

MUTANTS & MASTERMINDS 1e to 2e CONVERSION NOTES

This file offers guidelines for converting between the first and second editions of the *Mutants & Masterminds* Superhero Roleplaying Game, published by Green Ronin Publishing. It is available from www.mutantsandmasterminds.com and may be freely distributed, so long as it is not altered in any way.

While no conversion system is one hundred percent accurate, these guidelines should allow you to use first edition characters in second edition games fairly easily.

Except where specified otherwise, all page references are to the second edition of *Mutants & Masterminds*.

POWER LEVEL

Power level in *M&M 2e* is a function of the campaign rather than the character, but player characters can remain the same power level, just make their current PL that of the campaign (since, presumably all the PCs in an *M&M* campaign are the same PL). Starting power points remain the same: power level x 15.

ABILITIES

To determine a character's ability scores in *M&M 2e*, double the Super-Ability rank (if any) and add it to the character's base ability score. So a character with Dexterity 18 and Super-Dexterity 6 has $(6 \times 2 + 18)$ or Dexterity 30. Keep in mind that ability bonuses are limited to PL+5, except for Strength and Constitution, which are also limited by power level guidelines on damage and Toughness save modifier.

If an *M&M 1e* character has no Super-Abilities, just use the same ability score in *2e*.

ATTACK & DEFENSE BONUS

Abilities do not directly add to attack or defense bonus in *M&M 2e*. Instead, take the character's *total* first edition attack and defense bonuses (including ability bonuses) and buy them for the second edition version, keeping in mind the power level limits, which may require the character to have a lower bonus in one or both categories. Attack and defense bonus in *M&M 2e* both cost 2 power points per +1 bonus.

SKILLS

M&M 2e has a shorter skill list than *1e*. Some redundant skills have been consolidated and eliminated. Replace those skills as follows. If the character has multiple instances of the same replacement skill (like Acrobatics and Balance) use the highest skill rank or bonus.

Note that in *M&M 2e*, skills also cost less therefore skill-intensive characters have less need for high ability scores in order to have higher skill bonuses. You may wish to lower the abilities of such characters in *2e*, adding additional skill ranks to compensate.

Balance: This skill is a function of Acrobatics in *M&M 2e*.

Craft: *M&M 2e* has a specific list of Craft specialties; choose the one(s) most appropriate for the character.

Demolitions: This skill is a function of Craft (chemical) and Craft (mechanical) in *M&M 2e*.

Forgery: This skill is a function of Craft in *M&M 2e*.

Hide: This skill is a function of Stealth in *M&M 2e*.

Innuendo: This skill is a function of Bluff (sending messages) or Sense Motive (perceiving messages) in *M&M 2e*.

Jump: This skill is a function of Acrobatics in *M&M 2e*.

Knowledge: *M&M 2e* has a specific list of Knowledge specialties; choose the one(s) most appropriate for the character.

Listen: This skill is a function of Notice in *M&M 2e*.

Move Silently: This skill is a function of Stealth in *M&M 2e*.

Open Lock: This skill is a function of Disable Device in *M&M 2e*.

Read Lips: This skill is a function of Language in *M&M 2e*. Characters should acquire lip-reading as fluency in a language (the same with things like sign language).

Repair: This skill is a function of Craft in *M&M 2e*.

Science: This skill is subsumed into Knowledge in *M&M 2e*; assign the character the appropriate Knowledge specialties like life sciences or physical sciences.

Spot: This skill is a function of Notice in *M&M 2e*.

Taunt: This skill is a function of Bluff in *M&M 2e* for characters with the Taunt feat. Assign the character ranks in Bluff (if necessary) and the Taunt feat.

FEATS

Mutants & Masterminds Second Edition adds a number of new feats, revises some others, and removes a few feats found in the first edition of the game. Generally speaking, any *1e* feats still found in *2e* convert directly. For other feats, use the following guidelines:

Aerial Combat: This feat is an example of the Favored Environment feat (an aerial environment, specifically).

Attack Finesse: This feat does not exist in *M&M 2e*, since ability scores do not affect combat bonuses.

Dodge: Convert this feat to the Dodge Focus feat in *M&M 2e*.

Evasion: Convert this feat to the Defensive Roll feat in *M&M 2e*, applying sufficient ranks to raise the character's Toughness save bonus to previous levels (but within power level guidelines).

Expertise: This feat is called Defensive Attack in *M&M 2e*, but otherwise works the same.

Far Shot: This feat does not exist in *M&M 2e*.

Fame: This feat does not exist in *M&M 2e*.

Great Fortitude: This feat does not exist in *M&M 2e*, replace it with a direct increase to the character's Fortitude saving throw bonus.

Headquarters: This feat is part of the Equipment feat in *M&M 2e*.

Heroic Surge: This feat does not exist in *M&M 2e*; it is now a normal function of hero points.

Hero's Luck: This feat is called Luck in *M&M 2e*.

Indomitable Will: This feat is an example of the Second Chance feat in *M&M 2e*.

Infamy: This feat does not exist in *M&M 2e*.

Instant Stand: This feat is called Instant Up in *M&M 2e*.

Iron Will: This feat does not exist in *M&M 2e*; replace it with a direct increase to the character's Will saving throw bonus.

Lighting Reflexes: This feat does not exist in *M&M 2e*; replace it with a direct increase to the character's Reflex saving throw bonus.

Move-By Attack: This feat is called Move-by Action in *M&M 2e*.

Multishot: This feat does not exist in *M&M 2e*. Use the Autofire extra for effects requiring it.

Photographic Memory: This feat is called Eidetic Memory in *M&M 2e*.

Point Blank Shot: This feat does not exist in *M&M 2e*.

Rapid Shot: This feat does not exist in *M&M 2e*. Use the Autofire extra for effects requiring it.

Rapid Takedown: This feat is a second rank of Takedown Attack in *M&M 2e*.

Rapid Healing: This feat does not exist in *M&M 2e*; replace it with one or more ranks of Regeneration.

Rapid Strike: This feat does not exist in *M&M 2e*. Use the Autofire extra for effects requiring it.

Sidekick: This feat generally requires a greater expenditure of power points than in *M&M 1e*.

Skill Focus: This feat does not exist in *M&M 2e*. Replace it with additional ranks in the appropriate skill.

Surprise Strike: This feat is called Sneak Attack in *M&M 2e*.

Talented: This feat does not exist in *M&M 2e*. Replace it with additional ranks in the appropriate skills.

Toughness: This feat does not exist in *M&M 2e*. Replace it with ranks in Protection.

Two-Weapon Fighting: This feat, along with Improved Two-Weapon Fighting, does not exist in *M&M 2e*.

Underwater Combat: This feat is an example of the Favored Environment feat (an aquatic environment, specifically).

Whirlwind Attack: This feat does not exist in *M&M 2e*. Replace it with a touch range area attack power, if desired.

SUPER-FEATS

Mutants & Masterminds Second Edition does not have super-feats like the first edition. All super-feats except for the following should be replaced with the appropriate Super-Senses:

Amphibious: This is Immunity 1 (drowning), plus the Environmental Adaptation (aquatic) feat, if desired.

Durability: This is Immunity 40 (lethal damage, Limited to shifting it to non-lethal). Note the considerable increase in cost.

Extra Limb: This is one or more ranks in the Additional Limbs power.

Penetrating Attack: This is the Penetrating extra applied to a power.

Power Immunity: This is Immunity 1 (your own powers).

Power Stunt: This is the Alternate Power feat in *M&M 2e*.

True-Sight: This is Immunity 5 (illusions).

POWERS

Mutants & Masterminds Second Edition makes a number of adjustments to powers as well as introducing a number of new powers.

Generally speaking, convert ranks in a first edition power to the same number of ranks in the second edition power of the same name. A few powers work differently, with specific cases mentioned below.

Power Changes

Some powers have changed from *M&M 1e* to *M&M 2e*. The major changes for converting characters are outlined below.

Extras: Powers as extras of other powers does not exist in *Mutants & Masterminds Second Edition*. Such powers should be acquired separately, or possibly as Alternate Power feats of a base power.

Power Stunts: *M&M 1e* power stunts are the equivalent of *M&M 2e* Alternate Power feats, and should be converted accordingly. In *M&M 2e*, "power stunt" refers specifically to a power feat acquired using extra effort and/or the spending of hero points.

Movement Powers: Generally, movement rates are somewhat faster in *M&M 2e*, which doesn't use tactical movement on a grid. You can usually halve the rank of a *1e* movement power to get a suitable *2e* power rank.

Equivalent Powers

The equivalent *M&M 2e* power for each *M&M 1e* power is shown below. In many cases the equivalent power is exactly the same; in others, it requires some adjustment.

First Edition Power

Absorption
Alternate Form
Amazing Save
Animation
Armor
Astral Projection
Blending
Boost
Clinging
Combat Sense
Comprehend
Corrosion
Cosmic Power
Create Object
Datalink
Dazzle
Deflection
Density Control
Dimensional Travel
Disintegration
Drain
Duplication
Elasticity
Energy Blast
Element Control
Energy Field
ESP
Fatigue
Flight
Force Field
Gadgets
Growth
Healing
Illusion
Immovability
Incorporeal
Invisibility
Leaping

Second Edition Power

Absorption (Physical/Energy)
(Alternate) Form
Purchase additional saving throw bonus directly
Animate Objects
Device (with Protection)
Astral Form
Concealment (visual, Blending)
Boost (Trait)
Super-Movement (wall-crawling)
Super-Senses (danger sense)
Comprehend
Corrosion
Cosmic Energy Control
Create Object
Datalink
Dazzle
Deflect
Density
Super-Movement (dimensional)
Disintegration
Drain (Trait)
Duplication
Elongation
Blast
(Element) Control
Strike with the Aura extra
ESP
Fatigue
Flight
Force Field
Device and/or the Inventor feat and appropriate Craft and Knowledge skills.
Growth
Healing
Illusion
Immovable
Insubstantial 4
Invisibility
Leaping

Luck	Luck Control
Mental Blast	Mental Blast
Mental Protection	Mind Shield
Microscopic Vision	Super-Senses (microscopic vision)
Mimic	Mimic (Trait)
Mind Control	Mind Control
Natural Weapon	Strike (Mighty)
Neutralize	Nullify
Obscure	Obscure
Paralysis	Paralyze
Plant Control	Plant Control
Possession	Possession
Postcognition	Super-Senses (postcognition)
Precognition	Super-Senses (precognition)
Protection	Protection
Regeneration	Regeneration
Reincarnate	Regeneration (Resurrection, Reincarnation)
Running	Speed
Sensory Protection	Sensory Shield
Shape Matter	Transform
Shapeshift	Morph (for appearance only), Shapeshift (to duplicate traits)
Shrinking	Shrinking
Slick	Trip (Ranged)
Slow	Paralyze
Snare	Snare
Sorcery	Magic
Space Flight	Space Travel
Spinning	Spinning
Strike	Strike (possibly Mighty)
Stun	Stun
Suffocate	Suffocate
Super-Ability	Enhanced Ability (or simply a higher ability score, see Abilities)
Super-Senses	Super-Senses or an increased Notice skill
Super-Skill	<i>Purchase increased skill ranks</i>
Super-Speed	Super-Speed
Super-Strength	Super-Strength (plus possibly Enhanced Strength)
Swimming	Swimming
Swinging	Super-Movement (swinging)
Telekinesis	Telekinesis
Telepathy	Telepathy
Teleportation	Teleport
Telescopic Senses	Super-Senses (extended)
Time Control	Time Control
Transfer	Transfer
Transformation	Transform
Tunneling	Burrowing
Weapon	Device (with Strike)
Weather Control	Weather Control

DRAWBACKS & COMPLICATIONS

Weaknesses from *Mutants & Masterminds First Edition* become drawbacks and complications in *Second Edition*. Drawbacks grant a variable number of additional power points for character creation, while complications award additional hero points when they come up during play. See pages 122–127 of *M&M 2e* for details.

Convert the character's Weaknesses (if any) to the nearest equivalent drawbacks or complications, using the following guidelines.

First Edition Weakness	Second Edition Drawback/Complication
Berserker	Complication
Disabled	Disability
Disturbing	Complication
Naive	Complication
Quirk	Complication
Susceptible	Weakness
Transformation	Involuntary Transformation
Unlucky	Complication
Vulnerable	Vulnerable

DEVICES

Use the Device power in *M&M 2e* to create all devices and see the guidelines in **Chapter 7** for handling devices and equipment of all kinds. Pre-existing game information for most common equipment can be found in this chapter.

DETERMINING NPC POWER LEVEL

Since power level and power point total are independent of each other in *Mutants & Masterminds Second Edition*, the power level of non-player characters (heroes or villains) is not determined by their power point total. Instead, use the power level limits given on page 24 of *M&M 2e* and determine the character's power level in reverse, based on the highest applicable bonus or trait.

For combat traits, it's easiest to average together attack bonus and damage, and defense bonus and Toughness to determine the character's overall combat power level, then check skill ranks, power ranks (for saving throw DC modifiers), save bonuses, and ability score modifiers for any that may be above this power level.

Generally speaking, *M&M 2e* NPCs are lower power level, although they may have the same or more power points than their first edition versions.

CONVERTING CAMPAIGNS

It's up to individual Gamemasters as to when and how to convert their *Mutants & Masterminds* campaigns over to the *Second Edition* of the game. The simplest way of doing this is to allow players to re-design their heroes using the same number of power points, setting the campaign power level the same as the overall power level of the heroes in *M&M 1e*.

Some characters may come out costing slightly more or less in *M&M 2e*. You can require players to reduce cost or spend the additional points to come out to the same point total as before, or ignore the discrepancies and have characters with slightly different point totals that are as true as possible to the originals. You might want to make the point total of all the characters that of the most expensive character, letting the other players spend some bonus power points to raise their characters up to that total, just to keep everything even.

When converting NPCs and villains, you don't need to concern yourself with power point totals, since they can have as many points as you wish. Just use the guidelines on converting traits, and figure out the resulting power level from the character's final scores.

Since no conversion system is one hundred percent accurate, you may need to "eyeball" some conversions to get a result that looks and feels right, even if it's not a 100% faithful conversion from one edition to the other.

USING FIRST EDITION CHARACTERS

For the most part, *M&M 1e* character stats are still usable with the *Second Edition*. Ability bonuses, skill bonuses, power ranks, and combat bonuses work essentially the same. Just keep the campaign's power level in mind. Some *M&M 1e* characters have unusually high combat bonuses by *M&M 2e* standards due to ability modifiers. Lower these to match the campaign's limits, and you should be able to use the character with a minimum of effort.

Other game stats from *M&M 1e* products, particularly things like check Difficulty Classes and such, remain the same between editions. So it's an easy matter to run a first edition adventure with the second edition: simply convert the major NPCs, and you're ready to go!

FURTHER QUESTIONS

Do you have questions about *Mutants & Masterminds Second Edition*? If so, feel free to drop by www.mutantsandmasterminds.com and visit www.atomicthinktank.com for our *M&M* forums, where you can get the latest news, information, and feedback from your fellow *M&M* players.