

## MUTANTS &amp; MASTERMINDS™ ROLEPLAYING GAME

## FREQUENTLY ASKED QUESTIONS

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## GENERAL QUESTIONS

Be sure to see the most recent version of the **Mutants & Masterminds Errata**, available from [www.mutantsandmasterminds.com](http://www.mutantsandmasterminds.com), which corrects errors in the book and may answer many questions. Corrections in the errata are not covered in this FAQ for the most part, although the FAQ does take the errata and corrections into account.

**Can I use the Mutants & Masterminds rules with a genre or setting other than superheroes?**

Sure, if you want to. By setting the starting power level and limiting what attributes (skills, feats, and powers) are available, you can use **Mutants & Masterminds** to play in other settings or genres. For some genres you may want to tweak the rules to make them more realistic or less "comic book" in style. See Chapter Nine of the core rulebook for guidelines of changing the rules to suit your style of play.

**How compatible is Mutants & Masterminds with other d20 RPGs?**

M&M uses the core of the d20 game system, namely a d20 roll, plus modifiers, versus a Difficulty Class (DC). It does not use many elements of the d20 System, including classes, hit points, experience points, attacks of opportunity, or any dice other than one 20-sided die. The game stats are similar to other d20 games, and will be familiar to players who know them, but they're not 100% compatible. You can import material from other games with a little conversion work, adjusting the stats as needed to conform to the **Mutants & Masterminds** system.

## HERO ARCHETYPES

**Some of the hero archetypes don't add up right.**

See the **Revised Hero Archetypes** file, available from the Green Ronin website, for updated and corrected game stats for the hero archetypes.

## ABILITY SCORES

**How do I assign a character a non-existent ability score?**

Generally, you don't. Non-existent ability scores are primarily for modeling things like constructs and there are particular rules dealing with them on pp. 117-118. The GM *may* allow players to assign a character a non-existent ability score as a weakness (p. 106), keeping in mind that non-existent scores can severely hamper characters. Non-existent Strength means the character cannot manipulate the physical world at all. (Keep in mind that even a permanently incorporeal character can still use Str to affect incorporeal things.) Non-existent Dexterity means the character is utterly incapable of physical movement. Characters with non-existent Intelligence, Wisdom, or Charisma are not recommended, since they lack the free will and awareness to be player characters. Non-existent Constitution is effectively an advantage, since it makes a character immune to many physical concerns and environmental hazards. Characters with no Constitution scores aren't true living beings and should be built as intelligent constructs (p. 118).

## SKILLS

**Why are skills so expensive?**

This is based on the way skills are often handled in the comics. Generally speaking, comic book characters have either very few skills or they are extraordinarily capable in a wide range of them. If you want your character to be good at a particular type of skills, such as athletics, or scientific pursuits, you're best off to buy the appropriate Super-Ability for those skills. For example, a character focusing on skills like Acrobatics, Balance, Hide, and Move Silently benefits from having ranks in Super-Dexterity, which improve all of those skill checks. Likewise a character who is a brilliant scientist benefits from having ranks in Super-Intelligence. This doesn't necessarily mean that the character is "super-powered." You can define the Super-Ability as the result of intensive training or talent (see **Power Source**, pp. 56-57). This allows you to lower the number of power points the character has to invest in skills.

Alternately, if you prefer to have a more skill-intensive game, you can simply lower the cost of skill ranks. Three skill ranks per power point seems to work well for many groups.

**What can you make with Craft skills?**

The difficulty class and time required to make a particular item depends on its complexity. If your Craft check succeeds, you have made the item. If the Craft check fails, you did not produce a usable end result, and any raw materials are wasted.

Complexity	Craft DC	Time	Examples
Simple	15	1 hour	electronic timer or detonator, tripwire trap, bookcase
Moderate	20	12 hours	radio direction finder, lock, engine component, shed, furniture
Complex	25	24 hours	cell phone, combustion engine, bunker
Advanced	30	60 hours	computer, jet engine, building

It's entirely up to the GM what items characters can make with Craft skills. As a general guideline, if any item has any point value as a device, the player should either pay a Hero Point to use the item in an adventure, or purchase the Gadgets power for the character to use such items on a regular basis.

## FEATS

**If I have the Attack Finesse feat, can I add my Super-Dexterity bonus to my melee attack rolls?**

No. Super-Dexterity does not provide an attack bonus.

**Is Detect a Passive Sense or does it require an action to use?**

Detect works like any other Spot check: it can be performed as a reaction to notice something, and you can choose to take a half action to attempt to notice something you failed to detect before.

**What exactly does Immunity protect against?**

The exact benefits of Immunity in any given situation are up to the GM. As a rule of thumb, if an effect is potentially covered by the character's Immunity and it does *not* inflict direct damage (that is, does not require a Damage saving throw), then the character automatically makes the save against that effect. For example, a character with Immunity to Disease is hit by a Drain power defined as a virulent plague. The GM rules the character automatically saves against the Drain, which has no effect. A character Immune to Heat automatically makes the saving throw or Constitution check to avoid the environmental effects of heat exposure, and so forth. Note Immunity may make characters immune to certain powers of a particular source and effect, such as Fatigue, Stun, and Suffocate.

Against direct-damage effects, Immunity changes lethal damage to stun damage, but provide no additional benefit.

**Does the Power Attack feat grant any benefit for non-damaging "attacks" like Snare?**

No, Power Attack only works in conjunction with powers with a damage bonus. However, the GM may choose to allow Power Attack to grant an increase in a non-damaging power's saving throw DC in the same proportion as its damage increase, provided the power requires an attack roll.

**It says that the Rapid Healing feat stacks with Regeneration. How does this work?**

Basically, you combine the effects of the two: Rapid Healing allows the character to regain an additional stun and lethal hit when the character recovers. Regeneration allows the character to recover its rank in stun and lethal hits per minute. So a character with both recovers his Regeneration rank, plus one, in stun and lethal hits per minute. Rapid Healing does *not* double the rate of Regeneration.

**Do Sidekicks take damage as minions?**

No. Sidekicks suffer damage like regular characters. Note that Sidekicks do not have Hero Points of their own, but players can spend Hero Points on behalf of their characters' Sidekicks.

**How does Surprise Strike interact with the Combat Sense power?**

Since characters with Combat Sense retain some or all of their dodge bonus to Defense, they are not affected by Surprise Strikes.

**Can I import feats from other games?**

Yes, if you want, although some feats may have game mechanics or prerequisites not found in **Mutants & Masterminds** such as feats that involve attacks of opportunity or particular class abilities. Some feats may need to be modified to work in **Mutants & Masterminds** and you should always carefully consider a feat's effects before allowing it into your game. See the guidelines on creating new feats on p. 53 for some general ideas.

## SUPER-POWERS

**How does power stacking work?**

Basically, powers that affect the same attribute or die roll "stack," that is, add their bonuses together. The limitation on this stacking is that the total bonus from powers to any one attribute or die roll cannot exceed the character's power level.

For example, Amazing Save (Damage), Super-Constitution, Protection, and Force Field all provide a bonus to Damage saves. Amazing Save and Super-Con add a bonus to the Damage save roll, while Protection and Force Field reduce the DC of the save (by reducing the attack's damage bonus). These benefits all stack, however, a character cannot have a total bonus (increase in Damage save or reduction of DC) greater than his power level.

**Does the power level limit apply to all bonuses or only powers?**

Only powers. Bonuses from ability scores, skills, and feats aren't affected by the stacking limit except were it specifically says otherwise.

**At what distance can I sustain a power?**

Normally, the power's maximum range (power rank x 100 feet for ranged powers), although the GM may permit characters to sustain some powers at a greater distance (perhaps requiring Concentration checks to do so).

**Can you use a Sustained power on another target while maintaining its effects on previous targets?**

Yes.

**Do extras and power stunts that duplicate other powers work at the same rank as the base power?**

Yes, unless stated otherwise, extras and power stunts that duplicate another power work at the rank of the base power.

**Can I "borrow" extras, power stunts, and flaws from other powers?**

If it suits your character concept and the GM allows, then yes. Keep in mind, however, that some extras, power stunts, and flaws associated with specific powers are designed for those powers and may or may not be suitable for other powers.

**Can I make up new extras and power stunts?**

Sure, check out the power creation guidelines on pp. 92-99 of the core rulebook and the **Power Creation** section of this FAQ. You should always check with your Gamemaster before creating a new extra or power stunt for your character, and GMs have the final approval of any new extras or stunts in their campaigns.

**Can I use more than one power per round?**

Yes, depending on the type of action the power requires. However, you can only activate or deactivate a power in a round, not both. So you cannot, for example, turn Incorporeal (free action), pass through a wall (5-foot step), turn corporeal (free action), attack an opponent (half action), and turn Incorporeal again (free action). You can only turn a particular power on or off once per round.

**How do I determine whether or not a power is Obvious or Subtle (for purposes of extras and flaws)?**

Generally speaking, any power with a duration other than permanent is Obvious (noticeable to one or more senses) while Permanent powers and powers with the Subtle extra are subtle (not normally noticeable except by their effects). Thus, you can't tell someone has Protection (a permanent power) just by looking at him, nor can you tell he has

Super-Intelligence (also a permanent power). Conversely, it's pretty easy to notice a character using Energy Blast or Flight. Note that if a power's duration changes, its noticeability changes, too. So if a permanent power becomes continuous or sustained, it is generally also noticeable unless you add the Subtle extra. Force Field is one example, a permanent power (Protection) which is Sustained, and therefore usually noticeable.

### How noticeable are mental powers?

Not very. Mental powers are unnoticeable except to characters directly affected by them or characters with the Psychic Awareness feat. Such characters are aware a mental power is being used and who is using it. Mental powers with the Subtle extra cannot be detected even in this way; they are completely unnoticeable.

### How are the stored points from Absorption used?

It works like this: Rebound has Absorption (physical) +10 with the ability to channel his absorbed energy into an Energy Blast (kinetic). He's punched for +8 damage. His power absorbs it all, giving him 8 points of "stored" energy. Rebound can now channel those 8 points into an Energy Blast +8 on his next action, if he wishes. Before he goes, Rebound is struck with another physical attack for +12 damage. Ouch! His Absorption reduces the damage bonus to +2 ( $12 - 10 = 2$ ). Rebound's stored energy goes up to 18 ( $8 + 10$ ) and he makes a normal Damage save against the remaining +2 damage bonus.

On his action, Rebound channels his stored energy into a powerful kinetic Energy Blast. Although he has 18 stored points, his Energy Blast can't be more powerful than +10 (his power rank). So he goes with the most powerful blast that he can, leaving him with 8 stored points, enough for a +8 Energy Blast on his next turn (unless he absorbs more energy before then).

### Does Absorption still reduce damage after you've reached your maximum storage capacity?

Yes, the character simply doesn't add any more points to his storage capacity. Such extra energy harmlessly "bleeds off."

### Does Alternate Form (Solid) provide both hardness and Protection?

No. It provides Protection *equal* to the hardness of the material, or the power's rank, whichever is less.

### Do you need to buy the Ghost Touch extra to use the attack powers associated with incorporeal Alternate Forms (such as Suffocate in gaseous form)?

No, it's included in the cost of Alternate Form.

### Doesn't Blending seem a little expensive when compared to Invisibility?

Well Invisibility is more effective, as you'd expect, however Blending does have a few minor advantages: it's Continuous, so it doesn't require concentration and it doesn't go away when you're stunned or incapable of free actions. It's unaffected by See Invisibility (which totally negates Invisibility) and you can Hide from things like blindsight (which also negates Invisibility). At close range, the chance of detecting an invisible or blended character is basically the same on a Spot check (assuming the same power rank).

### Can Create Object trap an opponent?

Yes, however, the target should get a Reflex saving throw (DC 10 + power rank) to avoid being trapped. A trapped target can break the object in

order to escape. The target is not entangled or otherwise prevented from acting. To entangle or bind the target, a character must use the Snare power (or spend a Hero Point to acquire Snare as a temporary power stunt).

### How does Duplication work when creating multiple duplicates?

Normally, characters with Duplication can create a single duplicate as a half action. The duplicate can have ranks and bonuses equal to the original's or the character's Duplication power rank, whichever is *less*. The character can continue creating duplicates, one per half action, up to a maximum number equal to his Duplication power rank.

To create more duplicates rapidly, the character can accept a penalty on his power rank. This lowers the maximum bonuses and ranks of the duplicates but allows the character to create one additional duplicate per half action per -1 rank penalty. This does not affect the character's maximum number of duplicates.

So, for example, if Myriad has Duplication +10, she can create a single duplicate (with up to +10 ranks and bonuses) as a half action. She can create a total of 10 duplicates (requiring 10 half actions or 5 rounds, if she does nothing else). If he chooses to lower her power rank to +6, she can create an additional 4 duplicates with one half action, plus the base one duplicate, for a total of 5 duplicates in one half action. She can reach her limit of 10 duplicates in one round if she does nothing else.

### Incorporeal seems really powerful. For 3 power points per rank you can take it with Ghost Touch and be essentially untouchable.

You're pretty much immune to physical attacks, yes, but there has to be one type of attack that affects you normally (and it's up to the GM how common that attack has to be). You're also still affected by environmental conditions unless you have the Immunity extra, so you can suffocate, be affected by gases, intense heat and cold, etc. Various powers still affect you, like Dazzle, Fatigue, Force Field, Illusion, Mental Blast, Mind Control, Neutralize, Paralysis, Slow, Snare (if it has the appropriate special effect), Stun, and Suffocate. Some effects are up to the GM, depending on the special effects of Incorporeal and the other power. Plus attacks with Ghost Touch or the Mental extra, of course. And, if your Incorporeal power isn't Continuous, then all somebody has to do is stun you and you're pretty much defenseless. Powerful? Yes. Insurmountable? Not really.

### How does Luck work with regard to power stacking limits?

The same as any other power. Bonuses granted by the Luck power cannot exceed the character's power level and Luck stacks with other power bonuses normally.

### Can the Jinx ability of Luck Control affect Damage saves?

If the GM allows, yes.

### If you have Luck with the Jinx and Bestow Luck extras, can you spend more than one HP a round?

No, so you are somewhat limited in what you can accomplish with these extras in a single round.

### Can you Mimic a target's Devices?

Yes, if you are capable of mimicking powers.

### How does Neutralize work against devices?

It works just fine, actually. When a device is targeted with Neutralize, it uses its power rank as its saving throw bonus. If a device is particularly

bound to its user in some way (in the GM's opinion) it can use its power rank or the owner's Will save, whichever is greater.

### **Protection stops *all* damage less than its power rank? Isn't that too powerful?**

Protection does provide a substantial amount of, well, protection, but that's its job. It's worth noting that Protection must reduce an attack's damage bonus *below* 0 to negate it, so an attack with a damage bonus equal to the target's Protection bonus can still have some effect. There are also a number of powers that don't have a damage bonus, and are therefore not affected by Protection, such as Dazzle, Drain, Fatigue, Illusion, Mental Blast, Mind Control, Paralysis, Slick, Slow, Snare, Stun, and Suffocate.

If you find Protection too powerful or effective in your campaign, you can modify it so that it only allows characters to ignore attacks reduced to a damage bonus of less than -5, rather than 0. This means attacks with a damage bonus of 5 less than the target's Protection bonus still have a small chance of affecting the target.

### **If you take the Mimic Shapeshift do you have to see or touch a target to mimic them?**

You only need to see targets unknown to you. You can assume the form (and abilities) of a known target without seeing or touching them.

### **How much does Snare limit a target's actions?**

This is covered in the power's description on p. 82, but may require some interpretation from the GM. One successful use of Snare means the target is *entangled*: -2 on attack rolls and -4 to Dexterity (with a commensurate -2 penalty to Defense). If the snare is anchored to an immobile object (like the ground), then the target also cannot move. The target is still capable of taking physical action within the limits above: attacking, using powers, etc. An exception is the Sorcery power, which is restricted when a character is entangled, since he cannot "gesture freely" as the power requires.

A second successful use of Snare renders a target bound and helpless. The target cannot move or take other physical actions. He loses his dodge bonus to Defense and his Dexterity is treated as 0, applying an additional -5 to Defense. Attackers additionally gain a +4 bonus to hit the target. The target is still conscious and capable of mental actions, including using powers, at the GM's discretion.

Additional uses of Snare after the second may, at the GM's discretion, increase the snare's hardness by +1, up to one and a half times the original hardness (which is equal to the power's rank). Thus a character can "layer" a snare over a target to reinforce it.

### **How quickly can you move an object with Telekinesis?**

Telekinesis can move objects at a speed of 5 ft. per rank, much like movement powers, so Telekinesis +10 can move objects 50 ft. per half action. Some Gamemasters may wish to apply the carrying capacity rules (p. 104-105) to Telekinesis. In this case, characters can lift up to twice their heavy load, but can only move it 5 ft. per round as a full action (not 5 feet times power rank per round). They can push or pull up to five times their heavy load at 5 ft. per round.

### **How does Telekinetic grappling work?**

The same as a normal grappling attempt, except size modifiers (positive or negative) do not apply to Telekinetic grapples.

### **Can you turn extras on and off?**

Yes. "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 Energy Blast with the Area extra can fire a normal blast or choose to fire an area blast. You can also use your Extras in any combination that you wish, except where specifically prohibited by their descriptions. The GM may ban some power/extra combinations in the game, when necessary" (p. 96).

### **Can you vary the area of an area-effect power?**

Yes. A character can choose the area of a power that affects an area when the power is used and can vary the area of an ongoing area-effect power as a free action. The minimum area is a single five-foot square, while the maximum area is determined by the power's rank as given in the power description. An area-effect power with the Full Effect flaw (p. 97) cannot be varied; it must always be used to cover the maximum area.

### **The Penetrating extra doesn't seem very effective.**

The Penetrating extra is primarily designed to create attacks that don't do a lot of extra *damage*, but overcome defenses as if they do.

One commonly offered option for Penetrating is to make it an extra that changes Protection into Amazing Save (Damage), meaning a Penetrating attack is never ignored, regardless of a target's Protection rank.

### **Does a power have to be already Continuous in duration to apply the Permanent flaw?**

Yes. If the power is not normally Continuous, the Duration extra must first be applied before the Permanent flaw.

## **POWER CREATION**

### **How do I create new powers?**

The guidelines for power creation are given on p. 92-99 of the **Mutants & Masterminds** core rulebook. The basic process of creating a power involves deciding what effects the power has, what (if any) modifications to the standard effects are required (via extras and flaws), what limitations the power has (via flaws) and adding up the power's cost.

For more detailed guidelines and examples for creating powers, see the **Expanded Power Creation Guidelines** in the **M&M Annual #1**.

### **How do I build a power that does more than one thing at once, like an attack that does damage and blinds the target?**

To create a "linked" set of effects, use the Triggered extra (p. 97) to make the additional effects go off at the same time as the main effect. So, for example, for a damaging and blinding attack, you can combine an Energy Blast with a Triggered Dazzle attack, for a total cost of 1 (base cost) + 2 (two effects) +1 (one extra) = 4 power points. If the Triggered effect(s) can *only* work in conjunction with the main effect, you can apply the Restricted flaw (only with the main power). If you can choose to use the Triggered powers separately (for example, you can blind a target without damaging him), do not apply the Restricted flaw.

### **I found a power that doesn't work exactly according to the power creation rules. Why?**

Although all the powers in **Mutants & Masterminds** were created using the power creation guidelines given on pp. 92-99 some have been slightly modified or "tweaked" in various ways, either for game balance or style reasons, to give the powers the right look, feel, and game effect. We encourage players and Gamemasters to do the same with their own home-made powers and additions to the game. Power creation and design is an art as well as a science and we wanted **Mutants & Masterminds** to



reflect that. Change things as you see fit to suit the style of your campaign and of your gaming group.

## CHARACTERISTICS

### The example of travel on p. 104 seems to be calculated wrong? Shouldn't Marathon's multiplier be x1,024 instead of x4,096?

No because sprinting applies a x4 multiplier to base speed to begin with.

### Can you spend Hero Points to re-roll Damage saving throws?

Yes. You can spend Hero Points (and Villain Points!) to re-roll Damage saves, just like any other die roll.

### If you spend a Hero Point to overcome the fatigue of extra effort, do you suffer the fatigue on the next round or is it eliminated entirely?

It's eliminated entirely. In essence, you don't suffer the fatigue *at all* for that particular use of extra effort.

## DEVICES

### How are the costs of vehicles figured?

A vehicle's cost is the total of its movement ranks, its armor bonus, and any other features it may have (such as weapons). Vehicles have hardness equal to their highest rank for free. Any hardness in excess of this increasing the vehicle's cost on a 1-for-1 basis (+1 cost per point of hardness).

So a bicycle has movement 5 (5 pp) and hardness 5 (0 pp, since it's equal to the vehicle's highest rank) for a total cost of 5 pp. A train has movement 7 (7 pp), armor 8 (8 pp) and hardness 13 (which is 5 more than the train's highest rank, so it costs an additional 5 pp) for a total cost of 20 pp.

### How do you determine the Defense of a vehicle?

Vehicle Defense = 10 + size modifier + speed modifier + maneuver modifiers (if any) + driver's Dex modifier as a dodge bonus

### CAN A CHARACTER USE EXTRA EFFORT IN CONJUNCTION WITH A DEVICE?

That depends on the nature of the device and the decision of the Gamemaster. Certainly devices powered or influenced by the wielder's will/energy/thoughts/etc. can use extra effort, and GMs may permit characters to "push" super-science devices through extra effort. The GM may rule that some devices, like guns, either can't use extra effort, or that the wielder must spend a Hero Point to eliminate the fatigue of the extra effort in order to apply it to that device. This limitation is not an additional flaw; it's a facet of the Device flaw.

## COMBAT

### You can make two half actions in a round, but only one attack. What actions are considered attacks?

Generally, any action requiring a roll or check, or that directly affects another character or object.

### Can I combine different multiple attack options like Autofire, Multifire, and off-hand attacks?

Yes, and the penalties for doing so are cumulative. So, for example, Multifire grants one additional attack, with a -4 penalty to all attacks. Autofire grants two extra attacks with a -6 penalty to all attacks. Together they grant three extra attacks with a -10 penalty to all attacks.

### Can you combine Teleport and the Move-by Attack Feat?

Yes, the Turnaround power stunt of Teleport is essentially the same thing.

### What's the difference between Defense and Damage save?

Defense is how hard a character is to hit, the base DC of an attack roll. Damage save is a character's ability to "soak" or shrug off damage. Protection reduces the DC for Damage saves.

### Why is the Difficulty Class for Damage saving throws so high?

The idea behind Damage save DCs is that, all other things being equal, there is a 25% chance of no damage, a 25% chance of a hit, a 25% chance of a stun result, and a 25% chance of a knockout or disabled result. If you prefer to prolong combat in your games a bit, lower the base Damage save DC to 10 + damage bonus. This provides a 50% chance of no damage, a 25% chance of a hit, a 25% chance of a stun, and no chance for an immediate knocked or disablement between two equally-matched opponents. If you prefer some variability in your Damage saves, either use the optional rule for damage rolls on p. 128 or set the Damage save DC at 10 + 1d6 + damage bonus.

### What happens if a Disabled or Dying character takes additional damage?

Any attack that inflicts damage on a Disabled character shifts that character's condition to Dying. Any attack that inflicts damage on a Dying character shifts the character's condition to Dead. As per usual, attackers can choose to inflict a lesser effect (such as unconsciousness) if they prefer.

### When a character recovers from being Unconscious or Disabled, how many hits do they have?

The same as they had before becoming Unconscious or Disabled. The character recovers hits normally (see p. 129).

### How do characters pick up and throw things at each other in combat?

See the rules for Improvised Weapons on p. 112.

### Can you combine Power Attack with an Area Attack?

No, the Power Attack feat should be limited to attacking a single target.

### Does Super-Strength affect grappling checks?

Yes. Super-Strength does not add a bonus to the melee attack roll to begin grappling but does add its normal bonus to grappling checks.

### Grappling Consequences (p. 141) says opponents can move past you as though you were not there. Since there are no Attacks of Opportunity, isn't this unnecessary?

Not quite. Characters are not normally allowed to move through a space occupied by an opponent. If that opponent is grappling, however, characters can move through that space unrestricted.

### How do characters avoid a mental area attack?

The character may make the initial save to avoid the brunt of the area attack using either Reflex or Will, whichever save has the greater bonus. The regular save against the mental area attack must be made using Will, however.

## MAJOR LEAGUE

### Why are the members of the Freedom League such pushovers?

They're not, but they're also not as powerful as their power level might indicate. If they're pushovers, you might not be taking full advantage of the game rules. The Freedom League characters aren't "maxed out" for their power level in terms of attributes like attack bonus, damage, or saving throws. They're intended as opponents for PL10 characters as-written in the adventure. One of the things to keep in mind is the GM's allotment of Villain Points. If you find the heroes score some quick successes against the Freedom Leaguers in the beginning of the adventure, spend Villain Points to even things out, that's what they're for! Ideally, some judiciously-spent Villain Points early in the adventure will help ensure the Freedom League proves a challenge to the heroes. By the climax of the adventure, if you're out of Villain Points and the heroes still have unspent Hero Points, so much the better. The heroes should be able to make a comeback and take down the rogue Freedom League without too much trouble.

## SAMPLE VILLAINS

### I have questions about the sample villains' stats.

Please see the **Revised Sample Villains** file, which addresses issues with the game statistics of those characters.

## MISCELLANEOUS QUESTIONS

### The sample thugs listed on p. 154 have +3 weapons even though they are only power level 1 and 2, respectively. Isn't this against the rules?

Technically, yes, however keep in mind that the Gamemaster is free to bend the power level limits as needed for the campaign. This is particularly true of NPCs, who generally don't need to be as balanced as player characters. Low-level NPCs may have items of equipment that exceed their power level, if the GM allows.

### Can I use other d20 System rules in my *Mutants & Masterminds* game?

Possibly. *Mutants & Masterminds* isn't built with broad d20 compatibility in mind. It's intended as a stand-alone game with some familiar game systems and terms, not as a companion to other games. That said, you may find plenty of ideas in other *d20 System* games usable in *M&M*, particularly certain skills (or uses for existing skills), new feats, and perhaps even characters or creatures (although they will require some conversion work).

### Can I use published d20 creatures in my *Mutants & Masterminds* game?

Such creatures are fairly easy to use in *Mutants & Masterminds* with just a few modifications. Basically:

- Take any ability scores the creature has over 20, divide the extra amount by two, round down, and make that the creature's rank in the appropriate super-ability.
- Give the creature a Damage saving throw bonus equal to its base Con bonus plus any natural armor bonus that it has. Subtract the natural armor bonus from its AC to calculate its new Defense. (This usually results in most monsters being easier to hit, but more difficult to hurt.)
- Divide the creature's maximum damage with an by 6 (round down) and make that its damage bonus, if it exceeds the creature's base Strength bonus, otherwise just use the Str bonus. Drop multiple attack routines and use the creature's largest damage bonus or give the creature the Rapid Strike feat.

- Convert any spell-like or supernatural abilities the creature may have into ranks in the appropriate super-powers.

Keep in mind that this system isn't 100% exact (no conversion system is), but it's a good ballpark. Tweak the stats as needed to give the creature the right feel.

### Can I create a *Mutants & Masterminds* fan website?

Feel free! We only ask that you follow the restrictions of the Open Game License contained in the back of the book and observe the restrictions on Closed Content listed on the title page.

What these basically mean is that you can't use the *Mutants & Masterminds* name or logo without the permission of Green Ronin Publishing. You also can't provide information on the allocation or use of power points for character creation or advancement. That doesn't mean you can't create new powers and list their costs, just that you can't list the costs of powers from Green Ronin products or reproduce material on spending power points to create or advance characters.

### Can I publish a *Mutants & Masterminds* product?

Yes and no. While the *Mutants & Masterminds* name and logo, and all associated characters, are the copyright of Green Ronin Publishing, Green Ronin does have the *M&M Superlink* program. It allows third-party publishers to design and produce their own *M&M* compatible products. See the **M&M Superlink FAQ** on the Green Ronin website for details.

### Which is the best superhero RPG?

Why *Mutants & Masterminds*, of course! It even says "The World's Greatest Superhero RPG!" right on the cover!

Seriously, this question should be phrased, "which is the best superhero RPG *for me*?" and the truth is that we can't answer that. There is a plethora of superhero roleplaying games out there, each one different in its own way, each with its good and bad points, and each with its own fans (and, often, detractors). None of them is perfect because if one was then everyone would be playing it.

*Mutants & Masterminds* is designed to be a medium-complexity, fast-playing game that captures the feel and the action of the superhero comics. Like every hobby and every game, it's a matter of personal taste. We recommend giving *M&M* a try and seeing if you like it. Give some other games a try, too, if you want, and decide for yourself which is best based on which one you have the most fun playing. After all, that's what playing a game is all about, right?



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