8: CONDITIONAL MODIFIERS TO VEHICLE MOVEMENT

Condition	Examples	Movement Penalty	Check Penalty
Obstruction			
Moderate	Undergrowth	$\times\frac{1}{4}$	-2
Heavy	Thick undergrowth	$\times\frac{1}{2}$	-4
Surface			
Poor	Uneven terrain	none	-2
Bad	Steep slope or mud	$\times\frac{1}{2}$	-4
Very bad	Deep snow	$\times\frac{1}{4}$	-6
Poor visibility	Darkness or fog	$\times\frac{1}{2}$	-4

If any of the above conditions exist, the driver must make a Drive or Pilot check (DC 5) each round to maintain control of the vehicle.

Only the modifiers for visibility apply to air vehicles, unless the vehicle is actually flying low enough for terrain to interfere (mountains, trees, etc.). Space vehicles may encounter visibility modifiers for nebulae or interstellar gas clouds or "terrain" modifiers for phenomena such as asteroid fields.

FAILED MANEUVERS

A failed Drive or Pilot check normally means that the attempted maneuver fails; the vehicle continues moving in a straight line instead.

If the skill check fails by 10 or more, however, the driver loses control of the vehicle. Make another Drive or Pilot check at the same DC as the original (failed) skill check. If this check succeeds, the character retains control of the vehicle. If it fails, the vehicle goes out of control. Compare the pilot's margin of failure (the amount by which he missed the check) to **Table 7-9: Loss of Control** to determine the effect.

TABLE 7-9: LOSS OF CONTROL

Failed by...	Effect	Penalty
Up to 5	Minor slip	-2
6-10	Slip	-4
11-15	Skid	-6
16-20	Spin	-10
21+	Collision	n/a

Minor Slip: The vehicle is only marginally out of control, perhaps fishtailing or wobbling slightly. All operators of the vehicle are at -2 to checks involving operation of the vehicle until the driver regains control.

Slip: The vehicle slides, moving 5 feet right or left (randomly determined by the GM) for every 60 feet it has moved this round (round down). If this brings it into contact with another object, see Collisions, below. This continues each round until the driver regains control.

Skid: The vehicle moves 5 feet right or left for every 30 feet it has moved this round (round down). If this brings it into contact with another object, see Collisions, below. This continues each round until the driver regains control.

Spin: The vehicle goes completely out of control, spinning wildly. It moves half its current speed in a random direction each round until the driver regains control or it collides with something (see **Collisions**).

Collision: The vehicle automatically collides with another nearby vehicle or object. If more than one possible target is available, the GM should select or determine the result randomly.

COLLISIONS

Whenever vehicles collide with one another—whether intentionally or otherwise—both vehicles suffer damage. The same is true when a vehicle collides with another object, or even a character.

To determine the effects of a collision, take the movement rank currently being used by the vehicle. Double it if the vehicle is moving at travel speed. Add 1 if the vehicle is at high speed, 2 if it is at top speed. If the vehicle hits another vehicle moving toward it, add their movement ranks together. If the vehicle hits another vehicle moving directly away from it, subtract the target's movement ranks from the vehicle's. The total base movement rank is the damage bonus done to each vehicle in the collision. Sideswipes and collisions at an angle may require some estimation from the GM as to the relative speeds of the vehicles involved.

Example: Gimmick is at the controls of a fighter jet with movement rank 10 when it collides with an alien fighter craft with movement rank 12. If Gimmick's jet hits the fighter craft from the side, the base movement rank is 10 (the jet's movement rank). If they hit head-on, the base movement rank is 22 (10 + 12). If the alien craft is moving directly away and Gimmick's jet hits it from behind, the base movement rank is only 2 (12 - 10).

Next, apply the reverse of the vehicle's attack/defense modifier for size to the base movement rank (so smaller vehicles do less damage while larger vehicles do more) to determine the damage it inflicts.

Example, continued: Gimmick's plane is a large vehicle (+1 modifier) while the alien ship is huge (+2 modifier). If Gimmick's plane hits with a base movement rank of 10, it does +11 damage to the alien ship while suffering +12 damage in return.

Vehicles make damage saves against the damage using their hardness rating (see **Damage to Vehicles** for details). Passengers inside the vehicle suffer the same damage as the vehicle but gain the benefit of the vehicle's armor bonus and a +5 bonus on their damage save if they're strapped in using a safety harness of some sort.

Use the same process if a vehicle collides with a character, except the character makes a normal Damage save against the damage.

DAMAGE TO VEHICLES

Vehicles make damage saves much like characters do. Roll 1d20 + the vehicle's hardness rating against a DC of 15 + the attack's damage bonus and read the results on the lethal column of **Table 8-2: Damage Saving Throws**. An *injured* result indicates minor damage to the vehicle (which is subtracted from future damage checks). A *stunned* result damages one of the vehicle's systems (such as sensors, navigation, weapons, and so forth), until a successful Repair check (DC 15) is made. A *disabled* result means the vehicle is no longer operative and comes to a stop on the following round (and begins to fall, in the case of an air vehicle). At the GM's discretion, a disabled result may take out one of the vehicle's other systems, such as sensors, weapons, or the like instead of damaging its propulsion. It requires a DC 30 repair check to bring the system back online.

EXPLODING VEHICLES

A vehicle explodes spectacularly if it fails its Damage save by 10 or more. The resulting explosion has a damage bonus equal to the vehicle's hardness plus its size bonus. Everyone in or on the vehicle must make a Damage save against the explosion damage (in addition to resolving damage as normal for the attack that triggered the explosion). In order to explode, a vehicle generally must have some sort of fuel or power system on board.

SAMPLE VEHICLES

Provided here are some examples of different vehicles players and Gamemasters can use. Feel free to modify these vehicles as needed (adjusting their point costs accordingly).

CONSTRUCTS

Armored battle robots, humanlike androids, even magically animated golems or zombies are all examples of *constructs*, devices capable of acting on their own to one degree or another, carrying out pre-programmed instructions.

Since they are capable of action on their own (rather than just improving their owner's abilities), constructs are considered minions (as opposed to devices) and must be acquired using the Minions or Sidekick feats (see Chapter Four).

CONSTRUCT FEATURES

Constructs usually have no Intelligence score and never have Constitution scores. Constructs are immune to mind-influencing effects such as Mind Control and Charisma-based skills. They effectively have all of the Immunity super-feats (p. 51), making them unaffected by concerns like temperature, pressure, diseases, or poisons. Constructs are immune to any effect that requires a Fortitude or Will save unless that effect normally works on inanimate objects.

Constructs suffer damage like inanimate objects (see **Damage to Objects**, p. 138). Therefore they cannot be stunned or disabled, only damaged or destroyed. Constructs do not heal damage they have suffered. They must be repaired, just like inanimate objects. Constructs

with the Healing or Regeneration powers can use these powers to repair their own damage unless noted otherwise.

The above features of constructs are innate and do not cost any power points, since the relative advantages and disadvantages cancel out.

TABLE 7-11: CONSTRUCT FEATURE COSTS

Feature	Starting Value	Cost
Strength	10	1 point per point
Dexterity	10	1 point per point
Intelligence	—	1 point per point
Wisdom	10	1 point per point
Charisma	1	1 point per point
Hardness	0	1 point per +1
Protection	0	1 point per +1
Skills	0	1 point per rank
Powers	0	normal cost

STRENGTH

Constructs start out with Str 10, which may be increased or decreased using the guidelines explained in **Chapter One: Power Level**. Constructs often have high Strength scores or even Super-Strength.

DEXTERITY

Constructs start out with Dex 10, which may be increased or decreased normally. Constructs tend to have average or low Dexterity scores, but some may have higher-than-normal Dexterity.

TABLE 7-10: SAMPLE VEHICLES

Vehicle Type	Size	Movement	Hardness	Armor Bonus	Cost	Features
Ground Vehicles						
Bicycle	Small	5	5	0	5	
Motorcycle	Medium	7	8	0	8	
Car	Large	7	10	5	15	
Sports car	Large	8	10	5	15	
Armored Car	Large	6	15	10	21	
Truck	Large	7	11	6	17	
Truck (18-wheeler)	Huge	7	13	6	19	
Train	Gigantic	7	13	8	20	
Tank	Huge	6	15	15	31	Gun +10
Water Vehicles						
Rowboat	Medium	4	5	0	5	
Speedboat	Medium	7	9	0	9	
Cutter	Huge	6	13	10	19	
Frigate	Gigantic	6	15	15	29	Gun +8
Battleship	Colossal	6	18	18	36	Gun +12
Air Vehicles						
Hang-glider	Small	5 (Glide)	4	0	2	
Helicopter	Medium	7	10	5	15	
Plane	Medium	8	10	5	15	
Fighter jet	Large	12	12	10	30	Gun +8
Passenger jet	Gigantic	9	14	8	22	
Space Vehicles						
Shuttlecraft	Large	11	10	8	19	
Space fighter	Medium	15	12	10	35	Gun +9, Space Flight
Space cruiser	Gigantic	10	15	15	40	Gun +14, Space Flight
Space battleship	Colossal	12	20	20	48	Gun +16, Space Flight

HARDNESS

Constructs start out with a hardness score of 0, which may be increased by +1 per power point up to hardness 20. This score functions just like the hardness of inanimate objects, affecting how difficult it is to damage or destroy the construct. Use a construct's hardness as its base Damage save.

PROTECTION

Some constructs may have Protection in addition to their innate hardness, representing armor plating, a built-in force shield, or something similar. Protection is limited by the construct's power level, just like normal super-powers.

WISDOM

Constructs start out with Wis 10, which may be increased or decreased normally. A construct's Wisdom represents its ability to notice things and deal with new situations. It's primarily used for the construct's Listen and Spot checks.

CHARISMA

Constructs start out with Cha 1, which may be increased or decreased normally. Generally, only intelligent constructs (see below) have a Charisma score greater than 1.

SKILLS

Constructs can be "programmed" with certain skills. A construct can have any skill so long as its key ability is not Intelligence or Charisma. Constructs purchase skills as explained in **Chapter One: Power Level**.

POWERS

Constructs may have any power approved by the Gamemaster at normal cost, restricted only by the construct's power level. Constructs cannot have powers, extras, or flaws that require abilities they do not have.

INTELLIGENT CONSTRUCTS

While most constructs are mindless, they don't have to be. A construct can have an artificial intelligence equal to that of a normal person (perhaps even greater). This may be an advanced computer brain, an intelligent spirit controlling the construct, or something similar.

Intelligent constructs start out with Intelligence 0. They may increase this score for 1 power point per +1 (up to a maximum of 20). Intelligent constructs are affected by powers requiring a Will save, unless the power specifically does not affect nonliving beings. They also are affected by interaction skills. Intelligent constructs can have skills with Intelligence or Charisma as their key ability.

In some cases—such as an artificially intelligent computer system—an intelligent construct may lack the ability to move, effectively having no Strength or Dexterity. In this case the construct swaps Intelligence and Charisma for Strength and Dexterity. It is Str 0 and Dex 0, but starts out with Int 10 and Cha 10 for free. Such constructs are still capable of purely mental tasks (skills with Int, Wis, or Cha as their key ability), but cannot perform physical tasks.

CONSTRUCT CHARACTERS

While the majority of constructs are minions, some artificial beings are characters, either player character heroes or NPCs (either heroes or villains). These characters follow slightly different rules than the constructs described above.

Construct characters generally have all of the Immunity super-feats to represent their artificial nature, which protects them from most mortal concerns. This has a cost of 18 power points (minus 2 power points



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per Immunity the character lacks). Otherwise, construct characters are treated like normal characters. They have the full normal range of ability scores (since playing a nonintelligent character isn't all that interesting). They are assumed to have self-repair capabilities similar to normal healing and many construct characters may have Regeneration (purchased as normal) to represent advanced self-repair facilities. Construct characters are affected by powers normally (except when protected by their Immunities).

If a construct character is identical to a living being, either a creation like a clone or a construct that perfectly mimics organic functions, the character's unusual origin is just a special effect and doesn't necessarily convey any special immunities. Treat the character just like any other in terms of abilities.

SAMPLE CONSTRUCT (PL1)

Ability Scores

Str 13, Dex 10, Con —, Int —, Wis 10, Cha 1

Hardness: 5

Attack Bonus: +2 melee, +1 ranged

Defense: 10

Saving Throws: Damage +5, Fortitude —, Reflex +0, Will +0

Powers: Super-Strength +1.

Description: A typical first-level minion such as a robotic soldier, zombie, animated skeleton, plant-man, or similar construct. These minions aren't good for much more than melee combat and simple physical labor. They're quite strong and completely tireless, but mindless and incapable of doing anything other than what they're told. Villains with the Minions feat can easily have large numbers of these constructs to throw at heroes.

SAMPLE CONSTRUCT (PL5)**Ability Scores**

Str 20, Dex 12, Con —, Int —, Wis 12, Cha 1

Hardness: 10**Attack Bonus:** +8 melee, +4 ranged**Defense:** 12**Saving Throws:** Damage +10, Fortitude —, Reflex +1, Will +0**Powers:** Energy Blast +5, Flight +5, Super-Strength +5.**Description:** A more advanced minion like a war-robot or powerful undead creature. Substitute other powers for different types of constructs. For example, undead may have Drain (Strength) in place of Energy Blast, while "mole machines" may have Tunneling instead of Flight.**SAMPLE CONSTRUCT (PL10)****Ability Scores**

Str 20, Dex 14, Con —, Int 4, Wis 12, Cha 10

Hardness: 10**Attack Bonus:** +10 with melee, +7 ranged**Defense:** 15**Saving Throws:** Damage +10, Fortitude —, Reflex +2, Will +1**Powers:** Energy Blast +10, Flight +10, Growth +5, Super-Strength +5.**Description:** These constructs are up to 16 feet tall (Large size), with abilities to match. They also have some limited intelligence and reasoning ability.**SAMPLE CONSTRUCT (PL15)****Ability Scores**

Str 20, Dex 14, Con —, Int 10, Wis 14, Cha 10

Hardness: 10**Attack Bonus:** +12 melee, +9 ranged**Defense:** 15**Saving Throws:** Damage +10, Fortitude —, Reflex +2, Will +4**Feats:** Accurate Attack, Assessment, Darkvision, Iron Will, Radio Broadcast, Radio Hearing.**Powers:** Energy Blast +15, Flight +12 (Extra: Super-Flight), Growth +10, Super-Strength +5 (Extra: Shockwave).**Description:** These constructs are up to 32 feet tall (Huge size). They also have human-level intelligence. They're only likely to be the minions of the most powerful villains, and easily qualify as powerful villains in their own right!**SAMPLE CONSTRUCT (PL20)****Ability Scores**

Str 20, Dex 18, Con —, Int 20, Wis 18, Cha 14

Hardness: 15**Attack Bonus:** +15 melee, +14 ranged**Defense:** 20**Saving Throws:** Damage +15, Fortitude —, Reflex +4, Will +6**Feats:** Accurate Attack, Assessment, Darkvision, Iron Will, Radio Broadcast, Radio Hearing.**Powers:** Energy Blast +20, Flight +13 (Power Stunt: Space Flight, Extra: Super-Flight), Growth +10, Super-Strength +10.**Description:** PL20 constructs are tremendously powerful, capable of laying waste to cities (perhaps even entire worlds). They're tremendously intelligent and capable of acting on their own. If you prefer them to be mere engines of destruction, take the 20 points invested in Intelligence and put it into secondary attack powers or extras for their Energy Blast.**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. Any character can gain a base of operations by taking the Headquarters feat (p. 45). Teams of characters also may have a headquarters that they share without the need for the Headquarters feat, so long as they have the Gamemaster's approval.

A headquarters is unlike other devices in that it is fixed and serves as a home base for the character, not something that is normally carried around. An especially large vehicle may serve as a kind of mobile headquarters, and the GM may allow characters to install some headquarters features into vehicles of large or bigger size, although the character still must pay the cost of the vehicle in addition to having the Headquarters feat.

A character can even take the Headquarters feat more than once to have multiple bases of operation. This is more common for villains, who often have back-up plans and secret bases they can retreat to when their plans are thwarted. If a character's headquarters is destroyed, the character can choose to rebuild it or build a new headquarters with different features. Supervillains often go through a succession of different headquarters.

HEADQUARTERS FEATURES

A headquarters may have a number of features equal to its owner's power level, chosen from the list below. A shared headquarters has a number of features equal to the power level of the most powerful character sharing it (not the total power levels of the team). The HQ's power level is equal to that of its owner (the character with the Headquarters feat or the highest power level character of the team using the headquarters).

A headquarters is assumed to be a self-contained structure of some sort. Its major structure (walls, floors, etc.) can have a hardness up to its power level. The headquarters automatically has the basic structural amenities like doors and windows, power outlets, and so forth. The exact size of the headquarters is up to the players and the GM, based on its location and features.

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 devices that can simulate any appropriate attack power at a rank equal to the HQ's power level. So a PL10 headquarters could generate rank 10 attacks in its combat simulator. A combat simulator normally has safety interlocks so its attacks are always stun damage, but these can be disengaged intentionally so the simulator's attacks do lethal damage. For an additional feature, the combat simulator also can project realistic illusions, allowing it to recreate or simulate almost any environment (like the Illusion power at the HQ's power level). Combat simulators are useful for training and short "war games" (pitting the characters against each other or against 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 lethal deathtrap.

Communications: A communications system 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 are given access to special government channels, while a successful Computers skill check (DC 25) can grant a user illegal access to restricted systems.

Computer: A state-of-the-art computer system that services the entire headquarters (a mainframe or mini-frame system). This allows characters



to make full use of the Computers skill and the computer can be programmed to handle routine base functions (including monitoring communications channels and controlling defensive systems). For an artificially intelligent computer system, see **Constructs**, above.

Concealment: The headquarters is hidden from the outside world in some way. It may be camouflaged, hidden behind a false façade, buried underground, and so forth. Note that this is in addition to the Isolated Location feature, if any (see below). 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 (Search, Knowledge, etc.) have their DCs increased by the HQ's power level.

Defense System: A defense system consists of various weapon emplacements that defend the exterior and interior of the headquarters. A defense system can have any attack power with a rank up to the headquarters' power level and a total power point cost no greater than the HQ's power level. These attack devices try to disable or restrain anyone approaching or invading the headquarters. Their base attack bonus is equal to half the HQ's power level. Heroic headquarters usually have stun weapons, while villainous defense systems are often lethal.

Dock: A dock houses water vehicles (see **Vehicles**, above) 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 GM may require that the headquarters be located within reasonable distance of a body of water in order to have this feature.

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 characters!). It reduces the Damage save bonus of all fires inside by the headquarters' power level, using sprinklers or fire-retardant foam or chemicals. A fire reduced to a Damage save bonus of +0 is extinguished. 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 land vehicles (see **Vehicles**, above) and includes a ramp or other access to move vehicles in and out, facilities for repairing and maintaining land vehicles, and a sliding access door.

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.). Characters can use a gym to stay in good physical shape and do certain kinds of training. Some HQs may

incorporate the gym feature into the combat simulator, for a multi-purpose training room.

Hangar: A hangar houses air and space vehicles (see **Vehicles**, above). It includes a hatch and/or runway for the vehicles to launch and facilities for repairing and maintaining air vehicles. The launch facilities of the hangar may require a long tunnel or other access to the outside, depending upon the HQ in question.

Holding Cells: These are cells for holding prisoners, usually temporarily, although some headquarters might have more permanent holding facilities. The cells are equipped with Drain (powers) or Neutralize devices (ranked at the HQ's power level) or their basic hardness is increased by the base's power level. 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 or ransom them to the highest bidder.

Infirmary: An infirmary consists of hospital beds and equipment that allows for the full use of the Medicine 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 Location: Headquarters with this feature are situated somewhere out of the way like the Antarctic, the bottom of the ocean, on top of a lone mountain peak, or 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 it doesn't provide characters with the means to get to the base or travel back. They need the appropriate powers, a vehicle, or another feature (such as giving the base the Teleport power, allowing it to "beam" people from place to place).

Laboratory: A laboratory is a facility that allows for complete use of Science skills 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.

Library: A library allows for complete use of various Knowledge skills when doing research. A library may consist of printed matter (books and periodicals), microfilm, computer databases, or a combination of all three. A library allows characters to take 20 on most Knowledge skill

checks unless the information they're looking for is particularly obscure (in the GM's judgment).

Living Space: The headquarters includes all the necessary facilities for a number of people equal to the HQ's power level to live there full-time. It includes bedrooms or private suites, kitchen facilities, dining area, and common living areas. Characters can live in a headquarters that lacks this feature short-term, but they're not likely to be very comfortable.

Pool: The headquarters has a large heated pool, which may be part of a gym area (see above). At the owner's discretion, the pool can provide access to an outside body of water (connected to a lake, river, or even to the ocean), to the base's dock (if any), or both.

Power System: A power system makes the headquarters completely independent of outside power. It has its own generators (which may be solar, geothermal, nuclear, or anything else the designer wants). They provide for all the base's 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.

Reinforced Structure: The hardness of the headquarters' major structural components (walls, floors, ceilings, etc.) is one and a half times its power level rather than just its power level, making the headquarters much harder to damage or break into using brute force.

Security System: Various locks and alarms protect the headquarters from unauthorized access. The DC of overcoming these systems using Disable Device and Open Lock is (20 + the HQ's power level). Open Lock is required to open any locks, while Disable Device is required to neutralize the alarms. The security system may be tied into a defense system (above), so that triggering an alarm activates the defense system to disable or restrain the intruder(s).

Staff: The headquarters has its own personnel to look after it and serve the character(s) using the HQ. A headquarters has an effective loyalty score equal to its power level, so a level 10 HQ could have up to five 1st-level minions looking after it. These minions can be people, constructs (like robots), or whatever else the owner of the HQ wants and the GM approves. Note that the minions that come with a headquarters only look after the headquarters. They don't accompany characters into the field or otherwise operate outside the HQ for the most part. Their job is to look after the headquarters. Minions that do a character's bidding elsewhere require the Minions feat.

Super-Power: A headquarters can be given any appropriate super-power from Chapter Five as a feature with the Gamemaster's approval. The power cannot have a cost or power rank greater than the base's power rank. Some headquarters super-powers may have a combination of the Affects Others extra and the Others Only flaw, so the power affects people in the base rather than the base itself (see Chapter Five for more

TWELVE
VAULTS
IN THREE
DAYS!

IT WAS
SO EASY, LIKE
CHILD'S PLAY!
THOSE BUMBLING
BOY SCOUT HEROES
NEVER KNEW WHAT
HIT THEM!

IN FOUR
DAYS, I'LL HAVE
EVERYTHING I
EVER WANTED,
AND MORE!

THOSE
HEROES
BETTER NOT
CROSS MY
PATH—

—OR THEY'LL
BE IN FOR QUITE
A SURPRISE!

HE IS...

REDHAWK

information). For example, a headquarters might have Teleport to represent a "transporter" able to teleport people to and from the base (useful for reaching a headquarters in an isolated location like orbit). Or a headquarters might have Regenerate, either for a self-repairing feature or with the Affects Others extra to represent an advanced medical facility or super-science "healing chamber."

Workshop: A workshop has all the facilities for complete use of various Craft skills. It includes various tools, workbenches, supplies, and so forth. The Gamemaster may rule that certain Craft skills cannot be used in a workshop, or require a 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 devices, which would require a separate dedicated workshop.

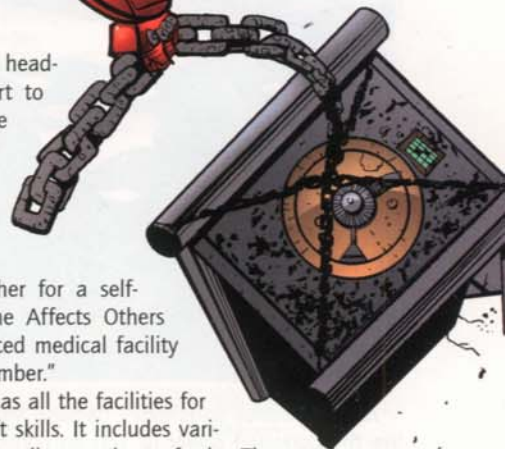
OTHER DEVICES

The full range of devices that *Mutants & Masterminds* characters can create and use is nearly infinite. The devices outlined previously in this chapter are among the most common. Here are some other sorts of common devices and how to handle them in the game.

Players and GMs may well come up with additional devices beyond those described here. Use the guidelines in this chapter and in **Chapter Five: Super-Powers** to handle any new devices and their capabilities.

CHEMICALS

Various chemicals show up in the superhero comics, primarily as weapons. Some of the more common chemical devices are:





Acid: Powerful acids inflict damage against living targets and work like the Corrosion power (p. 63) on nonliving targets, dissolving them away. A spray of acid can be a special effect for an Energy Blast or Disintegrate power. *Range:* Touch; *Damage:* varies, although usually no more than +10. Acid does lethal damage to living things; *Cost:* (damage bonus x 2) pp.

Gas: Various sorts of gases can duplicate the effects of various powers, including Drain, Fatigue, Illusion (for hallucinogenic gases), Paralyze, Slow, Stun Attack, and Suffocation. A gas attack may have the Area extra for a gas cloud that can affect a group of targets at once.

For example, a gun that fires paralyzing gas grenades would be: *Range:* Normal; *Effect:* Paralysis +5; *Extras:* Area; *Flaws:* Device; *Cost:* 10 pp.

Mace and Pepper Spray: These chemicals are used to make Dazzle attacks that blind characters. Generally, they only work at very close range (effectively giving them the Range—touch flaw). *Range:* Touch; *Effect:* Dazzle +5, Stun Attack +5; *Flaws:* Device, Range (touch); *Cost:* 5 pp.

Poison: Most poisons drain abilities (see Drain, p. 66): Constitution for fatal poisons, Strength for weakening poisons, and Dexterity for paralytic poison. Some poisons may affect Intelligence, Wisdom, or Charisma as well. Poisons often have the Slow Recovery extra, making them more difficult to recover from, and they may have the Delay extra, for a poison

that doesn't take effect right away, and Secondary Effect, for a poison with an ongoing effect.

For example, a muscle weakening poison might look like this: *Range:* Touch; *Effect:* Drain (Strength) +5; *Extras:* Secondary Effect; *Flaws:* Device; *Cost:* 10 pp.

Smoke: Smoke, such as that produced by smoke grenades, works as Obscure (p. 77), providing total concealment in the affected area. It also may include a Suffocation attack. *Range:* Normal; *Effect:* Obscure +5; *Flaws:* Device; *Cost:* 5 pp.

Truth Serum: Sodium pentathol and similar "truth drugs" work like Telepathy (p. 87) in the comics, allowing an interrogator to learn things that a subject might otherwise keep hidden. Truth serum has the Range (touch flaw, since it must be administered in order to be effective). *Range:* Touch; *Effect:* Telepathy +6; *Flaws:* Device, Range (touch); *Cost:* 6 pp.

COSTUMES

The GM may decide to introduce a "morphic material" or something similar to provide special superhero costumes. Costumes made of special material may grant characters the Identity Change feat (p. 51), allowing them to go from street clothes to their costume in an instant.

In some cases the character's costume is a device unto itself. The most

common example is the battlesuit, a costume that provides the character with super-powers (see Armor in this chapter for some ideas).

SENSORS

Various kinds of sensing devices grant sensory powers to characters. Often these devices grant the appropriate sensory super-feats (see Super-Feats, p. 50). Here's a brief sample:

Binoculars: *Range:* Personal; *Effect:* Telescopic Sight +5; *Flaws:* Device; *Cost:* 5 pp.

Infrared Goggles: *Range:* Personal; *Effect:* Darksight; *Flaws:* Device; *Cost:* 1 pp.

Microscope: *Range:* Personal; *Effect:* Microscopic Vision +6; *Flaws:* Device; *Cost:* 6 pp.

Parabolic Microphone: *Range:* Personal; *Effect:* Telescopic Hearing +5; *Flaws:* Device; *Cost:* 5 pp.

Radio Headset: *Range:* Personal; *Effect:* Radio Hearing; *Flaws:* Device; *Cost:* 1 pp. Models that also allow the wearer to transmit cost 2 pp.

X-Ray Specs: *Range:* Personal; *Effect:* Penetration Vision; *Flaws:* Device; *Cost:* 1 pp.

MAGICAL DEVICES

Many of the different devices described in this chapter may be magical rather than technological in nature. For example, characters may wield magical weapons and armor, have magical vehicles (such as flying carpets), or have magical constructs such as golems, zombies, or animated pieces of furniture as minions. Even the features described for headquarters may be magical in nature, such as security systems based around spells rather than alarms and concealment provided by enchantment rather than mundane camouflage.

Many other sorts of magical devices exist. Generally, magical devices provide some sort of power, perhaps even many powers. The common props of the wizard or witch: wands, staves, broomsticks, amulets, cloaks, crystals, and so forth are all suitable magical devices. While some contain particular powers others provide a Boost for the wielder's magical abilities, making them quite sought after. The most powerful magical devices can be considered plot devices (p. 114) since they grant nearly unlimited power and are usually sought by sorcerous supervillains.

SAMPLE MAGICAL DEVICES

Here are some examples of common magical devices:

Amulet of Mystic Might: *Range:* Personal; *Effect:* Boost; *Extras:* All Attributes (mystical powers); *Flaws:* Device; *Cost:* (power rank × 2) pp.

Cloak of Flight: A magical cape that allows its wearer to fly. *Range:* Personal; *Effect:* Flight; *Flaws:* Device; *Cost:* (power rank) pp.

Power Wand: *Range:* Normal; *Effect:* Energy Blast; *Flaws:* Device; *Cost:* (power rank) pp.

Scrying Crystal: A crystal ball, multifaceted stone, or even a mirror that allows the user to see distant places. Used by good magicians to search for evil threats and evil wizards to spy on their enemies. *Range:* Special; *Effect:* ESP; *Extras:* Interdimensional; *Flaws:* Device; *Cost:* (power rank × 2) pp.

CREATING DEVICES

Creating new devices follows the same guidelines for creating powers (p. 92) except that devices by their very nature always have the Device flaw. Gamemaster's should apply the same guidelines to new devices that they do to new powers in the game. Additionally, the Gamemaster may require that the character have the appropriate Craft skills to create the device and perhaps even the optional Wealth feat (p. 103) for particularly expensive devices (although this rarely seems to be a problem for

heroes in the comics). No skill roll is necessary, the character simply must have enough power points to pay for the device. The GM decides how long it takes to build the device, although most devices can be constructed between adventures when the players spend their earned power points to improve their characters' attributes.

NAMING DEVICES

The most interesting devices in the comics have ostentatious, occasionally nonsensical names meant to inspire others or make them quake in fear. A staff that blasts energy bolts isn't likely to make supervillains squirm if it's called the Zap-Zap Stick or even "my staff." The Nebulon Accelerator, on the other hand, holds a promise of... well, it's impossible to say, which is part of the point.

Consider giving your devices elaborate technological names of your own creation or roll on **Table 7-12: Random Powerful Device Names**. Don't spend too much time trying to figure out what the names mean—let your enemies worry about that.

TABLE 7-12: RANDOM POWERFUL DEVICE NAMES

1d20 Roll	First Word	Second Word
1	Arcane	Accelerator
2	Anti-Matter	Baffler
3	Chronal	Circuit
4	Cosmic	Collider
5	Cybernetic	Converter
6	Graviton	Cube
7	Infinity	Disruptor
8	Kinetic	Distorter
9	Molecular	Drive
10	Neural	Energizer
11	Negative	Evolver
12	Psi-	Gauntlet
13	Quantum	Generator
14	Sonic	Inhibitor
15	Spatial	Neutralizer
16	Spirit	Nullifier
17	Stellar	Projector
18	Temporal	Repulsor
19	Ultimate	Sphere
20	Universal	Weapon

Optionally, roll twice for the first column, to generate gadgets with three-word names (e.g. Ultimate Cosmic Neutralizer or Quantum Spatial Disruptor).



COMBAT

FROM BARROOM BRAWLS TO BATTLES ROYALE

In the battle for truth and justice, heroes often must fight – against hordes of minions, teams of supervillains, powerful masterminds, or rampaging monsters bent on destroying the city (or the world). Blasts of energy fly, cars, lampposts, and even entire buildings become weapons. The heroes must triumph, because they're all that stands between the world and terrible danger.

This chapter covers the rules for running titanic superhero combats, starting with the basics and then looking at some of the more unusual combat strategies that heroes can employ.

HOW COMBAT WORKS

Combat in *Mutants & Masterminds* is cyclical. Everybody acts in turn in a regular cycle. Combat generally runs in the following way:

1. Each combatant starts the battle flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. The GM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants that are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a half action (an attack action or move action, no full-round actions allowed) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants that have not yet rolled initiative do so. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

COMBAT STATISTICS

Several fundamental statistics determine the hits and misses of combat. This section summarizes these statistics and how to use them.

ATTACK ROLL

When you make an attack roll, roll 1d20 and add your attack bonus. If your result equals or exceeds the target's Defense, you hit and may deal damage to your opponents. Various modifiers affect the attack roll, such as a +1 bonus if you have Attack Focus with that attack, a +2 bonus if your opponent is stunned, and so forth.

A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit, regardless of the opponent's Defense. A natural 20 is also a threat – a possible critical hit (see **Critical Hits**, below).

ATTACK BONUS

Your attack bonus with a melee attack is:

Base attack bonus + Strength modifier + size modifier.

Your attack bonus with a ranged attack is:

**Base attack bonus +
Dexterity modifier + size modifier - range penalty.**

SIZE MODIFIER

The smaller you are, the bigger other opponents are relative to you. A human is a big target to an ant, just as an elephant is a big target to a human. Since this same size modifier applies to Defense, two characters

of the same size ignore these modifiers, regardless of what size they actually are.

TABLE 8-1: SIZE MODIFIERS TO ATTACK BONUSES AND DEFENSE

Size	Modifier
Awesome	-16
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8
Miniscale	+16

RANGE PENALTY

The range penalty with a ranged attack depends on what attack you're using and how far away the target is. All ranged attacks have a *range increment*. This is typically (power rank × 10 feet). Any attack at a distance of less than one range increment carries no penalty for range, so Energy Blast +5 (range increment 50 feet) can strike at enemies up to 50 feet away with no penalty. However, each full range increment causes a cumulative -2 penalty to the attack roll. For example, a character firing the same blast at a target 120 feet away suffers a -4 attack penalty (because 120 feet is at least two range increments but not quite three increments).

Thrown weapons have a maximum range of five range increments. Other ranged attacks can shoot up to 10 increments.

DEFENSE

Your Defense represents your ability to avoid being hit in combat. Your Defense score is equal to the attack roll result that an opponent needs to hit you. Determine your Defense by calculating the following:

**Defense = 10 + base Defense bonus
+ Dexterity modifier + size modifier.**

BASE DEFENSE BONUS

Your base Defense bonus, which you purchase with power points, measures your combat savvy and applies in all situations, even when you're flat-footed or lose your dodge bonus.

DEXTERITY MODIFIER

If your Dexterity is high, you are particularly adept at dodging attacks. If your Dexterity is low, you are particularly inept at it. Sometimes you can't use your Dexterity bonus (if any). The Defense bonus you get for a high Dexterity represents your ability to dodge incoming attacks, so it's called a *dodge bonus*. If you can't react to an attack, you can't use your dodge bonus to Defense. (If you don't have a dodge bonus, nothing happens.) For example, you lose your dodge bonus if you're bound up in a mass of animated vines, or when you're caught flat-footed at the beginning of combat. You suffer the ill effects of low Dexterity whether or not you're able to react to incoming attacks.

SIZE MODIFIER

The bigger a target is, the easier it is to hit. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, opponents of the same size have no modifier to hit each other. So an ant (or an ant-sized person) rolls normally to hit another ant.

OTHER MODIFIER

Many additional factors might add to your Defense:

Feats: Various feats improve your Defense, either against all attacks or against only particular attacks, or in specific situations.

Dodge Bonuses: Some feats and powers grant you additional dodge bonuses. You can lose these additional dodge bonuses just like you can your regular dodge bonus from Dexterity: by being stunned, immobile, flat-footed, etc.

DAMAGE

When you hit with an attack, you potentially deal damage. Each attack has a *damage bonus*. For melee attacks, the damage bonus is equal to your Strength bonus, plus any modifiers for powers like Strike or Super-Strength. For ranged attacks the damage bonus is usually equal to the power rank of the attack.

DAMAGE SAVES

A target hit with a damaging attack must make a Damage saving throw (or Damage save). A character's Damage save bonus is calculated as follows:

Damage Save Bonus =

Constitution bonus + power bonuses (up to PL) + modifiers.

The difficulty class of a Damage save is (15 + attack's damage bonus). So an attack with a damage bonus of +8 has a Damage save DC of 23 (15 + 8).

Damage Save DC = 15 + attack's damage bonus.

The target rolls 1d20 + Damage save bonus against the DC. The result of the Damage save determines what sort of damage the target takes. If the Damage save succeeds, the target suffers no damage. If the save fails, the target suffers a *hit*. If it fails by more than 5, the target is also *stunned*. If it fails by more than 10, the target is *unconscious* (for a stun attack) or *disabled* (for a lethal attack). Consult **Table 8-2: Damage Saving Throws** for results. See **Damage and Injury** (p. 128) for more information on stun and lethal attack results.

TABLE 8-2: DAMAGE SAVING THROWS

Saving Throw...	Result	
	Stun Attack	Lethal Attack
Succeeds	No Effect	No Effect
Fails	Bruised (Hit)	Injured (Hit)
Fails by more than 5	Stunned	Stunned
Fails by more than 10	Unconscious	Disabled

Example #1: Talos strikes at Daedalus with a massive bronze fist and connects. Talos has Str 18 and Super-Strength +10, giving him a base unarmed damage bonus of +14, making the DC of the Damage save a 29 (stun). Daedalus has Con 16 (for a +3 bonus) and gains a +10 Amazing Save bonus from his armor, giving him a total bonus of +13. He rolls and gets a 7, for a total of 20. This fails to equal the Damage save DC of 29 by more than 5, so Daedalus is stunned.

Example #2: A thug shoots at the Raven and hits, thanks to a lucky roll. His pistol has a lethal damage bonus of +3 (Damage save DC 18) and the Raven has a Damage save bonus of only +3, all of which comes from Constitution. However, she has the Evasion feat (p. 45) and a Dexterity bonus of +10. She makes a Damage saving throw using her Dexterity (rather than her Constitution) and gets a 20 total. This beats the gun's Damage save DC, so the Raven manages to avoid the shot with

OPTION: DEFENSE ROLL

More randomness can sometimes take away those "foregone conclusions" about a high-level hero who always hits or a lowly opponent who never has a chance. A good way to introduce this is to allow defense rolls. Every time a character is attacked, rather than just using his normal Defense, he rolls 1d20 and adds his Defense modifiers. Every attack becomes an opposed roll, with attacker and defender matching their modified rolls against one another. (One way to look at it is that without the Defense roll, characters are taking 10 on their defense roll each round, and thus are using a base of 10 for Defense.)

The Defense roll can be expressed like this:

1d20 + base Defense bonus + dodge bonus.

This variant rule adds some excitement to combats, particularly at higher levels when heroes seem to hit almost every time. Unfortunately, it can slow down play because it doubles the number of rolls in any given combat. A compromise might be to have each defender make a Defense roll once in a round, using that same total against all attacks made against him that round, rather than once per attack or make a Defense roll once at the start of combat and use it against all attacks in that combat. The latter option can penalize players who roll poorly (and reward those who roll well), however, so it should be used with care.

nothing more than a hole in her cloak. She advances on the startled thug and takes him down with a single swift kick.

Example #3: Lady Liberty hits a terrorist with a punch. She has Strength 14 and Super-Strength +10 for an unarmed damage bonus of +12. The terrorist has a Damage save bonus of +2. The DC of his Damage save is 27 (15 + 12). The GM rolls a 13 for the terrorist, giving him a 15 total. The save fails by more than 10, so he's unconscious.

IMPOSSIBLE DAMAGE SAVES

If the DC of a Damage save is so high that the character cannot possibly succeed, even with a "20" on the die roll, the Damage save is still rolled to determine the effect (the amount by which the character misses the DC). A natural roll of "20" means that the character only takes a hit, regardless of the DC. Fate intervenes to spare that character from otherwise certain doom.

PULLING YOUR PUNCH

Attackers can choose a maximum effect for their attack before they make the attack roll. For example, if a character wants to make a lethal attack, but doesn't want to disable the target, he can choose to limit the attack's effect to a maximum of "stunned." That means the target is only stunned even if the Damage save fails by more than 10, which would normally result in the target being disabled.

Characters with the Full Effect flaw (p. 97) on an attack cannot choose to pull their punch with that attack; they get whatever result comes up.

DAMAGING MINIONS

Unlike regular characters, minions don't suffer hit, stun, and disabled results. If the minion's Damage save succeeds, the minion takes no damage, as normal. If the saving throw fails, the minion is knocked out (for stun attacks) or dead, not disabled (for lethal attacks). A successful attack can have a lesser effect (stunned for stun attacks, disabled, unconscious, or stunned for lethal attacks), if the attacker wishes to pull his punch.

Additionally, minions don't benefit from the impossible Damage saves rule, above, so any attack with a damage bonus 5 or more than a minion's total Damage save bonus automatically knocks out or kills the minion if it successfully hits.

CRITICAL HITS

When you make an attack roll and get a natural 20 (the d20 actually shows 20), you hit regardless of your target's Defense, and you have scored a *threat*. The hit might be a critical hit (sometimes called a "crit"). To find out whether it's a critical hit, determine if the attack roll total would have normally hit your opponent's Defense. If so, then it is a critical hit. If not, the attack still hits, but as a normal attack, not a critical hit.

A critical hit increases the attack's damage bonus by 5. A critical hit against a minion automatically knocks out, disables, or kills the minion (player's choice).

Increased Threat Range: Characters with the Improved Critical feat (p. 45) score a threat on a 19 or 20 (although they do not automatically hit on a roll of 19, only on a natural 20). Any attack roll that doesn't result in a hit is not a threat.

DAMAGE AND INJURY

Combat usually results in damage or injury to one or both parties. The potential damage of an attack is represented by its damage bonus, with the target's resistance to that damage represented by his Damage save. A failed Damage save results in some damage to the character (see **Damage**, p. 127).

DAMAGE CONDITIONS

One or more of the following *damage conditions* can apply to a damaged character.

BRUISED (STUN HIT)

A *stun hit* means the character has been battered and bruised and is in less than top condition. Every stun hit a character has imposes a cumulative -1 modifier on the character's Damage saves against further stun damage. So the more stun hits you have, the more difficult it becomes to resist stun damage and the more likely the character is to be seriously affected by it (stunned or knocked out). Stun hits do not affect Damage saves against lethal damage.

INJURED (LETHAL HIT)

A *lethal hit* means the character has suffered some minor injury. Every lethal hit imposes a cumulative -1 modifier to the character's Damage saves against all forms of damage—both stun and lethal—since it represents a more serious weakening of the character's resistance. This penalty is cumulative with the penalty for stun hits with regard to stun damage. So a character with 4 stun hits and 3 lethal hits suffers a -7 penalty to Damage saves against stun damage and a -3 penalty to Damage saves against lethal damage.

STUNNED

A *stunned* result on the Damage save causes the target to take 1 hit and become stunned for 1 round. The character cannot take any actions (including free actions such as sustaining powers) and loses any dodge bonus to Defense. Attackers gain a +2 bonus to hit stunned characters.

UNCONSCIOUS

An *unconscious* character is knocked out and helpless. Further stun attacks against an unconscious character are treated as lethal attacks.

OPTION: DAMAGE ROLL

Rather than having the target make a Damage save to resist damage, you can have the attacker make a damage roll to see if the damage overcomes the target's defenses. The damage roll is:

$$1d20 + \text{damage bonus.}$$

The Difficulty Class of the damage roll is calculated as follows:

$$\text{Damage Roll DC} = 15 + \text{Constitution bonus} + \text{power bonuses (up to PL)} + \text{modifiers.}$$

The attacker makes a damage roll after a successful attack and consults **Table 8-3: Damage Rolls** for the outcome. Otherwise damage works exactly as given under **Damage and Injury** in this chapter. This option tends to take a little of the ability to avoid damage out of the players' hands (since they can't spend Hero Points like they can on Damage saves), but it does give them a bit more ability to inflict damage (since they can now spend Hero Points on damage rolls), so it tends to even out. It's also more suitable for gritty series in which the ability to deal out damage is more important than the ability to resist it.

TABLE 8-3: DAMAGE ROLLS

Damage Roll...	Result	
	Stun Attack	Lethal Attack
Succeeds	Unconscious	Disabled
Fails	Stunned	Stunned
Fails by more than 5	Bruised (Hit)	Injured (Hit)
Fails by more than 10	No Effect	No Effect

DISABLED

A *disabled* character is conscious and able to act, but terribly injured. He can take only a half action each round, and if he performs any strenuous action, his condition changes to dying after completing the action. Strenuous actions include running, attacking, or using any ability that requires physical exertion or mental concentration (including most powers).

DYING

A *dying* character is unconscious and near death. The player must immediately make a Fortitude save with a DC of 10. If the save fails, the character dies. If the save succeeds, the character remains unconscious and dying.

A dying character must make a Fortitude save every hour (DC 10 + 1 per hour of unconsciousness). If a save fails, the character dies. If the save succeeds, the character remains alive and unconscious for another hour. If the save succeeds by 10 or more, or if the roll is a natural 20, the char-

OPTION: MASSIVE DAMAGE

If you want to make your game a little more deadly, consider the following rules.

- If you fail your Damage save by more than 15 (lethal), you are dying.
- If you fail your Damage save by more than 20 (lethal), you're instantly killed.
- If you apply a -5 penalty to the damage bonus of an attack that ordinarily does stun damage, the attack can do lethal damage.

acter automatically stabilizes and becomes unconscious and disabled (and may recover from both conditions normally).

Another character can stabilize a dying character with a successful use of the Medicine skill, DC 15 (note that this can be attempted by unskilled characters as a Wisdom check) or a power like Healing (p. 72). Characters with Regeneration add their power rank as a bonus to the Fortitude saving throw to avoid death and stabilize.

DEAD

A *dead* character is, well, dead. Although death is usually the end, it may not be for superheroes, and it rarely is for supervillains, either.

RECOVERY

You can recover from the damage conditions above, given some time and rest. You also can rely on medical assistance and various super-powers to speed the healing process.

HITS

You reduce your current stun hits by 1 for every minute (10 rounds) that passes, even if you are engaged in some other activity (including combat). You reduce your current lethal hits by 1 per hour that passes, but you must be resting or engaged in only light activity to do so.

UNCONSCIOUSNESS

An unconscious character remains so for at least 1 minute (10 rounds), then makes a Constitution check (DC 10). If the check is successful, the character awakens and is dazed for 1 round. A dazed character suffers a penalty of -2 on all actions. If the check fails, the character remains unconscious for another minute. Each minute, you can make another Constitution check for the character to awaken, with a +1 bonus for each additional minute that passes.

Dying characters remain unconscious until they are stabilized. Then they can regain consciousness normally.

DISABLED

Disabled characters take some time to recover. The character remains disabled for a day, then makes a Constitution check (DC 20). If the check is successful, the character recovers, if it is not, the character remains disabled for another day. Each day, make another Constitution check for the character, with a +1 bonus for each day that passes.

OPTION: KNOCKBACK

The powerful attacks of heroes and villains often send their opponents flying through the air. To simulate this, any time a character stuns an opponent, he has the option of knocking him away. The target moves straight back (in the direction of the attack). The total distance is equal to the attack's damage bonus, minus the target's Amazing Save (Damage) bonus and any ranks in Immovability, multiplied by 5 feet. So an attack with a damage bonus of +11, against a character with Amazing Save (Damage) +5 would send the target flying 30 feet $[(11 - 5) \times 5 \text{ feet}]$.

If the character strikes a solid surface with hardness less than the attack's damage bonus, he goes flying through it the remaining distance. If the surface's hardness is equal to the attack's damage bonus, it is only dented or marred. If greater than the damage bonus, the character stops there and the surface is unharmed. The target takes no additional damage from the knockback (it's just a special effect) unless knocked back into something dangerous (like a live power cable, vat of acid, or the like).

DEATH

Usually there's no recovering from death, but some heroes and villains manage it, usually through power healing (below).

ASSISTED HEALING

A trained physician or healer can help speed recovery. Using the long-term care option of the Medicine skill, a healer can double the rate of recovery from hits (2 stun hits per minute or 2 lethal hits per hour). A healer also can make a Medicine check in place of a patient's Constitution check to recover from unconsciousness or disablement and gets one check to help him recover from either immediately (then one check per minute or day, as normal).

POWER HEALING

The powers of Healing and Regeneration allow characters to recover from damage much faster (see **Chapter Five: Super-Powers** for details). Healing requires some effort on the part of the healer, while Regeneration works automatically. Characters with Regeneration remove their power rank in stun or lethal hits per minute, regardless of activity. The Healing power can remove its power rank in stun or lethal hits per use. Regeneration and Healing add their rank as a bonus to the Constitution check to awaken from unconsciousness. Regeneration and Healing both allow an immediate check to recover from being disabled, with a bonus equal to the power's rank. If that check fails, the character must wait a day before making another, but still gets the power rank bonus to the Constitution check.

Since Healing requires conscious effort, it cannot be used if the healer is stunned or unconscious. Disabled healers can use Healing on themselves, but if the recovery check fails, the healer's condition worsens to dying.

Healers with the Resurrection extra can attempt to restore the recently dead to life. Likewise, characters with Regeneration and the Back from the Brink extra or the Reincarnate power may be able to recover from death. See Chapter Five for details.

SPEED

Your speed tells you how far you can move in a round and still do something, such as attacking or using a skill. Base speed is 30 feet, but may be modified by various movement powers.

You can move up to your speed and attack in one round. If you don't attack, you can move up to double your speed in 1 round (as a full

OPTION: IMPAIRMENT

The only penalty that hits apply to characters in *Mutants & Masterminds* is making it difficult to resist further damage; the more hits you have, the more likely the next attack is the one that will take you down. Characters are otherwise unaffected by damage (other than being stunned) until they are knocked unconscious or disabled.

If you prefer a more realistic way of handling minor injuries you can apply the character's current hits as a penalty to *all* of the character's die rolls, reflecting the distraction of the pain and impairment caused by the injuries. This means that characters become progressively less effective the more hits they suffer. Impairment may result from either stun or lethal hits or only lethal hits (if you want to make them more serious). A character's impairment penalty may be the total of his stun and lethal hits, or only the higher of the two.

This option is suited for more realistic or gritty series in which damage has a more dramatic effect on the characters and every minor injury is important.

action). If you go all out, doing nothing but moving that round, you can sprint up to quadruple your normal speed as a full action, but you lose your dodge bonus to Defense while doing so.

INITIATIVE

Every round, each combatant gets to do something. The combatants' initiative checks determine the order in which they act, from highest to lowest.

INITIATIVE CHECKS

At the start of a battle, each combatant makes a single initiative check. (The GM rolls for the villains while the players roll for their heroes.) An initiative check is a Dexterity check. The GM finds out in what order characters act, counting down from highest roll to lowest. Each character acts in turn, with the check applying to all rounds of the combat (unless a character takes an action that results in her initiative changing—see **Special Initiative Actions**, page 138). Usually, the GM writes the names of the characters down in initiative order so he can move quickly from one character to the next each round. If two combatants have the same initiative check result, they act in order of highest Dexterity first. If there is still a tie, roll a die, with the highest roll going first.

JOINING A BATTLE

If characters enter a battle after it's begun, they roll initiative at that time and act whenever their turn comes up in the existing order.

OPPONENT INITIATIVE

Typically, the GM makes a single initiative check for the opponents. That way, each player gets a turn each round and the GM also gets one turn. At the GM's option, however, he can make separate initiative checks for different groups of opponents or even for individual foes. For instance, the GM may make one initiative check for a supervillain and another check for all of his minions.

FLAT-FOOTED

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your dodge bonus (if any) while flat-footed. The Combat Sense power allows you to retain your dodge bonus to Defense while flat-footed (see p. 63).

SURPRISE

When a combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents but they don't know about you, you surprise them.

AWARENESS AND SURPRISE

Sometimes all the combatants on a side are aware of their enemies; sometimes none are; sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining Awareness: The GM determines who is aware of whom at the start of a battle. The GM may call for Listen checks, Spot checks, or other checks to see how aware the characters are of their opponents. Some examples:

- The heroes enter a seedy bar and immediately spot members of a notorious gang. The gang members notice the heroes at the same time. Both sides are aware; neither is surprised. The heroes and the gang-members make initiative checks, and the battle begins.
- The heroes are tracking a mysterious alien shape-shifter, which has fled down a dark alley. They follow, unaware that the alien has

OPTION: HIT POINT DAMAGE SYSTEM

The damage rules in *Mutants & Masterminds* are intended to speed play and simulate the kind of damage characters suffer in superhero comic books. Some players may prefer a damage system more compatible with other game systems, in which case the alternate rules presented here may be used. They require additional dice, used in other roleplaying games and available at game and hobby stores.

HIT POINTS

Characters in this system have *hit points*, which are a measure of the character's capacity to take damage. Each character starts out with 6 hit points at 1st level and gains an additional 1d6 hit points per power level after that. Characters also gain a bonus to their hit points equal to their Constitution bonus (including bonuses for Super-Constitution) at each level. Minions have half the normal hit points of regular characters. Determine the minion's hit point total normally, then divide it by two and round down.

When the character suffers lethal damage, hit points are marked off. Characters are disabled at 0 hit points, dying at -1 or fewer hit points, and dead at -10 hit points.

Stun attacks do not inflict damage to hit points. Instead, they do *subdual damage*. If the total number of points of subdual damage the character has suffered exceeds his current hit points, he is unconscious. If a single attack does more damage (subdual or hit points) than the character's Constitution score, he is stunned for one round (and possibly knocked back, see **Knockback**, p. 129).

RECOVERY

Characters reduce their subdual damage by their power level for each minute of rest. They recover their power level in hit points for each day of rest. Regeneration adds its rank to these recovery rates and allows characters to recover hit points each minute, while a use of the Healing power allows the character to recover power rank hit points (or reduce their subdual damage by the same amount). Proper medical treatment doubles recovery rates, as usual.

DAMAGE DICE

Instead of having a damage bonus, attacks inflict a certain number of dice of damage, 1d6 per point of damage bonus. So an attack with a damage bonus of +8 does 8d6 points of damage. Stun and lethal damage remain the same. Attacks that do not inflict damage, including Dazzle or Snare attacks, still require the normal saving throw and have their normal effects.

Strength affects damage dice somewhat differently. An unarmed character does 1d6 damage plus his Strength bonus (so a Str 14 character does 1d6+2 points of subdual damage unarmed). Characters wielding a weapon or using a thrown weapon do the weapon's normal damage plus their Str bonus. Super-Strength adds 1d6 damage per rank (so a character with Str 16 and Super-Strength +8 does 9d6+3 points of subdual damage unarmed).

A critical hit doubles the amount of damage an attack inflicts. Roll the normal dice and multiply the total by two before applying the damage to the target.

Variable Weapon Damage: If desired, weapon damages from other games using hit points can be imported. This requires the use of additional dice. So a dagger might do 1d4 damage (a four-sided die, plus the character's Str bonus) while a longsword does 1d8 (an eight-sided die, plus Str bonus). Super-Strength still adds 1d6 damage per rank to these attacks.

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DAMAGE REDUCTION

Instead of adding to the character's saving throw, Amazing Save (Damage) provides *damage reduction*, reducing the amount of damage inflicted. Multiply the Amazing Save (Damage) 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 less, it has no effect on the character. So a hero with Amazing Save (Damage) +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.

Super-Constitution does not provide damage reduction, but it does increase the character's hit points, adding a number of hit points equal to the hero's Super-Constitution rank per power level. So a level 10 hero with Super-Constitution +10 has an additional 100 hit points (10×10).

DAMAGING OBJECTS

Inanimate objects have hit points equal to their hardness $\times 5$ and damage reduction equal to twice their hardness (allowing them to ignore up to twice their hardness in damage from each attack). When an object reaches 0 hit points, it is broken or destroyed.

HERO POINTS

Heroes can spend Hero Points to recover from or ignore the effects of damage just as they can in the regular *Mutants & Masterminds* system. A Hero Point allows a hero to immediately reduce his subdual damage total by his power level or to ignore the effects of being disabled (at 0 hit points) for one round without his condition worsening to dying. Otherwise the effects of Hero Points are the same.

FIXED RESULTS

Rather than rolling for hit points and damage, the GM may choose to make these fixed results, such as 4 hit points per power level (plus Constitution bonus) and 3 points of damage per point of damage bonus (so Energy Blast +12 does 36 points of damage). You even can combine fixed results with dice, such as having all but the last two dice of an attack fixed (in which case Energy Blast +12 does $30 + 2d6$ points of damage). Fixed results can speed things up, since players won't have to roll and add up as many dice.

assumed the form of a garbage can, hidden among several others. When the alien springs out to attack, the heroes are surprised and do not get to act in the surprise round.

- The heroes infiltrate a criminal mastermind's headquarters wearing the uniforms of his soldiers. When they reveal themselves and attack to prevent the mastermind from triggering his doomsday device, they surprise their opponents. The heroes act during the surprise round, but the villains do not.

The Surprise Round: If some, but not all, of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants who are aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a half action. If no one or everyone is surprised, a surprise round doesn't occur.

Unaware Combatants: Combatants who are unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. Because of this, they lose any dodge bonus to Defense.

ACTIONS IN COMBAT

The fundamental combat actions of moving and attacking cover most of what you want to do in a battle. They're described here. Other, more specialized options are described elsewhere in this chapter.

THE COMBAT ROUND

Each round represents about 6 seconds in the game world. In the real world, a round is an opportunity for each character involved in a combat to take an action. Anything a person could reasonably do in 6 seconds, your hero can do in 1 round.

Each round begins with the character with the highest initiative result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A month can mean either a calendar month or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number (initiative count) in the next round. Effects that last a certain number of rounds end just before the same initiative number that they began on.

ACTION TYPES

An action's type essentially tells you how long the action takes to perform within the framework of the 6-second combat round, and how movement is treated. There are three types of actions: free actions, half actions, and full actions.

FREE ACTIONS

Free actions consume a very small amount of time and effort, and over the span of a round their impact is so minor that they are considered to take no time. You can perform one or more free actions while taking another action normally. However, the GM can put reasonable limits on what you can really do for free. Calling out to your friends for help, for example, is free. Explaining a complex plan may take several rounds (or longer). Unless a rule notes a specific instance in which this is not the case, you can make free actions, such as spending a Hero Point, only during your own turn (though the GM may wish to relax this rule when handling in-character discussion between players).

HALF ACTIONS

Half actions are fairly simple—making an attack, moving your normal speed, drawing or loading a weapon, and so forth. You can typically manage two half actions per round. The only limitation on half actions is that you can only attack once per round unless you have a feat or power that allows you to attack multiple times.

FULL ACTIONS

A full action requires all of your attention during a round. The only movement you can take during a full action is a 5-foot step before, during, or after the action. Attacking more than once (if you are permitted to do so) or using a skill or feat that requires a full round to accomplish, such as using Search to examine a 5-foot \times 5-foot area, uses a full action.

TABLE 8-4: COMMON ACTIONS IN COMBAT

Action step?	Type	5-foot
Attack (single)	Half	Yes
Charge	Full	No
Climb (¼ speed)	Half	No
Coup de grace	Full	Yes
Delay*	No action	Yes
Disarm**	Varies	Maybe
Draw or holster a weapon	Half	Yes
Drop an item	Free	Yes
Drop prone	Free	Yes
Feint (see Bluff)	Half	Yes
Full attack	Full	Yes
Grapple**	Varies	Maybe
Load a weapon	Half	Yes
Miscellaneous activity	Varies	Maybe
Move a heavy object	Half	Yes
Move your speed	Half	No
Open a door	Half	Yes
Pick up an item	Half	Yes
Ready*	Half	Yes
Refocus*	Full	No
Retrieve a stored item	Half	Yes
Speak	Free	Yes
Sprint	Full	No
Stand up from fallen position	Half	Yes
Strike an object**	Half	Yes
Sustain a power	Free	Yes
Total defense	Half	Yes
Trip**	Varies	Maybe
Use a skill or feat	Varies	Usually

*See "Special Initiative Actions." **See "Advanced Maneuvers."

ATTACK ACTIONS

These are the most common, straightforward actions a character might take to attack. Specialized attack actions are covered in the **Advanced Maneuvers** section.

During a round, you can move and then make a single attack, or attack and then move. You also can move twice by not taking an attack or other action.

MELEE ATTACKS

When unarmed or wielding a melee weapon, you can strike adjacent opponents (those within 5 feet of you).

RANGED ATTACKS

With a ranged attack, you can fire at any target within the attack's maximum range and in line of sight. A target is in line of sight if there are no obstructions (including other characters) between you and the target. Maximum range for a thrown weapon is five range increments. For other ranged attacks, it's ten range increments.

SHOOTING OR THROWING INTO MELEE

If you shoot or throw a ranged weapon at a target that is engaged in melee with an ally, you suffer a -4 penalty on your attack roll because you must aim to avoid hitting your ally. Two characters are engaged in melee if they are opponents and are adjacent to each other. (An unconscious or otherwise immobilized character is not considered engaged unless he is being attacked.)

Precise Shot: If you have the Precise Shot feat (page 47), you don't suffer this penalty.

FIGHTING DEFENSIVELY

You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks that round to gain a +2 dodge bonus to your Defense for the same round.

MOVE

With the exception of specific movement-related skills, most move actions don't require a skill check. In some cases (such as shouldering a stuck door), ability checks might be required. The simplest move action is moving your character's speed. If you take this kind of move action during your turn you can't take a 5-foot step.

Many nonstandard modes of movement also are covered under this category, including climbing (up to one-quarter your speed) and swimming (up to one-quarter your speed). Some movement powers increase your speed when using different forms of movement, increasing the distance you can move in a half action.



MANIPULATING AN ITEM

In most cases, moving or manipulating an object is a half action. This includes drawing or holstering a weapon, picking up an item, retrieving a stored item, loading a weapon, opening a door, or moving a heavy object.

If you take such actions, you can take a 5-foot step.

STANDING UP

Standing up from a fallen position requires a half action. The Instant Stand feat (p. 46) allows characters to stand up from a prone position as a free action.

FULL ACTIONS

A full action requires an entire round to complete. It can't be coupled with a half action, though if it doesn't involve movement you can take a 5-foot step before or after your action.

CHARGE

Charging is a special full action that allows you to move more than your speed and attack during the same round. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after it. You must move at least 10 feet and may move up to double your speed. All movement must be in a straight line, with no backing up allowed. You must stop as soon as you are within striking range of your target. You can't move past him and attack from another direction.

Attacking: After moving, you may make a single melee attack. Since you use the momentum of the charge in your favor, you get a +2 bonus on the attack roll. Since a charge is impossible without a bit of recklessness, you also suffer a -2 penalty to your Defense for 1 round (until your next action).

Even if you have extra attacks, such as from using multiple weapons, you only get to make one attack during a charge.

Ramming: When you make a charge, you can use the additional momentum of your movement to inflict more damage, at the cost of risking damage to yourself. For every ten feet you move before you attack, add a +1 bonus to your damage. However, immediately after your attack, you must resist damage equal to this bonus. So, for example, if you charge 40 feet into a target, you can choose to ram the target and do +4 damage (40 feet, divided by 10). After the attack, you must resist +4 damage yourself (a Damage save DC of 19). Damage you suffer from ramming is usually stun damage, unless you ram into an especially dangerous surface (like one covered in sharp spikes).

FULL ATTACK

If you get more than one attack per action because you fight with two weapons or for some special reason (such as a feat), you must use a full attack action to get your additional attacks.

A full attack is a full action. Because of this, the only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

After your first attack, if you have not taken a 5-foot step, you can decide to move instead of making your remaining attacks. Essentially, you can decide whether to make one attack (with a half action) or take the full attack (for a full action) depending on how the first attack turns out.

You can choose to fight defensively when taking a full attack. If you do so, you take a -4 penalty on all attacks in the round to gain a +2 dodge bonus to your Defense for the same round.

Attacking with Two Weapons: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. Fighting in this way is difficult, however, and you suffer a -4 penalty with

SPEEDING UP COMBAT

You can use a number of tricks to make combat run faster.

Multiple Attacks: Use dice of different colors so you can make your attack rolls all at once instead of one at a time. Designate which attack is which color before you roll.

Roll Ahead of Time: Once you know who you are attacking and how, make your attack rolls before it is your turn so you have the results ready when your turn comes around. (Get your GM's okay before you roll ahead of time. Some GMs prefer to watch their players' attack rolls.)

Counters: Use condition counters (like glass beads, poker chips, or playing cards) so players can more easily keep track of their characters' current condition. For example, you might use white chips for stun hits and red chips for lethal hits.

Concealment Rolls: If you know the miss chance related to your target's concealment, you can roll it along with your attack roll. If the concealment roll indicates a miss, just ignore the attack roll.

Prep Initiative: Have your GM roll the characters' initiative checks ahead of time and prepare the order of battle. That way when a battle starts you can skip the initiative checks and get right to the action.

Pushover Minions: Use minions that heroes can take out in a single attack. That way, you don't have to bother making Damage saves for them. A successful attack simply takes out one minion, instead.

Miniatures and Action Figures: Use miniatures (or action figures) to show the relative positions of the combatants. It's a lot faster to place a miniature where you want your character to be than to explain (and remember) where your character is relative to everyone else.

your regular attack or attacks with the weapon in your primary hand and a -8 penalty on the attack with the weapon in your off hand. You can reduce these penalties two ways:

- The Ambidexterity feat reduces the off-hand penalty by 4.
- The Two-Weapon Fighting feat reduces both penalties by 2.

Table 8-5: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

TABLE 8-5: TWO-WEAPON FIGHTING PENALTIES

Circumstances	Primary Hand	Off Hand
Normal penalties	-4	-8
Ambidexterity feat	-4	-4
Two-Weapon Fighting feat	-2	-6
Ambidexterity feat and Two-Weapon Fighting feat	-2	-2

Multifire: You may attempt one extra attack per round with a ranged attack that has the Multifire extra (p. 97). The extra attack is at your base attack bonus, but each attack (the extra attack and your normal attack) suffers a -4 penalty. You must use a full action to use multifire.

Autofire: You may attempt two extra attacks per round with a ranged attack that has the Autofire extra (p. 96). The extra attacks are at your base attack bonus, but each attack (the extra attacks and your normal attack) suffers a -6 penalty. You must use a full action to use autofire.

SPRINT

You can sprint as a full action. (You do not get a 5-foot step.) When you sprint, you can move up to four times your normal speed in a straight line. Certain movement powers (notably **Super-Speed**, p. 85) increase your sprinting rate. You lose any dodge bonus to Defense since you can't avoid attacks.

You can sprint for a number of rounds equal to your Constitution score, but after that you must succeed at a Constitution check (DC 10) to continue sprinting. You must check again each round in which you continue to sprint, and the DC of this check increases by 1 for each check you have made. When you fail this check, you become fatigued and must stop sprinting.

MISCELLANEOUS ACTIONS

Some actions don't fit neatly into the above categories. Some of these options are actions that take the place of or are variations on the actions described above. For actions not covered below, the GM must determine how long such an action takes to perform.

TOTAL DEFENSE

As a half-action, you can simply defend yourself. You don't actually attack, and you can't perform any activity other than moving your speed, but you get a +4 dodge bonus to your Defense for 1 round.

USE FEAT OR SKILL

Certain feats, such as Whirlwind Attack, let you take special actions in combat. Others are not actions themselves. Instead, they give you a bonus when attempting something you already can do. The individual feat descriptions tell you what you need to know about them.

Likewise, the skill descriptions in **Chapter Three: Skills** note how long it takes to make a skill check. Unless it's a movement-related skill, you should be able to make a 5-foot step during the round you make the check.

COLLATERAL DAMAGE

Fights between superheroes and villains can be hard on the environment. Opponents regularly get knocked back into walls and buildings. Characters loft cars at each other and rip up lampposts and telephone poles to use as weapons. Missed energy blasts have to go somewhere, and may hit nearby buildings, or even bystanders.

It's up to the Gamemaster and the players how to handle collateral damage during their *Mutants & Masterminds* games. In four-color settings, collateral damage doesn't usually matter much. It's generally all fixed up by the next adventure, and it only becomes important when it may endanger innocent lives (forcing heroes to choose between rescuing them or continuing to pound on the villains). For the most part you can ignore the effects of collateral damage unless there's a dramatic reason to do otherwise.

In grim and gritty settings, collateral damage may be more of a problem. Heroes may face lawsuits for wrongful endangerment or destruction of property, and innocent people may be seriously threatened by super-powered brawls. Gamemasters running this sort of game may want to pay closer attention to things like knockback, missed attacks (which may hit obstructions or even other people), and other forms of collateral damage.

MOVEMENT AND POSITION

Few characters are likely to stand still for long in the midst of a fight. Enemies appear and charge the heroes. The heroes advance to take on new foes after they down their first opponents. Speedsters zip around the area while other characters fly overhead, picking off opponents on the ground. Movement is just as important as attack skill and Defense in gaining the upper hand on the battlefield.

Movement and position are most easily handled using miniature figures representing the characters and opponents. The standard scale equates 1 inch on the tabletop to 5 feet in the game world. Whenever possible, use units of 5 feet for movement and position. Calculating distance any more precisely than that is generally more trouble than it is worth.

If you want to use superhero action figures instead of miniatures, adjust the scale proportionally. A standard 6-inch-scale superhero action figure, for example, would use a scale of 3 inches equals 5 feet.

TABLE 8-6: STANDARD SCALE

One inch = 5 feet

"Next to" or "adjacent" = 1 inch (5 feet) away

30 mm figure = A 6-foot-tall character

A Medium-size character occupies an area 1 inch (5 feet) across.

One round = 6 seconds

TACTICAL MOVEMENT

Where you can move, how long it takes you to get there, and whether you're vulnerable to attacks while you're moving are key questions for combat.

HOW FAR CAN YOUR CHARACTER MOVE?

Generally, you can move your speed in a round (a half action) and still do something, such as making an attack. You can move double your speed as a full action. If you sprint (also a full action), you can quadruple your movement rate or more, but lose your dodge bonus to Defense.



If you do something else that requires a full action, such as attacking more than once, you can take only a 5-foot step. Some specific actions don't allow you to move at all. See Action Types on page 131 and **Table 8-4: Common Actions in Combat** to see how far you can move with each action.

Encumbrance: A character encumbered by a large amount of additional weight moves slower than normal (see **Carrying Capacity**, p. 104).

PASSING THROUGH

You cannot normally pass through an area occupied by an opponent, since they are assumed to be ready to fight you. The only way to pass through the area is to overcome the opponent first. Sometimes you can pass through an area occupied by another character.

Friendly Character: You can move through an area occupied by a friendly character.

Unfriendly Character Not an Obstacle: You can move through an area occupied by an unfriendly character who doesn't present an obstacle, such as one who is dead, unconscious, bound, stunned, or just cowering.

Acrobatics: A character can attempt to use Acrobatics to move through an area occupied by an enemy. (See the Acrobatics skill, p. 30.)

Area Occupied by Target Three Sizes Larger or Smaller: Any character can move through an area occupied by an opponent that is three size categories larger or smaller than the moving character.

Designated Exceptions: Some opponents break the above rules, as detailed in their descriptions.

FLANKING

If you are attacking an opponent and an ally directly opposite you is also attacking the same opponent, you and your ally *flank* the opponent. You both gain a +2 bonus on your attack roll. The ally must be on the other side of the opponent so that the opponent is directly between you.

GANGING UP

Typically, up to eight attackers can gang up on an individual target, provided they have room to maneuver freely. If the defender can fight side by side with allies, back into a corner, fight through a doorway, or otherwise protect himself, attackers can't gang up in this way.

Picture the eight attackers as evenly spaced out surrounding the defender. The defender can reduce the opportunity for attackers to gang up based on how much of the area around himself he can block off. Backed against a wall, a character only allows five attackers to get at him. Backed into a corner, only three attackers can get at him at a time. If the defender is standing in a doorway, the opponent in front of him can attack normally and one opponent on either side can attack as well, but the defender benefits from one-half cover (see **Cover**, p. 136). If the defender is fighting in a 5-foot-wide corridor, only one attacker can get at him (unless attackers are coming at him from both directions).

The above rules are for Medium and Small characters. Larger creatures present room for more attackers to get at them (see below), and combatants with ranged weapons can get at defenders more easily, though they usually cannot attack adjacent defenders.

COMBINED FIRE

If a group of characters make ranged attacks at a single target, they can "combine fire" to improve the chance of scoring a single hit. For each character who contributes to the effort, the primary attacker gains a +1 bonus on his attacks (to a maximum bonus of +4). A successful attack does damage equal to the lowest damage bonus of the group (so it is wise for characters using combined fire to have close to the same damage bonuses). The contributing characters essentially give up any chance

of hitting the target to contribute the bonus. Combining fire is a full action for both the contributing characters and the primary attacker.

Example: A squad of 10 minions fires at a hero (Defense 18). The GM picks two of the minions to be primary attackers; each assisted by four other minions. Each primary attacker gains a +4 bonus on attacks.

BIG AND LITTLE CHARACTERS IN COMBAT

Characters smaller than Small or bigger than Medium have special rules relating to position. These rules concern the characters' "faces," or sides.

Face: "Face" is how wide a profile a character presents in combat. This width determines how many characters can fight side by side in a 10-foot-wide corridor and how many characters can attack a target at the same time. A face is essentially the border between the square or rectangular space that a character occupies and the space next to it. These faces are abstract, not "front, back, left, and right," because combatants are constantly moving and turning in battle. Unless a character is immobile, he or she practically doesn't have a front or a left side—at least not one you can locate on the tabletop.

Big Opponents: Big characters (long, large creatures, and Huge, Gargantuan, or Colossal creatures) take up more space on the battlefield than a Medium-size Human does. More combatants can attack them because more combatants can surround them. As a rule of thumb, assume that one Small or Medium combatant can get to each 5-foot length of the creature and four more combatants can fit into the "corners" where one side meets another. (This rule is why you can get eight people around a Medium-size creature at once: One fits on each 5-foot face, and one fits on each corner.)

Very Small Creatures: Very small creatures (Fine, Diminutive, Tiny, and Miniscule) must be in your area to attack you. You can attack into your own area if you need to with a melee attack, so you can attack very small opponents normally.

Bigger Creatures Attack Smaller Creatures: Big and small creatures can attack a defender in different numbers.

TABLE 8-7: CREATURE SIZE AND SCALE

Size	Face	Defense Modifier
Awesome	80 ft. × 80 ft.	-16
Colossal	40 ft. × 40 ft.	-8
Gargantuan	20 ft. × 20 ft.	-4
Huge	10 ft. × 10 ft.	-2
Large	5 ft. × 5 ft.	-1
Medium-size	5 ft. × 5 ft.	+0
Small	5 ft. × 5 ft.	+1
Tiny	2½ ft. × 2½ ft.	+2
Diminutive	1 ft. × 1 ft.	+4
Fine	½ ft. × ½ ft.	+8
Miniscule	3 in. × 3 in.	+16

COMBAT MODIFIERS

Sometimes you just have to go toe-to-toe in a fight, but you usually can gain some advantage by seeking a better position, either offensively or defensively. This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

FAVORABLE AND UNFAVORABLE CONDITIONS

Depending on the situation, you may gain bonuses or suffer penalties on your attack roll. Your GM judges what bonuses and penalties apply, using **Table 8-8: Attack Roll Modifiers** as a guide.

TABLE 8-8: ATTACK ROLL MODIFIERS

Circumstance	Melee	Ranged	Dodge Bonus?
Attacker flanking defender	+2	—	Yes
Attacker on higher ground	+1	0	Yes
Attacker fallen	-4	0	Yes
Attacker concealed	+2	+2	No
Defender sitting or kneeling	+2	-2	Yes
Defender fallen	+4	-4	Yes
Defender stunned, cowering, or off balance	+2	+2	No
Defender climbing	+2	+2	No
Defender surprised or flat-footed	+0	+0	No
Defender sprinting	+0	-2	No
Defender grappling (attacker not)	+0	+0*	No
Defender pinned	+4	-4	No
Defender has cover	—See Cover—		
Defender concealed	—See Concealment—		
Defender helpless (such as bound or sleeping)	—See Helpless Defenders—		

*Roll randomly to see which grappling combatant you strike. That defender loses any dodge bonus to Defense.

COVER

One of the best defenses available is cover. By taking cover behind a pillar, a wall, a car, or the like, you can protect yourself from attacks, especially ranged attacks.

Cover provides a bonus to your Defense. The more cover you have, the bigger the bonus. In a melee, if you have cover against an opponent, that opponent probably has cover against you, too. With ranged weapons, however, it's easy to have better cover than your opponent has. Indeed, that's what sniping from behind a wall is all about.

The GM may impose other penalties or restrictions to attacks depending on the details of the cover.

DEGREE OF COVER

Cover is assessed in subjective measurements of how much protection it offers. Your GM determines the value of cover. This measure is not a strict

mathematical calculation, however. After all, you gain more value from covering the parts of your body your opponent wants to hit. If the bottom half of your body is covered (as when you stand behind a three-foot-high wall), that only gives you one-quarter cover. If the left or right half of your body is covered, as when you're part of the way behind a corner, you get one-half cover.

Table 8-9: Cover gives examples of various situations that produce certain degrees of cover, and even these examples might not hold true in exceptional circumstances. For example, a three-foot-high wall might provide a normal-sized person one-half cover in melee against Small opponents, who have a hard time striking a medium-sized character's upper body, but the same wall might grant no cover in melee against a Large or bigger opponent.

COVER DEFENSE BONUS

Table 8-9: Cover lists the Defense bonuses for different degrees of cover. Add the relevant number to your Defense. This cover bonus does not stack with certain other bonuses. For example, kneeling gives you a +2 bonus to your Defense against ranged weapons. Kneeling behind a low wall could change your cover from one-quarter (+2) to three-quarters (+7). You would not get the +2 kneeling bonus in addition to the cover bonus.

COVER REFLEX SAVE BONUS

Table 8-9: Cover lists the Reflex save bonuses for different degrees of cover. Add this bonus on Reflex saves against attacks that affect an area. These bonuses only apply to attacks that originate or spread out from a point on the other side of the cover.

STRIKING THE COVER

If it ever becomes important to know whether the cover was actually struck by an incoming attack that missed the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the attack hits the object used for cover. The object suffers the damage from the attack, if applicable (see **Attacking an Object**, p. 138).

This can be particularly important to know in cases in which a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the character suffers the damage intended for the target. If the covering





character has a dodge bonus to Defense, and this bonus keeps the covering character from being hit, the original target is hit instead. The covering character has dodged out of the way and didn't provide that much cover after all.

TABLE 8-9: COVER

Degree of Cover	Example	Cover Defense Bonus	Cover Reflex Save Bonus
One-quarter	A Human standing behind a three-foot-high wall	+2	+1
One-half	Fighting from around a corner; standing at an open window; behind a character of the same size	+4	+2
Three-quarters	Peering around a corner	+7	+3
Nine-tenths	Standing at a narrow opening; behind a door that's slightly ajar	+10	+4
Total	On the other side of a solid wall	—	—

CONCEALMENT

Besides cover, another way to avoid attacks is by making it difficult for opponents to know where you are. Concealment includes all circumstances in which nothing physically blocks an attack but in which something interferes with an attacker's accuracy.

Concealment is subjectively measured by how well it conceals a defender. Examples of what might qualify as concealment of various degrees are given on **Table 8-10: Concealment**. Concealment always depends on the attacker. Total darkness, for example, is meaningless to a character with the Darkvision feat (p. 50).

CONCEALMENT MISS CHANCE

Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment. If the attacker hits, the

defender must make a miss check of that number or greater on 1d20 to avoid being hit.

Actually, it doesn't matter who makes the roll or whether it's rolled before or after the attack roll. To save time, you can make the roll that's most likely to result in a miss first so that you're less likely to have to make two rolls, or you can just make both rolls at the same time.

When multiple concealment conditions apply to a defender (behind dense foliage and in near total darkness, for example), use the one that would produce the greatest miss chance. Do not add the miss chances together.

TABLE 8-10: CONCEALMENT

Concealment	Example	Miss Chance
One-quarter	Light fog; moderate darkness; light foliage	19
One-half	Dense fog at 5 feet; precipitation	17
Three-quarters	Dense foliage	15
Nine-tenths	Near total darkness	13
Total	Total darkness; invisibility; attacker blind; dense fog at 10 feet	11 (and must guess target's location)

HELPLESS DEFENDERS

A *helpless* foe—bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You sometimes can approach a target unawares, get adjacent to it, and treat the opponent as helpless.

REGULAR ATTACK

A melee attack against a helpless defender is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender (naturally) can't add a dodge bonus to Defense. In fact, his Dexterity score is treated as 0 and his Dexterity modifier to Defense as -5.

COUP DE GRACE

As a full-round action (allowing no move other than a 5-foot step), you can use a melee attack to deliver a *coup de grace* to a helpless foe. You also can use a ranged attack, provided you are adjacent to the target. You automatically hit and score a critical hit. You can't deliver a coup de grace against an opponent that is immune to critical hits.

SPECIAL INITIATIVE ACTIONS

Usually you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

DELAY

By choosing to delay, you take no action and then act normally at whatever initiative point you decide to act. When you delay, you voluntarily reduce your initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, fixing your new initiative result at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what was going to happen.

DELAYING LIMITS

The lowest a character can voluntarily lower his initiative is -10 minus his initiative bonus. When the initiative count reaches that point, that character must act or forfeit any action that round. For instance, a character with an initiative bonus of 3 could wait until the initiative count reached 0, then wait for it to reach -10, but he would have to act on -13 or forfeit his action for that round.

MULTIPLE CHARACTERS DELAYING

If multiple characters are delaying, the one with the highest initiative bonus (or higher Dexterity, in case of a tie) has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest bonus gets to go first. If two or more delaying characters are trying to go after each other, the one with the highest initiative bonus gets to go last.

READY

Readying lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a half action, so you can move as well.

READYING AN ACTION

You can ready a single half 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 action, you may take the readied action in response to those circumstances. The action can come before the action that triggers it. For the rest of the fight, your initiative result is the count on which you took the readied action.

INITIATIVE CONSEQUENCES OF READYING

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action on the next round, before your regular action, your initiative rises to the new point in the order of battle, and you do not get your regular action that round.

REFOCUS

Refocus is a full action during which you cannot move. The character does nothing that round except refocus his attention and appraise the situation. On the following round, the character moves up in the initiative count and is positioned as though he had rolled a 20 on his initiative check. The usual modifiers to Initiative checks (like Dexterity bonus, feats

like Improved Initiative, and various powers like Super-Speed) apply to the character's new initiative total.

ADVANCED MANEUVERS

This section covers a number of advanced maneuvers, such as attacking your opponent's weapon, disarming, and grappling. Your Gamemaster will tell you which of these maneuvers he allows in his game.

AREA ATTACKS

Super-attacks sometimes consist of powerful explosions, bursts of energy, or simply throwing really large things at opponents. These *area attacks* cover a much larger area than a normal attack, so they're harder to avoid than normal attacks.

Make an area attack by targeting a character or object normally. (Set explosives use the creator's Demolitions check in place of an attack roll). If you hit, the attack has its normal effect on the target. If you miss, the attack still has a secondary effect. The target gets a Reflex saving throw against the attack's secondary effect with a DC of 10, plus the attack's rank or damage bonus. If the Reflex save is successful, halve the attack's rank or bonus before applying it to the target (round any fractions down).

Example: Inferna throws a fireball at the Hyena, but misses the nimble villain. The fireball explodes and the blast may still singe the Hyena's fur. The fireball has a +9 damage bonus, so Hyena makes a Reflex saving throw with a DC of 19 (10 + rank 9). If he succeeds, his Damage save is only DC 19 (15 + 4 damage bonus) rather than 24 (15 + 9 damage bonus).

An area attack also has its secondary effects on everyone and everything else in the area it covers. Since they're not directly targeted, other characters get a Reflex save to reduce the effects of the attack.

Example: Inferna's fireball also catches two of Hyena's henchmen in its radius. Since they weren't directly targeted, they also get Reflex saves to reduce the damage. However, they fail their saves and the blast knocks them out, while Hyena manages to leap clear with only minor damage.

ATTACKING AN OBJECT

Sometimes you must attack or break an object, such as when you want to strike an opponent's weapon, blast a control console, or melt open a door.

STRIKING AN OBJECT

Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off some damage from each blow.

Object Defense and Bonuses to Attack: Objects are harder or easier to hit depending on several factors:

Held Objects: An object that is held by a character has a base Defense equal the character's Defense + 5 + the object's size modifier.

Carried or Worn Objects: Objects that are carried or worn by a character have a base Defense equal the character's Defense + the object's size modifier.

Immobile Objects: Immobile objects have a Defense of 5 + the object's size modifier. Melee attacks get a +4 bonus to hit immobile objects. If you take a full action to line up a shot, you get an automatic hit with a melee attack, or a +5 bonus with a ranged attack.

Ineffective Attacks: The GM may determine that certain attacks just can't effectively damage certain objects. For example, you will have a hard time breaking open an iron door with a knife or cutting a cable with a club.

Effective Attacks: The GM may rule that certain attacks are especially effective against some objects. For example, it's easy to light a curtain on fire or rip a piece of cloth.

Hardness: Each object has a hardness score that represents how well it resists damage. An object's hardness works like a character's Damage save bonus. To determine how much damage an object takes from an attack, roll 1d20 + hardness against a DC of 15 + the attack's damage bonus. The hardness scores given on **Table 8-11: Substance Hardness** are for approximately 1 inch of the material. Heavier objects increase their hardness by 1 per additional inch, so a foot-thick stone wall has a hardness of 19 (base hardness 8, +11 additional inches of thickness).

Damage to Objects: Objects have only two conditions: damaged and broken. If the object's Damage save succeeds, it takes no damage. If it fails, it takes 1 hit, reducing its hardness by 1. If it fails the Damage save by more than 5, it is broken or destroyed. If it fails the Damage save by more than 10 it's reduced to tiny fragments.

Example: Captain Thunder strikes a steel wall with a bolt of lightning. The wall has a hardness of 10 and the Captain's lightning bolt has a damage bonus of +11. The wall must make a Damage save (DC 26). The GM rolls a 12, for a total of 22. The wall takes a hit of damage, reducing its hardness to 9. The Captain's next lightning bolt strikes and the GM rolls a 10, for a total of 19. That's more than 5 below the DC of 26, so the wall is blasted apart.

The rules for overwhelming damage apply to objects as well; if an attack has a damage bonus of 10 or more than the object's hardness, the object automatically is broken by the attack.

TABLE 8-11: SUBSTANCE HARDNESS

Substance	Hardness
Ice	0
Paper	0
Rope	0
Glass	1
Soil	3
Wood	5
Stone	8
Iron	10
Steel	15
Super-Alloys	20

Breaking Items: In the case of a character having an object in-hand, such as smashing down a door or snapping bonds, make a Strength check with a DC of 15 + the object's hardness. Success breaks the object while failure does no damage. The only difference between this and attacking an object is the character can't slowly wear down an object's hardness in this way.

BULL RUSH

You can bull rush as an attack action or a charge action. When you bull rush, you attempt to push an opponent straight back instead of attacking him. You can bull rush only an opponent who is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Second, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are above Medium-size or a -4 penalty for each size category you are below Medium-size. You get a +2 charge bonus if you were charging. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender, you push him back 5 feet. If you wish to move with the defender, you can push him back up to a distance of an additional 1 foot for each point by which you exceed the defender's check result. You can't, however, exceed your normal movement limit.

CONDITION SUMMARY

A number of different adverse conditions can affect characters. This section describes them. If multiple conditions apply to a character, apply all of their effects. If effects conflict, apply the most severe.

Ability Drained: The character has temporarily lost 1 or more ability score points. The rate at which these points return depends on the effect that caused the loss, but 1 point per day is normal. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to Defense (if any), and grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skill checks. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision.

Dazed: A dazed character can take no actions (but can defend as normal).

Dead: The character is dead, and can take no actions. A dead body generally decays, but powers, spells, or devices that allow it to come back from death restore the body to full health or to its condition immediately prior to death. Either way, characters who have come back from the dead needn't worry about rigor mortis, decomposition, and other similar sorts of unpleasantness. A dead character cannot have stun or lethal hits removed by healing or the like until returned to life.

Deafened: A deafened character cannot hear and suffers a -4 penalty to initiative checks. He cannot make Listen skill checks.

Disabled: A disabled character is conscious and able to act but terribly wounded. He can take only a partial action each round, and if he performs any strenuous action, his condition changes to dying after completing the act. Strenuous actions include running, attacking, or using any ability that requires physical exertion or mental concentration (including most powers).

Dying: A dying character is unconscious and near death. Upon gaining this condition the character must immediately make a DC 10 Fortitude save. If the save fails, the character dies. Dying characters make this save each hour thereafter, with a cumulative +1 to the DC for every hour they remain dying. If the save succeeds by 10 or more or if the roll is a natural 20, the character automatically stabilizes and becomes unconscious and disabled (and may recover from both conditions normally). Another character can stabilize a dying character with a successful Medicine check (DC 15) or through the use of a power like **Healing** (p. 72). Characters with Regeneration add their power rank as a bonus to the Fortitude save to avoid death and stabilize.

Entangled: An entangled character suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge.

Exhausted: Characters who are exhausted move at half normal speed and suffer a penalty of -6 to Strength and Dexterity. An exhausted character who does something else that would normally cause fatigue or exhaustion falls unconscious. After 1 hour of complete rest, exhausted characters become fatigued.

Fallen: The hero falls to the ground, takes a -4 penalty to Defense, and must take a half action to get back up again.

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Fatigued: Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character who does something else that would normally cause fatigue becomes exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his dodge bonus to Defense (if any).

Grappled: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from the opponent. In addition, grappled characters do not threaten any area and lose any dodge bonuses to Defense against opponents they aren't grappling.

Helpless: Sleeping, bound, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a lethal coup de grace. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to Defense. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to Defense were -5.

Incorporeal: Having no physical body. Incorporeal characters are immune to attack forms from corporeal sources. They can be harmed only by other incorporeal beings or effects modified by the Ghost Touch extra.

Invisible: Virtually undetectable. Invisible characters gain a +2 bonus to hit defenders who are unaware of them, and such defenders lose their dodge bonus to Defense. Attacks against invisible characters have a 50% miss chance.

Nauseated: Experiencing stomach distress. Nauseated characters are unable to attack, make power checks, maintain powers that require concentration, or do anything else requiring attention. The only action such a character can make is a single half action move per round. Nauseated characters can recover with a successful DC 15 (or DC 10 + power rank for powers that cause nausea) Fortitude save each round, with a cumulative +1 bonus each round.

Normal: The character is unharmed and unafflicted. He acts normally.

Paralyzed: A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions (including using powers that do not require a physical action or attack roll).

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is lying on the ground. He suffers a -4 penalty on melee attack rolls. Opponents receive +4 bonuses on melee attacks against him but -4 penalties on ranged attacks. Standing up is a move action.

Stabilized: The character is no longer dying, but is still unconscious and disabled (and can recover from these conditions as normal).

Stunned: The character loses any Dexterity bonus to DC and can take no actions. Foes gain a +2 bonus to hit stunned characters.

Unconscious: Knocked out and helpless.

If you fail to beat the defender's Strength check, you move 5 feet straight back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

DISARM

As a melee attack, you may attempt to disarm an opponent. You and the defender make opposed attack rolls with your respective weapons. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. Otherwise, it's on the ground at the defender's feet. If you fail, the defender may immediately make an attempt to disarm you with the same sort of opposed melee attack roll.

GAZE ATTACKS

Powers with the Restricted — Gaze flaw require the user to make eye contact with the target of the power. If a target is unaware of the Gaze flaw, within the power's range, and able to see the attacker clearly, the power works normally. If there's a question regarding whether or not the target can see the attacker clearly, the GM can make a DC 10 Spot check for the target (with the normal modifiers). If the check is successful, the target can see the attacker clearly enough for the gaze attack. If the target deliberately avoids making eye contact or cannot see the user clearly, certain special rules apply.

Targets that actively avoid the attacker's gaze have a 50% chance of being unaffected by the power each round. The attacker effectively has 20% concealment from these targets (so any attacks they make against the character have a 20% miss chance).

Targets that close their eyes, turn away from the attack, wear a blindfold or otherwise eliminate the attacker from their sight are completely unaffected by gaze attacks, but are effectively blind (giving the attacker and all other opponents total concealment).

Looking at an attacker's image (such as a reflection or an illusion) does not subject a character to a gaze attack.

If visibility is limited (by dim lighting, fog, etc.) so that it results in concealment, there is a chance equal to the normal miss chance on a 1d20 that the target of a gaze attack is unaffected by it. This chance is not cumulative with efforts to avoid the gaze and is rolled separately. Note that the concealment is relative to the target, so a target with blindsight (for example) can be affected by gaze attacks in the dark.

ESP generally does not subject a character to gaze attacks. The GM may rule otherwise if the attacker has the Psychic Awareness feat and senses the ESP use and the gaze attack has the same or a similar power source (allowing, for example, a psionic gaze attack to be directed at a character using psionic ESP).

Attackers with total concealment from a target cannot use a gaze attack against that target, so an attacker that is invisible, hidden in darkness, etc. cannot use a gaze attack.

GRAPPLE

Sometimes, you'll want to wrestle and hold an opponent, rather than pummeling him into unconsciousness. Here's how.

GRAPPLE CHECKS

Repeatedly in a grapple, you must make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

Base attack bonus + Strength modifier + special size modifier.

Special Size Modifier: Your special size modifier for a grapple check is +4 for every size category you are above Medium-size or -4 for every size category you are below Medium-size. Like all size modifiers, these cancel out for opponents of the same size.



STARTING A GRAPPLE

To start a grapple, you first must grab and hold your target. Attempting to start a grapple is a melee attack.

Grab: Make a melee attack to grab the target. If you fail to hit the target with your melee attack, you fail to start the grapple.

Hold: Once you have grabbed your opponent, make an opposed grapple check. If you succeed, you have started the grapple, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose if the target is two or more size categories larger than you are (it's just too big for you to hold).

Grappling: You and your target are now grappling.

JOINING A GRAPPLE

If your target already is grappling someone else, you can use an attack to start a grapple, as above, except that your grab automatically succeeds. You still must make a successful opposed grapple check to deal damage and move in to be part of the grapple.

IF YOU'RE GRAPPLING

When you are grappling (regardless of who started the grapple), you can make an opposed grapple check as an attack each round. If you win, you can do the following:

Damage Your Opponent: You deal damage like an unarmed strike.

Pin: You hold your opponent immobile for 1 round. You can't use a weapon on the pinned character or attempt to damage or pin a second opponent while holding a pin on the first unless you have the Extra Limbs feat.

Break Another's Pin: You can break the hold that an opponent has over an ally.

Escape: You can escape the grapple and can move up to your base speed, assuming you have movement left. You can take whatever movement you get. If more than one opponent is grappling you, your grapple check result must beat all their check results to escape. (Opponents don't have to try to hold you if they don't want to.) You also can make an Escape Artist check (opposed by your opponent's grapple check) to get out of the grapple or out of being pinned (so that you're just being grappled). Doing so counts as an attack action, so if you escape the grapple you also can move in the same round.

IF YOU'RE PINNED

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. Opponents other than the one pinning you get a +4 bonus on attack rolls against you. You can make an opposed grapple check as a melee attack. If you win, you escape the pin, but you're still grappling.

MULTIPLE GRAPPLERS

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Opponents that are one size category smaller than you count for half, opponents that are one size category larger than you count double, and opponents two or more size categories larger count quadruple. For example, if you're Medium-size, eight Small, four Medium, two Large, or a single Huge opponent could grapple you. In the same way, four Small opponents (counting as two opponents) plus one Large opponent (counting as two opponents) could grapple you.

GRAPPLING CONSEQUENCES

While you're grappling, your ability to attack others and defend yourself is limited:

- Opponents can move past you as if you weren't there.
- You lose your dodge bonus to Defense against opponents you aren't grappling. (You can still use it against opponents that you are grappling.)

MENTAL COMBAT

Some *Mutants & Masterminds* characters have extraordinary mental powers that allow them to fight on a completely different level. Mental combat works in much the same way as physical combat does: the attacker makes an attack roll against the target's Defense, if the attack is successful, the target makes a Damage saving throw against the attack's damage.

If key difference is that Strength and Dexterity have no bearing on mental combat, which is entirely a matter of willpower. Instead, a character's Wisdom modifier is used in place of Strength and Dexterity modifiers, for both attack and Defense. So a character using a mental attack (like the Mental Blast power) adds his Wisdom modifier to his attack roll, while a character defending against a mental attack adds her Wisdom bonus as a dodge bonus to her Defense (ignoring her normal, physical dodge bonuses).

TRIP

You can try to trip an opponent as a melee attack. You can trip only an opponent who is smaller than you, or one size category larger.

MAKING A TRIP ATTACK

Make a melee attack. If the attack succeeds, make a Strength check opposed by the defender's Strength or Dexterity check (whichever has the higher modifier). A combatant gets a +4 bonus for each size category by which he exceeds Medium-size or a -4 penalty for each size category by which he is smaller than Medium-size (these size modifiers cancel out for opponents of the same size). The defender gets a +4 stability bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may react immediately by trying to trip you; he makes a Strength check opposed by your Dexterity or Strength check.

BEING TRIPPED

A tripped character is prone. A prone character suffers a -4 penalty on melee attack rolls. A melee attack against a prone character gets a +4 bonus; a ranged attack against a prone opponent gets a -4 penalty. Standing up from a prone position is a half action.

THE ENVIRONMENT

Not all of the hazards that 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 that heroes may face out in the world.

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. Heroes with the Blindsight or Darkvision super-feats can see normally in any darkness, including that created by the Obscure power. Other heroes without a light source in such dark con-



ditions are effectively blind (see blinded under the **Condition Summary** on p. 139 for details).

HEAT AND COLD

Intense heat and cold wear down characters, while prolonged exposure to the elements can be extremely dangerous.

Heroes in hot or cold conditions must make Fortitude saving throws (DC 10, +1 per previous check) to avoid becoming fatigued. Already fatigued characters become exhausted, then unconscious. Unconscious characters who fail a Fortitude save because of extreme temperatures are dying. How often the saving throw is called for 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. Truly intense heat or cold—such as a blast furnace or touching liquid nitrogen—inflicts direct damage like an attack.

Heavy clothing imposes a -4 penalty on saves vs. heat, but a +4 bonus on saves vs. cold. Heroes with the Survival skill may gain a bonus to their saves against heat and cold. Characters with the appropriate Immunity feat do not need to make Fortitude saves for extreme temperatures.

STARVATION AND THIRST

Heroes can go without water for a day, plus one hour for each point of Constitution. After this, they must make a Constitution check (DC 10, +1 per previous check) each hour to avoid becoming fatigued. Heroes can go without food for three days. After this, they must make a Constitution check (DC 10, +1 per previous check) each day to avoid becoming fatigued. The character cannot recover until he gets water or food. Heroes with the Immunity (starvation) feat can go an unlimited time without food or water.

SUFFOCATION

Characters can hold their breath for one round per point of Constitution—twice that if they can prepare for one round by taking a deep breath. After that time they must make a Constitution check (DC 10) to continue holding their breath. The check must be repeated each round, with the DC increasing by +1 for each previous success. Failure on the Constitution check means the character becomes unconscious. On the following round the character is dying. A dying character cannot stabilize until able to breathe again. If the GM wants an additional amount of realism, the character also suffers a point of permanent Int damage for every 2 points of Con lost, since oxygen starvation causes brain damage.

FALLING

Characters may suffer damage from falls of 10 feet or more. Characters with the Acrobatics skill can fall greater distances without risk of damage (see **Acrobatics**, p. 30). Falls do lethal damage, with a base damage bonus of +1 per 10 feet fallen. So the Damage save against a fall of 50 feet would be DC 20 (15 + 1 per 10 feet fallen). The maximum damage bonus of a fall is +20 (at 200 feet) for a DC of 35. After that point the character reaches terminal velocity and doesn't fall any faster.

GRAVITY

Extremely low gravity can be disorienting for heroes who aren't used to it. Any action a hero attempts in a zero-gravity environment suffers a -4 penalty. In light gravity, the penalty is only -2. Heroes with the Flight power ignore this penalty because they're used to free-fall conditions. Characters in heavy-gravity environments suffer a -4 penalty to Strength and Dexterity.

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: direct damage (stun or lethal), ability damage, fatigue, or paralysis. Some poisons may have more than one effect, in which case the victim saves against them all simultaneously.

Ability Damage: The victim makes a Fortitude saving throw against DC 10 + the poison's rank. If the save fails, the victim loses points from the affected ability equal to the poison's rank. This ability damage recovers at a rate of 1 point per day.

Fatigue: The victim makes a Fortitude saving throw against DC 10 + the poison's rank. If the save fails, the victim becomes fatigued.

Paralysis: The victim makes a Fortitude saving throw against DC 10 + the poison's rank. If the save fails, the victim becomes paralyzed. Each minute, the hero can make another saving throw, with a cumulative +1 bonus, to overcome the paralysis.

Heroes with the Immunity (poison) feat are completely unaffected by poisons. Heroes with the Regenerate power add their rank to saving throws against poison, while heroes with the Healing power can add their power rank as a bonus to a victim's saving throws against poison. A Medicine skill check can substitute for a saving throw against poison if the skill check result is higher.

DISEASE

When heroes come into contact with a disease, they must make a Fortitude saving throw against 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.

If a hero becomes infected, there is a period of anywhere from a few hours to a week or more during which the disease lies dormant before affecting the victim. Then the disease takes effect. The initial effect is typically a point or two of ability damage (usually Str or Con, perhaps a point of each). After that, the victim makes another Fortitude save each day to fight off the disease. If that save fails, the character suffers twice the disease's initial damage each day until a successful save is made. Two successful Fortitude saves in a row indicate that the character has fought off the disease. Some diseases may have additional effects such as fatigue, nausea, or even rendering the hero disabled while fighting off the disease.

Heroes with the Immunity (disease) feat are completely unaffected by diseases. Heroes with the Regenerate power add their rank to saving throws against disease, while heroes with the Healing power can add their power rank as a bonus to a victim's saving throws against disease (both the initial save and later saves to fight off the infection). A Medicine skill check can substitute for a saving throw against disease if the skill check result is higher.

RADIATION

Radiation deserves some special treatment. Radiation in the comic books often causes mutations or triggers latent super-powers in those exposed to it rather than simply causing radiation sickness. Exposure to radiation (especially exotic or alien radiation) may be an excuse for re-allocating a hero's power points (see **Re-Allocating Power Points** in Chapter One).

Otherwise the Gamemaster can treat radiation exposure like a disease. The victim makes an initial Fortitude saving throw against (DC 10 + radiation's intensity rank) to avoid initial ability score damage and an additional save each day to avoid further damage. 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).



GAMEMASTERING

CREATING AND RUNNING THE UNIVERSE

The Gamemaster (or GM) takes responsibility for running a *Mutants & Masterminds* game. The GM creates the adventure, runs the players through it, takes on the roles of the various other characters the players encounter, and handles any questions about the rules as they arise. While Gamemastering is a big responsibility, it's not as difficult as it might seem, and providing a fun and entertaining game for your friends can be quite rewarding.

This chapter looks at the three main responsibilities of the Gamemaster: running the game, creating adventures for the heroes, and creating the world in which the heroes live and adventure.

RUNNING THE GAME

While the players are responsible for keeping track of their characters and determining their actions, the Gamemaster is responsible for everything else that happens in the game. A good GM tries to make sure that the game runs as smoothly as possible and is enjoyable for all of the players. Many components go into creating a good *Mutants & Masterminds* series. The following pages give you the basics, but simple experience is the best tool to help you become a better Gamemaster.

STYLES OF PLAY

The Gamemaster chooses the style of game to present, preferably based on input from the players about what sort of game interests them. Just as superhero comics themselves span the stylistic gamut from "gee whiz" adventure to intricately plotted, bloody morality plays, so can *Mutants & Masterminds* campaigns vary in tone. 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 of play and encouraging the players to get into the style's mindset and run their characters accordingly. Some possible play styles include:

FOUR-COLOR

"Four-color" style is named for the era when comic books were printed by mixing four colors (red, blue, yellow, and black) in various proportions. It represents a fairly simple time, when the divisions between good and evil were clearly defined. Four-color comic book 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 four-color comics were often inconsistent and sometimes veered off into the extremely fantastic or even silly (with heroes able to push planets out of their orbits or extinguish suns). *Mutants & Masterminds* GMs may want to rein-in some of the wilder elements of the four-color comics in their games, or they may not, letting the players go wild and even having heroes higher than 20th level to allow for the extreme powers seen in the Silver Age comics of the 50s and 60s.

The four-color 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.

GRIM & GRITTY

In recent years, superhero comics have incorporated a greater degree of realism. This often results in a darker, more violent tone, featuring heroes who become vigilantes fighting against crazed criminals. Super-powers in this style are treated with more of a nod toward real-world physics; a punch from a man strong enough to lift a tank should splatter a normal

human being rather than merely stunning him. Grim & gritty heroes often have and use lethal attacks like claws, blades, guns, and so forth and combat tends to be bloody with a high body count.

The grim & gritty 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 blood-thirsty methods. The authorities are less likely to trust grim & gritty 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 superhuman powers, since bystanders often take the brunt of conflict between heroes and their opponents.

The grim & gritty style presents opportunities for greater depth and realism. The dividing line between heroes and villains is blurred, and may be nonexistent. The players have greater responsibility for deciding their characters' actions and may have a greater impact on the world. Heroes often are faced with 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 villains that the justice system can't reach.

SOMEWHERE IN BETWEEN

Your game's style may be somewhere in between the two extremes. You may go for a mostly four-color style with a slightly more modern "edge" to it, a realistic style that doesn't get quite so grim but holds on to some four-color values, or any other combo you can imagine. Comic books have experimented with a lot of different styles over the years and you can draw upon all of them for your own game, or create your own unique style.

Whatever you choose, try to make the style of your game 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 four-color game. Likewise, a heroic Boy Scout may look ridiculous in a game of grim & gritty realism. If you feel a particular player's hero concept isn't suited for your game's style, you're better off telling that player in advance and asking for a different character than having trouble later on when the player isn't enjoying the game.

ASSIGNING DIFFICULTIES

Mutants & Masterminds adventures can be broken down into a series of tasks that 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. Combat has detailed rules described in Chapter Eight, while skills and powers are covered in Chapters Three and Five, respectively. This section offers some general guidelines to help you assign the difficulty of a task, based on the information from those chapters.

MODIFYING THE ROLL OR THE DIFFICULTY

There are two ways to make a task easier or harder: modify the character's die roll or modify the task's DC. Generally speaking, circumstances that positively or negatively affect a character's performance, like having just the right tools for the job or being forced to improvise, apply a modifier to the die roll. Circumstances that make the task easier or harder to accomplish — like a favorable or unfavorable environment, or a particularly demanding task — modify the Difficulty Class. If a condition applies to the character, like knowledge, health, equipment, preparedness, etc. it's usually a dice modifier. If a condition applies to the environment or to

the task itself, it's usually a DC modifier. It doesn't have to be too fine a line, since modifying the die roll or the DC amounts to the same thing in the end — the task is easier or harder to accomplish.

In either case (modifying the die roll or the DC), you don't need to inform the player. In fact, most of the time you *shouldn't* inform the player, since it keeps the character's chances of success a secret and makes the task that much more dramatic and interesting. If the player asks you may offer a general idea of the task's difficulty, based on what the character would know. Usually an answer like "it's fairly easy for you" or "you think it will be quite difficult" is sufficient.

CIRCUMSTANCE MODIFIERS

A good rule of thumb to follow is that favorable circumstances grant a +2 bonus on a check (or a -2 modifier to the DC), while unfavorable circumstances impose a -2 penalty on the check (or a +2 modifier to the DC). This allows you to quickly assess the conditions in the adventure and assign an appropriate modifier to the player's check without having to consult a lot of charts and tables all the time.

TAKING 10 AND 20

Keep in mind opportunities for characters to take 10 and take 20 on their checks (see **Checks without Rolls**, p. 29). Characters can take 10 on a roll any time they're not rushed, threatened, or distracted. Characters can take 20 under the same circumstances so long as there's no penalty for failing the roll. This means you can dispense with rolls for most routine tasks that the characters encounter. If a character wants to disable a device, for example, and his Disable Device bonus plus 10 is equal to or greater than the DC, don't bother having the player roll. The character just succeeds, so long as there's no great urgency. If the device in question is a nuclear bomb and it's counting down to detonation, however, the associated stress and risk means that the character couldn't take 10.

When coming up with Difficulty Classes for actions, keep the take 10 and take 20 rules in mind. If the DC is low enough that anyone can take 10 and succeed, it may be too low, or the action may be too trivial to worry about.

THE 50/50 RULE

Another good guideline to keep in mind is that the chances of an average character (with a modifier of +0) succeeding at an average task (DC 10) is 50%. So any time you have an average character do something, or want to set a difficulty that you feel is average for a particular character, aim for about a 50% chance of success. One example is damage. The damage rules in *Mutants & Masterminds* assume that with equal damage and Damage save bonuses, characters have a 50% chance of a hit or no damage and a 50% chance of being stunned or knocked out (or disabled). If you want to know what bonus is required to have a 50% 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 50% chance of success.

TABLE 9-1: DIFFICULTY CLASS EXAMPLES

Difficulty	DC	Example	Modifier Needed for 50/50
Very easy	0	Notice something large in plain sight	None (automatic)
Easy	5	Climb a knotted rope	-5 (a Str 1 character could do it)
Average	10	Hear a group walking 30 feet away	+0 (a person with Wis 10)
Tough	15	Disarm an explosive	+5 (Disable Device)
Challenging	20	Walk a tightrope	+10 (Balance)
Formidable	25	Break into a secure computer system	+15 (Computers)
Heroic	30	Leap across a 25-foot chasm	+20 (Jump)
Super-Heroic	35	Break a super-alloy bar in half	+25 (Str)
Nearly Impossible	40	Open an impossibly complex lock in 1 round	+30 (Open Lock)

OPTION: AUTOMATIC SUCCESS AND FAILURE

When a player rolls a natural 1 on an attack roll, it's an automatic miss. When a natural 20 is rolled, it's an automatic hit. This is not normally the case with other kinds of checks. A natural 1 will probably result in a failure, but not necessarily if the character has a bonus of +20! Likewise, a natural 20 will probably result in a success, but not if the DC is 40 and the character has only a +3 bonus.

If you want to add an additional element of chance to the game, you can rule that a natural roll of 1 on a check is always a failure, regardless of the character's bonuses, while a natural roll of 20 is always a success. That means characters always have a 5% chance to fail and a 5% chance to succeed, no matter what the odds. Among other things it will allow weaker characters to always have a chance of success and makes skilled characters more cautious, since there's always a chance they could fail. However, this option may slow down play a bit or result in improbable outcomes (like an ordinary person being able to accomplish a nearly impossible task), so consider the potential consequences carefully before implementing this rule.

SECRET CHECKS

Sometimes it's a good idea to make certain checks secretly, so the players don't necessarily know the result of the check. This is usually the case for any sort of check for which the characters don't immediately know whether or not they've succeeded or failed. For example, Spot and Listen checks usually should be made secretly. If the check succeeds, the character notices something. If it fails, 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 Precognition or Telepathy, and certain interaction checks (see below), so the player doesn't necessarily know that target's initial attitude or exactly how much it has improved.

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 Spot check to notice the danger in time or a hero gets in a lucky shot and the villain rolls a 1 on his Damage saving throw in the very first round of combat, resulting in an instant knockout. 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 will only end up captured and will have the opportunity to escape and thwart the villain later on in the adventure. 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 can be fun, not only for the players, but 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 change things a little to make

the outcome more interesting or more in line with how the game should go. In the above example, you might decide that the villain is only stunned rather than being knocked out, giving the heroes the upper hand, but not ending the climactic 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 players don't have to *know* that you change the occasional die roll. That's one of the reasons it's a good idea for Gamemasters to roll their dice out of sight of the players.

FAKING IT

Sometimes you'll run into a situation in the game that the rules don't cover, or that you're not sure how to handle, or that would just be a waste of time to make a lot of die rolls for. In these cases, feel free to just fake it. Come up with a roll or rolls that 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 that pretty much everything can be resolved with a simple action check. So when all else fails, just have a player make a check with the most appropriate attribute (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 that you want the players to know, don't bother seeing if they succeed at a Search or Spot check. You can pretend to make the checks, then just ignore the results and tell the players what their heroes notice. Likewise, if a 10th-level hero is going to take out a 1st-level minion, you don't have to make all the rolls. Just ask the player to describe how the hero defeats the hapless thug.

INTERACTION

There's more to superhero adventures than just slugfests and exchanging energy blasts. Characters also interact in various ways. Villains threaten and give long-winded speeches about their brilliant master plans. Heroes make wisecracks or offer stirring speeches about heroism and duty. Heroes often must interact with the public and the media, or with authorities or government officials. Heroes also interact with each other, which sometimes can lead to conflict before they agree to cooperate.

Generally, the Gamemaster determines the attitude of any NPC that the heroes encounter during the game. The heroes then can try to influence the nonplayer character's attitude using Charisma and various related skills (such as Diplomacy or Intimidation). **Table 9-2: Interaction** shows the effects of character attitudes and the difficulty

class of attempting to change an NPC's attitude with a Charisma or skill check. Note that a particularly bad Interaction roll can actually make an NPC's attitude worse. For example, rolling less than a 5 makes an unfriendly character turn hostile. In general, a character can attempt to influence another character only once (see **Chapter Three: Skills** for details on retrying interaction skills).

While player characters can use their Charisma and skills to influence NPC attitudes and NPCs can do the same to other NPCs, note that player characters generally cannot affect the attitudes of other PCs, nor can NPCs modify their attitudes. The players choose the attitudes of their heroes and when they change. Only powers like Mind Control or Super-Charisma can influence a PC's attitude.

MAINTAINING GAME BALANCE

Part of the Gamemaster's job is to make sure that the game is fair and balanced, so that 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 a tricky thing sometimes, but *Mutants & Masterminds* gives you some tools for balancing the attributes of the heroes and handling problems that may come up.

HANDLING UNBALANCED HEROES

The power level and stacking limits built into the rules ensure that *Mutants & Masterminds* characters of the same power level are at least in the same general ballpark in terms of overall effectiveness. Still, there may be times when a particular combination of powers and abilities makes a character too powerful when compared to the other heroes or to the villains in your campaign.

When this happens, talk to the player and ask him or her to change the character's attributes to something that's more balanced and fits better into the campaign. If necessary, explain that the character may make things less fun for everyone as-is and that changing the character will make the game better for everyone. Suggest some possible changes that will 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, to set some guidelines for characters and stick to them. Some of those guidelines are already in place: the limits imposed by a character's power level. They help ensure that players can't just put all their power points into a single overwhelming power or attribute (like a +30 attack bonus, or something similar).

Even with those limits in place, there may be times when a player comes up with a character concept or attribute that isn't suited for the game and can be unbalancing. For example, it can be hard to run myster-

ies around a hero with a lot of ranks of Telepathy. If you plan to have mystery stories, you may want to consider limiting how many Telepathy ranks heroes in your game can have, or finding innovative ways for villains to get around the hero's telepathic powers. If you're running a four-color game in which lethal attacks are 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.

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 even happen.

TABLE 9-2: INTERACTION

Attitude	Means	Possible Actions
Hostile	Will take risks to oppose you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't care either way	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to aid you	Protect, back up, heal, aid, support

Starting Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20

OPTION: THE HERO TEAM-UP RULE

In the comic books heroes always seem to end up in a fight before they team up against a villain. Sometimes this is because of villainous trickery or mind control, but often it's just a simple misunderstanding. Heroes often assume that anyone else in a costume is a potential supervillain and react accordingly. If the GM wishes to reflect this common comic convention, he should assume that the attitude of most NPC heroes upon encountering the player characters is hostile, particularly if the PCs are engaged in some suspicious activity or if one or more of them has the Infamy feat (p. 46). If a hero has the Fame feat (p. 45), NPC hero attitudes may be indifferent at first rather than hostile (although they'll become less favorable if the famous hero is up to something suspicious or the NPCs have reason to believe that the hero might be untrustworthy).

Naturally heroes can try to convince their NPC counterparts of their good intentions, but they may only be able to do so *after* a fight breaks out!

SAYING "YES" TO YOUR PLAYERS

Many roleplaying games (even this one) spend a lot of time telling you how to say "no" to your players: how to tell them that a power they want is unbalanced, how to tell them that the character they have in mind doesn't fit into the group, and so forth. Some readers might get the idea that it's the Gamemaster's job just to say "no" and frustrate the players. Nothing could be farther from the truth! True, sometimes you must be firm and say "no" to something for the betterment of the series and to safeguard everyone's enjoyment, but a Gamemaster who also learns to say "yes" to the players will ensure everyone has even more 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 cool? If the answer is "yes," you probably should let the player try it.

Gamemasters have three major tools to help them say "yes" to their players:

- 1) **Bonuses and Penalties:** 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. This can allow 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. Just evaluate the overall situation and decide if the conditions are beneficial, neutral, or detrimental, and assign a +2, +0, or -2.
- 2) **Extra Effort:** When players want their characters to be able to pull off something outlandish, rather than saying "no" let them try, but make them pay for it by saying that it counts as extra effort (p. 65). Extra effort already allows players to pull off all kinds of stunts, so there's no reason you can't expand the list when they come up with other ones. This works particularly well with innovative uses of powers. Since extra effort allows a character to temporarily use an existing power for a different effect, it can cover a lot of ground.
- 3) **Hero Points:** Like extra effort, Hero Points already 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 the spending of 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 their characters 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 on a regular basis.

CHANGING THE RULES

In addition to deciding how to handle the existing rules, as Gamemaster you also can decide to change the rules to suit the way you and your gaming group want the game to work. That's just fine, but there are some things to keep in mind when changing the rules.

The first question to ask is why does the rule need to be changed? That will give you an idea of how you need to change it. For example, if you feel that avoiding damage is too easy, you probably need to make Damage saving throws more difficult (say 20 + damage bonus rather than 15 + damage bonus). If you feel that power level limits on bonuses are too restrictive, you probably need to raise or eliminate them altogether.

The next things to consider are the implications and effects of your change. Making Damage saves more difficult means that characters will get knocked out or disabled faster and more often. Removing power level limits means that characters can have any bonus they can put the power points into. These implications may unbalance your campaign. You're going to have to keep a close eye on a game with no power level limits, for example, to make sure that nobody whips up a killer character with an attack nobody can resist or a defense nobody can overcome.

Finally, you should consider if the change will make the game more fun for everybody. If your players don't mind the possibility of their heroes getting knocked out sooner so long as they get the chance to knock out the villains sooner, that's fine. If the players are going to be annoyed and frustrated because their supposedly "invulnerable" heroes are always taking damage, that's a problem. Changing the rules is supposed to make the game more enjoyable, not more work or a burden. If a rules change later proves to be a problem, you should be willing to change things back (or further revise them so it's no longer a bother).

HIGH AND LOW LETHALITY

Mutants & Masterminds is set up so that most attacks do stun damage, which never seriously hurts characters. Even the most powerful stun damage attack can't do anything more than knock you out, so heroes and villains can pound on each other all day long without any serious effects. The occasional lethal damage attack seems that much more dangerous by comparison, although many heroes have high enough Fortitude and Damage save values to avoid the worst effects of lethal attacks.

Some games, however, particularly those with a more grim & gritty style (see **Styles of Play**, p. 146), may call for a different approach. In these games, lethal attacks are the norm and the default is to have all super-powers—including things like Super-Strength—do lethal damage. Characters are much more likely to end up disabled or even dead in combat, and a high Damage saving throw (from the Amazing Save power) is vital to help characters survive. Minions don't get knocked out. They die by the dozens in various spectacular ways. Powers like Heal, Amazing Save (Damage), and Regenerate become very important for keeping heroes alive in high-lethality games.

On the other side of the coin is the low-lethality series in which characters almost never suffer serious injury and nobody really dies. In this case all attacks do stun damage, even normally lethal attacks like guns and swords. Therefore the worst that can happen in combat is getting knocked unconscious. This may strain some players' suspension of disbelief, however,

UNDER THE MASK: BORROWING RULES FROM OTHER GAMES

On occasion, you may want to borrow rules or attributes from other game systems to use them in *Mutants & Masterminds*. This is just fine, so long as you keep in mind that rules balanced for a different game system aren't always suited to the *Mutants & Masterminds* system. You may have to do some tinkering and playtesting to make the borrowed rule a good fit for the game and make sure that it doesn't unbalance things. That said, it's fairly easy to import other rules, especially attributes like new skills and feats, from similar RPGs, giving you additional resources for ideas that you can use in your games.

and make certain types of characters inappropriate for the game.

Like style of play, the Gamemaster should explain to players in advance if a series is high or low lethality so they know what to expect and can create their heroes accordingly.

HIGH AND LOW REALISM

Readers will note that the rules in *Mutants & Masterminds* reflect the "reality" of the world of the comic books, not the real world (where people can't fly under their own power or bend steel in their bare hands). For example, is it realistic that someone able to bench press a tank doesn't put his fist right through normal people when he hits them? Is it realistic that a man (no matter how strong) can pick up a building without it collapsing under its own weight? Of course not, but that's the way it works in the comics. The same is true of many other super-powers that violate physical laws as we know them. The goal of *Mutants & Masterminds* isn't to rigorously simulate the real effects of super-human strength or heat beams capable of melting steel, it's to simulate how these things work for comic book superheroes.

If you're looking to inject more realism into your *Mutants & Masterminds* game, however, keep the following tips in mind:

Modify Powers: You can require that certain super-powers, like Super-Strength, work more realistically than they do in the current rules. For example, you may say that Super-Strength always does lethal damage when used in combat, and that characters must have a certain amount of leverage to use their strength. A super-strong character can't stop a car without damaging it, or pick up a structure without having it collapse under its own weight. Other powers can be modified in a similar way, or eliminated altogether.

Limit Extra Effort: You may limit or reduce the effects of extra effort (p. 105), saying that characters cannot use it to gain extras or power stunts, for example, or that it cannot increase effective power ranks. You also may reduce extra effort, saying that it only adds one rank to a power, and so forth.

Limit Hero Points: Limiting the number and use of Hero Points adds greater realism to the game and forces heroes to rely more on their attributes and the whims of fate (as represented by the die roll). You can reduce the number of Hero Points to one every three, four, or five levels. You also can change the things Hero Points can be used for. Eliminating the ability to overcome fatigue will make extra effort that much more costly. Eliminating the ability to recover or overcome injury will make combat faster and tougher while eliminating the ability to avoid death will make it far more likely for characters to die during the game. Eliminating Hero Points altogether gives the game a more realistic and less comic book feel.

Slow Recovery: Characters in *Mutants & Masterminds* recover from damage and injury fairly quickly. In a more realistic game, characters may recover slower, say 10 minutes per stun hit, a day per lethal hit, 10 minutes for unconsciousness, and a week for a disabled condition. This

means that injuries put characters out of action for longer and players will likely go to greater lengths to avoid such injuries.

ADDING RULES

Although *Mutants & Masterminds* is written to cover most situations you're likely to encounter in your games, no set of rules can cover every possible contingency. There may be cases in which you want to add new rules to the game to enhance the enjoyment of your group. The various chapters of this book have sections that discuss adding new skills, feats, and super-powers to the game and provide guidelines for doing so. Adding new elements to the game can help to keep it fresh and interesting and provide players with unique attributes and ideas.

Adding rules has the potential to unbalance the game if not handled carefully. Consider the effects and ramifications of a new rule or attribute carefully before adding it to your game. Use the guidelines for modifying rules above, and ask yourself "Is this new rule or attribute so advantageous that everyone will want to have or use it?" If so, then perhaps it's too advantageous for your game. On the other hand, if the new rule is so limited or complex that no one would ever use it, it may not be worth bothering.

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 that your game is ruined!

The best way to handle a mistake is to own up to it. Tell your players that you made a mistake and that you must make a change in order to keep the game balanced, fair, and fun. For example, if you allow a new power into the game and it turns out that it's much more powerful and useful than you thought and it's ruining everyone else's fun, that's a mistake. Tell your players that you made a mistake letting that power into the game and that you must change the way it works in order to make the game fun for everyone.

Be reasonable and straightforward in handling your mistakes and your players are much more likely to be cooperative and understanding about them.

AWARDING POWER POINTS

At the end of an adventure successful heroes reap the rewards of their deeds. The primary reward that heroes gain is additional power points, which allow the hero to become more powerful and advance in power level.

The Gamemaster awards heroes power points at the end of each adventure. This represents the experience and confidence the heroes have gained, along with other factors that contribute to an increase in their skill and power.

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 that last more than one game session, the heroes should get 1 power point per session the adventure lasted, plus a possible bonus of 1 or 2 power points at the conclusion of the adventure if they did particularly well.

It takes 15 power points for heroes to advance to the next power level, so gaining a power level generally takes heroes approximately 15 game sessions (possibly less, if they do 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 any power points 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 come to harm.

Players can spend their heroes' awarded power points between adventures to improve the heroes' attributes, limited only by the heroes' power level. They also can choose to save up unspent power points, waiting until the hero increases in power level, in order to spend them to improve an attribute that is already at its maximum rating or rank (such as a skill or power).

OTHER REWARDS

Although a good deed is usually its 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 adventure and the needs of the series.

MONEY

There may be rewards for the capture of certain wanted super-criminals and grateful governments or corporations might choose to reward helpful heroes with money. 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 in their attitudes 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 get paid 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. All can offer financial backing to a hero or team of heroes and provide them with the resources they need in their work.

Heroes who come into a sudden windfall can invest some earned power points acquiring the optional Wealth feat (p. 103) to represent their increased resources. Otherwise the GM can simply award the heroes an appropriate amount of money or access to a wealthy patron (although that access sometimes comes with some strings attached).

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 that 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 earned power points go toward "paying off" the device's cost. A one-time use of a captured device may be allowed by having the character spend a Hero Point, just like a use of the Gadgets power (p. 72).

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.

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. The GM may simply choose to award the heroes the Fame feat (p. 45) as a bonus feat in place of (or in addition to)

a power point award after an adventure that brings them national (or worldwide) attention.

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 group. 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 also may become infamous for their deeds, particularly if they're known to be ruthless or mercenary. Infamy also may dog heroes with bad publicity, whether or not they're actually guilty of anything. After enough "Threat or Menace?" headlines, people start to wonder if the hero is really a good guy.

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. 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?

CREATING ADVENTURES

Think of an adventure as a single comic book story. Sometimes the adventure stands alone, with a clear beginning, middle, and end all in the same issue (or game session). Other times the adventure is part of a "story arc" or "mini-series" that spans several issues before the entire story is wrapped up. Your *Mutants & Masterminds* adventures can be the same way. A related sequence of adventures makes up a campaign (or series), just like a related number of comic book issues makes up a series.

Creating a *Mutants & Masterminds* adventure is a fairly simple process. First, define the threat around which the adventure revolves. Then outline the overall plot of the adventure. Then describe the encounters that the heroes are likely to have during the adventure. You'll also want to make sure that you have statistics and character sheets for important supporting characters and villains.

DEFINING THE THREAT

Mutants & Masterminds adventures usually focus on a particular threat or challenge that the heroes must face. 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.

If you need ideas for possible threats, you don't have to look any further than your local comic shop or supermarket spinner rack, which are filled with inspiration. You also can get ideas from television, movies, and even the news and major world events. If you're stuck for an idea, take a look at **Table 9-3: Random Events**. You can roll on the table or simply glance over it for ideas that spark an adventure in your mind.

TABLE 9-3: RANDOM EVENTS

d20 Roll	Event Category
1-2	Supernatural
3-5	Disaster
6-7	Personal trouble
8-12	Crime
13-14	Extraterrestrial
15-18	Organized crime
19-20	High-tech
d20 Roll	Supernatural
1-4	Supernatural characters appear
5-7	Supernatural creatures appear
8-9	Heroes transported to another dimension
10-11	Heroes transported to another location
12-14	Supernatural disaster (roll on Disaster table; disaster has a supernatural cause)
15-16	Supernatural devices appear
17-20	Supernatural crime (roll on Crime table; crime has a supernatural cause)
d20 Roll	Disasters
1-2	Earthquake
3-5	Flood/tidal wave
6-8	Severe weather (hurricane, tornado, blizzard, etc.)
9-11	Fire
12-13	Disease outbreak
14-15	Oil or chemical spill
16-17	Volcanic eruption
18-20	Structural collapse (building, bridge, etc.)
d20 Roll	Personal Trouble
1-2	Heroes framed for a crime
3	Hero's secret identity threatened
4	Heroes captured by a villain and placed in a deathtrap
5	Heroes captured by an organization
6-7	Heroes impersonated
8-9	Heroes attacked by other heroes
10-11	Hero mistaken for a villain
12-13	Hero or villain switches sides
14	Heroes harassed by the media
15	Heroes harassed by the authorities
16	Heroes harassed by protesters
17-18	Heroes harassed by fans
19-20	New heroes try to join the heroes' team (possibly under false pretenses)
d20 Roll	Crime
1-2	Mugging or holdup
3-4	Vandalism or arson
5-6	Robbery
7-8	Drug trafficking
9-10	Assault
11-12	Murder
13-14	Kidnapping
15	Child endangerment
16-17	Shootout
18	Suicide
19-20	Riot or public disturbance

d20 Roll	Extraterrestrial
1-4	Alien characters appear
5-8	Alien creatures appear
9-10	Heroes transported to another planet
11-13	Extraterrestrial disaster (roll on the Disaster table; disaster has an extraterrestrial origin)
14-16	Alien devices discovered
17-18	Extraterrestrial crime (roll on the Crime table; crime has an extraterrestrial origin)
19	Alien invasion
20	Space war (with Earth as a possible front)
d20 Roll	Organized Crime
1-2	Gang violence
3-5	Villains attack the heroes
6-9	Villains go on a rampage or crime-wave
10-11	Heroes targeted for assassination
12-13	Mob war between rival organizations
14-15	Heroes encounter an organization's operations
16-18	Major crime (heist, terrorism, extortion, etc.)
19-20	High-level corruption (business, political, etc.)
d20 Roll	High-Tech
1-4	High-tech characters appear
5-7	High-tech creatures appear
8-10	High-Tech Disaster (roll on Disaster table; disaster has a high-tech origin)
11-12	High-tech devices discovered
13-15	High-Tech Crime (roll on Crime table; crime has a high-tech origin)
16-18	Heroes encounter a scientist with an Important Discovery threatened by villains
19-20	Heroes encounter time- or dimension-travelers

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.

the PROTONIKS of MULTIPLE EARTHS

Try to focus your plot on the actions of the antagonists, letting the heroes react to things as they happen. It's difficult 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 change the villains' plans accordingly.

ENCOUNTERS

Your plot outline gives you a number of potential encounters that 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. 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 (and offer the characters big, heavy things to chuck at each other).

Try to ensure that encounters are as fair and balanced as possible. You don't want the heroes to walk all over the villains, but you don't want the villains to be unbeatable, either. It's usually a good idea to use some of your Villain Points (see below) during the early encounters in the adventure to make things a little tougher for the heroes. Then, when you've run out of Villains Points and the heroes still have Hero Points left, they've got a better chance of dealing with the later encounters.

VILLAINS

A key element to a good *Mutants & Masterminds* adventure is a fun, interesting villain. Villains are one of the driving forces of the game because it's their evil schemes and plans that the heroes must thwart.

You can create super-villains using the same rules for creating heroes in Chapters One through Seven of this book. Villains generally follow the same rules as heroes. In fact, the public sometimes wonders if there's much difference between

the costumed weirdoes on either side of the law. The prime differences between heroes and villains are motivation and Villain Points.

VILLAIN MOTIVATIONS

What turns someone to a life of villainy? Where is the line drawn between the heroes and those they fight against? A villain's motivation has a big impact on the sort of plots in which the villain is likely to be involved; a villain interested in destroying the world isn't likely to worry about a little collateral damage (since it soon won't matter). A villain primarily interested in profit isn't going to do things for free without a good reason, and so forth.

Here are some major motivations for villains. You're not limited to these. Feel free to expand upon them and come up with your own.

Conquest: Ruling the world (or at least a substantial portion of it) is a favorite goal of super-villains, and they're always coming up with new schemes for conquest. Some villains are subtle, conquering through influence, blackmail, and behind-the-scenes manipulation while other villains use outright force and threats to bully others into obedience. Villains often try to seize control of military might that gives them the leverage they need to enforce their rule. Most would-be conquerors actually believe the world would be better off under their guidance, and can't

understand why everyone else can't see it.

Destruction: Some villains simply want to destroy things. In fact, some villains want to destroy *everything*. They range from near-mindless engines of destruction rampaging through a city to nihilists that will stop at nothing less than the total elimination of the universe (or all life in it, which amounts to much the same thing). There may be a reason for the villain's destructiveness, such as a desire to replace organic life with machines or to create a gift to appease Death, but oftentimes destruction is its own reward for villains.

Greed: Wealth motivates many villains. They want money, and lots of it. Usually they try to get it by stealing or by blackmailing people or entire nations into giving it to them. Greedy villains are typically thieves and mercenaries, but some are cunning master-villains who plot to increase their often already sizeable fortunes.

Madness: Some villains are just plain crazy. There's no real rhyme or reason to what they do, although it may make a twisted kind of sense once you understand their own point of view. Insane villains are among the least predictable and the most dangerous, although the turns of their madness are usually dictated by the style of the game (see p. 146). Four-color crazies are usually zany and even comical,



COMRADE CASPIAN
OF EARTH PROTO



KING PROTON
OF PRIMEARTH



NEUTRONIK
OF ANTI-EARTH



PROTONNA
OF EARTH RED

while grim & gritty villains are truly insane, embodiments of the dark side of the human psyche.

Peace: Some "villains" actually want nothing more than to be left alone, or to find a place where they are accepted. They often are monstrous outcasts from normal society, driven into destructive rages by the rejection and ridicule they experience.

Power: A taste of power often leaves people hungry for more, and some villains will do anything to get that power. They may want power for another purpose (like conquest) or simply for its own sake. These villains seek out forbidden secrets, advanced technology, mystical artifacts, energy sources, and anything else that can grant them the power they crave.

Revenge: These villains feel they were slighted, by a particular person, organization, or by the world, and now it's payback time. Often the reason the villain wants revenge is tied up in the origin of his or her powers (which may have left the villain freakish or scarred physically and/or mentally). After being thwarted by heroes numerous times, villains often develop revenge motivations against those heroes.

Sadism: The villain simply enjoys inflicting pain and misery on others. Sadistic villains range from psychotic serial killers to living embodiments of misery, despair, and evil (including mystical creatures like demons).

Thrills: Some villains are simply in it for the fun or the challenge of committing crimes, matching wits with super-heroes, and getting away with it. Some thrill-seekers are daring thieves or hunters after the most dangerous sort of prey. Others are tremendously powerful, but bored and looking for distractions and amusement, or they have a death wish and can't help risking themselves in dangerous situations.

VILLAIN POINTS

Just as heroes have Hero Points to allow them to overcome problems and push themselves further, as Gamemaster you have a pool of Villain Points that you can use to give the villains an edge and make things harder for the heroes. The number of Villain Points you get depends on the heroes in your game. Take the highest power level of the heroes, add half the total power levels of the remaining heroes. Divide the total by two and round down for your total Villain Points for that adventure. So if you have a group of four 10th-level heroes, you have $(10 + [(10 + 10 + 10)/2])$ or $(10 + 15)$ divided by 2 = 12 Villain Points. You can spend these Villain Points for any NPC (not just villains), but they're primarily used to give villains similar advantages to heroes. Spending a Villain Point counts as a free action on behalf of the character spending the point (unless otherwise noted). Generally, you may spend only one Villain Point per round.

You can spend Villain Points on any of the following:

- **Re-roll a die roll:** One Villain Point allows you to re-roll any die roll you make and take the better of the two rolls. If both rolls are below 10, treat your roll as a 10. You can spend only one Villain Point per roll.
- **Improve your Defense:** Once per round you can spend a Villain Point to increase a character's Defense by 5. This bonus lasts until the beginning of that character's next action.
- **Recover from stunned:** You can spend a Villain Point to allow a character to immediately shake off a stunned condition.
- **Ignore fatigue:** Any time a character would be fatigued by taking an action, including extra effort (above), you can spend a Villain Point to allow the character to ignore the fatigue result.
- **Overcome injury:** If a character is disabled (see **Damage and Injury**, p. 128), you can spend a Villain Point to allow him to take a strenuous action for one round without his condition worsening to dying. Characters still can take only a half action each round and their condition doesn't improve, they're just able to overcome the pain and injury for a few moments.
- **Escape death:** If a character is dying, you can spend a Villain Point to automatically stabilize and prevent him from dying, although this does-

n't protect the character from any further damage. You also can spend a Villain Point to allow a villain to escape from otherwise certain death, such as a spectacular explosion that destroys his headquarters.

Unlike Hero Points, Villain Points do not allow a villain to eliminate stun hits or to recover faster from being knocked out or disabled. They also don't provide inspiration, since that must come from the Gamemaster anyway.

MINION ARCHETYPES

You can use the following archetypes to give your villains some instant minions to keep the heroes busy while the villain gets away or puts a new fiendish device or evil plan into action.

Thug: PL 1; Init +0 (Dex); Defense 11 (+1 bonus); Spd 30 ft.; Atk +2 melee (+1S, punch), +1 ranged (+3L, pistol); SV Dmg +1, Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 9, Wis 10, Cha 10. *Skills:* Choose one of the following at +4 (or two at +2 each): Bluff, Climb, Drive, Forgery, Hide, Open Lock, Repair or Spot. *Equipment:* handgun (+3 lethal damage).

Elite Thug: PL 2; Init +1 (Dex); Defense 13 (+2 base, +1 Dex); Spd 30 ft.; Atk +3 melee (+1S, punch), +3 ranged (+3L, pistol); SV Dmg +1, Fort +1, Ref +1, Will +0; Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10. *Skills:* Listen +3, Spot +3, and one of the following at +4 (or two at +2 each): Bluff, Climb, Drive, Forgery, Hide, Open Lock, or Repair. *Feats:* Point Blank Shot or Power Attack. *Equipment:* handgun (+3 lethal damage).

SUPPORTING CAST

Of course, the world isn't just made up of heroes and villains fighting it out, although it may seem that way sometimes. There is also a supporting cast of characters. Some of them try to help the heroes, while others oppose them, and some just tend to get in the way.

SUPPORTING CAST ARCHETYPES

You can use the following archetypes whenever you need a quick supporting cast character for your game. Just give the character a name and a description and you're ready to go.

Bystander: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +0 melee (+0S, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. *Skills:* Profession (choose one) +4.

Emergency Medical Technician: PL 1; Init +1 (Dex); Defense 11 (+1 Dex); Spd 30 ft.; Atk +0 melee (+0S, punch); SV Dmg +0, Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 11, Int 10, Wis 11, Cha 10. *Skills:* Drive +3, Medicine +4, Profession (EMT) +4. *Equipment:* medical equipment.

Fire-Fighter: PL 2; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +2 melee (+1S, punch; +3L, axe); SV Dmg, +1, Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 10. *Skills:* Climb +3, Jump +3, Listen +4, Profession (fire-fighter) +5, Search +3. *Equipment:* axe (+2 lethal damage), flame-retardant suit (Amazing Save (Damage) +3; *Flaws:* Device, Fire Only), fire-fighting gear.

Police Detective: PL 3; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+0S, punch), +3 ranged (+3L, pistol); SV Dmg +0, Fort +0, Ref +1, Will +1; Str 11, Dex 12, Con 11, Int 10, Wis 13, Cha 10. *Skills:* Gather Information +5, Intimidation +3, Profession (police officer) +6, Search +5, Spot +5. *Feats:* Alertness, Assessment, Contacts. *Equipment:* handgun (+3 lethal damage), handcuffs (hardness 5).

Police Officer: PL 2; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+OS, punch; +2S, tonfa), +3 ranged (+3L, pistol); SV Dmg +0, Fort +0, Ref +1, Will +0; Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 10. *Skills:* Intimidation +2, Profession (police officer) +5, Search +3. *Feats:* Alertness. *Equipment:* handgun (+3 lethal damage), tonfa (+2 stun damage), handcuffs (hardness 5).

Professional: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +0 melee (+OS, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10. *Skills:* Craft or Profession (choose one) +4, plus up to 10 ranks in the following skills (no skill higher than rank 4): Bluff, Computers, Diplomacy, Gather Information, Innuendo, Knowledge, Language, Listen, Medicine, Perform, Repair, Science, or Spot.

Reporter: PL 2; Init +0 (Dex); Defense 11 (+1 base); Spd 30 ft.; Atk +0 melee (+OS, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 11, Wis 13, Cha 13. *Feats:* Talented (Gather Information and Profession); *Skills:* Diplomacy +4, Gather Information +7, Listen +4, Profession (reporter) +7, Sense Motive +5.

Scientist: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk -1 melee (-1S, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 9, Dex 10, Con 10, Int 13, Wis 11, Cha 10. *Feats:* Talented (Computers and Science); *Skills:* Computers +5, Profession (scientist) +4, Science (choose one) +7.

Soldier: PL 3; Init +1 (Dex); Defense 13 (+2 base, +1 Dex); Spd 30 ft.; Atk +3 melee (+1S, punch), +3 ranged (+3L, pistol; +5L, rifle); SV Dmg +3, Fort +1, Ref +1, Will +2; Str 13, Dex 12, Con 12, Int 10, Wis 11, Cha 10. *Skills:* Listen +2, Profession (soldier) +4, Search +3, Spot +3. *Feats:* Iron Will, Point Blank Shot, Power Attack, Toughness. *Equipment:* pistol (+3 lethal damage), rifle (+5 lethal damage).

CREATING THE UNIVERSE

Creating a universe, now that's some serious power! It's the power you have as a Gamemaster, since you can create the entire universe in which your players' heroes adventure. As we've already seen, *Mutants & Masterminds* adventures can happen in a particular city or they can take heroes to distant locales, the far reaches of space, alien worlds, even other dimensions and times! You get to come up with all of that stuff, letting your imagination run wild. A finely crafted universe gives you limitless resources for adventures.

SETTING

The first major component of the campaign universe is the setting. Where will most of the adventures take place and what sort of place is it? The setting is one of the first things the players need to know about, since there's a big difference between an adventure set in 1940s New York City and one set on the planet Darbox VIII in the 28th century.

Most of the time, superhero adventures are set in a version of our modern world, the only (or at least major) difference being that there are superheroes and villains. There are the same nations, states, cities, and major personalities found in our world. History is probably mostly the same, too. Superheroes may have fought against the Nazis in World War II, but the Allies still won the war around the same time, for example.

This approach is the easiest one by far, since there isn't as much to make up. You don't have to explain to your players where New York City is, for example, and you can get most of your information from guidebooks, encyclopedias, and the Internet. All you need to do is come up with what's different about your world compared to the real world (apart from people with super-powers, of course).

FREEDOM CITY

"But what if I don't want to create a whole universe?" No problem! Just check out the *Freedom City* sourcebook from Green Ronin Publishing. It provides a complete fictional city setting for your *Mutants & Masterminds* adventures, complete with a huge cast of supporting characters, NPC heroes, and villains. The book details plenty of locations and also describes some of the world (and the universe) beyond Freedom City. You can use the setting as-is, modify it to suit your needs, or simply use it as an example of how to create your own unique superhero world.

If your *Mutants & Masterminds* game is set in the modern-day world, you may want to choose a particular city or area as the heroes' home base. Most hero teams are associated with a particular city or cities where they maintain their headquarters. Even a truly global team needs somewhere to call home, although their headquarters might well be in orbit or on the Moon (see **Headquarters**, p. 45, for more about such things).

You can choose to base the heroes in a real world city, such as New York, Los Angeles, London, Paris, or Hong Kong, or you can create a fictional city for the heroes to live and adventure in. Real world cities offer the benefit of easy-to-access information. It's not hard finding things like maps and guides to San Francisco, for example. You can play around with the city's features to fit the style and history of your campaign, like turning Alcatraz Island into a hero team's headquarters (or a super-prison for holding villains). Just be sure to let your players know about any major changes you decide to make to the world that they know, so they're not relying on inaccurate information.

A fun option can be to use your home city (or one nearby) as the setting for your campaign. It offers a familiar setting along with the fun of having superheroes and villains battle in the streets of your hometown! You can use local landmarks in your adventures and local personalities and events to inspire you. Maybe the heroes are all students at your local high school or college in their secret identities, or maybe they work for a local company. For that matter, maybe the heroes are versions of your players, except with super-powers!

Many comic book heroes live in fictional cities, places that don't exist in the real world but that often are remarkably similar to various real world cities. A fictional city requires more work to create but offers more flexibility since you can create exactly the kind of place you want for your campaign, making sure the city has whatever features you want. You can even mix-and-match features and landmarks from different cities to create a "composite" fictional city. The *Freedom City* sourcebook from Green Ronin Publishing provides a complete fictional superhero city for Gamemasters looking for such a setting, or an example of how to create one.

Of course, there are far more settings than just modern-day Earth. Generally, other *Mutants & Masterminds* settings are either in Earth's past or future, or other worlds altogether.

HISTORICAL

The Golden Age of comics began in 1939 and *Mutants & Masterminds* can easily be set any time in the past sixty years or so. Players can take the roles of "mystery men" from the pulp adventure stories of the 1930s or the first superheroes, fighting against 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 there's nothing that says you can't go even farther back in history if you want. Comic books have told stories about heroes from nearly every time period. There's the American Civil War and Revolutionary War.

UNDER THE MASK: USING EXISTING SETTINGS

There are already a number of superhero worlds out there. The major comic book publishers have been creating them for more than sixty years, and superhero roleplaying games have been around for more than twenty years, leaving a legacy of various settings behind. Rather than making up an entirely new campaign universe for your game, you can choose an existing superhero setting and use it, or take pieces of different superhero settings that you like and combine them to create your ideal campaign world. Existing settings may be more familiar to some players and make it easier for them to get into the game, although you may have trouble if your players happen to know more about the setting than you do, or if you want to change things around.

OTHER WORLDS

Even if you decide that you want a particular sort of campaign world for your *Mutants & Masterminds* game, that doesn't mean you won't be able to use all of the other ideas in this chapter, or that you may come up with on your own. The comics are filled with all sorts of other worlds for heroes to visit and adventure in. There are alien worlds, some of them quite Earth-like (perhaps with analogs to periods in Earth's history like ancient Rome or the Wild West). There are "lost worlds," hidden places on Earth (or within it) that contain primeval dinosaur jungles, lost civilizations, and fantasy worlds. Finally, there is a potential infinity of parallel Earths, where history may have unfolded differently than in your campaign world, allowing you to have heroes visit worlds with entirely different premises, perhaps even your favorite comic book or fictional settings.

The Wild West offers cowboy heroes, Native American mystics, and steam-tech weird science. On the gas-lit streets of Victorian London, heroes can rub shoulders with the likes of Sherlock Holmes and face opponents like Professor Moriarty, Jack the Ripper, Captain Nemo, the Invisible Man, and the sinister Dr. Fu Manchu. Medieval heroes like the knights of King Arthur's court or Charlemagne's paladins can 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 Chinese epics with heroes able to leap on clouds and fight with superhuman skill.

Historical settings can be novel and exotic, but the further you get from the modern day the less things are like a superhero comic book and more like a mythological adventure story. That's fine if that's what you and your players want and you're willing to do a bit more research. You also can have the best of both worlds by setting your campaign in the present day and having the heroes visit any or all of these different settings via time or dimensional travel, or perhaps in a dream world or virtual reality. Placing modern-day heroes in a different setting for an adventure or two can be a fun change of pace, particularly if the heroes must deal with particular challenges in the new setting.

FUTURISTIC

More than a few comic books speculate about what the future will be like. There are science fiction comics aplenty, along with superhero stories set at different points in Earth's future. You can choose a near-future setting or something quite different from the modern-day world.

A near-future setting may be quite similar to the modern-day, with the addition of some new technology and some new problems that come with it. For example there may be flying cars, cybernetic modification (a new source for super-powers), 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. On the other hand, the near future might be more pleasant, with heroes trying to defend humanity's accomplishments from those who would destroy them.

Some future comic stories are set following a terrible catastrophe that has all but destroyed civilization. The heroes may be the last survivors of ordinary humanity, or they may be super-powered mutants, trained super-soldiers (perhaps intended as weapons in the Last War), or even cyborgs or alien visitors. 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 usually feature faster-than-light space travel, allowing heroes to visit (or come from) any of dozens or even hundreds of different worlds. A team of heroes can band together from diverse worlds to protect the Galactic Federation from hostile alien invaders while also dealing with disasters, space pirates, and criminal cartels. Or a group of heroes can explore the unknown reaches of space on board a starship, encountering would-be conquerors, despots, raiders, and other villains they must defeat along the way.

OTHERWORLDLY

Finally, you can set your *Mutants & Masterminds* campaign on a world other than Earth. The nature of the world depends on the type of campaign you want to run. Generally if you want a modern-day setting there's little reason *not* to use Earth, since it's familiar ground and can save you a lot of work. So most otherworldly settings tend to be different from the modern world, either fantasy or science fiction settings for superhero adventures.

ORIGINS

Once you've got your setting in place, it's time to add in superhumans. *Mutants & Masterminds* characters have the potential for a staggering variety of super-powers, so give some thought as to where super-powers come from in your setting, how long they have been around, and what people have done with them since that time.

WHERE DO THEY COME FROM?

In most comic book universes, super-powers come from many different sources. There are mutants, aliens, cyborgs, robots, androids, mystics, and so forth. People gain powers in accidents involving radiation, genetic engineering, chemicals, scientific experiments, alien intervention, and such. *Mutants & Masterminds* allows for all of these origins, limited only by your imagination.

You may prefer to choose a single origin for super-humans in your campaign world, which will suggest certain limits on their concepts and powers. For example, superhumans may all be mutants born after Earth was bathed in the energies of a particular comet that passed close by. Therefore, there are no alien or mystical characters (although some characters might *believe* that they're aliens or mystics), and no technological characters, unless you have super-intelligent mutants inventing devices.

Or perhaps super-powers are all mystical in origin and characters must be sorcerers, undead, constructs like golems, or creatures like demons. Super-powers might all be psychic in nature, even the ones that seem physical like Super-Strength (which turns out to be a kind of focused telekinesis). Maybe all super-humans are aliens, or artificial life forms like androids or cyborgs.

HOW LONG HAVE THEY BEEN HERE?

How long have people with super-powers been around? The "Golden Age" of comics began in 1939 and many comic book universes use that

time for the appearance of the first super-humans. Others make super-powers a more recent phenomenon. Maybe the players' heroes are the very first super-humans in the world! Of course, they're not likely to be the only ones for very long.

The length of time that superhumans have been around affects how people react and deal with them. If super-powers have been a reality for a generation or more, people will tend to be more accepting and less shocked (although they'll still be impressed). Society will have adapted to dealing with things like super-powered criminals and it's more likely that there will be things like government agencies specifically to deal with superhumans, super-prisons, established super-teams, and so forth.

If super-humans are fairly new, the world is going to have some catching up to do. Current laws and infrastructures just aren't set up to handle super-criminals (or superheroes, for that matter). There are no established hero teams, no precedents for what happens when a villain tries to take over the world. It will be up to you (and your players) to establish these standards.

WHAT HAVE THEY DONE?

The comic books generally assume that the presence of superheroes and villains hasn't significantly altered the course of history in any way. This is either because certain events couldn't be foreseen or prevented by anyone, including superheroes, or because the effect of heroes and villains largely canceled out in the long run. For example, Allied superheroes canceled out the effects of Nazi supervillains, allowing World War II to play out largely the same as it did in real history. The same is true for most historical events.

You may choose to allow superhumans to have more of an impact on history, creating an alternate history in which the modern world isn't quite the same one that we know. The changes may be subtle: slight differences in political boundaries, certain disasters prevented, certain problems solved (or new ones created). They also can be quite dramatic. Perhaps super-soldiers allowed the Nazis to win World War II, or changed U.S. foreign policy during the Cold War, the Korean War, or the Vietnam War. Perhaps super-inventors have patented and sold their inventions, giving us laser pistols, flying cars, anti-gravity, and other wonders. Maybe contact with a benevolent (or hostile) alien race (or races) has changed Earth's place in the universe. The possibilities are limitless.

The more you tinker with history and the more impact you allow superhumans to have on the setting, the less it will be like the world we know, which can mean more work for you. If you want to create a detailed alternate world, go for it, but the simplest approach is a setting where superhumans haven't changed things all that much.

ACCEPTANCE

Now that you know where superhumans come from and what they've done, ask yourself: how do ordinary people feel about them? Are they admired, respected, feared, hated, worshiped, or all of the above?

In the comic books, superhumans are generally judged by their actions: if they use their abilities responsibly and put themselves on the line for others, they're treated as heroes. If they use their powers selfishly, they're probably less popular, and those who use their powers to commit crimes are treated like criminals. There are some exceptions, but most of the time heroes are treated like heroes and villains like villains.

Of course, there is always a certain latent fear of superhumans and their powers that lies just below the surface. Superheroes are unpredictable and powerful. The public's adoration of them can quickly turn to suspicion, fear, and anger if the heroes give them a reason. Like any celebrities, superheroes who let their public down can find out just how quickly they can turn on you.

In some settings superhumans are not so widely accepted. Certainly the possibility of people with superhuman powers is intimidating and threatening, both to ordinary people and to institutions like the government. How can the government enforce the law over people capable of bouncing bullets and lifting tanks? What are the achievements of ordinary people compared to a man that can fly or a woman that can run faster than the speed of sound (to say nothing of superhumans that are super-intelligent or charismatic)? Some can read or control minds. How do we know that they're not using their influence behind the scenes? It's possible for a superhuman setting to be rife with paranoia and mistrust, pushing that latent fear closer to the surface.

EVERYDAY LIFE

What is everyday life like in the world you have created? Usually, in most comic book worlds, everyday life is pretty much the same as it is for us: people wake up, go to work or school, have friends, family, and hobbies. Sure, there's the occasional item on the news about superheroes stopping a robbery, or an alien invasion, or something like that, but most of the time things are fairly mundane. Superheroes and villains are amazing, but not totally surprising, especially in worlds that have had them for decades.

Settings in which superhumans have had a significant impact are likely to be a bit different. For example, if superhumans have advanced technology beyond our current level and made it widely available, day-to-day life could be very different — more like science fiction than real life. If you create a world in which *everyone* has some sort of super-power, things are going to be quite different from the world as we know it, or even the worlds that appear in the comics.

Still, in the end, some things will likely remain the same, and one of them is human nature. That means the world will always have those who will abuse their power for their own gain, and it will always need heroes, willing to fight for what they believe in, to create a better world for everyone.



TALIA THORNE
META-4 CONTROL





MAJOR LEAGUE^{...}

AN ADVENTURE FOR POWER-LEVEL-10 HEROES

Major League is an introductory adventure designed for 4–6 10th-level heroes. The heroes encounter another team of superheroes that have gone missing and have now turned to crime! The heroes' powers and teamwork are put to the test when they must take on one of the world's most famous hero teams and unravel the mystery behind their sudden and mysterious transformation.

A NOTE TO PLAYERS

If you're planning on *playing* in *Major League* rather than being the Gamemaster, you should stop reading after this section! Otherwise, you may spoil your enjoyment of the adventure by finding out too much about what could happen. Don't read this chapter without your Gamemaster's permission.

If you're the Gamemaster, you should read through this entire chapter before running *Major League* and familiarize yourself with the major characters and events. You also should be familiar with the rules in this book, particularly **Chapter Five: Super-Powers** and **Chapter Eight: Combat**.

BACKGROUND

The Freedom League is a well-known and respected team of superheroes based in Freedom City. For years they have fought super-criminals and powerful menaces. It's not terribly unusual for the League to disappear from time to time, off on some mission, but recently the League disappeared and has not been heard from in some time. People are starting to become concerned.

Their concerns are justified when members of the Freedom League show up in the city and begin committing crimes! The former heroes offer no explanation for their behavior and the conventional authorities are nearly helpless against them. If the renegade Freedom League is to be stopped and Freedom City saved from their reign of terror, it will take new heroes, which is where the player characters come in.

WHAT'S REALLY GOING ON?

The actual reason why the Freedom League has apparently turned to evil is up to you, the Gamemaster, depending on the sort of adventure you want to run and whether or not you want to have the Freedom League around in the future as heroes or villains (or both!). Take a look at the options given here and choose the one you think best suits your group and your game. You may want to read through the whole adventure, particularly the **Further Adventures** section, before deciding which way you want to go. You also can come up with your own reason behind the League's unusual behavior, in which case you should modify the events in the story accordingly.

OPTION #1: BROKEN MIRROR

The heroes' adversaries aren't actually the Freedom League, they're the members of the Tyranny Syndicate, duplicates of the Freedom League from a parallel Earth in which heroes are villains and vice versa. The Syndicate found a way to travel to the Freedom League's Earth, where they ambushed and overcame their doppelgangers. Then the Syndicate members began masquerading as their heroic counterparts, using the League's reputation to sow confusion among the authorities and their own powers to steal the things they need to further their plans.

OPTION #2: INVADERS!

The real Freedom League was captured and imprisoned by shape-shifting aliens called the Grue. A special advance force of Grue warriors have taken on the forms of the Freedom League, mimicking their powers using

Grue technology. They are spearheading an eventual invasion of Earth, first by throwing the authorities into disarray and eliminating Earth's super-powered champions, starting with the player characters!

OPTION #3: MIND CONTROL

The Freedom League's old enemy Mastermind has developed a device that greatly amplifies his telepathic abilities, allowing him to control the minds of the members of the League! Mastermind has taken complete control of the members of the League and is using them as pawns in his latest plan, to create a larger and more powerful telepathic amplifier that can broadcast his mind control signal around the world. If the League isn't stopped, Mastermind could place the entire world under his mental domination!

OPTION #4: CORRUPTION

Something terrible has happened to the Freedom League. League member Siren discovered an ancient artifact deep beneath the Pacific Ocean and brought it back to Freedom Hall for examination and study. The artifact is a malevolent magical item that belonged to an ancient cult, worshipping horrible creatures from beyond space and time. Its power has slowly corrupted the Freedom League, turning them into slaves of a monstrous, alien god known only as the Unspeakable One. Now the heroes are working to create the conditions that will allow the Unspeakable One to manifest on Earth, turning all humanity into his slaves!

GETTING THE HEROES INVOLVED

The adventure begins when the heroes arrive outside Freedom Hall, the headquarters of the Freedom League in downtown Freedom City. Exactly why the heroes are there is up to you and to the individual players. Take a moment to discuss things with your players and come up with a reason why the heroes might be visiting the Freedom League. Also find out if the players want their heroes to already be a team or if they are meeting for the first time. Some heroes might already know each other, while others will be relative strangers. At the very least, all of the heroes should have heard of each other, unless one of the characters is very mysterious.

Allow the players to decide why their characters are visiting the Freedom League, or suggest one of the options below:

- They hope to join the League and made an appointment for an interview (or responded to a call for applicants).
- They're looking for training with their super-powers or perhaps even help getting rid of an unwanted power or a weakness.
- They're consulting the Freedom League on another case, possibly involving one of the League's old foes.
- They're investigating a mysterious series of crimes in and around Freedom City and they want to consult with the city's foremost heroes. Perhaps they even have reason to suspect the League is involved in some way (although you should be careful not to give things away too soon).
- A character with Precognition or a similar power may have received a vision of danger involving the Freedom League.
- The Freedom League asked the heroes to meet with them about something some time ago and the characters are simply keeping their appointment.

The actual reason isn't terribly important so long as the heroes all show up at Freedom Hall at roughly the same time.

STARTING OFF WITH A BANG

In true comic book tradition, you can always set things up so that the heroes arriving at Freedom Hall mistake each other for villains and end

up in a big fight before they figure out they're all on the same side. A hero might believe that someone is trying to break into the Freedom League's headquarters (particularly if that is what one of the heroes is trying to do). Perhaps a hero resembles a particular villain, or looks suspicious in some other way. A hero with a less than sterling public reputation or the Unlucky weakness also may run into problems.

If the heroes do end up in a fight, try to wrap it up before they do too much damage, and give them a chance to go through **Scene 1** before the press (or the police) show up. If your players don't want their heroes to fight (or you don't want them to) you can easily skip over this encounter and get right on with the main part of the adventure.

SCENE 1: A VISIT TO FREEDOM HALL

The heroes gather outside Freedom Hall, the headquarters of the Freedom League, in downtown Freedom City. Costumed heroes loitering outside the Freedom League's base isn't exactly an unusual occurrence in Freedom City, so passers-by pay little attention to the heroes unless they do something to draw attention to themselves (such as spectacular displays of their powers). When all of the heroes have arrived, read the following aloud to the players:

You're all gathered outside Freedom Hall, the headquarters of the world-famous Freedom League. The building is a five-story structure with sloping walls, making it a sort of truncated pyramid with a flat top. Tall, narrow windows run the length of the building and there's a set of glass double-doors beneath an overhang, leading into the main lobby, which is normally open to the public. The Hall sits in the middle of a small plaza with a finely manicured lawn and a path leading up to the entrance. There's an eight-foot wall around the property, with a single gate along the path to the main door.

When you approach the entrance, you can see that the doors are closed and the lobby is empty and quiet. There's a flat, square call-button beside the entrance.

If one of the heroes presses the call button, read the following to the players:

When you press the button, a calm and neutral voice comes from tiny speakers.

"We're sorry," the voice says, "but the Freedom League has been called away on urgent business and Freedom Hall is currently closed. If you have an emergency, please press the call button again and you will be connected to the Freedom City Police Department. If you wish to leave a message for the Freedom League, please do so now."

There's a musical tone, and the voice stops speaking.

If a character presses the call button again during the message, the building's computer system connects the heroes to the city's police 911 emergency line. The operator will try to verify the character's identity and ascertain the problem. Needless to say, the authorities frown upon heroes placing false emergency calls, and the characters won't be able to convince the police there's a problem at Freedom Hall without some sort of evidence.

If the characters speak after the tone, anything they say will be audio-visually recorded for later playback. Another tone sounds when the characters stop speaking for more than 10 seconds, indicating the recording is finished. Pushing the call button again simply results in the same message.

NOBODY HOME?

Characters who were asked to come to Freedom Hall may think it odd that the Freedom League isn't there to meet them, although it isn't hard to believe that they were called away on some sort of emergency.

The heroes may try other means of getting in contact with the League. They have a toll-free phone number (1-800-FREEDOM), which characters can find by looking in the phone book or making a Knowledge (Freedom City) check (DC 10). Calling the number yields the same message they got at the door of the headquarters. The team also maintains a website and e-mail, but there will be no response if the heroes try contacting them that way, either.

LOOKING AROUND

The heroes are free to look around the exterior of Freedom Hall. There's a small reflecting pool with benches behind the headquarters. Otherwise the grounds are fairly unremarkable and yield no clues as to the team's whereabouts (but feel free to let the players make Search checks, if they want to).

Heroes with certain sensory feats or powers (such as Penetration Vision or ESP) may want to look inside Freedom Hall. Feel free to remind the players that spying on fellow heroes is hardly the behavior of a true hero, but let them try it if they want to. The building's structure is heavily shielded, making such powers difficult to use. You can either have the player make a power check (DC 25) or roll a secret check, in which case you can ignore the result and just say that the attempt fails, if you prefer. You also can move on to **Scene 2** just as the heroes are about to start poking around, which should give them something else to do.

BREAKING AND ENTERING

If for some reason the players decide to enter Freedom Hall, either by force or by stealth, remind them that they would be trespassing on private property and that the Freedom League no doubt has defenses to guard against intruders entering their headquarters. If they're insistent, let them try, but they shouldn't find breaking into the place easy. See **Scene 4: What's Going on Here?** for guidelines on breaking into Freedom Hall.

You can always have the news crew in **Scene 2** arrive just as the heroes are about to try bashing down the door (or some other means of getting in). The presence of a news camera should restrain any heroes concerned about their public reputations. If it doesn't, the heroes can be sure that they'll be one of the lead stories on the five o'clock news that night.

SCENE 2: BREAKING NEWS

While the heroes are outside Freedom Hall deciding what to do, a news crew arrives outside the building and sets up for a story, offering a photo-op for the heroes. Read the following aloud to the players:

As you stand outside Freedom Hall, a van bearing the logo of Channel 3 pulls up to the curb, just outside the wall. The doors open and a news crew piles out: a cameraman and a technician along with an attractive Asian woman wearing a skirt and blazer and carrying a microphone. They come through the gate and head up to the steps of the building.

"Hi there!" the woman calls to you. "I'm Amy Feng, with Channel 3 news. Are you associates of the Freedom League?"

Ms. Feng and her crew are doing a story on the Freedom League's disappearance. Unless the heroes take off, Amy will ask them for an interview once her initial story is done. If the heroes are rude or discourteous toward Ms. Feng or her crew, they can be sure she won't paint them in a

very favorable light on the news. If the heroes simply leave without answering any questions, Amy will raise the question of why they were at Freedom Hall in her report, casting some doubt as to the heroes' motives.

Her cameraman quickly sets up with Amy standing at the foot of the steps to Freedom Hall. He gives a signal and she launches into her report. Read the following aloud to the players:

"This is Amy Feng outside Freedom Hall. For the past week the headquarters of the world-famous Freedom League has stood silent and apparently empty, the whereabouts of Freedom City's heroes unknown. This is hardly the first time that the Freedom League has disappeared for an extended period of time, but there is some concern that the team may have encountered trouble too great for even them to handle. Police Commissioner Barbara Lawrence issued a statement that there is no cause for concern, so the citizens of Freedom City can only wait and watch, and hope for the best.

"I have with me associates of the Freedom League, who may have some insight as to their whereabouts."

The camera swings around to focus on you as a microphone is thrust in your face.

"Tell me a little about yourselves and why you're here at Freedom Hall today?" Ms. Feng asks.

Amy Feng briefly interviews each of the heroes on live television. She asks them their names and what their powers are. Some other questions she might ask include:

- Are you associated with the Freedom League?
- Are you all part of a team? What is it called?
- How did you get your powers?
- What are your future plans?
- Do you know where the Freedom League is or what they're doing? Do you know when they'll be back?

Feel free to add any other questions you feel are appropriate. If the heroes were rude to Feng, her questions may be a bit more pointed and accusatory, such as "Does your presence here have anything to do with the Freedom League's disappearance?" or "Why were you trying to break into Freedom Hall?" Give the players a chance to answer questions (or get grilled) for a little while, then read the following to the players:

"I'm Amy Feng, with Channel 3 Action News."

The technician leans out from the side of the van. "Amy!" he yells. "You're not going to believe this! There's a call on the police band. Members of the Freedom League just broke into ASTRO Labs up in the North End!"

"Then what are you waiting for, Irv?" Ms. Feng says as she dashes for the news van. "Let's roll!"

SCENE 3: TROUBLE AT ASTRO LABS

When the heroes go to ASTRO Labs, they find trouble in the form of three members of the Freedom League. Read the following aloud to the players:

ASTRO—The Advanced Scientific and Technological Research Organization—has its main facility in the North End of Freedom City. When you arrive, you see a hole smashed in the side of the building, right through solid brick and cinderblock. Suddenly, a figure comes hurtling out of the hole in the wall, but he's not flying, he's falling! There's a yell of terror as the older man in the white lab coat plunges toward the ground, several floors below!

The falling man is Dr. Clarence Clearwater, senior researcher at ASTRO Labs. It requires a DC 10 check to catch him, using either Dexterity (to grab him) or an appropriate power, like Snare or Telekinesis. Feel free to modify the Difficulty Class if you want to make sure the hero succeeds, or let a hero who fails grab onto Clearwater's lab coat, which rips and sends him falling the rest of the way (giving the heroes another chance to grab him). If Clearwater does hit the ground, he's disabled—conscious, but badly hurt and in need of medical attention.

The doctor is shaken up, but he'll tell the heroes that his attackers are members of the Freedom League! He says that Captain Thunder, Lady Liberty, and Johnny Rocket broke into the lab just minutes ago and asked him some questions about a new advanced transmitter under development. After they got their answers, the heroes tossed him out the hole they made in the wall and are currently attempting to make off with the device.

Dr. Clarence Clearwater: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk -1 melee (-1S, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 9, Dex 10, Con 10, Int 13, Wis 11, Cha 10. *Feats:* Talented (Computers and Science); *Skills:* Computers +5, Profession (scientist) +4, Science (physics) +7.



THE AUTHORITIES

The Freedom City Police have also responded to the emergency call from ASTRO Labs. They arrive around the same time the heroes do: four patrol cars and a heavy armored van from the city's STAR (Superhuman Tactics and Response) Squad. STAR Squad commander "Bulldog" Maddicks tries to take charge of the situation. He'll tell the heroes to stay out of his way unless they have a particularly good reputation or one of them succeeds at a DC 25 Interaction check (using Charisma or Diplomacy), since Maddicks is initially Unfriendly toward them.

"Bulldog" Maddicks: PL 3; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+OS, punch), +3 ranged (+3L, pistol); SV Dmg +0, Fort +0, Ref +1, Will +1; Str 11, Dex 12, Con 11, Int 10, Wis 13, Cha 10. *Skills:* Gather Information +5, Intimidation +3, Profession (police officer) +6, Search +5, Spot +5. *Feats:* Alertness, Assessment, Contacts. *Equipment:* handgun (+3 lethal damage), handcuffs (hardness 5).

Police Officers: PL 2; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+OS, punch; +2S, tonfa), +3 ranged (+3L, pistol); SV Dmg +0, Fort +0, Ref +1, Will +0; Str 11, Dex 12, Con 11, Int 10, Wis 11, Cha 10. *Skills:* Intimidation +2, Profession (police officer) +5, Search +3. *Feats:* Alertness. *Equipment:* handgun (+3 lethal damage), rifle (+5 lethal damage), tonfa (+2 stun damage), tear gas grenades (Dazzle +5, Area), handcuffs (hardness 5).

THE GETAWAY

Just after the police arrive, the three Freedom Leaguers make their exit. Captain Thunder and Lady Liberty fly out the hole in the side of the building, with the Captain carrying a heavy-looking crate. Johnny Rocket zooms out the hole and down the side of the building to run past the cops. All three of them are headed east toward the waterfront.

If the heroes confront the Leaguers, they either ignore the heroes or tell them to stay out of their way, or else they're going to get hurt. If any of the heroes attacks one of the Leaguers or otherwise tries to stop them from leaving, they fight back to the best of their ability, focusing on incapacitating the heroes long enough for them to escape. If the heroes are overcome, the Freedom Leaguers get away, since the police can't catch up to them.

THE FIGHT

If and when a fight starts between the heroes and the erstwhile members of the Freedom League, the police will be of little help. They'll focus on staying out of the way and safeguarding innocent bystanders, trying to evacuate the area around the fight. Some things to keep in mind during the battle:

- **The Crate:** Captain Thunder is initially carrying a heavy crate (weighing 1,000 lbs.) which contains the transmitter Dr. Clearwater mentioned. The Leaguers do their best to safeguard the crate and ensure it isn't damaged. It's hardness 6. If the heroes take the crate from the League, they'll try to get it back. If the crate and its contents are destroyed, the Leaguers will flee the scene as quickly as possible. If the heroes threaten the crate, have Dr. Clearwater shout out, "Be careful! That equipment is delicate!" Ideally, the heroes should try to save it intact, if they can.
- **Teamwork:** Despite their apparent change of heart, the Freedom Leaguers still work quite effectively together as a team. They'll use teamwork against the heroes, allowing you the opportunity to encourage the players to do the same. Some of the tactics the Leaguers may try include Captain Thunder using his Shockwave extra to knock down heroes on the ground, allowing Johnny to attack them with Move-By

Attacks. The Captain also may use his Dazzle power to deafen the heroes so they can't communicate as easily. Captain Thunder and Lady Liberty may try to double-team a particularly tough hero (using flanking attacks). Johnny Rocket may grab a tear-gas gun from a hapless STAR Squad cop and use it against the heroes.

- **Bystanders:** Although the police will try to clear innocent bystanders out of the way, the fight still takes place near downtown in the middle of the day, so there are a lot of people around. Additionally, the cops themselves could be threatened if the Freedom Leaguers start doing things like chucking cars around. Keeping the bystanders safe should be a serious concern for the heroes. The Leaguers don't seem to care who they endanger with their actions.

SCENE 4: WHAT'S GOING ON HERE?

The heroes have a chance to find out more about what's really going on, but they don't have a lot of time, since it's clear that the Freedom League is up to something and they're the only ones that can stop it.

AFTER THE FIGHT

After the fight with the three Freedom Leaguers is over (win, lose, or draw), the police secure the area around ASTRO Labs and offer what assistance they can to the heroes. If the Leaguers won the fight, they leave the heroes where they fell. An ambulance shows up immediately after the fight and injured heroes receive medical attention, if necessary. If the heroes defeated some or all of the Leaguers, they have prisoners for interrogation. The police place power-neutralizing cuffs on the captured renegade heroes to keep them from escaping.

Commander Maddicks remains gruff and somewhat dismissive toward the heroes, but if they handled things well, he'll at least be cooperative.

What the heroes do next is largely up to them. Some possibilities are outlined below, but it's up to you to handle whatever course of action the players want to take. You can have Commander Maddicks or Dr. Clearwater make suggestions if it looks like the players need some help or if one of them spends a Hero Point for inspiration (see p. 105).

INTERROGATION

If the heroes captured any members of the Freedom League, they can interrogate them to find out what is really going on. The Leaguers will be extremely resistant to interrogation, with attitudes of hostile toward everyone else. Heroes can attempt interaction rolls to convince them to cooperate. Heroes with powers like Telepathy also may use them to get information out of the captured heroes.

Naturally, the truth depends on the option you choose for the adventure, but the two main things the heroes can find out are the League's plans and the fate of the real Freedom League.

THE PLAN

The Freedom League's plan is to send a special satellite payload created by Daedalus into orbit. The satellite will broadcast a powerful mind-control ray that will spread out from Freedom City, putting more and more people under the League's control until they eventually dominate the Earth. If you chose the "Corruption" option on p. 160, the satellite is actually intended to create a mystical sigil high above the Earth that will drive people to madness and permit the Unspeakable One to manifest on Earth. Otherwise the mind-control option will allow the Tyranny Syndicate, the Grue, or Mastermind (whichever you decided is behind it all) to control the world!

The transmitter the Leaguers stole is intended to boost the mind-control device's range and power. It's the last component the League needs, which means they're nearly ready to put their plan into action. If the heroes

interrogate captured Leaguers one may sneer that they're "nearly out of time" or that "it's too late to stop us."

THE REAL LEAGUE

What happened to the real Freedom League (assuming the heroes' adversaries are not the genuine article) is also up to you. The default assumption is that the real Leaguers are being held prisoner in their own headquarters in suspended animation. The heroes can go to Freedom Hall, find the real Leaguers, and revive them, although they'll be too weak to offer much help apart from telling the heroes what happened to them and possibly filling in information about the villains' plans.

If you don't want the Freedom League as regular NPCs in your campaign, you can either keep them missing or decide that the villains killed the real Leaguers when they took their place. In that case, the heroes can find the Leaguers' bodies hidden in their headquarters, grim evidence that their foes are deadly threats.

Finally, you can leave the real Freedom League's whereabouts a mystery that the heroes can investigate in a future adventure (see the **Further Adventures** section for more on this).

INVESTIGATE FREEDOM HALL

Whether or not they captured some of the Freedom Leaguers, the heroes may want to go and investigate Freedom Hall, looking for clues about the League's behavior and their plans. They'll have to find a way of getting into the headquarters and overcoming its security systems.

GETTING IN

Freedom Hall is locked and sealed up. Its walls, doors, and windows are made from materials with hardness 18, making them fairly difficult to damage. It requires a DC 30 Open Locks check to open the lock on either of the doors (front or back) and a DC 30 Disable Device check to shut down the security system. The heavy shielding on the outside walls and windows requires a DC 30 power check to see inside the headquarters using powers like ESP or to pass through the walls using Incorporeal or Teleportation, for example.

A captured member of the Freedom League can get past the security systems (which are keyed to recognize members of the team and respond to them). Of course, any captured Leaguers aren't likely to cooperate, although coercion via Mind Control or Possession can secure their assistance. A hero with Shapeshift may be able to fool the security system and Datalink adds its rank as a bonus to the Disable Device check to overcome the security system.

SECURITY

Freedom Hall's security system sets off an alarm when an intruder is detected in the building. This alerts the police as well as any members of the League on duty. Additionally, there are blasters positioned in the lobby and corridors of the headquarters. Two of them can fire into any given area, with an attack bonus of +5. They do +10 stun damage if they hit. The blasters are hardness 8. Hits reduce their damage by one each and they stop functioning if disabled. The blasters have a Defense of 14 because they are fairly small targets, but characters at melee range get a +4 bonus to hit them.

THE REAL FREEDOM LEAGUE?

If you have decided that the real Freedom League is imprisoned in their headquarters, heroes who investigate Freedom Hall will find them here. The Leaguers are held in individual capsules filled with a gas that keeps them in a state of suspended animation. A successful Disable Device, Medicine, or Science check (DC 15) can revive them, although they will

remain weak and dizzy for several hours afterward. The Leaguers will tell the heroes what they know about the situation (perhaps filling in details they have missed) and will encourage them to go after their doppel-gangers before it's too late.

For a particularly cruel trick, you can decide that the "Freedom League" the heroes rescue isn't the genuine article, either. Perhaps they're clones or a backup squad of alien warriors. Or maybe it is the real Freedom League but the capsules they were in were also brainwashing them in addition to keeping them in suspension. You can run a future adventure in which the heroes start to notice that the Freedom League is acting suspiciously again, only this time they're moving more carefully, and they know the first obstacle they need to eliminate is the player characters....

TRACK THE FREEDOM LEAGUE

If some or all of the Freedom Leaguers escape from the fight at ASTRO Labs, the heroes might come up with a way of tracking them. They can plant a tracking device of some kind on one of the Leaguers, use various super-powers, or try to come up with a technological solution (such as a device to track Captain Thunder's unique bio-electric signature). This allows the heroes to track the Freedom League to Star Island and move on to **Scene 5**.

BAIT A TRAP

Alternately, the heroes might decide to lay a trap for the other members of the Freedom League. If the transmitter was recovered or destroyed during the fight, it's possible the League may try to steal it or something similar again. The heroes can bait a trap with the necessary equipment (advised by Dr. Clearwater, if necessary) and lie in wait for the Leaguers to show up. Then they can either try to capture them and discover their plans, or track them to find out what they're up to.

If the heroes lay a trap, the Freedom League takes the bait. Three members of the League (any of them except Daedalus) show up to get the equipment. Their tactics are the same as in **Scene 3**: get in and get away as quickly as possible. If the heroes capture some or all of them, use the guidelines under **Interrogation** above. If the heroes follow the Leaguers, go right on to **Scene 5**.

SCENE 5: BATTLE ON STAR ISLAND

The heroes have a final confrontation with the members of the Freedom League out on Star Island that will decide their fate and possibly the fate of the world as well.

STAR ISLAND

Star Island is a few miles off the coast from Freedom City. It's the location of a government launch site and space control and monitoring station. The Freedom League took it over to complete their plan of launching a satellite equipped with a mind-control device by Daedalus. The transmitter from ASTRO Labs was intended to be the last component of the device. Without it, Daedalus has been forced to improvise a substitute, which has slowed things down somewhat, but now the device is ready for launch. The only obstacles that stand between the Freedom League and victory are the heroes.

The only structures of any significance on the island are the buildings of the Space Control Center and the launch pad. A small rocket is ready for launch; the countdown begins when the heroes arrive.

The remaining members of the Freedom League are in the control center, watching the launch. The countdown begins at 60 seconds (10 combat rounds) when the heroes arrive on the scene. The Leaguers try to intercept the heroes and keep them away from the rocket until it

launches. Any members of the League that the heroes encountered before they got away are at the island unless circumstances prevent it.

THE LAUNCH

Ten combat rounds after the heroes arrive, there is a roar from the launch pad, and the rocket blasts off. The rocket is hardness 15 and must be disabled for it to be incapable of launching. A DC 25 Computers skill check also can shut down the launch program from the main console in the control room, assuming the heroes can reach it in time. Simply destroying the control room won't stop the launch; it only keeps anyone from using the controls there to stop it (so the Freedom League might destroy the controls to keep the heroes from using them).

Once the rocket blasts off, it begins accelerating. It moves at a speed of 30, doubling every round, until it achieves escape velocity. A fast-flying hero may be able to keep up with the rocket for a while, and possibly disable it, causing it to crash into the ocean. Flying members of the Freedom League—notably Captain Thunder and Daedelus—protect the rocket if they can.

AFTERMATH

If the heroes defeat and capture the members of the Freedom League and disable or destroy the rocket (or its satellite payload), they are successful.

If the heroes fail to stop the rocket before it achieves orbit, the Freedom League's mind control satellite begins bathing the Earth with its powerful rays, starting with the Freedom City area. Everyone within a radius of 20 miles is affected by Mind Control at rank 12. You can safely assume that most people fall under the satellite's control. The heroes may escape the satellite's effects and try to knock it out somehow (although they'll have to reach it first).

If the heroes stop the launch but don't defeat the Freedom League, they may end up their prisoners (and either brainwashed or replaced like the Leaguers). You can give the heroes a chance to escape, forced to figure out how to stop the Freedom League now that they control a large part of the world. Or you can have the players run another group of heroes that show up to rescue the first group of heroes from the treacherous clutches of the Freedom League.

REWARDS

If the heroes successfully thwart the Freedom League and either restore them to normal or bring them to justice, they each earn a power point at the end of the adventure. They also likely gain the trust and respect of the authorities in Freedom City (and the members of the Freedom League, if they are returned to normal).

You can choose to give other rewards to the heroes depending on how the adventure went. For example, Daedelus and Dr. Metropolis might assist the heroes in creating a headquarters of their own, or the city might offer them funding, or even the use of Freedom Hall, if the League isn't around any more.

FURTHER ADVENTURES

What happens after this adventure depends on two things: what you decide is really going on and how the heroes handled the situation. Here are some possibilities for using this adventure as a kick-off for an ongoing *Mutants & Masterminds* campaign.

JOINING THE LEAGUE

If the heroes rescue or restore the real Freedom League by the end of the adventure, they'll certainly make an impression on the other heroes and may be invited to join the League. They can become a regular part of the team in Freedom City, or they can form an expansion team located in

HANDLING THE FIGHT

The final fight with the Freedom League may prove difficult, especially if the three Leaguers from **Scene 3** escaped to rejoin their teammates. The Freedom Leaguers are slightly higher level than the player characters, although the overall difference in power may not be that great. They probably also outnumber the PCs, so a full-on fight between the heroes and the entire Freedom League might end up with the heroes defeated. Here are some suggestions for handling things so the heroes have a fighting chance:

Let them whittle down the League's numbers. **Scene 3** is intended to do that, by giving the PCs a chance to defeat almost half the team before the final confrontation. If they all escape, you might want to give the heroes another crack at some of the Leaguers before the final scene, just so they can even things up a bit.

Stealth is the PCs' friend. If they arrive on Star Island covertly, they may be able to ambush some of the Leaguers out patrolling the island before anyone is even aware that they are there. That can make the final fight easier for the heroes.

Hopefully, the players take a hint from the Freedom League's use of teamwork in their first encounter and use some of their own to take down their opponents. You can have the Freedom Leaguers become increasingly irrational and uncooperative, while the heroes are working together. That can give them an edge.

Careful planning also can help out the heroes. After all, the Freedom League is pretty well known, so with a little forethought the heroes can prepare for what they're likely to face. Captain Thunder is vulnerable to attacks that drain his electrical power (something another character with Electricity Control might do, or a possible gadget for a hero to whip up). Raven and Johnny Rocket are hard to hit, but things like area attacks and Shockwaves may be useful against them. Give the heroes a chance to exploit these weaknesses and any others they come up with.

another city, if you plan to set your campaign elsewhere. This gives the heroes a ready-made team, headquarters, and resources to work with, although they'll also get a ready-made rogues gallery of villains, many of them looking to make their mark by defeating the newest members of the Freedom League. Perhaps they think that these new heroes will be easy pickings. It'll be up to your players to prove them wrong.

REPLACING THE LEAGUE

It's quite possible by the end of this adventure that the Freedom League is no more: either the Leaguers have permanently turned to evil, they're missing (see below), or they might even be dead. The incident might damage the League's reputation so badly that they're forced to disband, with some of them continuing on their own and others retiring from the hero business. In this case, Freedom City is in need of another hero team, and the player characters can take on the job, especially if they proved themselves by stopping the Freedom League. The former Leaguers or the city government may offer the heroes the use of Freedom Hall and some of the League's resources, or the heroes may choose to start fresh, with their own HQ, team name, and resources.

RESCUING THE LEAGUE

It may be that by the end of the adventure the fate of the Freedom League remains undecided. For example, mind-controlled Leaguers may escape, or the heroes may overcome impostors, but the fate of the true Leaguers may remain unknown. Perhaps they are trapped in another dimension, or stricken with amnesia and unable to remember their heroic

identities. In this case, you can create further adventures in which the heroes try to find out what happened to the Freedom League and rescue them, if they can. This can lead to one of the options above, in which the heroes replace or join up with the Leaguers once they are rescued and returned to Freedom City.

FURTHER PLOTS

Finally, there's the matter of the plot that started the events in this adventure. If aliens were behind the abduction and replacement of the Freedom League, what will they do once their initial takeover plans are thwarted? Will they stage a massive invasion? Try to kidnap and replace the player characters (or perhaps replace people close to them in order to spy on and eventually eliminate them)? If Mastermind's control over the Freedom League is broken, will he go after the player characters next? If the heroes defeat the Tyranny Syndicate, are there evil duplicates of them from a parallel Earth waiting for the opportunity to strike? You can spin off whatever adventure hook you use into future adventures and you can take the options that you didn't use and make them into further adventures. Perhaps Mastermind seizes control of a different hero team or tries controlling the player characters. Perhaps shapeshifting aliens infiltrate after the Freedom League goes bad, and so forth.

THE FREEDOM LEAGUE

The Freedom League is the premier group of superheroes in Freedom City, with a long history and reputation as guardians of truth and justice. The League was founded many years ago and its membership has changed over time, but it has always included some of world's great heroes. The League has always been based in Freedom City. Their current headquarters, Freedom Hall, is fairly new (about ten years old or so).

CAPTAIN THUNDER

Captain Thunder is the current leader of the Freedom League. Test pilot Ray Gardener gained his powers while flying an experimental jet that was hit with a sudden and unexpected electrical storm. A bolt of lightning struck Gardener, and his body absorbed it somehow, supercharging him and giving him powers over electricity. Captain Thunder has been a superhero for about a decade and a member of the Freedom League for nearly that long. He was unmasked by an archenemy on national television a few years ago, so his real identity is now publicly known. He lives in Freedom City with his wife Nancy and their son, Ray, Jr.

Captain Thunder is a dedicated, responsible hero, making his behavior in this adventure that much more unusual. He's a tall, muscular man with ruggedly handsome good looks. His hair is stark white and kept short. He has brilliant blue eyes and a square jaw. Although he's nearing forty, Captain Thunder remains as fit and strong as ever. He wears a close-fitting costume of dark blue, with a broad white insert running down the middle. His gloves and boots are white and he wears golden bands around his wrists and calves. A dark blue cape billows out behind him and a golden lightning bolt cuts across his chest.

Captain Thunder: PL 13; Init +2 (Dex); Defense 18 (+6 base, +2 Dex); Spd 30 ft. (Fly 60 ft.); Atk +9 melee (+14S, punch), +7 ranged (+12S, energy blast); SV Dmg +4, Fort +4, Ref +2, Will +3; Str 18, Dex 14, Con 18, Int 12, Wis 13, Cha 18.

Skills: Diplomacy +8, Craft (electronics) +5, Knowledge (Freedom City) +5, Pilot +10, Spot +5.

Feats: Detect (electricity), Iron Will, Leadership, Point Blank Shot.

Powers: Energy Control (electricity) +12 [*Extras:* Animation (Only Electrical Devices), Electrical Absorption, Flight; *Power Stunts:* "Thunderclap" Dazzle (hearing) +6 (Area); *Source:* Mutation; *Cost:* 5 pp],

Super-Strength +10 [*Extra:* Protection; *Source:* Mutation; *Cost:* 5 pp].

Equipment: Commlink [Radio Hearing, *Cost:* 1 pp].

Weakness: Susceptible to Drain.

DAEDELUS

The Freedom League's resident scientist has a long history of invention – a long history. He is the actual mythic figure Daedalus, who lived in the ancient world and, among other things, created the labyrinth for King Minos of Crete. After being imprisoned by Minos, Daedalus created wings so he and his son, Icarus, could escape the island. Unfortunately Icarus flew too close to the sun. The wax on his wings melted and he plunged to his death. The Olympian gods granted Daedalus the gift of immortality to make up for his loss, even though Daedalus attempted to refuse. He has lived for centuries and has become perhaps the most gifted scientist and inventor in human history.

Daedalus has a strong desire to protect people and to save humanity from misuses of science and technology. He developed an advanced battlesuit that he uses to make him the equal of any super-powered opponent, although his greatest power is still his brilliant mind. Daedalus looks like a Mediterranean man in his late 30s, with dark hair cut short and a neatly trimmed beard and moustache. His armor is golden and brightly polished, with a "Grecian" style helm that completely covers his face and has no visible features save for a "T" shaped "viewing slit" of dark plastic (actually a sophisticated fiber optic link – the helmet is completely sealed). The armor is sleek, with bulkier areas at the wrists, calves, waist, and shoulders where more equipment is stored. An upright, open triangle (the Greek letter delta) is emblazoned on its chest-plate.

Daedalus: PL 10; Init +2 (Dex); Defense 18 (+6 base, +2 Dex); Spd 30 ft. (Fly 50 ft.); Atk +6 melee (+10S, punch), +8 ranged (+10S, energy blast); SV Dmg +3, Fort +3, Ref +2, Will +4; Str 10, Dex 14, Con 16, Int 20, Wis 18, Cha 12.

Skills: Computers +18, Craft (electronics) +18, Disable Device +18, Knowledge (history) +15, Repair +18, Science (mechanics) +18, Science (all others, untrained) +14.

Feats: Immunity (aging, disease, poison).

Powers: Super-Intelligence +10 [*Source:* Training; *Cost:* 2 pp].

Equipment: Armor +10 [*Extras:* Energy Blast, Flight, Immunity, Super-Strength; *Power Stunts:* Penetration Vision (not through force fields), Radio Broadcast, Radio Hearing, Snare; *Source:* Super-Science; *Cost:* 5 pp].

DR. METROPOLIS

One of the newest members of the Freedom League, Dr. Metropolis is also the League's most mysterious member. He simply appeared out of the rubble left behind by an interdimensional assault on Freedom City, his body made up of the substance of the city itself. Since then, Dr. Metropolis has been a staunch defender of "his" city, and his power to sense, control and animate the city's substance has aided greatly in construction and repairs in addition to defense.

Dr. Metropolis looks like a male humanoid figure cast in concrete, with metallic bands set with green glass around his waist and wrists, and forming a sort of collar covering his upper chest, like an Egyptian pectoral. His eyes are formed from solid white glass, without any iris or pupil, and often glow from within when he uses his powers. He normally wears a long green cloak with a hood drawn up over his head, casting his face into shadow.

Dr. Metropolis: PL 12; Init +1 (Dex); Defense 16 (+5 base, +1 Dex, other); Spd 30 ft. (teleport, 55 ft.); Atk +4 melee (+4S, punch); SV Dmg +5, Fort +7, Ref +1, Will +4; Str 18, Dex 12, Con 20, Int 18, Wis 18, Cha 10.



Skills: Craft (architecture) +10, Disable Device +10, Hide +5, Intimidate +5, Knowledge (Freedom City) +10.

Feats: Great Fortitude, Immunity (aging, cold, disease, electricity, exhaustion, heat, poison, pressure, starvation, suffocation).

Powers: City Control +11 [as Element Control, p. 68. *Extras:* Animation, ESP, Incorporeal, Teleportation, Transmutation; *Power Stunts:* Extended Teleport; *Flaw:* Only Affects Urban Areas and Materials; *Source:* Alien; *Cost:* 6 pp], Protection +10 [*Extras:* Immunity, Mental Protection; *Source:* Alien; *Cost:* 4 pp], Regeneration +5 [*Flaw:* Only in Urban Environments; *Source:* Alien; *Cost:* 1 pp].

Equipment: Commlink [Radio Hearing, *Cost:* 1 pp].

Weaknesses: Disturbing, Susceptible to Nonurban Environments.

JOHNNY ROCKET

Johnny Rocket is the grandson of the original Johnny Rocket, who was a hero in the 1940s. His son didn't inherit his super-speed powers, but his grandson and namesake did. A super-villain's attack on Freedom City activated Johnny's latent powers and he's dedicated to upholding the legacy of his grandfather. He's the youngest, and most impulsive, member of the Freedom League.

Johnny is a handsome man in his early 20s. He's 5'10" tall with short blond hair, blue eyes, and a dazzling smile. He wears small silver hoop earrings in both ears. His costume is a one-piece spandex suit with a V-

neck, covering his torso down to just past mid-thigh and his arms halfway down to his elbows, in dark blue and white, with an "R" on the chest and racing stripes down the sides. He wears a pair of fingerless, dark blue, wrist-length gloves and sleek white and blue running shoes. He wears a pair of dark-tinted wraparound biking goggles, more as a fashion statement than out of any concern for protecting his identity.

Johnny Rocket: PL 10; Init +13 (+3 Dex, +10 Super-Speed); Defense 28 (+5 base, +3 Dex, +10 Super-Speed); Spd 80 ft.; Atk +9 melee (+11S, mach-one punch); SV Dmg +2 (+13 with Evasion), Fort +2, Ref +13, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills: Balance +10, Bluff +5, Search +5, Spot +5, Taunt +5.

Feats: Attack Finesse, Evasion, Identity Change, Move-By Attack, Rapid Strike.

Powers: Super-Speed +10 [*Extras:* Mach-One Punch, *Power Stunts:* Wall Run, Water Run, Whirlwind; *Source:* Mutation; *Cost:* 7 pp].

Equipment: Commlink [Radio Hearing, *Cost:* 1 pp].

LADY LIBERTY

Beth Walton-Wright was invested with the power of the Spirit of Liberty to defeat a group of terrorists. The Spirit has chosen certain women throughout history to embody her ideas, and Beth is the latest in a proud line, which includes the original Lady Liberty of the 1940s and 50s. Beth

is married to Freedom City police officer Steven Wright.

Lady Liberty is a tall, regal woman with curly black hair that cascades around her shoulders and deep blue eyes. She wears a pair of hip-hugging blue pants that flare out a bit at the ankles, ankle-length black boots, and a sleeveless two-tone top, white at the bottom and red on top. A row of small white stars crosses her top at shoulder height and she wears a belt of linked silver stars around her waist.

Lady Liberty: PL 12; Init +3 (Dex); Defense 19 (+6 base, +3 Dex); Spd 30 ft. (Fly 50 ft.); Atk +9 melee (+10S, punch), +9 ranged (+10S, energy blast); SV Dmg +2, Fort +2, Ref +3, Will +11; Str 14, Dex 16, Con 14, Int 12, Wis 16, Cha 18.

Skills: Diplomacy +10, Knowledge (history) +5, Profession (lawyer) +9, Spot +8.

Feats: Attack Finesse, Expertise, Identity Change.

Powers: Amazing Save (Willpower) +8 [Source: Mystical; Cost: 1 pp], Energy Control (Light) +10 [Extras: Deflection (Deflect Others), Flight, Healing, Neutralize (Restraining Powers); Source: Mystical; Cost: 6 pp], Super-Strength +8 [Extra: Protection; Source: Mystical; Cost: 5 pp].

Equipment: Commlink [Radio Hearing, Cost: 1 pp].

RAVEN

Duncan Summers, the original Raven, was a costumed vigilante and member of the Freedom League in the 1960s. He eventually married the daughter of his arch-foe, Dr. Sin, and hung up his cape. When Dr. Sin returned and attempted to kidnap his granddaughter (and potential heir) on her sixteenth birthday, his daughter was accidentally killed in the crossfire. Callie Summers took up the identity of the Raven, against her father's wishes, to avenge her mother's death. She and her father eventually reconciled, and Duncan is continuing Callie's training as a crimefighter.

Callie Summers is an Amerasian woman in her mid-20s. She's 5'6" tall with the lithe build of a gymnast. Her eyes are violet and her hair is a lustrous black, falling just past her shoulders. As Raven, she wears a black domino mask that flares out at the sides. Her costume consists of a black body stocking that covers her from neck to toe. A white circle on her chest features the profile of a Raven's head. She wears a gray belt around her waist and covers everything with her trademark black cloak, edged to cast the shadow of black feathered wings, that strikes fear into the hearts of criminals everywhere.

Raven: PL 13; Init +10 (+5 Dex, +5 Super-Dex); Defense 26 (+6 base, +5 Dex, +5 Super-Dex); Spd 30 ft.; Atk +12 melee (+2S, punch), +12 ranged (+2L, throwing blades); SV Dmg +3, Fort +3, Ref +10, Will +10; Str 15, Dex 20, Con 16, Int 18, Wis 20, Cha 20.

Skills: Acrobatics +12, Balance +10, Bluff +10, Computers +10, Disable Device +11, Disguise +10, Drive +11, Escape Artist +10, Gather Information +10, Hide +10, Intimidate +14, Language +7, Listen +10, Move Silently +10, Open Lock +12, Pilot +11, Read Lips +10, Repair +11, Search +9, Sense Motive +10, Slight of Hand +11, Spot +9.

Feats: Assessment, Attack Finesse, Evasion, Expertise, Improved Trip, Headquarters, Instant Stand, Move-By Attack, Startle, Surprise Strike, Takedown Attack.

Powers: Super-Dexterity +5 [Extras: Super-Intelligence, Super-Wisdom, Super-Charisma (Intimidating Presence); Source: Training; Cost: 9 pp].

Equipment: Commlink [Radio Hearing, Cost: 1 pp], Grapple Gun [Swinging +6, Cost: 6 pp], Mask [Darkvision, Cost: 1 pp], Smoke Pellets [Obscure +2, Cost: 2 pp], Throwing Blades [Weapon +2, Multifire, Cost: 3 pp], Gadgets +5 [Cost: 5 pp].

SIREN

Psychology student Cassandra Vale went to Haiti to study Voodoo and its psychological influence, but she ran afoul of modern-day pirates, who decided to feed her to the sharks. She was possessed by the Voodoo goddess Siren, goddess of the sea, and used her powers to bring the pirates to justice. Cassandra became Siren's channel to the mortal world and aided her in fighting Baron Samedi, the god of the dead. She has been a member of the Freedom League for some time, splitting her time between Freedom City and her home in New Orleans.

Siren is a tall and athletic African woman. Her wavy, sea green hair flows loose down past her shoulders and her eyes are of the same color. She wears a brief bikini-style outfit with a blue-green scaled motif, decorated with shells. A coral crown holds back her hair and she wears a silver necklace. Wide silver bracelets decorate her wrists along with similar trinkets on her ankles. She usually goes barefoot. Her silver net attaches to her bracelets and her collar, allowing her to wear it like a cape when it's not in use. Her manner and bearing are proud and majestic, as befits a goddess.

Siren: PL 13; Init +3 (Dex); Defense 18 (+5 base, +3 Dex); Spd 30 ft. (Swim 50 ft.); Atk +8 melee (+7S, punch), +8 ranged (+10S, water blast); SV Dmg +4, Fort +4, Ref +3, Will +3; Str 12, Dex 16, Con 18, Int 14, Wis 16, Cha 16.

Skills: Diplomacy +5, Knowledge (oceans) +10, Knowledge (occult) +5, Language +2, Profession (psychologist) +8, Riding (cetaceans) +5.

Feats: Amphibious, Attack Finesse, Detect (magic), Identity Change, Immunity (aging, disease).

Powers: Element Control (Water) +10 [Extras: Swimming, Weather Control, Power Stunts: Dazzle (Water Spray), Elemental Blast, Flight, Mind Control (Area, Only Marine Life), Suffocate, Super-Swimming; Source: Mystical; Cost: 4 pp], Super-Strength +6 [Extra: Protection; Source: Mystical; Cost: 5 pp].

Equipment: Silver Net +12 [Snare (Extra: Ghost Touch), Cost: 24 pp], Commlink [Radio Hearing, Cost: 1 pp].

A F T E R W O R D

How do you sum up the work of a lifetime in a few hundred words? That's what *Mutants & Masterminds* is for me in many ways — the book I've been preparing my whole life to write. I've been playing roleplaying games for a long time and I've been reading superhero comic books even longer, making superhero RPGs my favorite to play or run. Being involved in creating a new superhero game has been a great opportunity for me.

A big part of roleplaying games is wish fulfillment, the opportunity to play a character that's larger than life, with powers and abilities far beyond those we mere mortals possess. I know of no type of roleplaying games that exemplifies this better than superhero RPGs like *Mutants & Masterminds*.

In a superhero game, your character can have fantastic abilities — lifting tanks, bouncing bullets, and flying through the air. It can be a real rush, and it also offers you the opportunity to decide what to do with all that power. You might play a true hero who believes that great power comes with great responsibility, dedicated to the ideals of truth and justice, but you can just as easily take a different approach. Maybe your character is a vigilante who acts as both judge and jury to handle the crimes that the law cannot. Maybe your characters have the power to reshape the world, making it a better place, at least as long as they're successful. The choice is up to you, and the options are endless.

That's one of the other appeals of roleplaying games: the opportunity to create and tell your own stories. Millions of people have thrilled to the adventures of comic book superheroes over the years, across a multitude of genres and styles. How many of us have wondered what might have happened if a favorite story had ended differently, or if some particular heroes or villains encountered each other? How many discussions have there been about how we would write our favorite comic books, if given the opportunity?

Mutants & Masterminds gives you that opportunity. You can create your own heroes and villains, your own fantastic places, and your own superhero adventures, which can be as thrilling to you and your friends as your favorite comic books. You have the chance to be the hero (or the villain) and to decide how things are going to go. Best of all, you create the story with your friends, so nobody knows exactly how it's going to go until it's all done.

The book that you hold in your hands represents hundreds of hours of work by many people. It's intended to provide you with a vehicle that you can use to create stories where you are the hero in your imagination, and you have the power to defeat the villain, save the day, and protect the world. It gives you the power to create your own stories, your own worlds, and your own heroes.

I was always a fan of comic book stories featuring "parallel worlds," the idea that there was a "multiverse" of infinite parallel worlds, each with their own histories, heroes, and villains, each with their own stories to tell. I hope that *Mutants & Masterminds* leads to the creation of a new "multiverse" of superhero worlds composed of all the many worlds and stories that you, the players, will create.

The power is in your hands now. Use it well, and have fun!

— Steve Kenson
October, 2002



APPENDIX

ROGUE'S GALLERY, INDEX, AND CHARACTER SHEET



THE ATOMIC BRAIN

THE ATOMIC AGE *BEGAN*
WITH ME. FITTING,
AS IT WILL *END* BY MY HAND.

Power Level 20 **Concept:** Power-Mad Nuclear Mastermind **Occupation:** International Terrorist

ABILITIES	STR 16 +3	DEX 14 +2	CON 16 +3	INT 20 +5	WIS 14 +2	CHA 13 +1
	MELEE +13 ATTACK BONUS	RANGED +12 ATTACK BONUS	INITIATIVE +2 (DEX)			
SAVES	DAMAGE +13 SAVE	FORTITUDE +13 SAVE	REFLEX +2 SAVE	WILL +12 SAVE	DEFENSE 17/15 (FLAT-FOOTED)	SPEED 30/100 (FLIGHT)
				DAMAGE BONUS +13S/+15I (PUNCH/BLAST)		

SKILLS

Computers +25, Profession (scientist) +8, Science (nuclear physics) +26, Science (robotics) +26, Science (all others, untrained) +20.

FEATS

All-Around Sight, Darkvision, Headquarters, Photographic Memory, Power Immunity.

CHARACTERISTICS

Real Name: Harold Hamilton
Height: 6' 5"
Weight: 310 lbs.
Eyes: None
Hair: None

POWERS/DEVICES

Armor +10: The Atomic Brain's articulated armor boasts the latest advances in protective technology and represents the pinnacle of his achievements in robotics. Of all the battlesuits he has "worn" in his decades of menacing the world, this one is undoubtedly the toughest. It provides the Atomic Brain with protection from all forms of harm, virtual immunity to environmental conditions, and tremendous physical strength. [Extras: Amazing Save (Damage, Fortitude), Immunity (aging, disease, energy—cold, energy—heat, energy—radiation, exhaustion, poison, pressure, starvation, suffocation), Super-Strength; Source: Super-Science; Cost: 7 pp; Total: 70 pp].

Energy Control (radiation) +15: Hamilton's exposure to experimental nuclear energies in the earliest days of America's atomic weapons program infused him with radioactivity, destroying his body but leaving his mutated brain intact. The experience should have killed him, but instead granted him the ability to generate and project deadly radiation directly from his brain. By simply willing it, the Atomic Brain can suffuse his armored body with radioactive energy, allowing him to fly through the air at great speed. [Extras: Energy Blast, Flight +10; Power Stunts: Super-Flight; Source: Mutation; Cost: 4/3 pp; Total: 57 pp].

Reincarnate +10: If the Atomic Brain is killed, he immediately makes a Reincarnate power check against a DC of 10 +1 for each stun hit he suffers, and +2 for each lethal hit. If the check is successful, the brain lives on and can be attached or insert into a prepared host as explained on p. 80. [Flaw: Serial Reincarnation; Source: Mutation; Cost: 3 pp; Total: 30 pp].

Super-Intelligence +15: The Atomic Brain's mutated gray matter makes him one of the most brilliant minds on Earth. His mind is shielded from outside influences and his senses no longer rely on physical organs, protecting them from overload. [Extras: Amazing Save (Will) +10, Mental Protection +10, Sensory Protection +10; Source: Mutation; Cost: 5 pp/2 pp; Total: 60 pp].

WEAKNESSES

Disturbing: Little more than an irradiated brain supported by an advanced robotic armor system, the Atomic Brain presents a frightening image. He suffers a -5 penalty on Bluff and Diplomacy checks and cannot pass in normal society (not that he has any desire to do so).

PERSONALITY

The Atomic Brain does not suffer fools lightly, and since his extreme Intelligence ranks him among the smartest beings ever to have lived, he considers just about everyone on Earth his inferior. Rather than lament his transformation, Hamilton views his powers as a great gift which he can use to prove his genius to the world.

Even after all this time, he still harbors resentment at the rest of the scientific community, who he hates for their theft of his nuclear weapons secrets. His plots usually involve revealing those secrets by the most explosive means imaginable.

The Atomic Brain is not above enlisting the aid of lesser supervillains to do his dirty work for

him, but his trademark arrogance allows him to tolerate very few mistakes from his subordinates. Those who question his tactics and motivations can expect a severe dressing down in the best case and a severe case of radiation poisoning in the worst.

Because the Atomic Brain cannot trust his underlings, he tends to populate his elaborate hideouts with robotic servitors who never question his genius. On rare occasions he has kidnapped a superhero and forced him or her to do his bidding. Such prisoners usually endure painful torture and radioactive mutation in order to ensure their eternal loyalty.

HISTORY

In the early 1940s, as the Nazi menace marched across Europe and into the Soviet Union, America and her allies engaged in furious research into the possibility of harnessing atomic energy as a weapon. One scientist involved in the project, a radical but undeniably brilliant atomic theorist named Harold Hamilton, commanded such respect among his colleagues that he was given his own cadre of experts to explore radical ideas not wholly accepted by the scientific community at large. No one was surprised when Hamilton immolated himself in an early field test, but nearly everyone was astonished to discover that the unconventional professor survived the blast, after a fashion.

Realizing they were out of their league, the scientists turned over Hamilton's glowing, obviously alive brain to Scorpio-2, the secret government body then tasked with investigating paranormal and superhuman activity. Scorpio's scientists rigged a machine to read the thoughts of the brain, which happily instructed America's scientists on how to build the atomic weapons that would bring the Japanese to their knees.

In 1954, Scorpio scientists constructed a primitive robotic body to provide voice and ambulation to Hamilton's brilliant mind. The now-insane Hamilton declared himself the Atomic Brain, murdering everyone in the organization's secret Washington base. He would have triggered a nuclear strike on America itself as a proof of his genius had he not been stopped and apparently killed by Gavin Pierce, the second hero to be known as Everyman. Since then, the Atomic Brain has resurfaced numerous times, always attempting to bring the gift of radiation to the world. Though he has yet to succeed in triggering armageddon, he reappears with a troubling regularity. Given his extreme intelligence, many fear it will only be so long before he succeeds.



DAMOCLES

GIVE YOUR POWER FREELY
TO THE COLLECTIVE
OR I WILL COLLECT IT FROM
YOUR SMOLDERING CORPSE!

Power Level 15 **Concept:** Robotic Power Collector **Occupation:** Planetary Champion of Earth Adrift

STR 16 +3	DEX 16 +3	CON - -	INT 18 +4	WIS 10 +0	CHA 10 +0	MELEE +14 ATTACK BONUS	RANGED +14 ATTACK BONUS	INITIATIVE +3 (DEH)
DAMAGE +10 SAVE	FORTITUDE +0 SAVE	REFLEX +3 SAVE	WILL +10 SAVE	DEFENSE 22/19 (FLAT-FOOTED)	SPEED 30	DAMAGE BONUS +8S (PUNCH)		

SKILLS

Knowledge (super-powers) +13, Listen +9, Spot +9.

FEATS

Detect (super-powers), Extra Limbs (tentacles), Headquarters, Improved Pin.

CHARACTERISTICS

Real Name: Damocles
Height: 6'
Weight: 255 lbs.
Eye: Red
Hair: None

POWERS/DEVICES

Amazing Save (Will) +10: Damocles' computer brain is resistant to most forms of manipulation. [Source: Super-Science; Cost: 1 pp; Total: 10 pp].

Drain (powers) +5: Numerous prehensile tentacles from Damocles' head and forearms can strike a target to begin the process of draining that subject's powers. Victims must make a successful Will save or lose up to 5 ranks per round of a power of Damocles' choice. Once Damocles has initiated the drain, it continues each round he maintains contact with the target. The robot prefers to drain offensive powers such as Disintegrate or Energy Blast, which are the most useful to the robot army being assembled on Earth Adrift.

Drained power ranks return at a rate of 1 per month, but if Damocles is able to return to his headquarters and upload the drained power to the Collective for transfer to Earth Adrift, the power loss is permanent. Damocles usually spends several weeks in the field collecting powers, so drained characters have some time to recover their stolen powers before it is too late. Reprogramming Damocles to restore lost power ranks requires manipulating the databanks of the disabled robot (a DC 20 Computers check). Stored powers cannot be granted to anyone other than the person from whom they were drained. Restoring drained powers removes them from Damocles' storage banks. [Extras: Duration—continuous (x2), Slow Recovery (x5, see above); Source: Super-Science; Cost: 9 pp; Total: 45 pp].

Hardness +10: As a construct, Damocles is built from steel alloys, giving him hardness 10 and a base Damage save of +10. [Source: Super-Science; Cost: 0 pp; Total: 0 pp].

Immunity: As a construct, Damocles has immunity to aging, disease, energy—cold, energy—heat, exhaustion, poison, pressure, starvation, and suffocation. [Source: Super-Science; Cost: 0 pp; Total: 0 pp].

Super-Strength +5: Damocles' robotic construction grants him super-human strength, which he uses primarily to grapple his opponents so he can drain their powers. He is also armored against light weapons and resistant to more powerful attacks. [Extra: Protection; Source: Super-Science; Cost: 5 pp; Total: 25 pp].

Weapon (firesword) +10: Damocles carries a flaming sword with a damage bonus of +13L. Anyone struck by it must make an additional Damage save against +10L damage for the sword's fiery sheath. [Extra: Energy Field; Power Stunt: Extra Attack (Energy Blast +10—fire); Source: Super-Science; Cost: 2 pp; Total: 20 pp].

HEADQUARTERS

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.

Headquarters Features: Communications, computer, concealment, defense systems, fire prevention system, garage, hangar, holding cells, laboratory, library, living space, power system, security system, staff, workshop (robot construction).

PERSONALITY

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 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.

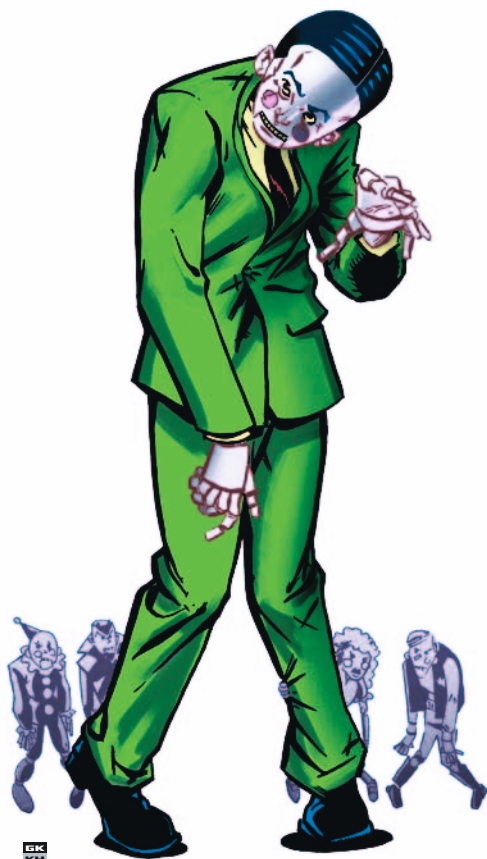
HISTORY

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 automations 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.

GDK
KRE

HISTORY

The criminal career of Chester Dibbs began long before he acquired super-powers. A disgraceful upbringing instilled in Chester an early conviction to be the best father a child could ever want. His desire to father children drove most of his young adulthood, and he clumsily fumbled from relationship to relationship, eager to ask a woman's hand in marriage within weeks of the couple's first meeting. His first marriage went two years without children, and in a fit of frustration, Chester strangled his young wife. He dodged the authorities by creating a false identity and was married again within five months. He murdered that wife and yet another for failure to produce a child before beginning to suspect that the problem might be his. He moved to the city in the mid-1960s, using money stolen from his dead wives to set up a new identity as the caretaker of a prosperous urban orphanage.

Finally surrounded by children every minute of every day, Chester Dibbs became far less violent. Though he occasionally crossed the line and truly injured a child during an act of discipline, he was for the most part able to control his homicidal urges.

Then, in the troubled spring of 1968, race riots erupted in his home town. Fires set by looters engulfed the city block on which his orphanage was situated, killing all 27 of the building's youthful inhabitants. Dibbs, who occupied the sole basement apartment, survived the disaster, though his face and body were twisted and scarred by the flames. Distraught, Dibbs attempted to commit suicide by consuming handfuls of prescription medicines kept in the infirmary. When he finally awakened from his drug-induced coma, he discovered that the drugs had unlocked powerful psychic energies that would, at long last, allow him to become the father he had always known he could be.

GEPETTO

OH, WHAT A *PRECIOUS* CHILD
YOU'LL MAKE!Power Level 10 **Concept:** Insane Master of Marionettes **Occupation:** Would-Be Father

ABILITIES

SAVES

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
10	15	14	16	14	13	+6	+8	+2
+0	+2	+2	+3	+2	+1	ATTACK BONUS	ATTACK BONUS	(DEX)
DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	DAMAGE BONUS		
+4	+2	+2	+7	19/17	30	(FLAT-FOOTED)	+5L	(HEAVY PISTOL)
SAVE	SAVE	SAVE	SAVE					

SKILLS

Bluff +10, Craft (wood-carving) +8, Diplomacy +10, Hide +6, Listen +8, Profession (caretaker) +8, Sense Motive +8.

FEATS

Ambidexterity, Dodge, Infamy, Point Blank Shot, Precise Shot, Rapid Shot, Toughness, Two-Weapon Fighting.

CHARACTERISTICS

Real Name: Chester Dibbs
Height: 5' 9"
Weight: 155 lbs.
Eyes: Blue
Hair: White (thinning)

POWERS/DEVICES

Animation +10: Through sheer force of will, Gepetto can bring inanimate wooden marionettes of his own creation to life, using his silent thralls to carry out his commands. He cherishes these marionettes as the children life denied him, and dotes on them with great affection. He can have up to 20 marionettes under his control at any one time and occasionally custom-designs them for particular crimes. He favors the strong, versatile marionette detailed below. [Extra: Horde; Flaw: Limited (marionettes only); Source: Psychic; Cost: 2 pp; Total: 20 pp].

Typical Marionette: Small construct; Int +0; Defense 17; Spd 30 ft.; Atk +5 melee (+5S, punch); SV Dmg +5, Fort +0, Ref +0, Will —; Str 18, Dex 10, Con —, Int 1, Wis 1, Cha 1.

Mind Control +10: In addition to lavishing attention upon his handcrafted "children," Gepetto delights in using his psychic abilities to make metaphorical marionettes out of his enemies. He can attempt to take control of the mind of anyone in sight by making a Mind Control check opposed by the victim's Will save. If successful, he takes command of the victim's mind, frequently causing him or her to commit terrible crimes in his name. Victims of Gepetto's Mind Control slacken their muscles, moving with a jerky motion as if pulled by the strings of an invisible puppeteer. At his discretion, victims do not remember anything that happened while under his control. [Extra: Mind Blank; Flaw: Obvious; Source: Psychic; Cost: 2 pp; Total: 20 pp].

Super-Wisdom +5: Gepetto is remarkably strong-willed and observant, he's also adept at imposing his formidable will on others. [Extra: Super-Charisma; Source: Training; Cost: 4 pp; Total: 20 pp].

Weapon +5: Gepetto carries a pair of heavy pistols that do +5L damage [Extra: Additional Weapon; Cost: 2 pp; Total: 10 pp].

WEAKNESSES

Disturbing: Scarred terribly by the fires that destroyed his orphanage in 1968, Gepetto wears a haunting wooden mask that echoes the vacant stare of a ventriloquist's dummy. Segmented gloves lined with a thin veneer conceal scars on his skillful hands. Though his costume does much to cover his horrific appearance, it does little to make it any less disturbing. He suffers a -5 penalty on Bluff and Diplomacy checks and cannot pass in normal society.

PERSONALITY

No one who has encountered the lunatic known as Gepetto could safely claim that the man retains even a shred of sanity. The rare moments of passivity and even compassion are fiercely tempered by a manic obsession with collecting more and more marionettes, which he refers to as his "children."

Gepetto is ranked among the most-wanted serial killers in the United States; authorities speculate that the deranged psychopath has been responsible for dozens of deaths over the past 35 years. He kills all kinds of victims, but seems to favor young adults (and will never knowingly harm a child). He kills in order to obtain a sample of blood, which he paints on the chest of newly carved marionettes. Whether or not Gepetto's Animation power actually requires the marionettes to be smeared in blood is a matter of serious debate among those who track his habits.

Gepetto cares for his wooden creations more than anything else in the world; seldom will he willingly sacrifice a marionette for anything other than his own safety. He prefers to dress the marionettes in gaudy costumes such as clowns or cowboys, imagining a different personality for each of his criminal brood. He often carries on one-sided conversations with his puppets, but they never respond anywhere outside of Gepetto's head.

Gepetto has been detained five times since his debut in the late 60s, but has managed to escape each time (usually as part of the mass prison breaks that seem endemic to those institutions slated to deal with the nation's super-criminals). The madman loathes the distance prison puts between him and his children, and hence he will go to extreme lengths to avoid any return visits.



HYENA

QUOTE:

YOU NEVER KNOW *WHO* MIGHT BE FOLLOWING YOUR SCENT!

Power Level 10 **Concept:** Bestial Urban Menace **Occupation:** College Dropout

ABILITIES	<div>STR</div> <div>16</div> <div>+3</div>	<div>DEX</div> <div>16</div> <div>+3</div>	<div>CON</div> <div>14</div> <div>+2</div>	<div>INT</div> <div>10</div> <div>+0</div>	<div>WIS</div> <div>13</div> <div>+1</div>	<div>CHA</div> <div>9</div> <div>-1</div>	<div>MELEE</div> <div>+12</div> <div>ATTACK BONUS</div>	<div>RANGED</div> <div>+12</div> <div>ATTACK BONUS</div>	<div>INITIATIVE</div> <div>+3</div> <div>(DEX)</div>
	<div>DAMAGE</div> <div>+4/+8</div> <div>(EURSION)</div>	<div>FORTITUDE</div> <div>+2</div> <div>SAVE</div>	<div>REFLEX</div> <div>+8</div> <div>SAVE</div>	<div>WILL</div> <div>+6</div> <div>SAVE</div>	<div>DEFENSE</div> <div>19/15</div> <div>(FLAT-FOOTED)</div>	<div>SPEED</div> <div>30</div>	<div>DAMAGE BONUS</div> <div>+11L</div> <div>(CLAWS)</div>		

SKILLS

Hide +10, Intimidate +10, Move Silently +10, Survival +13.

FEATS

Blind-Fight, Blindsight, Darkvision, Dodge, Evasion, Immunity (disease), Instant Stand, Penetrating Attack (claws), Power Attack, Scent, Surprise Strike, Toughness, Track.

POWERS

Amazing Save (Reflex, Will) +5: The Hyena's fierce, animalistic mind allows him to avoid danger and to shake off attempts to influence him. [Extras: Will; Source: Mystical; Cost: 2 pp; Total: 10 pp].

Natural Weapon (claws) +8: The Hyena's sharp claws combine with his supernatural Strength for a damage bonus of +11L. His Penetrating Attack feat imposes a -2 penalty to his target's Protection (and Damage save, if they have no remaining Protection). Hyena often uses Power Attack to enhance his damage-dealing capacity. [Source: Mystical; Cost: 2 pp; Total: 16 pp].

Paralysis +10: The Hyena's magical touch forces victims to make a Will save (DC 20) or double over in insane laughter. Victims receive a primal sense of the absurdity of existence, tapping into the communal joke shared by all hyenas. Laughing victims are helpless, unable to move or act physically. They have effective Strength and Dexterity scores of 1, but may take purely mental actions. The victim can make a new Will save each round to break free of the effect, with a cumulative +1 bonus each round. If the Hyena concentrates on maintaining his power, the victim does not gain a bonus to the Will save. [Flaw: Touch; Source: Mystical; Cost: 1 pp; Total: 10 pp].

Regeneration +5: The Hyena heals rapidly, regaining 1 hit every other round. He receives a +5 bonus to Con checks to regain consciousness, to Fortitude saves to avoid dying, and to his stabilization checks. If disabled, he receives a Con check on the following round to recover, with a +5 bonus. [Source: Mystical; Cost: 2 pp; Total: 10 pp].

Super-Senses +10: The Hyena adds a +10 bonus to all checks involving the use of his sense of smell, including Search, Spot, Listen, and Survival checks for tracking. [Flaw: Limited—smell only; Source: Mystical; Cost: 1 pp; Total: 10 pp].

WEAKNESSES

Disturbing: In bestial form, the Hyena's canine features, dangerous claws, and intimidating girth grant him a -5 penalty on Bluff and Diplomacy checks. He cannot pass in normal society.

Transformation: Whenever Elijah Lennox suffers a lethal damage hit, he transforms into the Hyena King, ravenous beast of African legend. He can attempt to stave off the transformation with a DC 15 Will save, but can only delay the inevitable. He suffers a cumulative -1 penalty to his Will saves every round until he transforms. He remains in Hyena form until he is disabled or unconscious for more than two rounds.

Elijah Lennox: PL3; Init +2 (Dex); Defense 15 (13 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, punch); SV Dmg +0, Fort +0, Ref +2, Will +2; Str 12, Dex 14, Con 11, Int 16, Wis 14, Cha 12. *Skills:* Bluff +6, Knowledge (culture) +7, Language (French), Search +8, Survival +8. *Weakness:* Transformation (suffering lethal damage).

PERSONALITY

Elijah Lennox remembers nothing that happens while in Hyena form and has only a vague impression of the crimes he has committed. The prospect of becoming the Hyena horrifies him, and he takes precautions others might consider eccentric to remove the potential of harm (and hence the potential of further transformations). Though he trusts Minotaur implicitly he is slow to make friends, always suspecting that strangers mean him harm. He lives with his godfather but is wary of seeming a burden. Stress related to his condition and not-infrequent attacks ruined his promising college career,

which Elijah deeply resents.

The Hyena sees Elijah as a useless weakling who has allowed himself to be a victim by listening to the "wise" council of his godfather. The Hyena retains Elijah's memories and some of his mannerisms but has none of the young man's morals, conscience, or self-restraint. He enjoys exploiting Elijah's memories of past treasures rescued by his father, liberating such items from their current owners and selling them on the open market. He delights in bloodshed, cackling gleefully as he tears at opponents with blood-soaked claws.

HISTORY

While seeking out an ancient magical artifact known as the Orb of Amma in the heart of Mali, young Elijah Lennox and his father Malcolm, a famous explorer, were kidnapped by the Nama cult, a collection of hyena-worshipping zealots who held to the oldest, most violent religion of the lost times. Malcolm was shot and killed while attempting to help his son escape, and the angry cultists abandoned all hope of ransom. Instead, they tied Elijah to a stake in the desert, leaving him to be devoured by the cult's private pack of hyenas.

The pack, much to the cult's surprise, instead selected Elijah to be the host of its collective soul. Bolstered by the Hyena spirit, Elijah's regard for human life evaporated. He tracked down and viciously murdered those responsible for his father's death, crossing paths with his godfather, the American superhero known as Minotaur, at the cult's headquarters in Timbuktu. Elijah's newfound bloodlust grew too great in the conflict, and he attacked his godfather. After the conflict, Minotaur brought the very confused young Elijah back to America, where he remains to this day.

Though Elijah has not since left the United States, members of the Nama cult have circled the globe to find him. Not known for their conversation, the cultists usually plunge a curved knife into Elijah's stomach, which triggers the inevitable transformation. Despite the Nama's tenacity, Elijah has no real interest in leading a cult. Recently, however, he has grown to relish the power granted to him by the Hyena King spirit, and has come to view his "normal" incarnation as ineffectual and weak. He involves himself in criminal activity in part to ease his life with money and in part because he's simply angry at the world.

Kalak

THE MYSTIC

CAN YOU *FEEL IT*? CAN YOU
FEEL THE RISING HEAT OF THE
FIRES THAT WILL
BURN US TO OBLIVION?

Power Level 20

Concept: Deranged Bodsyratching Sorcerer

Occupation: Mystic

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
12	12	20	20	20	18	+11	+11	+5
+1	+1	+5	+5	+5	+4	ATTACK BONUS	ATTACK BONUS	(DEX, IMP. INT.)
DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	DAMAGE BONUS		
+5	+5	+1	+7	20/19	30/100	(FLAT-FOOTED)	(FLIGHT)	+20L
SAVE	SAVE	SAVE	SAVE					(MYSTIC BLAST)

SKILLS

Bluff +9, Concentration +20, Intimidate +9, Knowledge (occult) +15, Language +5, Listen +10, Sense Motive +10.

FEATS

Darkvision, Detect (magic), Improved Initiative, Iron Will, Power Immunity, True Sight.

CHARACTERISTICS

Real Name: Kalak
Height: 6' 2"
Weight: 145 lbs.
Eyes: Red
Hair: White



HISTORY

The ancient Mayans turned their eyes to the heavens, seeing in the distant stars clues to what the future would hold. Charting the movements of celestial bodies, they developed a calendar of unequalled precision to guide notorious religious rituals of bloodthirsty human sacrifice. Modern scholars view these ceremonies as attempts to placate angry gods, but the truth is more complicated. The Mayan calendar charted celestial phenomena that predicted the end of the world on December 21, 2012, and the pervasive blood tribute of the ancient Mayans was a recognition and celebration of the inevitability of that planetary death.

No Mayan was more obsessed with sacrifice and death than the scheming Kalak the Mystic, Sorcerer-Prince of the city of Tikal, situated in modern-day Guatemala. From the ramparts of the Temple of the Destroyer, Kalak fantasized about the world in its dying days until his mind could consider nothing else. Bursting long-sealed chambers beneath the temple, Kalak discovered the lost art of astrally projecting his soul into the future, hoping to drink in its decadence and terror as oblivion drew near. With excitement in his heart, the wizard released his material form, experiencing the wisdom of the ages as his astral form hastened through the centuries.

Kalak's journey came to a halt in 1780, when his soul was trapped in a parlor mask by a spiritualist named Prescott Wynne, who had hoped to impress a small group of friends with some minor magic. He had expected the mask to wobble a bit, perhaps to glow slightly. Instead, the mask spoke with a seductive telepathic voice, entreating (some say commanding) the charlatan to place the mask on his face. He obliged, and Kalak, now trapped in the golden mask, destroyed Wynne's soul, using the magician's body as his new host.

POWERS/DEVICES

Sorcery +20: Kalak has spent the last several centuries mastering the mystic arts and is able to cast any of the following spells with ease. Casting a spell duplicates the effects of the listed power at rank 20. Using extra effort (p. 105) he can cast any spell from the Sorcery spell groups on p. 82. To cast a spell, Kalak must be able to speak and gesture freely. [Power Stunts: Additional Spells (x4); Source: Mystical; Cost: 7 pp; Total: 148 pp].

Create Object: Kalak can form objects out of mystical energy. Created objects have hardness 20 and can occupy up to 20 5-foot cubes. The objects must be fairly simple geometric shapes, often symbols reminiscent of ancient Mayan architecture. When threatened, he prefers to surround enemies with walls featuring leering faces and time-lost skulls. (See p. 64.)

Disintegration: Kalak can weaken the structure of nonliving matter, reducing the hardness of a target within normal range by 20 as a half action. Against animate objects or objects held by a person, he must make a normal ranged attack roll. Objects reduced to hardness less than 0 are destroyed and crumble to dust.

Element Control (earth): Drawing up the mystical might of his long-dead ancestors, Kalak can control earth within normal range as if he had Telekinesis +20.

Energy Blast: Kalak can generate blasts of heat to normal range. The blasts have a damage bonus of +20L.

Flight: Kalak can fly through the air at a speed of 100 ft.

Force Field: Kalak can surround himself with a shimmering field of mystic force that reduces the damage bonus of any attack against him by 20. Any attack reduced to a damage bonus less than 0 has no effect against him.

Illusion: Kalak can command spirits to manifest a variety of bewildering images and illusions. (See p. 73.)

Mind Control: Kalak delights in taking control of the minds of his enemies, weaving a sliver of his own consciousness into the psyche of a target in his line of sight. The target must make a Will saving throw opposed by Kalak's power check. Failure indicates Kalak has taken control of the victim's mind. (See p. 76.)

Obscure: Kalak can cover an area up to 100 ft. in radius with a thick smoke that reduces visibility like Obscure +20.

Telekinesis: Kalak can cause up to 25,000 tons of objects to move through the air. If attempting to move a being, he must make a ranged attack roll. The target makes a Strength check opposed by Kalak's Sorcery power check to resist being moved.

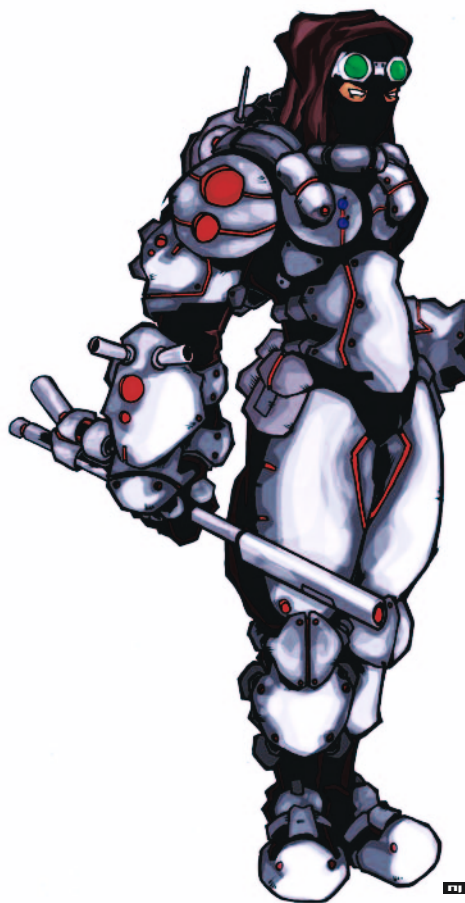
Telepathy: Kalak can read minds and project his thoughts into the minds of others. (See p. 87.)

PERSONALITY

Unable to astrally project, Kalak has been trapped in the mask ever since 1780. Every few years he burns out his host body and must find another, a cycle that has seen him in more than a dozen forms, both male and female. He was last defeated in 1951 by Mister Mystery and his ghostly companion Lady Hex, who turned over the mask to Scorpio-2. Kalak languished in storage for the rest of the century, and was only recently freed when an unknowing thief attempted to steal the mask and instead ended up as Kalak's latest host. With less than a decade before the end of the world, Kalak

knows there is much evil to do, and even more destruction to be joyfully experienced.

Kalak delights in all manner of destruction and personal suffering, seeing his heinous crimes as a tribute to the entropy that controls the universe. He approaches murder and demolition with a clinician's touch, frequently commenting on some element of suffering he had not yet witnessed in his many years upon the earth. Since he has been cataloguing human fear and death for several centuries, it takes a lot to surprise him, which only drives the sorcerer to greater displays of depravity.



REMLOK THE ROVER

PERSONALLY, I PREFER
YOUR *LATER WORK*,
BUT THIS NEW PAINTING IS
MORE THAN WORTH MY TIME.

Power Level 15 **Concept:** Time-Traveling Thief **Occupation:** Acquisitions

ABILITIES
SAVES

STR	DEX	CON	INT	WIS	CHA	MELEE	RANGED	INITIATIVE
14	18	14	16	16	16	+14	+14	+9
+2	+1	+2	+3	+3	+3	ATTACK BONUS	ATTACK BONUS	(DEX, SUPER DEX)
DAMAGE	FORTITUDE	REFLEX	WILL	DEFENSE	SPEED	DAMAGE BONUS		
+2/+9	+2	+9	+3	21/10	30	+125/+10L		
(EUSION)	SAVE	SAVE	SAVE	(FLAT-FOOTED)		(MELEE/RANGED)		

SKILLS

Acrobatics +14, Balance +11, Bluff +8, Climb +4, Computer +5, Disable Device +9, Escape Artist +13, Knowledge (art) +8, Move Silently +14, Open Lock +14, Taunt +8.

FERTS

Attack Finesse, Dodge, Evasion, Surprise Strike.

CHARACTERISTICS

Real Name: Unknown
Height: 5' 11"
Weight: 170 lbs.
Eyes: White
Hair: Unknown

POWERS/DEVICES

Armor +10: Composed of a yet-to-be-invented polymer, Remlok's advanced body armor grants him Protection +10. The suit contains dozens of secret pockets for hiding items, and four extradimensional chambers (one on each shoulder and gauntlet) that allow the thief to collapse and store priceless works of art without damaging them. Some of his enemies speculate that his armor is the source of Remlok's Time Control power, but he has been seen manipulating time despite heavy damage to his armor, so no definitive connection has been made. Regardless, Remlok never appears in public without his armor, which also features a mask and cowl to conceal his identity. [Source: Super-Science; Cost: 1 pp; Total: 10 pp].

Gadgets +5: If the GM spends a Villain Point, Remlok can open one of the extradimensional chambers in his armor and produce a futuristic gadget with an effect similar to any power with a cost per rank of 2 or less. Most such devices assist him in breaking into places where he isn't wanted or help him to escape dangerous situations. Alternately, he can use his Gadgets power to augment the abilities of his multi-staff (see below). [Source: Super-Science; Cost: 1 pp; Total: 5 pp].

Super-Dexterity +5: One of the greatest thieves in history, Remlok has extraordinary agility, balance and coordination. [Source: Training; Cost: 4 pp; Total: 20 pp].

Time Control +5: Remlok has the power to alter the flow of time itself, speeding it up or slowing it down for himself or others. He can grant himself or one other person the benefits of Super-Speed +5 (p. 85). He also can freeze an enemy in time as if he had Paralysis +5. Finally, Remlok's command of the time stream allows him to travel backward or forward in time, even summoning up to five temporal duplicates of himself from other points in time. [Extra: Temporal Fugue; Power Stunts: Time Freeze, Time Travel; Source: Unknown; Cost: 10 pp; Total: 54 pp].

Weapon +10 (multi-staff): If Remlok's multi-staff represents a glimpse at the future of warfare, weapons nuts will have a lot to look forward to in the coming centuries. Essentially a glorified club, the multi-staff has a damage bonus of +125 and can project potent Energy Blasts of coherent light with a +10L damage bonus. [Power Stunt: Extra Attack (Energy Blast); Source: Super-Science; Cost: 1 pp; Total: 12 pp].

See-All Goggles: Remlok's goggles provide him with the Darkvision and See Invisibility feats. [Flaw: Device; Source: Super-Science; Cost: 2 pp total].

PERSONALITY

Remlok is well aware that his bizarre activity is causing all the right people to ask all the wrong questions, and that his thievery is bound to get him caught some day (in fact, he's visited several futures in which just such a thing has occurred), yet he remains undaunted. He has little fear of mundane authorities such as security guards or the police, but unlike many supervillains he at least attempts not to kill such individuals when they cross his path.

Instead, he prefers the company of superhumans, whom he views as his equals in some sort of cultural elite. His encounters with superheroes inevitably lead to protracted combats, which he takes to with great relish, often duplicating himself through the use of Super-Speed to confound and surround his foes. Though he does not hesitate to flee to another time if he feels his life is in danger, he seems to enjoy hand-to-hand combat, often stay-

ing much longer than is needed in order to deliver a choice insult or particularly crippling blow.

Remlok's motives are a complete mystery. He clearly enjoys the objects he steals, tracking the careers of his favorite artists throughout the timeline. One of his most common tactics is to visit an unknown artist who, unbeknownst to her, one day will be fabulously popular. He makes off with a then-worthless early work, bringing it to the far future where it fetches obscene amounts of money.

Remarkably, the world's struggling artists have come to view Remlok as a kind of folk hero. A visit and theft early in an artist's career generally means that artist is due for greatness, and unscrupulous agents and gallery owners follow news clippings of his crimes to discover the "next new thing," which in turn perpetuates the cycle.

Remlok wouldn't have it any other way.

HISTORY

Shortly after the turn of the 20th Century, researchers of the unknown discovered a strange phenomenon in the deepest vaults of academia. Once-complete books dedicated to cataloguing valuable works of artistic or cultural importance started to develop heretofore unforeseen flaws. No matter how complete, no matter how meticulously researched and edited, several of the entries in these tomes ended abruptly, often mid-sentence, just as some item of importance was about to be described. This held true for documents hundreds of years old, as well as in those concerned with contemporary archeology. It seemed to the researchers that not only had these works of art vanished, but that they had been forgotten, as well. It was, they concluded, as if someone had raided the vaults of history and denied mankind knowledge of some of its most impressive works of art.

That someone was the time-traveling mercenary thief known as Remlok the Rover.

Remlok is a complete enigma. The only thing the authorities can say for sure is that he is a violent criminal with refined, very expensive artistic tastes. Though such masterpieces as the *Mona Lisa* remain out of his pilfering hands, no one can be sure how much Remlok has managed to get away with (in part because items stolen from the past are soon forgotten in the present).

That Remlok comes from the future cannot be doubted. His knowledge of future events is as impeccable as it is revealing. Clearly, he got his advanced armor and weaponry somewhere, but as he isn't telling and it's virtually impossible for anyone else to venture through time, it appears that his origins will remain a mystery.

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
CONTRIBUTORS


Steve Kenson, Game Design: Thanks to Chris, Nicole, and Hal at Green Ronin for their support and faith in this project. Thanks to Erik Mona and Sean Glenn of Super Unicorn for their tireless efforts. Thanks to my parents, George and Lynn, to my friends Jan-Ives Campbell, Andy Frades, Lyle Hinkley, Sean Johnson, Rich Tomasso, and Michael Wheeler, and to all the playtesters who helped make the game what it is. Thanks to the countless comic book writers and artists who have brought me so much enjoyment over the years and special thanks to my partner, Christopher Penczak, for all his love and support. You're all heroes in my book.


Alé Garza: You may find our cover artist decked out like Tyler Durden in *Fight Club* if you come across him, but Alé isn't just a hip bare-knuckled brawler; he's also the creative powerhouse artist behind *Generation-X*, *Young Justice*, *Ball and Chain*, *E.V.E. Protomecha*, *Titans*, *Spider-Man/Marrow*, *Ninja Boy*, and the most recent incarnation of *Gen13*. Garza now works as an exclusive artist for DC/Wildstorm Comics.


Axel Ortiz: A Latin boy who got out of Art Center College of Design and went out to the cruel world, Ortiz works at Sony Picture Family Entertainment. Axel has contributed conceptual designs for Steve Johnson's XFX, and Creature Effects Studios for small movies and videos. Lucky number 13, Axel also has contributed work to many Wildstorm Studio's projects. Axel Ortiz's work appears on pages 51, 86, and 96. 


Brian Reber: Brian Reber, or Kaiju as he is known on the Internet, is from sunny Orlando, Florida. Before working in the industry he was a technical analyst for a major corporation. After combining his computer skills with his traditional art talents, Brian was discovered on the Internet after roughly 4 months of coloring. He has been in the industry for two years now, and has worked with Image, Tidalwave Studios, and Marvel Comics. His current work can be found in the pages of *Radix* from Image Comics. Brian Reber's colors grace pages 6, 15, 16, 29, 34, 50, 67, 100, 108, 144, and 158. 

Cully Hamner: Cully Hamner (genus redhedicus quarlo) is distinguished in the wild by his unique mating call and colorful plumage. Encyclopedia Britannica lists him as the artist of the upcoming *Batman: Tenses* (with Joe Casey) and *Red* (with Warren Ellis), both for DC Comics. He has in the past been spotted in places like *Green Lantern*, *X-Men*, *The Titans*, *The Authority*, and Mutual of Omaha's *Wild Kingdom*. He is friendly, curious, and does not bite. And yes, you may pet him. Cully Hamner's artwork appears on pages 44 and 50. 


D'Alexander Gregory: The gentleman's gentleman, D'Alexander has contributed a great body of work to the *Star Wars Roleplaying Game* from Wizards of the Coast, as well as card art for *Magic: The Gathering* and dozens of other projects throughout the gaming industry. He brings a keen eye for composition, color, and character to each illustration he undertakes. D'Alexander Gregory's artwork fits right in on page 157. 



Dan Brereton: Dan Brereton is one of a handful of painters left in the industry who still do comics full time. Just barely out of art school, Dan burst onto the scene in 1989 with the award-winning *Black Terror* miniseries (Eclipse Comics) and hasn't looked back since. In the last 12 years, he's produced an amazingly prolific body of work and has been nominated many times for several different industry and fan awards. You can see Dan's work in books like *The Nocturnals*, *JLA: Seven Caskets*, *Thrillkiller*, and many others. Dan Brereton's contributions to *Mutants & Masterminds* include pages 118, 124, 153, and 170. 

Dennis Calero: Dennis Calero has contributed art and stories to Wizards of the Coast, White Wolf, Marvel Comics, and DC Comics. The son of a government operative and the only living female (former) KGB agent, he currently lives in the New York with his lovely wife and handsome dog. Dennis Calero's artwork currently resides on pages 11, 13, 14, 16, 111, 112, and 121. 


Greg Kirkpatrick: *Mutants & Masterminds* features art from Florida's own Greg Kirkpatrick on pages 94, 122, 141, 162, and 174. 


Ian Hannin: Ian Hannin has been coloring comics for nearly nine years. He got his start with Jim Lee's Wildstorm Productions in 1994, coloring *WildCATs*, *Gen13*, *Networks*, and nearly every title under the Wildstorm banner. In 1996, after serving as Color Coordinator on many titles, he left Wildstorm Productions to pursue his own business. Along with two other Wildstormers, he formed BAD\$\$, a coloring house with a dependable reputation for high-quality coloring. BAD\$\$ continued to supply Image Comics, DC Comics, and other publishers with top-notch colors. In 1999, Ian went freelance and relocated to Los Angeles, where he


continues to color for Avalon Studios, DC Comics, and Marvel Comics. Ian lives in Beverly Hills with his fiancé Kim and their two cats, Dill and Indy. Ian Hannin's colors brighten pages 40 and 54. 


Jacob Elijah & Noel Jacob (ShadowTactics): Jacob Elijah and Noel Jacob are partners in ShadowTactics, a comic artist studio based in Chicago. ShadowTactics has been self-publishing "Neo Collection" comic books since 1994. The studio made a big splash at WizardWorld 2002, and surely will be heard from in the future. Jacob Elijah's images can be found on pages 46, 107, 132, 136, 173, and 175.  Noel Jacob's work can be found on pages 52, 70, 83, 120, 134, and 177. 

Jake Parker: A resident of beautiful Glendale, California, Jake Parker works as a conceptual artist for Pitch Blue Studios. A masterful character and environmental designer, his work has graced many a web page as well as being featured in *Polyhedron Magazine*. Jake Parker's delicious drawings dwell on pages 12, 26, 31, and 57. 

Kevin Sharpe: Kevin lives in Blacksburg, Virginia. He has been a professional comic artist for the last seven years, working on *Vampirella* for Harris comics, *Generation-X*, and *X-treme X-Men* for Marvel comics, and has worked as staff artist for Pinnacle Games. His current dangerous assignment is penciller on the Devil's Due *GI Joe* comic book series. Kevin Sharpe's illustrations appear on pages 6, 15, 16, 18, 22, and 108. 


Ramón Pérez: Ramón Pérez has worked as a staff artist for Palladium Games, contributing his brand of high-impact artwork to a variety of *RIFTS* products, as well as such varied projects as *Polyhedron Magazine*, the *Warhammer CCG*, the *Legends of the Five Rings CCG*. Check out Ramón's work on pages 2-3, 11, 12, 13, 14, 17, 29, 34, 43, 100, 115, 137, 142, 144, 158, 167, 172 and 176. 


"Rey" Lewis: Rey is some punk kid who lives in Washington and draws a lot and does stuff that some punk kids do, like bus tables. Yeah, bus tables. He's done work for Marvel Comics' *Captain Marvel*, Dreamwave's *Transformers* series, and t-shirts for punk band MXPX. Rey's artwork appears on page 98. 

Sean Chen: Although he studied Industrial Design and most of his family works in the medical field, Sean opted instead for drawing pictures of everyone's favorite flying shell-head, *Iron Man*, and that short Canadian with the bad attitude, *Wolverine*, in whose book his pencils can be seen on a monthly basis. Sean Chen's work can be seen on pages 40, 54 and 67. 

SUPER UNICORN IS:

Erik Mona, Lead Editor: Erik Mona is the editor of *Polyhedron Magazine*, the "Definitive d20" publication from Wizards of the Coast. In his spare time, he's written or co-written the *Living Greyhawk Gazetteer*, *Forgotten Realms: Faiths & Pantheons*, and the forthcoming *Fiend Folio* for Wizards of the Coast and *Armies of the Abyss*, from Green Ronin Publishing. He'd like to thank his partners in crime Kyle Hunter and Sean Glenn for the idea to start Super Unicorn, and for having the good sense to ask him aboard. Thanks also to Chris Pramas and Nicole Lindroos for taking us seriously, Steve Kenson for quick responses and the game that makes this all possible, Linda and Dave for unending support, and Johnny Wilson for patience and interest. Lastly, unending thanks to Jessica and Grenouille, the bestest girl and her stuffed frog in the entire Pacific Northwest.

Sean Glenn, Art Director: A thanks to all the creative people that have inspired me throughout my career, to Erik and Kyle for watching my back and making sure I didn't go crazy while putting the finishing touches on the book's layout. To Chris and Nicole at Green Ronin for giving Super Unicorn such a killer project to work on, to all the illustrators who contributed so much to the look of this project – without you guys, this could have been all for naught. Special thanks to Ramón Pérez for putting together some incredible pieces under very tight deadlines, and to Lilli, Marissa and Katia, thanks all for keeping me stress free. Sean Glenn executed all the lettering and character logos for *Mutants & Masterminds*, as well as colors on pages 44 and 94. 

Kyle Hunter: A millionaire playboy (without the money), gadabout, costume designer, and a damn good colorist. Kyle Hunter's punctual palette populates pages 43, 51, 86, 96, 122, 141, and 142. 

CAMPAIGN INFORMATION		
CAMPAIGN	GAMEMASTER	POWER POINTS
FELLOW HEROES		
SIDEKICKS OR MINIONS	ARCH ENEMY	

[illegible]

LIGHT LOAD ☐ **MEDIUM LOAD** ☐ **HEAVY LOAD** ☐
LIFT OVER HEAD ☐ **LIFT OFF GROUND** ☐ **PUSH OR DRAG** ☐
EQUALS MAX LOAD 2 × MAX LOAD 5 × MAX LOAD

[illegible]

WEAKNESSES

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS MODIFIER	MISC MODIFIER
ACROBATICS	DEX	_____	= _____ +	_____ +	_____
BALANCE	DEX	_____	= _____ +	_____ +	_____
BLUFF	CHA	_____	= _____ +	_____ +	_____
CLIMB	STR	_____	= _____ +	_____ +	_____
COMPUTERS	INT	_____	= _____ +	_____ +	_____
CONCENTRATION	WIS	_____	= _____ +	_____ +	_____
CRAFT _____	INT	_____	= _____ +	_____ +	_____
DEMOLITIONS	INT	_____	= _____ +	_____ +	_____
DIPLOMACY	CHA	_____	= _____ +	_____ +	_____
DISABLE DEVICE	INT	_____	= _____ +	_____ +	_____
DISGUISE	CHA	_____	= _____ +	_____ +	_____
DRIVE	DEX	_____	= _____ +	_____ +	_____
ESCAPE ARTIST	DEX	_____	= _____ +	_____ +	_____
FORGERY	INT	_____	= _____ +	_____ +	_____
GATHER INFORMATION	CHA	_____	= _____ +	_____ +	_____
HANDLE ANIMAL	CHA	_____	= _____ +	_____ +	_____
HIDE	DEX	_____	= _____ +	_____ +	_____
INNUENDO	CHA	_____	= _____ +	_____ +	_____
INTIMIDATE	CHA	_____	= _____ +	_____ +	_____
JUMP	STR	_____	= _____ +	_____ +	_____
KNOWLEDGE _____	INT	_____	= _____ +	_____ +	_____
KNOWLEDGE _____	INT	_____	= _____ +	_____ +	_____
KNOWLEDGE _____	INT	_____	= _____ +	_____ +	_____
KNOWLEDGE _____	INT	_____	= _____ +	_____ +	_____
KNOWLEDGE _____	INT	_____	= _____ +	_____ +	_____
LANGUAGE	—	_____	= _____ +	_____ +	_____
LISTEN	WIS	_____	= _____ +	_____ +	_____
MEDICINE	WIS	_____	= _____ +	_____ +	_____
MOVE SILENTLY	DEX	_____	= _____ +	_____ +	_____
OPEN LOCK	DEX	_____	= _____ +	_____ +	_____
PERFORM	CHA	_____	= _____ +	_____ +	_____
PILOT	DEX	_____	= _____ +	_____ +	_____
PROFESSION _____	WIS	_____	= _____ +	_____ +	_____
READ LIPS	INT	_____	= _____ +	_____ +	_____
REPAIR	INT	_____	= _____ +	_____ +	_____
RIDE	DEX	_____	= _____ +	_____ +	_____
SCIENCE _____	INT	_____	= _____ +	_____ +	_____
SEARCH	INT	_____	= _____ +	_____ +	_____
SENSE MOTIVE	WIS	_____	= _____ +	_____ +	_____
SLEIGHT OF HAND	DEX	_____	= _____ +	_____ +	_____
SPOT	WIS	_____	= _____ +	_____ +	_____
SURVIVAL	WIS	_____	= _____ +	_____ +	_____
SWIM	STR	_____	= _____ +	_____ +	_____
TAUNT	CHA	_____	= _____ +	_____ +	_____

SKILLS IN BOLD ARE TRAINED ONLY

CHARACTER SKETCH

				RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
NAME	<input type="checkbox"/> ACTION	<input type="checkbox"/> NONE	<input type="checkbox"/> REACTION	<input type="checkbox"/> FREE	<input type="checkbox"/> HALF	<input type="checkbox"/> FULL		
RANGE	<input type="checkbox"/> PERSONAL	<input type="checkbox"/> TOUCH	<input type="checkbox"/> NORMAL	<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL			
DURATION	<input type="checkbox"/> INSTANT	<input type="checkbox"/> CONCENTRATION	<input type="checkbox"/> SUSTAINED	<input type="checkbox"/> CONTINUOUS	<input type="checkbox"/> PERMANENT			
POWER STUNTS, EXTRAS, & FLAWS								
SPECIAL EFFECT								

				RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
NAME								
ACTION	<input type="checkbox"/> NONE	<input type="checkbox"/> REACTION	<input type="checkbox"/> FREE	<input type="checkbox"/> HALF	<input type="checkbox"/> FULL			
RANGE	<input type="checkbox"/> PERSONAL	<input type="checkbox"/> TOUCH	<input type="checkbox"/> NORMAL	<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL			
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POWER STUNTS, EXTRAS, & FLAWS								
SPECIAL EFFECT								

				RANKS	SAVE DC	DAMAGE BONUS	COST	PAGE
NAME								
ACTION	<input type="checkbox"/> NONE	<input type="checkbox"/> REACTION	<input type="checkbox"/> FREE	<input type="checkbox"/> HALF	<input type="checkbox"/> FULL			
RANGE	<input type="checkbox"/> PERSONAL	<input type="checkbox"/> TOUCH	<input type="checkbox"/> NORMAL	<input type="checkbox"/> SIGHT	<input type="checkbox"/> SPECIAL			
DURATION	<input type="checkbox"/> INSTANT	<input type="checkbox"/> CONCENTRATION	<input type="checkbox"/> SUSTAINED	<input type="checkbox"/> CONTINUOUS	<input type="checkbox"/> PERMANENT			
POWER STUNTS, EXTRAS, & FLAWS								
SPECIAL EFFECT								

QUICK REFERENCE TABLES

SKILLS

Skill Name	Key Ability
Acrobatics	Dexterity
Balance	Dexterity
Bluff	Charisma
Climb	Strength
Computers	Intelligence
Concentration	Wisdom
Craft	Intelligence
Demolitions	Intelligence
Diplomacy	Charisma
Disable Device	Intelligence
Disguise	Charisma
Drive	Dexterity
Escape Artist	Dexterity
Forgery	Intelligence
Gather Information	Charisma
Handle Animal	Charisma
Hide	Dexterity
Innuendo	Charisma
Intimidate	Charisma
Jump	Strength
Knowledge	Intelligence
Language	—
Listen	Wisdom
Medicine	Wisdom
Move Silently	Dexterity
Open Lock	Dexterity
Perform	Charisma
Pilot	Dexterity
Profession	Wisdom
Read Lips	Intelligence
Repair	Intelligence
Ride	Dexterity
Science	Intelligence
Search	Intelligence
Sense Motive	Wisdom
Sleight of Hand	Dexterity
Spot	Wisdom
Survival	Wisdom
Swim	Strength
Taunt	Charisma

Skills in bold are trained only

FEATS

Standard Feats	Prerequisite
Accurate Attack	Dex 13+, base attack bonus +1 or higher
Aerial Combat	Dex 13+, 1 or more ranks in Flight
All-Out Attack	+1 or better dodge bonus
Ambidexterity	Dex 15+
Assessment	Wis 13+
Attack Finesse	Dex 13+, base attack bonus +1 or higher
Attack Focus	Base attack bonus +1 or higher
Attractive	Cha 13+
Blind-Fight	—
Chokehold	Base attack bonus +4 or higher
Connected	Cha 13+, 4 or more ranks in Diplomacy
Dodge	Dex 13+

Endurance	—
Evasion	Dex 13+, Dodge
Expertise	Int 13+
Improved Disarm	Int 13+, Expertise
Improved Trip	Int 13+, Expertise
Fame	—
Great Fortitude	—
Headquarters	—
Heroic Surge	—
Hero's Luck	—
Improved Critical	Base attack bonus +8 or higher
Improved Grapple	Base attack bonus +3 or higher
Improved Initiative	—
Improved Pin	Base attack bonus +3 or higher
Indomitable Will	Wis 13+
Infamy	—
Inspire	Cha 15+, Leadership, 10th level
Instant Stand	Dex 13+
Iron Will	—
Leadership	Cha 13+
Lightning Reflexes	—
Minions	6th level
Move-By Attack	Dex 13+
Photographic Memory	Int 16+
Point Blank Shot	—
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Dex 13+, Point Blank Shot
Multishot	Dex 13+, Point Blank Shot, Rapid Shot
Ricochet Attack	Dex 13+, Point Blank Shot
Power Attack	Base attack bonus +1 or higher
Takedown Attack	Power Attack, base attack bonus +2 or higher
Rapid Takedown	Str 13+, Power Attack, Takedown Attack, base attack bonus +5 or higher
Quick Draw	Base attack bonus +1 or higher
Rapid Healing	Con 13+
Rapid Strike	Dex 13+, base attack bonus +3 or higher
Sidekick	6th level
Skill Focus	—
Startle	4 or more ranks in Intimidate
Stunning Attack	Dex 13+, base attack bonus +5 or higher
Surprise Strike	Initiative bonus +1 or higher, base attack bonus +1 or higher
Talented	13+ in the skills' key abilities
Throwing Mastery	Dex 13+, base attack bonus +5 or higher
Toughness	—
Track	—
Trance	Wis 13+
Two-Weapon Fighting	—
Improved	Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher
Two-Weapon Fighting	Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher
Underwater Combat	Dex 13+, Amphibious or 5 or more ranks in Swim
Whirlwind Attack	Int 13+, Dex 13+, Expertise, Rapid Strike, Move-By Attack, base attack bonus +4 or higher

Super-Feats	Prerequisite
All-Around Sight	—
Amphibious	—
Blindsight	Wis 13+, Blind-Fight
Darkvision	—
Detect	—
Durability	Damage save bonus +1 or higher
Extra Limb	—
Identity Change	—
Immunity	—
Mental Link	—
Penetrating Attack	—
Penetration Vision	—
Power Immunity	—
Power Stunt *	—
Psychic Awareness	—
Radio Hearing	—
Radio Broadcast	Wis 13+, Radio Hearing
Scent	Wis 13+
See Invisibility	—
True Sight	Wis 13+
Ultra-Hearing	—

POWER LEVEL

Power Level	Power Points	Max Attack Bonus	Max Defense Bonus	Max Skill Rank	Max Power Rank	Hero Points
1	15	+1	+1	4	1	1st
2	30	+2	+2	5	2	—
3	45	+3	+3	6	3	2nd
4	60	+4	+4	7	4	—
5	75	+5	+5	8	5	3rd
6	90	+6	+6	9	6	—
7	105	+7	+7	10	7	4th
8	120	+8	+8	11	8	—
9	135	+9	+9	12	9	5th
10	150	+10	+10	13	10	—
11	165	+11	+11	14	11	6th
12	180	+12	+12	15	12	—
13	195	+13	+13	16	13	7th
14	210	+14	+14	17	14	—
15	225	+15	+15	18	15	8th
16	240	+16	+16	19	16	—
17	255	+17	+17	20	17	9th
18	270	+18	+18	21	18	—
19	285	+19	+19	22	19	10th
20	300	+20	+20	23	20	—

POWER POINT COSTS

Starting Attribute	Starting Power Value	Point Cost
Ability Score	10	1 per point
Attack Bonus	+0	3 per +1
Defense Bonus	+0	2 per +1
Skill Ranks	+0	1 per +1
Power Ranks	+0	varies (see Chapter Five)
Feats	—	2 per feat
Weakness	—	+10 points per weakness

DAMAGE SAVING THROWS

Saving Throw...	Result	
	Stun Attack	Lethal Attack
Succeeds	No Effect	No Effect
Fails	Bruised (Hit)	Injured (Hit)
Fails by more than 5	Stunned	Stunned
Fails by more than 10	Unconscious	Disabled

HAMPERED MOVEMENT

Condition	Examples	Movement Penalty
Obstruction		
Moderate	Undergrowth	×¼
Heavy	Thick undergrowth	×½
Surface		
Bad	Steep slope or mud	×½
Very bad	Deep snow	×¼
Poor visibility	Darkness or fog	×½

MELEE WEAPONS

Weapon	Damage	Points
Unarmed	Str bonus	—
Axe, hand	+4L	4
Axe, battle	+6 L	6
Club	+2S	2
Dagger	+2L	2
Hammer	+4S/L	6
Quarterstaff	+3 S	3
Spear	+4L	4
Sword	+3L	3
Greatsword	+5L	5

RANGED WEAPONS

Weapon	Damage	Features				Points
		Extras	Flaws	Stunts		
Assault rifle	+5L	Autofire	Uses	—		5
Blaster pistol	+5S	—	—	—		5
Blaster rifle	+8S	—	—	—		8
Blaster, repeating	+6S	Autofire	Uses	—		6
Bow	+4S/L	—	—	Dual Damage		5
Crossbow	+5S/L	—	—	Dual Damage		6
Grenade						
<i>concussion</i>	+6S	Area	Uses	—		6
<i>fragmentation</i>	+6L	Area	Uses	—		6
Pistol, light	+3L	—	—	—		3
Pistol, heavy	+5L	—	—	—		5
Rifle	+7L	—	—	—		7
Shuriken	+2L	Multifire	Uses	—		2
Submachine gun	+4L	Autofire, Stun +5 (DC 20)	Uses	—		4
Taser	—	—	—	—		5

POWER COSTS PER RANK

Power	Cost per Rank	Description
Absorption	3	Absorbs and converts incoming damage.
Alternate Form	5	You can transform into a different state of matter or energy.
Amazing Save	1	Add your power rank to saving throws of a chosen type.
Animation	2	Brings objects to life under your command.
Armor	1	A suit of armor that protects against damage.
Astral Projection	5	Separates your astral form from your body.
Blending	1	You change color to blend into the background.
Boost	2	Temporarily increases an attribute.
Clinging	1	You can walk on walls and ceilings.
Combat Sense	1	You retain your dodge bonus when surprised or flat-footed.
Comprehend	2	Translates unknown forms of communication.
Corrosion	1	Weakens nonliving matter by touch.
Cosmic Power	8	You control cosmic forces for a variety of effects.
Create Object	2	You can create solid objects out of thin air.
Datalink	2	You can communicate with computers at a distance.
Dazzle	2	Overwhelms one of the target's senses.
Deflection	2	You can deflect incoming attacks.
Density Control	5	You can increase or decrease your density.
Dimensional Travel	2	You can move between different dimensions.
Disintegration	2	Weakens and destroys nonliving matter.
Drain	2	Reduces a target's attribute or attributes.
Duplication	2	Creates exact duplicates of you.
Elasticity	4	You can stretch and deform your body.
Element Control	2	You control a particular element (earth, air, etc.).
Energy Blast	2	You emit a damaging ranged attack.
Energy Control	2	You can control a form of energy (electricity, gravity, etc.).
Energy Field	2	A damaging energy field surrounds you.
ESP	2	You can see and hear distant events as if present.
Fatigue	2	A ranged attack that exhausts the target.
Flight	2	You can fly through the air.
Force Field	1	A protective field of energy surrounds you.
Gadgets	1	You can whip up just the right gadget for any occasion.
Growth	6	You can increase your size (and strength).
Healing	3	You can heal damage and injuries by touch.
Illusion	2	Creates false sensory impressions.
Immobility	1	You are difficult to move if you don't want to be moved.
Incorporeal	2	You can pass through ordinary matter and energy like a ghost.
Invisibility	2	You cannot be seen, except with special senses.
Leaping	2	You can jump farther than normal.
Luck	5	You can apply your ranks as a bonus once per round.
Mental Blast	3	A damaging blast of mental power.
Mental Protection	2	Reduces effectiveness of mental attacks made against you.
Microscopic Vision	1	You can see extremely small things.
Mimic	2	You can duplicate another character's attributes.
Mind Control	2	You can control the thoughts and actions of others.
Natural Weapon	2	Does lethal damage in melee combat.
Neutralize	2	Turns off a target's super-powers.
Obscure	2	Obscures vision.
Paralysis	2	Renders a target unable to move.
Plant Control	2	Controls the growth and movement of plants.
Possession	3	You can enter and control another character's body.
Postcognition	3	You can see past events.
Precognition	3	You can see the future.
Protection	2	Reduces the power of attacks made against you.
Regeneration	2	You heal very quickly.
Reincarnate	4	You come back to life as a different person.
Running	2	You can run faster than normal.
Sensory Protection	1	Your senses are protected against attacks (such as Dazzle).

DOUBLING VALUES

Power Rank	Multiplier
1	x2
2	x4
3	x8
4	x16
5	x32
6	x64
7	x128
8	x256
9	x512
10	x1,024
11	x2,048
12	x4,096
13	x8,192
14	x16,384
15	x32,768
16	x65,536
17	x131,072
18	x262,144
19	x524,288
20	x1,048,576

SUBSTANCE HARDNESS

Substance	Hardness
Ice	0
Paper	0
Rope	0
Glass	1
Soil	3
Wood	5
Stone	8
Iron	10
Steel	15
Super-Alloys	20

SIZE MODIFIERS TO ATTACK BONUSES AND DEFENSE

Size	Modifier
Awesome	-16
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8
Miniscule	+16

POWER COSTS PER RANK CONTINUED

Shape Matter	2	You can reshape matter into different forms.
Shapeshift	2	You can transform yourself into different forms.
Shrinking	2	You can reduce your size (making you harder to see and hit).
Slick	2	Creates a slippery area, making it hard to stand up.
Slow	2	Slows a target down.
Snare	2	Traps a target, making it difficult for them to move.
Sorcery	7	You can cast spells for a variety of different effects.
Space Flight	2	You can fly through the vacuum of space at incredible speeds.
Spinning	2	You can spin very fast, granting limited protection.
Strike	2	You inflict more damage in melee combat.
Stun	2	Stuns a target temporarily.
Suffocate	3	You cause a victim to suffocate.
Super-Charisma	2	You have super-human presence and influence.
Super-Constitution	4	You have super-human stamina.
Super-Dexterity	4	You have super-human agility.
Super-Intelligence	2	You have super-human intellect.
Super-Senses	2	You can sense things more easily than normal.
Super-Skill	1	One of your skills is better than normal.
Super-Speed	6	You can move and react incredibly fast.
Super-Strength	4	You have super-human strength.
Super-Wisdom	3	You have super-human insight and willpower.
Swimming	2	You can swim faster than normal.
Swinging	1	You can swing from a self-projected or available line.
Telekinesis	2	You can move objects through the air at a thought.
Telepathy	2	You can read minds and transmit your thoughts to others.
Teleportation	2	You can move from place to place instantly.
Telescopic Sense	1	You can sense things over a greater distance than normal.
Time Control	9	You can speed up or slow down the flow of time.
Time Travel	2	You can travel backward or forward in time.
Transfer	3	You can take another character's attribute and gain it yourself.
Transformation	3	You can turn living things into different forms.
Transmutation	3	You can change one substance into another.
Tunneling	2	You can move through nonliving matter by digging a tunnel.
Weapon	1	You own a weapon that inflicts additional in melee combat.
Weather Control	2	You can control the weather.

COMMON ACTIONS IN COMBAT

Action step?	Type	5-foot
Attack (single)	Half	Yes
Charge	Full	No
Climb (¼ speed)	Half	No
Coup de grace	Full	Yes
Delay*	No action	Yes
Disarm**	Varies	Maybe
Draw or holster a weapon	Half	Yes
Drop an item	Free	Yes
Drop prone	Free	Yes
Feint (see Bluff)	Half	Yes
Full attack	Full	Yes
Grapple**	Varies	Maybe
Load a weapon	Half	Yes
Miscellaneous activity	Varies	Maybe
Move a heavy object	Half	Yes
Move your speed	Half	No
Open a door	Half	Yes
Pick up an item	Half	Yes
Ready*	Half	Yes
Refocus*	Full	No
Retrieve a stored item	Half	Yes
Speak	Free	Yes
Sprint	Full	No
Stand up from fallen position	Half	Yes
Strike an object**	Half	Yes
Sustain a power	Free	Yes
Total defense	Half	Yes
Trip**	Varies	Maybe
Use a skill or feat	Varies	Usually

*See "Special Initiative Actions."

**See "Advanced Maneuvers."

SUPER-STRENGTH MULTIPLIER

Power		Str 10	Str 15	Str 20
Rank	Multiplier	Heavy Load	Heavy Load	Heavy Load
1	×2	200 lb.	400 lb.	800 lb.
2	×4	400 lb.	800 lb.	1,600 lb.
3	×8	800 lb.	1,600 lb.	3,200 lb. (1.5 t)
4	×16	1,600 lb.	3,200 lb. (1.5 t)	6,400 lb. (3 t)
5	×32	3,200 lb. (1.5 t)	6,400 lb. (3 t)	12,800 lb. (6 t)
6	×64	6,400 lb. (3 t)	12,800 lb. (6 t)	25,600 lb. (12 t)
7	×128	12,800 lb. (6 t)	25,600 lb. (12 t)	51,200 lb. (25 t)
8	×256	25,600 lb. (12 t)	51,200 lb. (25 t)	102,400 lb. (50 t)
9	×512	51,200 lb. (25 t)	102,400 lb. (50 t)	204,800 lb. (100 t)
10	×1,024	102,400 lb. (50 t)	204,800 lb. (100 t)	409,600 lb. (200 t)
11	×2,048	204,800 lb. (100 t)	409,600 lb. (200 t)	819,200 lb. (400 t)
12	×4,096	409,600 lb. (200 t)	819,200 lb. (400 t)	1,638,400 lb. (800 t)
13	×8,192	819,200 lb. (400 t)	1,638,400 lb. (800 t)	3,276,800 lb. (1.6K t)
14	×16,384	1,638,400 lb. (800 t)	3,276,800 lb. (1.6K t)	6,553,600 lb. (3.2K t)
15	×32,768	3,276,800 lb. (1.6K t)	6,553,600 lb. (3.2K t)	13,107,200 lb. (6.5K t)
16	×65,536	6,553,600 lb. (3.2K t)	13,107,200 lb. (6.5K t)	26,214,400 lb. (12.5K t)
17	×131,072	13,107,200 lb. (6.5K t)	26,214,400 lb. (12.5K t)	52,428,800 lb. (25K t)
18	×262,144	26,214,400 lb. (12.5K t)	52,428,800 lb. (25K t)	104,857,600 lb. (50K t)
19	×524,288	52,428,800 lb. (25K t)	104,857,600 lb. (50K t)	209,715,200 lb. (100K t)
20	×1,048,576	104,857,600 lb. (50K t)	209,715,200 lb. (100K t)	419,430,400 lb. (200K t)

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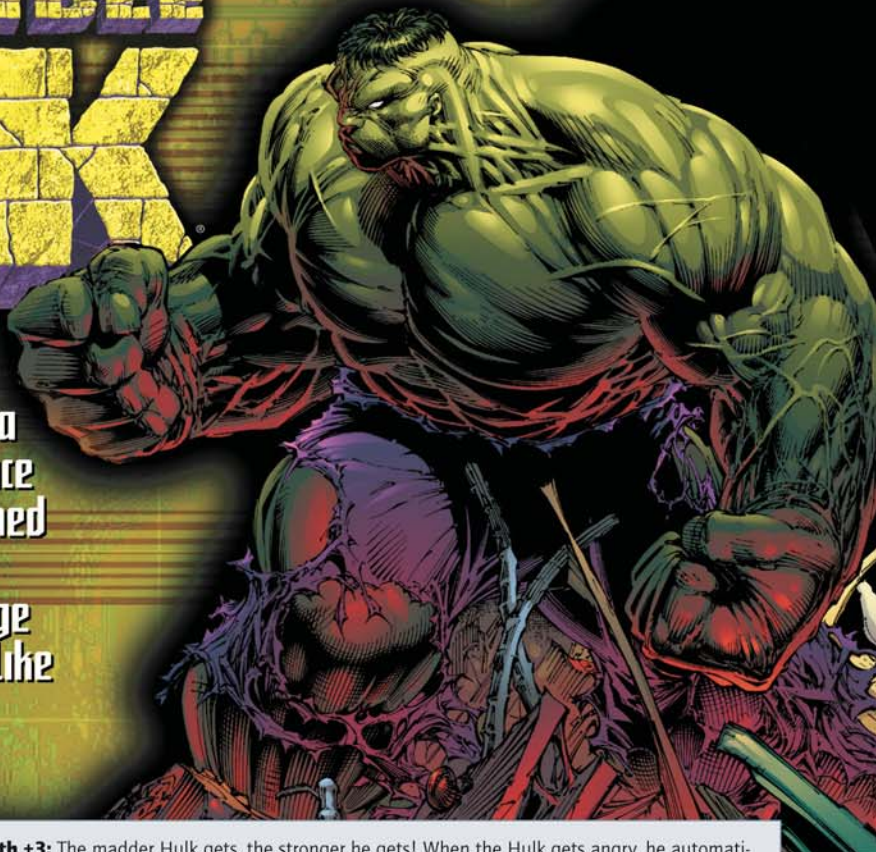
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THE INCREDIBLE HULK



Caught in the heart of a nuclear explosion, victim of gamma radiation gone wild, Dr. Robert Bruce Banner now finds himself transformed in times of stress into the dark personification of his repressed rage and fury – the most powerful man-like creature to ever walk the Earth!

QUOTE

HULK SMASH PUNY HUMANS!

Power Level 15 **Concept:** Gamma Ray Goliath
Occupation: Nuclear Physicist (as Banner)

CHARACTERISTICS

Real Name: Dr. Robert Bruce Banner
Height: 7' (as Hulk) 5' 9" (as Banner)
Weight: 1410 lbs. (as Hulk) 128 lbs (as Banner)
Eyes: Green (as Hulk) Brown (as Banner)
Hair: Green (as Hulk) Brown (as Banner)

POWERS

Boost Strength +3: The madder Hulk gets, the stronger he gets! When the Hulk gets angry, he automatically gains a +1 bonus to his Super-Strength power each round. His Super-Strength remains at the increased level until the source of his anger goes away, then the bonus fades at a rate of +1 per round until it is gone. The maximum bonus is +3 Super-Strength unless the Hulk uses extra effort to increase the maximum to +5 [Extras: Duration–Sustained, Triggered (by anger); Cost: 4 pp; Source: Mutation].

Mental Protection +7: The Hulk's simple mind grants him a measure of protection against mental powers [Cost: 2 pp; Source: Mutation].

Regeneration +5: The Hulk has a "healing factor" that allows him to quickly recover from almost any sort of injury. He reduces his hits by one every other round and has a +5 bonus to recovery checks [Cost: 2 pp; Source: Mutation].

Super-Strength +12: The Hulk is "the strongest one there is!" The Hulk has tremendous strength, endurance, and resistance to harm, along with the ability to leap great distances [Extras: Leaping, Shockwave, Super-Breath, Super-Constitution, Thunderclap; Power Stunts: Lifting, Super-Leaping; Cost: 11 pp; Source: Mutation].

WEAKNESSES

Berserker: If attacked or angered, the Hulk must make a Will save (DC 20) to avoid flying into a rage and attacking the source of his anger, taking full attack actions and often using his Power Attack feat. He can make another Will save (DC 20) to snap out of this condition when his foes are defeated, or when an ally tries to calm him down. A successful Diplomacy check (DC 20) by an ally grants the Hulk a +2 bonus on his Will save.

Disturbing: The Hulk's monstrous appearance inspires fear and panic, so he suffers a -5 penalty to Bluff and Diplomacy checks and most people tend to flee at the sight of him.

Transformation: In times of stress or anger, Dr. Banner transforms into the rampaging Hulk, who reverts to Dr. Banner when calmed or at peace. Both Banner and the Hulk can attempt to stave off the change for one round with a Will saving throw (DC 15). The difficulty class increases by +1 each round until he transforms.

Dr. Robert Bruce Banner: PL4; Init +1 (Dex); Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+OS, punch); SV Dmg +0, Fort +0, Ref +1, Will +4; Str 10, Dex 12, Con 11, Int 20, Wis 18, Cha 12; Skills: Computers +12, Concentration +10, Disable Device +8, Listen +6, Medicine +6, Profession (scientist) +8, Repair +12, Science (nuclear physics) +15, Spot +6; Feats: Skill Focus (Science), Talented (Computers and Repair); Weakness: Transformation (anger).

ABILITIES

SAVES

STR 20 +5	DEX 11 +0	CON 20 +5	INT 6 +2	WIS 16 +3	CHA 10 +0
DAMAGE +17 SAVE	FORTITUDE +17 SAVE	REFLEX +0 SAVE	WILL +3 SAVE		
MELEE +12 ATTACK BONUS	RANGED +7 ATTACK BONUS	INITIATIVE +0 (DEX)			
DEFENSE 16/16 (FLAT-FOOTED)	SPEED 30/60 (LEAPING)	DAMAGE BONUS +17S (PUNCH)			

SKILLS

Climb +20, Intimidate +20, Listen +7, Spot +8.

FEATS

Detect (Astral Forms), Detect (Directional Sense), Durability, Endurance, Immunity (cold, disease, heat, pressure, radiation, starvation), Power Attack.

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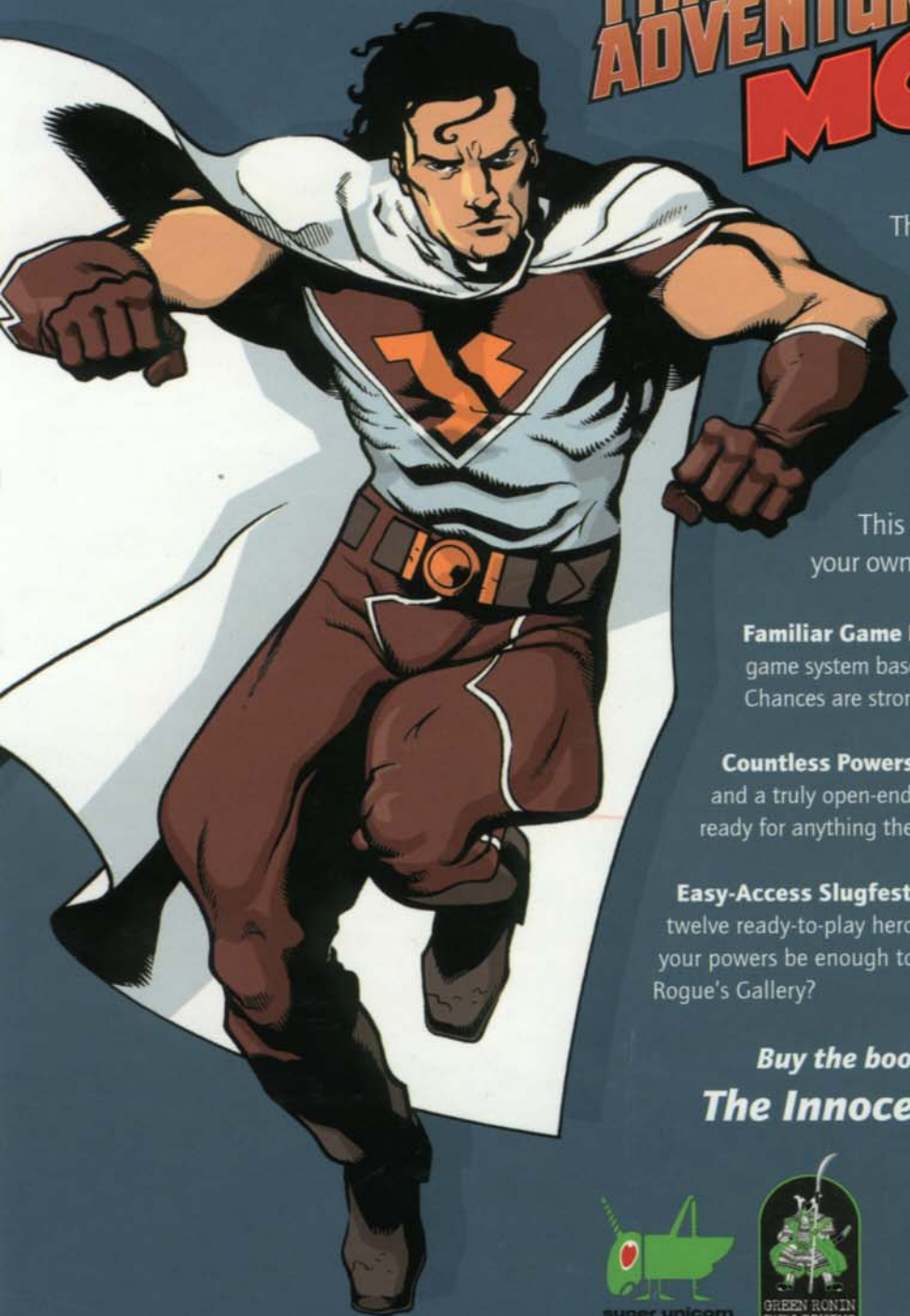


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