

INTRODUCTION

WHAT IS MUTANTS & MASTERMINDS?

Mutants & Masterminds is a roleplaying game (RPG) where you can 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 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 longing 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 like "goodness" and "humanity."
- A hell-spawned avenger sent to Earth to visit retribution upon the wicked.
- Or anything else that you can imagine.

WHAT YOU NEED TO PLAY

Here's what you need to start playing the *Mutants & Masterminds* Superhero Roleplaying Game:

- 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.
- 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 the twenty-sided die and add two to the number rolled." An abbreviation of "1d20-4" mean to 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-change of something happening or not happening, you can determine it by rolling 1d20. For example, a result that is a 50/50 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 an entire super-hero city, with heroes, villains, and supporting characters for the player's heroes to interact with, a detailed history, plenty of adventure ideas, and some locations outside of the city, ranging from other parts of the world to the depths of space and other dimensions.

[BEGIN SIDEBAR] 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.

Gamemasters

If you're planning on being 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 on creating your own adventures and series. You may also 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, followed by the character creation chapters (chapters one through seven), which 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 what sort of series your GM is interested in running.

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IMPORTANT TERMS

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. There are 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 bonuses, skills, feats, or powers are all 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, like 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 does +5 damage.

DC: Difficulty Class.

damage: A harm caused to a character by 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 with a successful attack.

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.

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

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

full action (also full round-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 at 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.

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

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.

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.

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 potential 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.

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WHAT'S DIFFERENT?

Players of other d20 System games will notice some differences with the *Mutants & Masterminds* game. These changes are made to adapt the d20 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*, they 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 would normally 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.

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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 even 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 templates in the following section for some idea of the many different heroes you can create in *Mutants & Masterminds*. You can also draw your inspiration from heroes you like in the comic books, on television, or from movies. You may want to jot down a few notes about the sort of hero that you want.

1. CHECK WITH YOUR GAMEMASTER

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

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. Check with your Gamemaster about the game's power level. This tells you how many power points you have to create your hero with.

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 templates 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 concept of your hero. You don't have to take a weakness, it's optional, but a weakness 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 the 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 GM has approved it, your new superhero is ready for action!

HERO TEMPLATES

The fastest and easiest way to create a *Mutants & Masterminds* superhero is to select one of the hero templates described in the following section. A hero template 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.

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

BATTLESUIT

Power Level 10

Ability Scores

Str 12, Dex 12, Con 12, Int 18, Wis 14, Cha 10

Attack Bonus: +5 (+1 with melee attacks, +1 with ranged attacks)

Defense: 15 (14 when flat-footed)

Saving Throws: Damage +3 (+13 with Armor), Fortitude +1, Reflex +3, Will +2

Hero Points: 5

Skills: Computers +8, Craft (Armor) +8, Disable Device +8, Power Use (Armor) +8, Repair +10, Spot +5

Feats: Aerial Combat, Attack Focus (Energy Blast), Lightning Reflexes, Power Attack, Talented (Power Use and Repair), Toughness

Powers: Armor +10 [*Extras:* Energy Blast, Flight, Immunity, Super-Strength; *Power Stunts:* Blindsight, Darkvision, Radio Broadcast, Radio Hearing; *Flaws:* Device]

Description: The Battlesuit wears a sophisticated suit of armor, a shell of advanced alloys that grants protection from most attacks, the ability to fly through the air and fire blasts of energy. The suit magnifies the wearer's strength a thousand times, provides full-spectrum life support, and has various sensor devices built into it. The hero may have originally designed the suit to fight crime or intended for another purpose — such as exploration — but was forced to use it when others tried to use the armor for evil.

Quote: "My armor's systems can handle it. Stand back."

Customization: You can substitute any of the following powers for Energy Blast: Dazzle, Fatigue, Snare, or Stun. You can substitute another movement power such as Digging, Swimming, or Teleportation for Flight. Any of these powers can also be added to the Battlesuit as a power stunt (substituting for one of its current power stunts).

ELEMENTAL

Power Level 10

Ability Scores

Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 12

Attack Bonus: +6 (+2 with ranged attacks)

Defense: 17 (15 when flat-footed)

Saving Throws: Damage +2 (+12 with Force Field), Fortitude +2, Reflex +5, Will +4

Hero Points: 5

Skills: Acrobatics +8, Concentration +8, Power Use (Elemental or Energy Control) +10, Profession or Science (choose one) +5, Spot +6

Feats: Accurate Attack, Dodge, Expertise, Identity Change, Point Blank Shot, Power Attack, Precise Shot

Powers: Reflexes +3, Willpower +3, plus choose one of the following:

- Elemental Control +10 [*Extras:* Elemental Movement, Elemental Shield, and Elemental Field or Shape Element, plus two power stunts of your choice, see p. XX]
- Energy Control +10 [*Extras:* Flight, Force Field, and Energy Field or Energy Shapes, plus two power stunts of your choice, see p. XX]

Description: The Elemental commands one of the primal forces of nature, usually a type of energy such as electricity, light, fire, sonics, magnetism, weather, radiation, darkness, and so forth. Or the elemental may command a form of matter like earth, ice, water, and so forth. Using that force, the Elemental can create various effects, usually projecting energy blast and a protective shield. An Elemental's powers may be inborn or may come from being immersed in that type of energy (struck by lightning, bathed in radiation, doused with flammable chemicals, etc.). The hero can even be a true "elemental," granted powers by the essential spirit of that element.

Quote: "You think you're so tough, let's see you stand up to *this!*" SHOOOOM!

Customization: Choose the element or energy that the Elemental commands (see Elemental Control and Energy Control in Chapter Five). Choose a Profession skill based on the Elemental's day-job or secret identity (if any).

GADGETEER

Power Level 10

Ability Scores

Str 10, Dex 14, Con 10, Int 20, Wis 18, Cha 10

Attack Bonus: +5 (+2 with ranged attacks)

Defense: 18 (16 when flat-footed)

Saving Throws: Damage +3 (+9 with Protection device), Fortitude +0, Reflex +5, Will +7

Hero Points: 6

Skills: Computers +18, Craft (Electronics) +18, Craft (all others, untrained) +15, Disable Device +18, Listen +6, Open Lock +5, Profession (Inventor) +10, Repair +18, Science (Chemistry) +18, Science (Physics) +18, Science (all others, untrained) +15, Spot +6

Feats: Evasion, Expertise, Hero's Luck, Photographic Memory, Power Attack, Scientific Genius, Talented (Craft and Repair), Wealth

Powers: Protection +3 (*Extras:* Reflexes, Willpower), Super-Intelligence +10, Weapon +6 [Choose one of the following effects: Blast, Dazzle, Snare, Strike], Device +6 [Choose one of the following powers: Flight, Protection, Teleport; *Flaw:* Device], Gadget +10.

Description: Some people are born with their powers, others get them from accidents or encounters with strange forces. The Gadgeteer has only one power and that's brainpower. The Gadgeteer is one of the smartest people around and knows how to handle nearly anything technical, from computers to alien super-science. The Gadgeteer 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. Some Gadgeteers enjoy the wealth and opportunities their genius brings them, while others prefer to work alone in their labs, emerging only when the next crisis happens.

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

Customization: You can change around some of the Gadgeteer's skills to reflect different specialties or areas of expertise. You can also substitute different powers for the Gadgeteer's devices, or split the power ranks up into

different devices. The Gadgeteer's Gadget power allows for the creation of spur-of-the-moment devices to suit the situation (see p. XX for details).

MARTIAL ARTIST

Power Level 10

Ability Scores

Str 18, Dex 20, Con 16, Int 12, Wis 14, Cha 12

Attack Bonus: +8 (+4 with melee attacks, +4 with ranged attacks)

Defense: 21 (21 when flat-footed)

Saving Throws: Damage +3 (+5 with Evasion), Fortitude +2, Reflex +7, Will +4

Hero Points: 5

Skills: Acrobatics +10, Balance +10, Bluff +5, Escape Artist +10, Hide +10, Jump +6, Listen +5, Move Silently +10, Sense Motive +5, Spot +5

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

Powers: Combat Sense +5

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 along with self-trained heroes with amazing talent. Although not as powerful as some, 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: "I've been trained by the very best. You can give up now and save yourself a beating, but personally I hope that you don't."

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 can also remove feats to give the martial artist some weapons: one feat gives the hero a weapon with a +2 damage bonus. Substitute Taunt for Bluff to create a Martial Artist that uses words as weapons along with fists.

MIMIC

Power Level 10

Ability Scores

Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 14

Attack Bonus: +5 (+1 with melee and ranged attacks)

Defense: 17 (16 when flat-footed)

Saving Throws: Damage +1, Fortitude +5, Reflex +5, Will +5

Hero Points: 5

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

Feats: Assessment, Detect (Super-Powers), Dodge, Improved Initiative

Powers: Fortitude +4 [*Extras:* Reflexes, Willpower], Mimic +10 [*Extras:* Physical Attributes, Feats, All Physical Attributes, All Powers, All Feats]

Description: The Mimic can duplicate the physical abilities and 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.

Quote: "I can do anything you can, even better."

Customization: You can substitute the Mimic Skill and All Skills extras in place of the ability to mimic feats.

MYSTIC

Power Level 10

Ability Scores

Str 10, Dex 12, Con 12, Int 16, Wis 18, Cha 16

Attack Bonus: +4 (+1 with ranged attacks)

Defense: 15 (14 when flat-footed)

Saving Throws: Damage +1 (+11 with Force Field), Fortitude +1, Reflex +1, Will +4

Hero Points: 5

Skills: Concentration +10, Knowledge (Occult) +10, Power Use (Sorcery) +10, Sleight of Hand +5, Spot +5

Feats: Detect (Magic), Indomitable Will, Iron Will, Skill Focus (Knowledge—Occult), Trance

Powers: Sorcery +10 [*Spells:* Animation, Energy Blast, ESP, Flight, Force Field, Illusion, Mind Control, *Power Stunt:* Neutralize (only vs. magic)]

Description: The Mystic has achieved mastery of the arts of magic, able to cast a wide range of spells and enchantments. Most Mystics achieve their power through years of study and practice. A Mystic hero might also 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 (like demons and evil mystics).

Quote: "By the Mists of Malador! I bid thee begone, Demon of Darkness!"

Customization: Substitute other spells from the Sorcery power as desired (see p. XX). You can also add additional Flaws to the Mystic's Sorcery: each Flaw allows you to choose five more spells as power stunts.

POWERHOUSE

Power Level 10

Ability Scores

Str 20, Dex 14, Con 18, Int 10, Wis 12, Cha 12

Attack Bonus: +6 (+5 with melee attacks, +2 with ranged attacks)

Defense: 16 (14 when flat-footed)

Saving Throws: Damage +14, Fortitude +14, Reflex +2, Will +1

Hero Points: 5

Skills: Intimidate +4, Listen +4, Profession (choose one) +4, Spot +4

Feats: Immunity (Cold, Exhaustion, Heat, Pressure), Improved Pin, Shockwave

Powers: Super-Strength +10 [*Extras:* Leaping, Super-Constitution]

Description: A Powerhouse is simple and straightforward: tremendously strong and nigh invulnerable to injury.

Powerhouses are like walking tanks. A Powerhouse may come from a different species with innate super-strength (possibly alien) or may have been transformed by radiation, genetic engineering, or any number of other things.

Quote: "Was that supposed to hurt?"

Customization: For a Powerhouse that grows to giant size, substitute Growth in place of Super-Strength, drop Leaping, and keep Super-Constitution. You can drop some feats in favor of more Immunities (such as Starvation and Suffocation), making the Powerhouse even tougher.

PSYCHIC

Power Level 10

Ability Scores

Str 10, Dex 12, Con 14, Int 14, Wis 20, Cha 14

Attack Bonus: +5 (+1 with ranged attacks, +4 with mental attacks)

Defense: 18 (17 when flat-footed)

Saving Throws: Damage +2, Fortitude +2, Reflex +6, Will +10

Hero Points: 5

Skills: Concentration +10, Diplomacy +8, Listen +10, Power Use (Psionics) +10, Sense Motive +9, Spot +10

Feats: Indomitable Will, Iron Will, Lightning Reflexes, Psychic Awareness

Powers: Willpower +3 (*Extra:* Reflexes), plus choose one of the following:

ESP + 10 [*Extras:* Combat Sense, Precognition, Postcognition]

Telepathy +10 [*Extras:* Group Link, Mental Blast]

Telekinesis +10 [*Extras:* Energy Blast, Flight, Force Field]

Description: The Psychic has extraordinary mental powers. They may involve reading and influencing minds, 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.

Quote: "I sense powerful psychic forces gathering. We must act quickly!"

Customization: If you prefer you can take two of the above powers at 5 ranks each rather than one power at rank 10.

SHAPESHIFTER

Power Level 10

Ability Scores

Str 12, Dex 14, Con 14, Int 12, Wis 10, Cha 16

Attack Bonus: +5 (+1 with melee attacks, +2 with ranged attacks)

Defense: 19 (17 when flat-footed)

Saving Throws: Damage +2, Fortitude +2, Reflex +2, Will +0

Hero Points: 5

Skills: Bluff +9, Disguise +9, Hide +8, Move Silently +8, Spot +5

Feats: Extra Limbs, Improved Pin

Powers: Shapeshift +10 [*Elongation, Growth, Plasticity, Protection, Shrinking*]

Description: The Shapeshifter has an elastic, malleable body that can transform in any number of ways. The

Shapeshifter 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 Shapeshifter'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 Shapeshifter that doesn't want to be!

Quote: "There's more to me than meets the eye."

Customization: You can change the extras on the Shapeshifter'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. XX, for details.

SPEEDSTER

Power Level 10

Ability Scores

Str 14, Dex 18, Con 12, Int 10, Wis 12, Cha 12

Attack Bonus: +5 (+2 with melee attacks, +4 with ranged attacks)

Defense: 30 (16 when flat-footed)

Saving Throws: Damage +1, Fortitude +1, Reflex +14, Will +1

Hero Points: 5

Skills: Balance +8, Disable Device +4, Power Use (Super-Speed) +5, Profession (choose one) +5, Search +4, Spot +5, Taunt +5

Feats: Evasion, Identity Change, Instant Stand, Move-By Attack, Rapid Strike

Powers: Super-Speed +10 [*Power Stunts:* Wall Run, Water Run, Whirlwind]

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 change from civilian to costumed identity in an instant.

Quote: "Now you see me..." ZIP! "Now you don't."

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.

TOTEM

Power Level 10

Ability Scores

Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 12

Attack Bonus: +6 (+1 with melee attacks, +3 with ranged attacks)

Defense: 19 (16 when flat-footed)

Saving Throws: Fortitude +2, Reflex +3, Will +2

Hero Points: 5

Choose one of the following options:

Bird

Skills: Acrobatics +10, Handle Animal +8, Intimidate +8, Listen +8, Move Silently +10, Profession (choose one) +8, Search +9, Sense Motive +9, Spot +10

Feats: Aerial Combat, Attack Finesse, Darkvision, Evasion, Move-By Attack

Powers: Claws +4, Flight +10 (*Flaw:* Restricted—Wings), Telescopic Vision +5

Cat

Abilities: +2 Dexterity

Skills: Acrobatics +15, Balance +15, Bluff +7, Climb +9, Hide +15, Jump +10, Listen +7, Move Silently +15, Spot +6, Taunt +10

Feats: Attack Finesse, Darkvision, Defensive Move, Evasion, Surprise Strike

Powers: Super-Dexterity +8, Super-Strength +1 [*Extra:* Leaping]

Fish

Skills: Acrobatics +8, Intimidate +6, Jump +12, Listen +7, Ride (Cetaceans) +8, Search +6, Spot +7, Survival +7, Swim +18

Feats: Aquatic, Blindsight (*Flaw:* Limited—Only Underwater), Darkvision, Endurance, Underwater Combat

Powers: Mind Control +5 (*Extras:* Area x2, *Flaw:* Limited—Marine Life), Super-Strength +6, Swimming +8

Insect

Skills: Hide +8, Listen +7, Move Silently +8, Search +6, Spot +9, Taunt +8

Feats: Aerial Combat, Defensive Move, Dodge, Evasion, Lightning Reflexes, Surprise Strike

Powers: "Stinger" Energy Blast +8 or Drain Strength "Venom" +8, Cling +6, Flight +6 (*Flaw:* Limited—Wings), Shrink +10

Reptile

Skills: Climb +10, Hide +8, Intimidate +5, Move Silently +8, Spot +8, Survival +8

Feats: Darkvision, Extra Limbs (Tail), Great Fortitude, Lightning Reflexes, Surprise Strike, Track
Powers: Claws +2, Protection +6, Regeneration +6 [*Extra:* Regrowth], Super-Strength +6

Spider

Skills: Acrobatics +12, Hide +11, Jump +10, Move Silently +12, Taunt +5

Feats: Attack Finesse, Defensive Move, Evasion, Swing

Powers: Cling +6, Snare +8 (Web), Super-Dexterity +5, Super-Strength +5 [*Extra:* Leaping]

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 altered 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 that animal.

Quote: "Guess you've never encountered someone with the powers of a [insert animal type here]."

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 Disabled (Monstrous) because of a freakish appearance, imposing a -5 modifier on the character's Charisma-based skills, but providing an additional 10 power points to spend.

CHAPTER ONE: POWER LEVEL

A character's *power level* (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* that characters at that power level have 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.

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 in modifiers for ability scores, feats, and powers.

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 in modifiers from ability scores, feats, and powers.

Maximum Skill Rank: The maximum number of ranks a character can have in a skill is equal to (power level +3). See Chapter Three: Skills chapter for more information.

Maximum Power Rank: The maximum number of ranks a character can have in a super-power is equal to power level. See Chapter Five: Super-Powers chapter for more information.

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. XX, for more information.

[BEGIN TABLE]

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	—

[END TABLE]

STARTING POWER LEVEL

The default starting power level for *Mutants & Masterminds* is 10th (shown by the shaded bar on the table). 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, say 5th level. Gamemasters wanting more powerful heroes can set the starting power level higher, as high as 15th level. Starting characters out at higher than 15th level is not recommended, simply because it doesn't leave them with much opposition, unless they are facing 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 cannot have more than a +5 attack bonus, no matter how many power points he puts into it. Characters will often 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.

Table 1-2: Power Point Costs shows the number of power points that an increase in a particular attribute costs. 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 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. So characters with a lower Dexterity must first put power points into raising their Dexterity before they are able to purchase that feat. If an attribute's prerequisite is beyond the character's maximum attribute limits, then they cannot acquire it until they increase their 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: If a character has a *weakness*, then the player may spend an additional 10 power points on the character's attributes, within the normal limits for power level. These additional power points do not count toward the total for determining the character's power level. See page XX for more information on weaknesses.

[BEGIN TABLE]

Table 1-2: Power Point Costs

Attribute	Starting Value	Power Point Cost
Ability Score	10	1 per point above 10
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

[END TABLE]

BALANCING CHARACTERS

Although the 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 where he or she excels, things should be fine. But sometimes a particular hero's ability is spoiling the game for everyone else. Then it is 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. XX). 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 do not need to 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, 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.

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 like 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.

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* game 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.

[BEGIN SIDEBAR]

OPTION: ELIMINATING POWER LEVEL

Power level mainly exists to balance out characters 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 want. Simply give players a set number of power points, say 150, and allow them to spend them however they want, 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 can simply 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.

[END SIDEBAR]

CHAPTER TWO: ABILITIES

Everyone has certain basic abilities: how strong, fast, smart, and clever they are. These basic abilities describe all the characters in *Mutants & Masterminds*; everyone has them to one degree or another. The abilities influence almost everything your character does. Stronger characters are more capable in combat, faster 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). Each above average ability score provides a bonus on certain die rolls, while below average abilities apply a penalty to 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) and as high as 20 (the peak of human 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 can also 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 human potential.

[BEGIN SIDEBAR]

OPTION: ROLLING ABILITY SCORES

The standard system of allocating power points to ability scores allows players to choose exactly which scores their heroes will have (within the limits of the points they have to spend). Alternately, Gamemasters may wish to have players roll their character's ability scores randomly. Fate provides the hero's basic abilities then experience (in the form of power points) allows the player to improve on those abilities. Characters using this option start with only 10 power points at 1st level rather than 15.

Roll 4d6 and drop the lowest die roll, adding the other three together. Do this six times, then assign the rolls to the six abilities in whatever order desired. The ability scores can then be increased normally by spending power points on them, or decreased in order to gain power points to spend elsewhere. Generally, this method creates characters with about the same level of ability, but with a slightly more random factor that may produce more or less powerful heroes.

[END SIDEBAR]

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 (or 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 any fractions down. 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 when you roll skills 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.

[BEGIN TABLE]

Table 2-1: Ability Modifiers

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

[END TABLE]

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 with melee attacks.
- Climb, Jump, and Swim skills and all other skill checks based on Strength.
- Strength checks (for feats of strength like 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 speed 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 and poison, fatigue and effects involving the character's health.
- Constitution checks for overcoming the hazardous effects of the environment and to recover from injury.

INTELLIGENCE (INT)

Intelligence covers things like 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 and Knowledge checks and other skill checks based on Intelligence.
- Attempts to solve problems using sheer brainpower, often using the above skills.

WISDOM (WIS)

While Intelligence covers reasoning, Wisdom describes a character's awareness, common sense, intuition, and strength of will. A character with a high Intelligence and a low Wisdom may be an "absent-minded professor" type, smart but not always aware of what's going on. On the other hand, a not so bright (low Int) character may have great common sense (Wisdom).

Your Wisdom modifier is applied to:

- Will saving throws, for resisting attempts to influence you or powers that directly affect the mind.
- Listen, Spot, and Sense Motive checks and other skill checks based on Wisdom.

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, and Intimidation checks, as well as other skill checks based on Charisma.
- Attempts to influence others through force of personality, usually using the above skills.

[BEGIN SIDEBAR]

OPTION: MIX & MATCH KEY ABILITIES

Although the standard rules match up skills with specific ability scores, there may be times when it makes more sense to match a skill up with a different key ability score. For example, a character with Handle Animal (with Charisma as its key ability) may also be able to evaluate the general condition or mood of an animal, in which case the character may use Wisdom as the key ability rather than Charisma.

Players can use this option to play to their characters' strengths in particular abilities and Gamemasters can use it to add some flexibility to skills.

[END SIDEBAR]

SUPER-ABILITIES

A score of 20 is the maximum ability for any normal human, 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. 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. XX), 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

A couple things can cause your character's ability scores to change:

- Some super-powers can temporarily raise or lower your ability scores. See Chapter Five for more information on these.
- You can permanently improve your ability scores 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

Different from low ability scores, 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). If it can act (using powers, for example), it applies its Intelligence modifier rather than its Dexterity modifier to its base attack bonus.

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 is also 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. XX). Animate, but nonliving, things 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.

[BEGIN SIDEBAR]

INTELLIGENCE, WISDOM, AND CHARISMA

Intelligence, Wisdom, and Charisma can be a bit more difficult to quantify than the physical abilities of Strength, Dexterity, and Constitution. They can also have a more dramatic affect 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 a high Intelligence but a low Wisdom may be smart but absent-minded or easily distracted. A character

with a 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 a 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.

[END SIDEBAR]

CHAPTER THREE: SKILLS

Heroes can sneak into the most well guarded lairs of criminal masterminds, and create devices beyond the understanding of modern science. They can piece together clues to a villain's latest plot and do things like running along tightropes or jumping across alleyways. They do so through the use of various *skills*, described in this chapter.

ACQUIRING SKILLS

Skills are learned abilities 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 need to 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 is the case with combat 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 the first character wins. On an 11-20, the second character does.

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.

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 task is impossible for the character's level of ability (see **Checks Without Rolls**, p. XX).

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 only be used if you are trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on the Skills Table and 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 into the modifier for the skill check or a change to the DC of the skill check.

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

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

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.

Extraordinary Success

If you beat the DC by 20 or more on a skill check, you have completed the task impossibly well, achieving an extraordinary success. The effects of such a success are usually mentioned in the skill description, and the GM is free to add any additional effects, such as impressing onlookers or finishing the task in record time.

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 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 can normally 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 need to 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.

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 where 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, 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.

Here is the format for skill descriptions. Items that do not apply are omitted from that skill's description.

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, then you must have at least 1 rank in that skill in order to use it. If "Trained Only" is absent then untrained characters (those with 0 ranks in the skill) may also 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.

[BEGIN TABLE]

TABLE 3-1: SKILLS

Skill Name	Key Ability
<i>Acrobatics</i>	Dexterity
Balance	Dexterity
Bluff	Charisma
Climb	Strength
<i>Computers</i>	Intelligence
Concentration	Wisdom
Craft	Intelligence
Diplomacy	Charisma
<i>Disable Device</i>	Intelligence
Disguise	Charisma
<i>Drive</i>	Dexterity
Escape Artist	Dexterity

Forgery	Intelligence
Gather Information	Charisma
<i>Handle Animal</i>	Charisma
Hide	Dexterity
<i>Innuendo</i>	Charisma
Intimidate	Charisma
Jump	Strength
Knowledge	Intelligence
<i>Language</i>	—
Listen	Wisdom
<i>Medicine</i>	Wisdom
Move Silently	Dexterity
<i>Open Lock</i>	Dexterity
Perform	Charisma
<i>Pilot</i> Dexterity	
Power Use	Varies
Profession	Wisdom
<i>Read Lips</i>	Intelligence
Repair	Intelligence
<i>Ride</i>	Dexterity
Science	Intelligence
Search	Intelligence
Sense Motive	Wisdom
<i>Sleight of Hand</i>	Dexterity
Spot	Wisdom
Survival	Wisdom
Swim	Strength
Taunt	Charisma

Skills in *italics* are trained only.

[END TABLE]

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. XX).

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

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 can usually only attempt one Acrobatics check per audience to impress them.

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 or tightrope.

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 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 have to 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 true. It covers acting, fast-talk, 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 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 to 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 like 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 where 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 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 have to make another Climb check to avoid falling.

Catching Yourself When Falling: You can make a Climb check 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.

Special: The Clinging power (p. XX) 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 like 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 the system has.

Special: Characters with 5 or more ranks of Computers gain a +2 bonus on Disable Device checks involving computer-controlled devices.

Characters with the Datalink power (p. XX) 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 that require concentration. If you make a Concentration check, you can use that power. If you fail the check your attempt to use or sustain that power fails. The GM may also call for a Concentration check whenever you are trying to do a complex task in spite of various distractions, like disarming a bomb in the midst of a raging fight, for example. 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. XX).

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 have to start over again.

Special: If you have the Craftsman feat (p. XX), you gain a +2 bonus on all Craft checks.

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 he's an expert in 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 can also 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.

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 the appropriate Craft or Science skill, you get a +2 bonus on Disable Device checks.

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

DISGUISE (CHA)

You can use makeup, costumes, and other props to change your appearance (or someone else's). It 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 can also impersonate people, either individuals or types, so that, for example, you might, with little or no actual disguise, make yourself seem like 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 good it is until you try it out.

If you don't draw any attention to yourself, however, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard who is 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 on 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 (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 like combat or making difficult maneuvers.

Easy vehicle maneuvers, like low-speed turns, have a DC of 5. An average maneuver, like a sudden reverse or dodging around an obstacle, has a DC of 10. Difficult maneuvers, like a tight turn, have a DC of 15. Challenging maneuvers (like a bootlegger reverse) have a DC of 20. Finally, truly impressive maneuvers like 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 is still capable of it.

ESCAPE ARTIST (DEX)

You're trained in escaping from bonds and other restraints.

Check: Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) require 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 how long the space is.

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. XX) 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. XX, 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. XX) gain a bonus to 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 them.

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, copy 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 good the forgery is. 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 in question. (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 may also require you to roleplay out 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.

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 Control Animals power, they obey you automatically.

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 the full speed, you suffer a -5 penalty. It's practically impossible (-20 penalty) to hide while sprinting.

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 has to be within 1 foot per rank you have in Hide.) This check, however, is at -10 because you have to 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 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 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 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.

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 you Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running jump	5 ft.	+1 ft./1 point above 10	Height x 6
Standing jump	3 ft.	+1 ft./2 points above 10	Height x 2
Running high jump	2 ft.	+1 ft./4 points above 10	Height x 1 1/2
Standing high jump	2 ft.	+1 ft./8 points above 10	Height
Jump back	1 ft.	+1 ft./8 points above 10	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 against maximum movement in a round normally.

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.

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 can also come up with new bodies of knowledge that suit your character.

- Culture (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 the Scholar feat (p. XX), you gain a +2 bonus on all Knowledge checks.

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 and read. Unskilled characters can speak and read their native language. 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 how quiet the noise is that you might hear or against an opposed Move Silently check (for people trying to be silent). Normal conversation is DC 0, whispering is DC 10. There is a +1 DC modifier per 10 feet the source of sound is away from you 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: When several characters are listening to the same thing, the GM can make a single 1d20 roll and use it for all the listeners' skill checks.

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. XX) 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 only make one long-term care check per day.

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.

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 circumstance penalty, even if a simple tool is employed. You must have the Disable Device skill to try and 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 can usually retry an Open Locks 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 Disable Device, you get +2 on Open Lock checks when dealing with electronic locks.

PERFORM (CHA)

Perform is the skill of artistic performance, ranging from dance and acting to playing an instrument or signing. 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 interaction skill use per 5 points over DC 10 that the Perform roll succeeds by.

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 like combat or making difficult maneuvers.

Easy vehicle maneuvers, like low-speed turns, have a DC of 5. An average maneuver, like a sudden reverse or dodging around an obstacle, has a DC of 10. Difficult maneuvers, like a tight turn, have a DC of 15. Challenging maneuvers (like 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 of it.

POWER USE (VARIES)

You know how to use a power (p. XX) in particular ways. Each power has its own Power Use skill, and the GM decides whether or not you need a new skill for a particular power.

Power Use's key ability depends on the power. Generally, physical powers are based on Dexterity and mental powers are based on Wisdom, although the GM may rule that a power has a different key ability, as needed.

Check: When you attempt to use your power in an unusual or very controlled manner, the GM may call for a Power Use check. The DC is based on how complex the task is. For example, threading a needle telekinetically might call for a DC 10 Power Use (Telekinesis) check while adjusting your force field to exactly match the frequency of another field might call for a Power Use (Force Field) check with a DC of 10 + the bonus of the opposing field.

Retry: Generally you can retry a failed attempt the following round, although the GM may rule that certain tasks cannot be attempted again.

Special: Untrained characters make Power Use checks using the bonus of the relevant attribute.

PROFESSION (WIS)

You're trained in the particulars of a profession like 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 skill 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 can usually be retried.

Special: If you have the Jack of All Trades feat (p. XX), you gain a +2 bonus on all Profession checks.

READ LIPS (INT)

Trained Only

You can tell what people are saying just by 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 have to 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 the 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 want 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 you are familiar with. 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
Guide with knees	5
Stay in saddle	5
Cover	15
Soft fall	15
Leap	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 only use one hand this round because you need to 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.

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 resist damage with a DC of 11.

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 need to 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 to 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.

If you have the Scientific Genius feat (p. XX), you get a +2 bonus on all Science checks.

SEARCH (INT)

You can search an area looking for things like clues, hidden items, traps, and other such details. Spot 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 can also use the skill to tell when something is up (something odd is going on that you were unaware of) 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 can also tell if someone's behavior is being influenced by a mental power (see p. XX), 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.

SLEIGHT OF HAND (DEX)

Trained Only

You can perform feats of legerdemain like 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, 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. XX), 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 (see Invisibility, p. XX).

Spot is also used to detect someone in disguise (see the Disguise skill, p. XX).

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 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 your check result exceeds 15. |
| 15 | Avoid hazards like 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. XX).

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 Immune to Suffocation feats, this penalty does not apply.

The DC for the Swim check depends on the condition of the water:

Water	DC
Calm	10
Rough	15
Stormy	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. XX), 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 (like charging at you), or suffers a –4 penalty to his attack rolls or skill checks 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.

[BEGIN SIDEBAR]

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 groups 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). If the GM prefers, the Power Use skill can be a combat skill for a particular power. 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 power level, just like normal Defense bonus.

[END SIDEBAR]

CHAPTER FOUR: FEATS

A *feat* is a special ability that either gives your hero a new ability or improves an existing one. Feats often allow heroes to "break the rules," doing things that most people cannot do. Unlike skills, feats do not have ranks. You either have a feat or you do not.

ACQUIRING FEATS

Feats are bought with power points just like skills and powers, except feats do not have ranks. A feat costs a flat 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 Strength bonus drops below +10 because of a Drain Strength attack, for example, you can no longer use the Shockwave feat (which requires a Str bonus of +10 or higher). Once you regain use of all prerequisites, you can use the feat again.

TYPES OF FEATS

Feats come in two types. *Heroic* 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.

[BEGIN TABLE]

TABLE 4-1: FEATS

Heroic Feats

	Prerequisite
Accurate Attack	Dex 13+, base attack bonus +1 or higher
Aerial Combat	Dex 13+, 1 or more ranks in Flight
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
Counterattack	—
Craftsman	—
Defensive Move	—
Defensive Throw	—
Dodge	Dex 13+
Endurance	—
Evasion	Dex 13+
Expertise	—
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+
Intimidating Presence	Cha 13+, 4 or more ranks in Intimidate
Iron Will	—
Jack of All Trades	—
Leadership	Cha 13+
Lighting Reflexes	—
Minions	6th level
Move-By Attack	Dex 13+
Photographic Memory	—
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	—
Rapid Healing	Con 13+
Rapid Strike	Dex 13+, base attack bonus +3 or higher
Scholar	Int 13+
Scientific Genius	Int 13+
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
Wealth	—
Whirlwind Attack	Int 13+, Dex 13+, Expertise, Rapid Strike, Move By Attack, base attack bonus +4 or higher

Super Feats

All-Around Sight	—
Amphibious	—
Bestow Luck	—
Blindsight	Wis 13+, Blind-Fight
Counter Luck	—
Darkvision	—
Detect	—
Durability	Damage save bonus +1 or higher
Extra Limbs	—
Identity Change	—

Immunity	—
Mental Link	—
Penetrating Attack	—
Penetration Vision	—
Power Immunity	—
Power Stunt	—
Psychic Awareness	—
Radio Hearing	—
Radio Broadcast	Wis 13+, Radio Hearing
See Invisibility	—
Shockwave	Str bonus +10 or higher
Super-Breath	Str bonus +10 or higher
Swing	—
Ultra-Hearing	—
[END TABLE]	

HEROIC FEATS

ACCURATE ATTACK

You can sacrifice power for accuracy in your attacks.

Prerequisite: 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.

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

Benefit: You gain a +1 bonus to either attack rolls or 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.

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 **Two-Weapon Fighting** in the Chapter Eight.

ASSESSMENT

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

Prerequisites: Wis 13+.

Benefit: As a half action, you can choose a target within 30 feet of you. Choose three traits (ability scores, skills, or powers) and the GM must tell you which one the target is best in and which he is worst in. 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 which traits the target is better in.

ATTACK FINESSE

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

Prerequisites: 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: In melee whenever you miss an attack due to concealment you can re-roll your miss chance once (see **Concealment**, p. XX).

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 do still apply for ranged attacks, 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. XX), if you win the opposed grappling check, you can apply a choke hold that causes your opponent to begin suffocating 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 to Suffocation are unaffected by chokeholds.

CONNECTED

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

Prerequisite: 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. It might be advice, information, help 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 or 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.

COUNTERATTACK

You are quick to seize an opportunity when opponents lower their defenses.

Benefit: If an opponent attacks you in melee combat and misses, you get one immediate melee attack against them as a free action at your full attack bonus. You can use this feat a number of times per round equal to your base Dex bonus.

CRAFTSMAN

You're particularly good at working with your hands.

Benefit: You get a +2 bonus on all Craft skill checks.

DEFENSIVE MOVE

You can move after an opponent attacks you.

Benefit: If an opponent attacks you in melee combat and misses, you can immediately move a 5-foot step as a free action. If this moves you out of melee range of your opponent, they must move to catch up with you.

DEFENSIVE THROW

You can throw an opponent who attacks you.

Benefit: If an opponent attacks you in melee combat and misses, you can make an immediate trip attack against them as a free action at your full attack bonus. You can use this ability a number of times per round equal to your base Dex bonus.

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 them (but no Defense 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 are at a +4 bonus to the check.

EVASION

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

Prerequisite: Dex 13+

Benefit: When making a Damage save, you can choose to use your Dexterity bonus in place of your Constitution bonus. You are avoiding the attack's damage through agility and defensive maneuvering rather than sheer toughness. You can only do this for Damage saves (not Fortitude saving throws) and the GM may rule there are certain attacks you cannot evade. 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.

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 changes 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 to all Charisma-based skills whenever the GM determines that your fame would be a benefit.

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 you can operate from. 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. XX, 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: You begin the game with an extra Hero Point.

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.

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 in 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. XX.

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 hard to break out of.

Prerequisite: Base attack bonus +3 or higher.

Benefit: When you pin an opponent, they have a -4 penalty on grappling checks to break out of the pin.

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

IMPROVED TRIP

You're skilled in tripping up 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. XX.

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.

Prerequisites: Wis 13+.

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

INFAMY

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

Benefit: You get a +3 bonus to Bluff, Gather Information, and Intimidate checks whenever the GM determines that your infamy would be a benefit. However, you suffer a -3 modifier to Diplomacy checks with anyone who has heard of your infamous reputation.

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.

INTIMIDATING PRESENCE

Your mere presence can intimidate or frighten others.

Prerequisite: Cha 13+, 4 or more ranks in Intimidate.

Benefit: You can use Intimidating Presence once per round as a free action. All opponents within 30 feet of you who are lower level than you must make Will saving throws (DC 10 + Charisma modifier + Intimidate rank). Those who fail are unnerved and suffer a -2 penalty to attack rolls, saves, and skill checks for a number of rounds equal to your Charisma bonus. Those who fail 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. This feat does not affect targets with Intelligence 3 or less (they're just too dumb to be scared of you).

IRON WILL

You're particularly strong-willed.

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

JACK OF ALL TRADES

You pick up new trades and professions easily.

Benefit: You get a +2 bonus on all Profession skill checks.

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.

LIGHTNING REFLEXES

You have faster than normal reflexes.

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

MINIONS

You have various subordinates who follow your orders.

Prerequisite: 6th level.

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

[BEGIN TABLE]

Table 4-2: Minions

Leadership Score	Number of minions per power level					
	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

[END TABLE]

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

[BEGIN TABLE]

Table 4-3: Leadership Modifiers

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

[END TABLE]

Regardless of Leadership 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 subjects 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."

[BEGIN SIDEBAR]

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 leader score, if their Int bonus is higher.

[END SIDEBAR]

MOVE-BY ATTACK

You're skilled at making attacks while moving.

Prerequisites: 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 attacks with exceptional accuracy.

Prerequisite: 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 pp. XX and XX.

PHOTOGRAPHIC MEMORY

You have perfect recall of everything you've experienced.

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 where rote memorization is useful (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 in 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. XX).

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.

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. XX, for more information.

RAPID SHOT

You can make ranged attacks with exceptional speed.

Prerequisite: 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 one and your normal one) suffers an additional -2 penalty. You must take the full attack option (p. XX) 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. XX) 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 equal to your base attack bonus.

RICOCHEAT ATTACK

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

Prerequisite: 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. XX), causing the defender to lose all dodge bonuses to Defense.

SCHOLAR

You're very knowledgeable.

Prerequisites: Int 13+

Benefit: You gain a +2 bonus on all Knowledge skill checks.

SCIENTIFIC GENIUS

You're a brilliant scientist.

Prerequisites: Int 13+

Benefit: You gain a +2 bonus on all Science skill checks.

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 leader score (see Minions), but must be at least one level lower than yours, regardless of your leader 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.

[BEGIN TABLE]

Table 4-4: Sidekicks

Leadership

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

[END TABLE]

[BEGIN SIDEBAR]

OPTION: REVERSE SIDEKICKS

On rare occasions a sidekick may actually be *more* powerful than the main character rather than less! 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.

[END SIDEBAR]

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 skills 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.

Benefit: Designate an opponent and make an Intimidation check as a half action. Your opponent must immediately make a Will save with a DC equal to the result of your Intimidation 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 +1 on their Will save each time Startle is used against them in a single combat.

STUNNING ATTACK

You have a better 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 Class. 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. You inflict +1 damage 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.

Prerequisite: 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 creatures 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. XX.

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

UNDERWATER COMBAT

You're training in fighting underwater.

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

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

WEALTH

You have considerable financial resources.

Benefit: You've got a lot of money, enough so that you don't need to work or be worried about your daily needs. You may be heir to a great fortune, a highly successful entrepreneur, a lottery winner, or something similar. The exact amount of money at your disposal is up to the GM, but routine expenses are never a problem for you.

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. XX). 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.)

BESTOW LUCK

You can grant good luck to others.

Benefit: You may spend a Hero Point on behalf of a willing character within your line of sight. The subject gains the benefit of the Hero Point as if he spent it himself.

BLINDSIGHT

You can act normally even while blinded.

Prerequisite: Wis 13+, Blind-Fight.

Benefit: Using a non-visual sense like scent, acute hearing, radar, or sonar, you can maneuver and fight as well as a sighted character. Invisibility and darkness are irrelevant to you unless they specifically affect the non-visual sense you use. You can make Search and Spot checks normally using Blindsight.

COUNTER LUCK

You can avoid the effects of an opponent's good luck.

Benefit: You may spend a Hero Point to counter the spending of one of the Gamemaster's Villain Points, so long as the action directly affects you or someone in your line of sight. The Villain Point is canceled out and has no effect. You cannot cancel the use of Villain Points on actions that affect the character spending the point (such as extra effort).

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 the Darkness power).

DETECT

You can sense things others cannot.

Benefit: Choose a particular item or quality, such as precious metals, magic, super-powers, evil, 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.

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 LIMBS

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. 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 on 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. XX). 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 to Heat, you don't need to make Constitution checks to avoid fatigue or damage even while swimming through molten lava. If you are stuck 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. XX).

Immunities

- Aging (you don't age and can't be aged by outside effects)
- Cold
- Disease
- Exhaustion (you never tire or need sleep, but you can still become fatigued from exertion)
- Heat
- Poison
- Pressure (or lack of pressure, as in a vacuum)
- Radiation
- Starvation (you don't need to eat or drink)
- Suffocation (you don't need to breathe)

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

MENTAL LINK

You can communicate with someone over great distances.

Benefit: You have a mental connection with another being, equivalent to the basic level of Telepathy (p. XX), allowing the two of you to communicate 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.

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.

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 concealment modifiers except for darkness. You must choose one 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 own powers.

Benefit: You cannot be harmed or affected by your own powers in any way. This includes having your attacks reflected back at you, or anyone who mimics or transfers your powers to them. At the GM's discretion, this feat may also 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.

PSYCHIC AWARENESS

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

Benefit: When a mental power is used near you or to affect someone near you, you may be able to detect it. Make a Sense Motive check (DC 10). If successful, you sense the use of the mental power. The DC of the check increases by +1 for every 10 feet distance between you and the user or the target or the mental power (whichever is closer to you). If you are targeted by a mental power, a successful Sense Motive check allows you to know the identity of your attacker (if you are familiar with them).

RADIO BROADCAST

You can broadcast radio signals.

Prerequisite: Wis 13+, Radio Hearing.

Benefit: You can transmit radio signals, allowing you to communicate with radios, televisions, walkie-talkies, and cell-phones. The GM may require a Power Use check 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. XX).

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 can't make out encrypted or scrambled transmissions without the Comprehension power.

SEE INVISIBILITY

You can see invisible things.

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

SHOCKWAVE

You can use your tremendous strength to create a shockwave that bowls people over.

Prerequisite: Strength bonus +10 or higher.

Benefit: You can smash your hands together or strike the ground, making a Strength check and creating a powerful shockwave that radiates out from you in all directions a number of feet equal to five times your Str bonus. 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 (see p. XX). They gain a +1 bonus to their check for every five feet they are away from you. A defender who fails the check is prone, just as if you'd tripped them.

A shockwave can cause considerable cosmetic damage to an area, particularly if it's used in a crowded urban area. At the least, a shockwave is likely to shatter windows and damage parked vehicles within the area. The GM should feel free to describe the effects of a shockwave on the environment.

SUPER-BREATH

You can use your tremendous lungpower to expel a blast of air.

Prerequisite: Strength bonus +10 or higher.

Benefit: You can make a Strength check and 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. 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 (see p. XX). They gain +1 to the check for every five feet they are away from you. A defender who fails the check is prone, just as if you'd tripped them. Your super-breath can also blow away any object that could be thrown using the same Strength check and it blows out fires with a damage class equal to or less than your Strength check.

SWING

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).

Benefit: You can swing your normal speed as a half action, twice that 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 to swing from.

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, like dog whistles and 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
- You cannot take a feat that applies a bonus to a roll more than once for any given 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 or Counterattack).
- 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.

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 heroic feat, for a character. 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. XX), 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. XX), 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. XX). 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 stacking them.

CHAPTER FIVE: SUPERPOWERS

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 things. 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 XX-XX or players can create their own unique super-powers for their characters, with the permission of the Gamemaster, using the guidelines given under **Creating Powers**, starting on page XX.

CHOOSING POWERS

The **Power Descriptions** section offers a large selection of super-powers players can simply choose from for their characters. They pay the power's cost per rank as given in its description 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 campaign.

CREATING POWERS

Players unable to find a particular power that they have in mind in the **Power Descriptions** section, or looking to create a unique power for their characters, can use the **Creating Powers** section starting on page XX to come up with their own super-powers. As with choosing 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 may cost 10 power points or more per rank. A power's cost is based on what it is capable of doing, the more powerful and broad the power, the greater it's cost.

Modifiers

Three things can modify a power's cost. These are power stunts, extra, and flaws.

Power Stunts: A *power stunt* is a super feat (see p. XX) 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 be able to use a power in order to use any of the power's stunts. If the power is reduced or inoperative, then 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 point, and so forth. Some extras can be applied to the same power multiple times increasing the power's cost each time. 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.

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 as well. In this case the extra increases the cost of the power by 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).

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 a 1 point per rank). Flaws can often balance the expense of adding extras. There is no limit to the number of flaws a power can have, but it's cost cannot be reduced below 1 point per rank, regardless of the number of flaws.

SOURCES OF POWER

Super-powers come from many different sources in the comic books, and characters in *Mutants & Masterminds* may have powers that come from any source. Regardless of a power's source, it works the same way in game terms, although certain special effects may apply in some situations (see **Special Effects**, p. XX).

Here are some common sources of super-powers players can choose from when creating their characters:

Aliens: Alien races may have abilities that are super-human by comparison to Earthlings, particularly in Earth's environment. Contact with aliens or alien technology may also transform ordinary humans, giving them powers. Perhaps alien abductions are resulting in new super-humans! There may also be 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.

Magic: Magic — powers associated with spells, sorcerers, and extra-dimensional forces — may grant super-powers. Characters may be spell-casters, 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.

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.

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

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

NON-POWERED 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 "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 great martial artists. Even with a high attack bonus and a lot of combat feats, you may want to give the character some powers, like 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 not 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 or something like that.

Don't get too caught up in whether or not your hero's powers come from genetic mutations, super-science, mystical forces, or simply sheer dedication and years of training. Ultimately it's more important what your hero can do than how he acquired the ability to do it.

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

$$\text{Power Check} = 1d20 + \text{power rank} + \text{modifiers vs. Difficulty Class}$$

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 the same way as opposed checks for skills (see p. XX) 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: It requires a free action to use the power. 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.

Half: Using the power requires a half action. If the character does not actually move during his action, he can also 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 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 past 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 complete cover, the power does not work.

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

DURATION

Each power has a default amount of time that it lasts, 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. This is also true of alteration effects.

Concentration: The power lasts for as long as you concentrate on maintaining it. Concentration is a half action (see the Concentration skill, p. XX, for details). You can't use other powers while concentrating on maintaining one. 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), then 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 want to.

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 and the saving throw against it is a Damage save with the power's damage bonus equal to its rank in most cases (see **Damage Saves**, p. XX).

Personal powers (powers that work only on the user) do not require or allow saving throws unless the character is using the Range extra that allows a personal power to affect another character. Willing characters can choose to forgo their saving throw and allow the power to take effect.

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STACKING POWER BONUSES

Generally the bonuses granted by super-powers stack, that is add together with other sorts of bonuses like ability score bonuses and saving throw bonuses. Indeed, many powers specifically add to these and other attributes.

However, 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 Protection +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 (Protection) or +14. Normally the character's Protection would add +4, but the total of Super-Constitution and Protection bonuses is +12, two points over the character's limit of a total +10 bonus from powers, so the extra points of Protection 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 Protection +10 at 10th-level since you can only benefit from 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 done with caution.

[END SIDEBAR]

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. Here is the format for power descriptions:

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 normal 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.

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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 X-X: Doubling Values** to see how much a given rank of a power multiplies the base ability or value by.

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 can also 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."

[BEGIN TABLE]

Table X-X: 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

[END TABLE]

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Table X-X: 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.
Animation	2	Brings objects to life under your command.
Armor	1	A suit of armor that protects against damage.
Astral Projection	5	Sends your astral form out from your body.
Blending	1	You change color to blend into the background.
Boost	2	Temporarily increases an attribute.
Claws	2	Does lethal damage in melee combat.
Clinging	2	You can walk on walls and ceiling.
Combat Sense	1	You retain your dodge bonus when surprised or flat-footed.
Comprehend	2	Translates unknown forms of communication.
Corrosion	1	Weakens non-living 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.
Darkness	2	Creates an area of pitch darkness.
Datalink	3	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
Digging	2	You can move underground by digging a tunnel.
Dimensional Travel	2	You can move between different dimensions.
Disintegration	2	Weakens and destroys non-living matter.
Drain	2	Reduces a target's attribute or attributes.
Duplication	2	Creates exact duplicates of you.
Elasticity	3	You can stretch and deform your body.
Elemental Control	2	Control over a particular element (like earth, air, etc.)
Energy Blast	2	A damaging ranged attack.
Energy Control	2	Control over 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.
Fortitude	2	Adds a bonus to your Fortitude saving throws.
Growth	4	You can increase your size (and strength).
Healing	2	You can heal damage and injuries by touch.
Illusion	2	Creates false sensory impressions.
Immovability	2	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 Control	7	You can affect others' die rolls as well as your own.
Luck	5	Incredible luck, applying a bonus to your actions.
Mental Blast	3	A damaging blast of mental power.
Microscopic Vision	2	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.
Neutralize	2	Turns off a target's super-powers.
Paralysis	2	Renders a target unable to move.
Possession	3	You can enter and control another character's body.
Postcognition	2	You can see past events.
Precognition	2	You can see the future.
Protection	2	Adds a bonus to your Damage saving throws.
Reflexes	2	Adds a bonus to your Reflex saving throws.
Regeneration	2	You heal very quickly.
Running	2	You can run faster than normal.
Sensory Protection	1	Your senses are protected against attacks (like Dazzle).
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.
Strike	2	You inflict more damage in melee combat.
Stun	2	Stuns a target temporarily.
Super-Charisma	2	You have super-human presence and influence.
Super-Constitution	3	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.
Telekinesis	2	Moves objects through the air.
Telepathy	2	You can read minds and transmit your thoughts to others.
Teleportation	2	You can move from place to place instantly.
Telescopic Sense	2	You can sense things over a greater distance than normal.
Time Control	7	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.
Weapon	1	A weapon that inflicts additional in melee combat.
Willpower	2	Adds a bonus to your Will saving throws.

[END TABLE]

ABSORPTION

Cost: 3

Action: None

Range: Personal

Duration: Continuous

You can take the energy of an incoming attack and absorb it, channeling it to enhance your own abilities. You can absorb either physical attacks or energy attacks, chosen when the power is taken. You reduce the damage bonus of an attack 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 use the absorbed energy to power another effect. Choose one of the following effects to channel your stored energy into. One is free as part of your power. You can gain the others 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. XX).
- **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 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. XX).

Extras

- **Both Types:** You can absorb both physical and energy attacks not just one or the other.

Flaws

- **One Energy Type:** Rather than being able to absorb all physical or all energy attacks, you can only absorb a specific type of physical or energy attack, such as only fire, electricity, magic, and so forth. 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). You can choose one type of form you can assume when taking this power, each additional type of form is a power stunt. In any alternate form, you have the effects of one Immunity feat per power rank (p. XX).

Form Types

- **Energy:** You can transform into energy such as light, fire, electricity, or radiation. You are Incorporeal (p. XX) 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.). If you become a harmful form of energy, you have an Energy Field (p. XX) of that energy. (In fact you are an energy field of that energy!) Otherwise you can fire an Energy Blast (p. XX) of your energy. You also have Flight (p. XX) equal to your power rank in energy form.
- **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 but can reform your physical body at will.
- **Gaseous:** You can turn into a cloud of gas. You are Incorporeal (p. XX) in gaseous form, but still affected by high winds and can be contained by airtight seals. You have Flight (p. XX) at your power rank. You also have the Suffocation power (p. XX) at your power rank, allowing you to suffocate victims by engulfing them.
- **Liquid:** You can turn into a mass of liquid, like water. You have Elasticity (p. XX) and Swimming (p. XX) equal to your power rank. You also have Protection (p. XX) equal to your power rank, since attacks tend to pass through you. You can acquire the Suffocation power (p. XX) as an extra.

- **Semisolid:** You can turn into a mass of particulate matter like sand or dust. You have Elasticity (p. XX) and Protection (p. XX) equal to your power rank, and you can add your power rank to your normal Strength bonus for inflicting damage in melee combat.
- **Solid:** You turn into a solid material with hardness equal to your power rank. You gain Super-Strength (p. XX) and Protection (p. XX) equal to your power rank.

Power Stunts

- **Extra Form:** You can assume more than one type of form, but you cannot mix and match the abilities of forms. For +10 power points, you can assume *any* of the forms described above.

Extras

- **Continuous:** You remain in your alternate form until you choose to return to normal, even if you are stunned or unconscious.

Flaws

- **Touch:** You have to 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 have to touch something made of steel first.

ANIMATION

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can bring inanimate objects to life, imbuing them with movement and even limited intelligence. 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 are also unaffected by anything calling for a Will saving throw, except for those things 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), mental ability scores (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 can normally 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

- **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.
- **Image Animation:** In addition to animating objects you can also 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.

Flaws

- **Limited—One Type:** You can only animate 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. XX) 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.

Extras

• **Immunity:** Your Armor helps protect you from the environment. You gain one form of Immunity (p. XX) for each rank you have in Armor.

Flaws

• **Ablative:** When your Armor is struck by an attack with a damage bonus that equals or exceeds its rank, it loses one rank of Protection until reduced to rank 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 you exceed the DC by restores one lost rank of Protection. 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 x 5) and your sprint speed doubles for every rank you have in astral form.

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 and 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. XX) can see your astral form, even while you are invisible.

You can leave your body for as long as you wish (although it will eventually 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 on the astral plane as a kind of ghost.

Extras

• **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. XX). 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 all Hide checks equal to your Blending power rank.

BOOST

Cost: 2

Action: Half

Range: Personal

Duration: Instant

Boost temporarily improves one of your attributes—an 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. 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. XX). 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 only Boost others and not yourself, the cost of Boost remains the same.
- **All Attributes:** Your Boost works on all attributes of a particular category or special effect at once, such as all physical ability scores (Str, Dex, Con), mental ability scores, skills, magical powers, mutant powers, and so forth.

CLAWS

Cost: 2

Action: Half

Range: Personal

Duration: Continuous

Saving Throw: Fortitude

You have claws on your hands—or similar natural weapons like fangs, horns, or sharp spines—that allow you to inflict lethal damage with your unarmed attacks. Add your power rank to your Strength bonus to determine your total damage bonus when attacking with your claws.

Extras

- **Climbing:** Your Claws grant you a bonus on your Climb checks equal to their rank.

CLINGING

Cost: 2

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. XX).

Flaws

- **Limited—One Surface:** You can only use Clinging 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 where 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. XX) and your Combat Sense rank cannot exceed your normal dodge bonus.

Example: Foreshadow's ability to see the future allows him to anticipate attacks most people could not. His normal dodge bonus is +5 for 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 that you don't possess the necessary Language skill for, make a Comprehension check and consult the difficulty table. If you succeed, you understand the communication. If you fail, you can try again with a +1 increase in the DC (this means you can take 10 on a Comprehension check, but you can't take 20). 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 non-living 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 it's 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. XX) of cosmic power out to normal range.
- You can surround yourself with a protective Force Field (p. XX).
- You have Flight (p. XX) equal to your power rank.
- You can alter matter like Transmutation (p. XX) at your power rank.
- Your body is sustained by cosmic energy, giving you one Immunity (p. XX) 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. XX) at your power rank.
- **Energy Field:** You can surround your body with a damaging field of cosmic energy, like the Energy Field power (p. XX) at your power rank.

Flaws

- **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 the 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 shapes (geometric shapes like spheres or cubes or common items like hammers, walls, and so forth). Created objects are not especially 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. XX). 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.

Extras

- **Animate Object:** You can animate your created objects like a use of the Animation power (p. XX) 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 opponents. Choose one of the following attacks that you can do. You can acquire 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.

Flaws

- **Feedback:** You suffer any damage that strikes one of your created objects as if the attack 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).

DARKNESS

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can create an area of absolute darkness within range with a radius of five feet per rank. The darkness provides total cover for everyone in the area and those outside the area have total cover from those inside it (see **Cover**, p. XX). You are unaffected by your own darkness. Various enhanced senses (like blindsight and darkvision) can also see through it.

Extras

- **Selective:** You can choose to allow some characters in your darkness (such as your allies) to remain unaffected by it.

DATALINK

Cost: 3

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. XX, 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 of the same rank (see p. XX).

DAZZLE

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Reflex

You can temporarily overwhelm one of a target's senses — sight, hearing, 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 to 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. XX, for more details on blinded and deafened characters.

Extras

- **Dazzle Burst:** You can affect everyone within a radius of (power rank x 5 feet) of your target.
- **Removable:** You can cure the effects of your own Dazzle attacks at will.

DEFLECTION

Cost: 2

Action: Reaction

Range: Personal

Duration: Instant

You can deflect incoming attacks. You can only deflect 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. XX). 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 that you 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 can normally only deflect 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 (like 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.
- **Deflection Bonus:** You're better at deflecting certain types of attacks such as bullets, punches, blasts, etc., and gain a +2 bonus to your Deflection checks against them.

Extras

- **Automatic:** Your Deflection automatically protects you against the most powerful attack aimed at you each round. You don't even need to know that the attack is coming (allowing you to deflect 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 a 5-foot step of your current position. For an additional extra, you can use Deflection against any attack within normal range (power rank x 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.

Flaws

- **Limited:** You can only deflect a certain type of attack, such as only projectiles, only energy beams, 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. XX), Protection (p. XX), and Super-Strength (p. XX) 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. XX, for details).

Flaws

- **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 on p. XX.

DIGGING

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You can tunnel rapidly through soil and packed earth, allowing you to move underground. Digging 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. You can dig through materials with hardness less than or equal to your power rank.

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.

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.

Extras

- **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.

Flaws

- **Limited—One Dimension:** Your power can only travel 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 non-living 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 it is repaired.

Extras

- **Continuous:** Once you have hit a target with your Disintegration power, you can continue to damage it without making additional attack rolls by concentrating. Each round the target suffers your Disintegration damage. If your concentration is broken, 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 anything you have disintegrated at will, repairing all the damage done to it.

Flaws

- **Limited—One Material:** You can only disintegrate one type of material such as wood, metal, stone, etc.

DRAIN

Cost: 2

Range: Touch

Duration: Instant

Saving Throw: Reflex

Drain temporarily reduces an attribute—ability, skill, feat, or power. The affected attribute is chosen when the power is taken. 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 per power rank 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.

Extras

- **All Attributes:** Your Drain works on all attributes of a particular category at once, such as physical ability scores, mental ability scores, all skills, all feats, all powers, and so forth.
- **Contagious:** Anyone who comes into contact with a target that you have drained before they have 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. So you might hit a target with a Drain and decide that it won't affect them 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 have to 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.
- **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 Type:** You can only drain a particular type of victim: mystic, mutant, alien, etc.

[BEGIN SIDEBAR]

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.

[END SIDEBAR]

DUPLICATION

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You can create duplicates of yourself, including all items you are wearing and carrying. 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 also considered minions (p. XX), 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.

You can normally create one duplicate as 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 in existence at once than your Duplication rank.

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 can also 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 extra, your maximum number of duplicates doubles, although it has no effect 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 Duplication check for the character with a DC of 30. If successful, one of the character's duplicates becomes the "real" character and gains the Duplication power at the original's rank, minus one.

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, permanently reduce your Duplication rank by one.

ELASTICITY

Cost: 3

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. You can make Escape Artist checks untrained and any check requires only a half action. This includes slipping out of grapples and Snare attacks. You can also 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. XX) at your Elasticity power rank.
- **Gliding:** By stretching out to catch the wind, you gain Flight (p. XX) 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. XX) equal to your power rank.

ELEMENTAL 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. XX).
- **Earth:** You can control soil, rock, and minerals, including unrefined metals, glass, and substances like concrete. You can move a mass of earthen materials as if you had Telekinesis (p. XX) equal to your power rank (so a character with Control Earth +12 can move about 100 tons of material, for example).
- **Fire:** You can control the shape and direction of any existing fire with a damage bonus equal to or less than your power rank.
- **Ice:** 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 must make a Reflex save (DC 10 + power rank) to avoid slipping and falling.
- **Plant:** You can control the growth of plants and impart limited movement to them. You can cause a plant to grow to full maturity and cause plants to entrap targets like a Snare (p. XX) equal to your power rank.
- **Water:** You can control the movement of a mass of water as if you had Telekinesis (p. XX) equal to your power rank.

- **Weather:** 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.

Power Stunts

- **Create Element:** You can create an amount of the element. For solid elements, this is generally an amount equal to what a character with Telekinesis equal to your Elemental Control rank could lift (so at rank 10, you can create about 25 tons of the element, the same as a character with Telekinesis +10 could lift). For intangible elements like air and fire, you can fill one five-foot cube per power rank with the element.
- **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, bypassing any Protection they may have (they save against the attack using only their normal Fortitude save).
- **Elemental Blast:** You can fire an Energy Blast (p. XX) of the element.
- **Elemental Snare:** You can trap opponents in a Snare (p. XX) of your element. Plant elementals can do this as part of their normal power, but earth, ice, and water elementals often acquire this ability as well.
- **Suffocate:** You can use your element to cause opponents to Suffocate (p. XX), by removing the air around them, creating smoke, or smothering them with your element.

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 your original one. Each time you take this extra you can control an additional element.
- **Elemental Absorption:** You have Absorption (p. XX) against damage from your element at your power rank.
- **Elemental Field:** You can surround yourself with an Energy Field (p. XX) of your element. This is only applicable for elements that can do damage on contact, like fire and ice, although an air elemental might generate an electrical field.
- **Elemental Movement:** You can move through your element or use it for propulsion. Air, fire, and weather give you Flight. Earth and plants give you Digging, and water gives you Swimming. Ice gives you Digging, but only through ice, and Flight, but only by creating a ramp of ice underneath you. You can't go too high and if anything damages your ice ramp, you fall.
- **Elemental Shield:** You can create a protective shield of your element, giving you Protection (p. XX) equal to your power rank.
- **Shape Element:** You can Create Objects (p. XX) out of your element.
- **Summon Elemental:** You summon or create creatures from your element, as if you had the Animation power (p. XX) at your Elemental Control rank.

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 (heat, lightning, laser, kinetic force, etc.) and where the blast originates from (your hands, eyes, forehead, chest, etc.) are decided when you take the power. You must also decide whether your Energy Blast does stun or lethal damage.

Power Stunts

- **Dual Damage:** Your Energy Blast can do either stun or lethal damage as you choose.
- **Explosive Blast:** Your Energy Blast can spread out from the target point, covering an area with a radius of (power rank x 5 feet).

Extras

- **Deflection:** You can use your Energy Blast to deflect incoming attacks like the Deflection power (p. XX) at your power rank.
- **Propulsion:** By firing your Energy Blast at the ground, you can "blast off" as if you had Flight (p. XX) at your power rank.

Flaws

- **Full Power:** You can't control the power of your Energy Blast. You always have to 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, projecting it at will. Choose one of the forms of energy below. You gain a base ability by controlling that energy. It also allows you to develop a number of power stunts and extras.

Energies

- **Darkness:** You can create areas of blackness like the Darkness power (p. XX) at your power rank.
- **Electrical:** You can generate and control electricity. You can shoot Energy Blasts (p. XX) 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 is shocked.
- **Gravity:** You can control the intensity of gravity on an object within range. This works like Telekinesis (p. XX) except you can only move an object in 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 their maximum load, they 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 they can perform while prone.
- **Kinetic:** You can generate and control kinetic energy, the force of motion. You can project blasts of pure force that do your power rank in damage.
- **Light:** You can generate and control light, illuminating an area up to (rank x 5 feet) in radius. You can project a beam of light that strikes like a Dazzle attack (p. XX) 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. XX) at your power rank.
- **Radiation:** You can generate and project various wavelengths of radiation (microwaves, gamma rays, etc.). Note this is comic book radiation, which is normally visible as a glowing light, and has effects much like intense light and heat. You can fire Energy Blasts of radiation that do power rank damage.
- **Sonic:** You can generate and project intense sound as a sonic Dazzle attack that can deafen your opponents. As an extra you can destroy glass and crystalline objects as if you had the Disintegration power (p. XX).
- **Vibration:** You can control vibrations, projecting vibratory 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. XX). You can also take an extra that allows you to become Incorporeal (p. XX) 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 them by your power rank.
- **Energy Blast:** You can shoot Energy Blasts (p. XX) of your energy, if you can't already do so.

Extras

- **Energy Absorption:** You have Absorption (p. XX) against your energy at your power rank.
- **Energy Field:** You can surround your body with an Energy Field (p. XX) of your energy.
- **Energy Shapes:** You can form energy into various geometric shapes like Create Object (p. XX) at your power rank.
- **Flight:** You can use your energy for Flight (p. XX) at your power rank.
- **Force Field:** You can surround yourself with a Force Field (p. XX) of your energy.

Flaws

- **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 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 Electricity and this flaw needs a power source like an outlet, battery, or generator, etc.

ENERGY FIELD

Cost: 2

Action: Free

Range: Touch

Duration: Sustained

Saving Throw: Damage (Fortitude)

You can surround your body in a damaging energy field. 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. Your field may also damage weapons that strike you.

If you strike an opponent with an unarmed attack, they also suffer 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. XX) of the same type as your field.
- **Flight:** While your Energy Field is up you have Flight (p. XX) at your power rank.
- **Immunity:** While your Energy Field is up you have one Immunity feat (p. XX) per power rank.
- **Protection:** Your Energy Field provides you with Protection (p. XX) 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.

Flaws

- **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 else 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 show below:

Rank	Distance
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 there is an obscuring power like Darkness protecting the area you want to scan, or some other obstruction, you have to make an opposed ESP check against a DC of (10 + power rank) in order to overcome it.

Extras

- **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. XX).

Flaws

- **Limited—One Area:** You can only extend your senses into certain areas, such as only cities, only natural environments, only underwater, etc.
- **Limited—One Sense:** You can only extend 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 their energy, exhausting them. 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. XX.

Extras

- **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. You can move your Flight rank times 5 feet per round, or twice that as a full action. You can also 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. XX).
- **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 x4,096, for example).

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).

[BEGIN SIDEBAR]

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 X-X: Flight Maneuverability** for information on the effects of different maneuverability ratings.

[BEGIN TABLE]

Table X-X: 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.

[END TABLE]

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: How much 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 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.

Extras

- **Increased Maneuverability:** Your maneuverability category improves by one each time you take this extra.

Flaws

- **Reduced Maneuverability:** Your maneuverability category worsens to clumsy.

[END SIDEBAR]

FORCE FIELD

Cost: 1

Action: Free

Range: Personal

Duration: Sustained

You can surround your body with a field of energy that provides you with a Protection 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 (rank x 10 feet). For another extra you can create force fields that cover an area (radius of power rank x 5 feet).
- **Deflection:** You can deflect attacks with your field like Deflection (p. XX) 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. XX) at your power rank. 2) You can trap opponents in your force field like a Snare (p. XX). 3) You can Suffocate (p. XX) 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. XX) at your power rank.
- **Immunity:** While your Force Field is up you have one Immunity feat (p. XX) per power rank.
- **Impenetrable:** The Protection of your Force Field is not reduced by Penetrating Attacks (p. XX).
- **Invisible:** Your force fields are invisible to the naked eye.
- **Mental Shield:** Your force field also adds its rank to your Will saving throws.
- **Offensive:** Your force field damages anyone who touches it like an Energy Field (p. XX) at your power rank.

FORTITUDE

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are more capable of fighting off the effects of disease, poison, or other effects that weaken your body. Add your power rank as a bonus to your Fortitude saving throws.

Extras

- **Other Save Bonus:** You can add Protection, Reflexes, or Willpower as an extra.

GROWTH

Cost: 5

Action: Free

Range: Personal

Duration: Sustained

You can increase your size. Each rank in Growth gives you a rank of Immovability (p. XX), Protection (p. XX), and Super-Strength (p. XX). Every four ranks of Growth also increase your size category by one. You have the normal modifiers to attack rolls and Defense for your new size.

[BEGIN TABLE]**Table X-X: Growth**

Size	Attack/Defense Modifier	Dimensions	Weight
Medium	0	4-8 ft.	60-500 lb.
Large	-1	8-16 ft.	500-4,000 lb.
Huge	-2	16-32 ft.	4,000-32,000 lb.
Gargantuan	-4	32-64 ft.	32,000-250,000 lb.
Colossal	-8	64-128 ft.	250,000-2,000,000 lb.
Awesome	-16	128 ft. or more	2,000,000 lb. or more

[END TABLE]**Extras**

- **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:** 2**Action:** Half**Range:** Touch**Duration:** Instant

You can heal injuries by touch. With a half action, you can remove stun or lethal hits equal to your power rank (you can divide your rank between stun and lethal hits as desired). You can also heal more serious conditions. You can remove a stunned condition with a Healing check against DC 10. You can stabilize a dying character with a DC 10 Healing check. You can add your Healing rank as a bonus to a character's Constitution check to awaken from unconsciousness. You can also grant a disabled character an immediate 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.

You can use Healing on yourself normally. You can't cure your own stun or unconsciousness conditions (since you have to be able to take an action 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 check (DC 20). You only get one attempt to do so, and can only take 10 on the check (not take 20).
- **Resurrection:** You can actually 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 it fails you cannot resurrect that character. You cannot take 10 or take 20 on this check (although you can spend Hero Points on the effort).

Flaws

- **Empathic Healing:** You heal others by taking on their injuries. You suffer any hits or conditions that you cure others of. Empathic healers may want to have the Regeneration power (p. XX).
- **Others Only:** You can only use Healing on other characters, not yourself.

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.

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 illusions over an area with a radius of (power rank x 5 feet).
- **Damaging:** Your illusions can inflict psychosomatic damage on characters who believe they are real. Treat this as a Mental Blast (p. XX) 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 non-intelligent machines like cameras, microphones, and other devices perceive your illusions. They do not affect living beings.
- **Limited—One Sense:** You can only create illusions affecting one particular sense (such as sight or hearing).

IMMOVABILITY

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You're particularly hard to move if you don't want to be moved. You gain a bonus equal to your Immovability rank against all attempts to 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. XX). 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 check with a DC of 10 + the force field's rank. You must specify one type of physical attack that still affects you while incorporeal.

Unless you have Immunity to Suffocation, you have to hold your breath while passing through a solid object, and you can suffocate normally (see **Suffocation**, p. XX). 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 Protection 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.

Your mental powers (and any power with the Ghost Touch or Mental extra) work normally while you're incorporeal, but their effective rank 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. XX) at your power rank.
- **Ghost Touch:** This extra is actually applied to *another* power, allowing you to use it on corporeal beings while incorporeal. The power's effective rank cannot exceed your Incorporeal power rank.
- **Immunity:** You have a number of Immunity feats (p. XX) 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.
- **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.

Flaws

- **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 things like infrared, radar, scent, and other sensory abilities. You can also be seen by someone at close range (within 5 feet of you), if they make a Spot check with a DC of (10 + your Invisibility rank). If a defender is unable to detect you, you gain +2 on your attack rolls against them and the defender loses any dodge bonus to Defense. You lose this benefit if the defender makes a successful Spot roll against you. Attacks against you have a 50% chance of missing (on a 1-10 on a 1d20). An attacker that can sense you (but not an attacker who just made a Spot roll against you), strikes normally.

Power Stunts

- **Extra Sense:** Your Invisibility works against an additional sense like infrared, radar, sonar, scent, and so forth. Each sense is one power stunt.

Extras

- **Affects Others:** You can turn other people or things invisible by touch. They become invisible when you do. Unwilling targets get a Will saving throw to resist.

Flaws

- **Limited—Only Creatures:** Your Invisibility only works against intelligent (Intelligence 1+) creatures (meaning it may be some sort of mental illusion). Machines like cameras can detect you normally.
- **Limited—Only Machines:** Your Invisibility only works against non-intelligent machines, like cameras, or mirrors. Intelligent creatures can see you normally.
- **Permanent:** You're permanently invisible and can't become visible even if you want to.

LEAPING

Cost: 2

Action: Half

Range: Personal

Duration: Instant

You can jump a greater distance than normal. The distance you can jump is not affected by your height (see **Jump**, p. XX). Each rank in Leaping adds 5 feet to all of your jumping distances. You take no damage from normal jumps. You can intentionally leap downward twice your minimum running jump distance without suffering damage, if you make a successful Jump check (DC 15).

Power Stunts

- **Super-Leaping:** If you take a full-round action to jump (losing any dodge bonuses to Defense), your minimum jumping distance and additional distance from Jump checks is doubled for every rank you have in Leaping.

LUCK

Cost: 5

Action: None

Range: Personal

Duration: Instant

You're 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 these things. 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. XX).

Power Stunts

- **Bestow Luck:** You gain the Bestow Luck super feat (p. XX).
- **Counter Luck:** You gain the Counter Luck super feat (p. XX).

LUCK CONTROL

Cost: 7

Action: None/Half

Range: Normal

Duration: Instant

Saving Throw: Will

This power works just like Luck (above), except that you can also add your Luck Control bonus to the DC of any task performed by another character. You may apply your entire Luck Control 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 Control ranks *before* a die roll is made. Unwilling targets of your Luck Control get a Will saving throw to avoid the effect. You cannot use your Luck Control bonus to affect this saving throw. Using Luck Control on yourself does not require an action but using on another character requires a half action.

Power Stunts

- **Bestow Luck:** You gain the Bestow Luck super feat (p. XX).
- **Counter Luck:** You gain the Counter Luck super feat (p. XX).

Flaws

- **Charm:** You can only use your Luck Control to add to die rolls, not increase DCs.
- **Jinx:** You can only use your Luck Control to increase DCs, not add to die rolls.
- **Others Only:** Your Luck Control only works on other characters, not on you.

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 Will saving throw against the damage, like a normal Damage save (DC 15 + Mental Blast rank). Mental Protection adds its bonus to the saving throw, but ordinary Protection has no effect. Mental blasts have no effect on inanimate objects or mindless targets (those with Intelligence, Wisdom, or Charisma 0).

Extras

- **Mental Assault:** Once you hit a target with your Mental Blast you can sustain it as a Concentration power, doing damage again on your initiative each round without another attack roll. The target gets a new Will save against the damage each round. Anything that breaks your concentration ends the mental assault.
- **Psychic Sedation:** You can mentally "sedate" an unconscious character to keep them unconscious, increasing the DC of checks to wake up by your Mental Blast rank.

MICROSCOPIC VISION

Cost: 2

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: Reflex

Mimic can duplicate one of another being's attributes: an ability, skill, feat, or power. The affected attribute is chosen when the power is taken. You must make a normal unarmed attack roll to touch your subject. The subject makes a Reflex saving throw. If the save fails, you can mimic the attribute up to your power rank or the subject's bonus or rank, whichever is lower. You gain the bonus for the ability score (including any super-ability ranks), skill ranks, or power ranks. The mimicked attributes remain for as long as you sustain the power.

Extras

- **All Attributes:** You can copy a broad category of attributes at once, such as physical ability scores, mental ability scores, all skills, all feats (up to one per power rank), or all powers.

- **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).
- **Extra Attribute:** You can copy an additional attribute each time you apply this extra.
- **Extra Subject:** You can copy an additional subject each time you apply this extra. When mimicking multiple subjects, you gain only the highest applicable attribute, the attributes of different subjects do not add.
- **Ranged:** You can duplicate 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 duplicate any subject that you can see, rather than having to touch them.

Example: Copycat has Mimic +12 with the following extras: All Attributes, Extra Attributes (abilities, skills, feats, powers), and Extra Subjects (x3), for a total cost of 10 points per rank. By touching up to four characters, Copycat can mimic all of their ability scores, skills, feats, and powers, but no ability can be higher than the original's rank or +12 (Copycat's Mimic rank), whichever is less. Copycat 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 them to do as you wish. Make a Mind Control 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
0	Actions the target is inclined to do anyway.
5	Actions the target isn't opposed to doing.
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, making total DC a 21, so Ego has to roll a 13 or better to get Argent to do what he wants.

Targets get a Will save to resist your Mind Control when it's first established. Targets get an additional Will save any time you order them to take an action they are strongly opposed to. Success breaks your control. You can choose to re-roll your Mind Control check in order to get a higher result, but each re-roll also grants the target a new Will save, and a failed Mind Control check breaks your control.

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, they are unable to carry out your commands.

Power Stunts

- **Mental Link:** You can give commands telepathically to anyone under your control. You don't need to speak, nor does the target have to understand your language.

Extras

- **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 only control the minds of creatures with Intelligence 3 or less. For an additional flaw, you can only control the minds of a specific type of animal (such as birds, fish, or canines).
- **Limited—Emotion Control:** You can only influence a target's emotions, making them feel however you want, but you cannot control their actions.
- **Limited—One Command:** You can only give targets 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 puppets, and so forth.
- **Restricted—Eye Contact:** You must make eye contact with your target to control them, this usually requires targets to be within 10 feet or so of you.
- **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.

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 them 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. XX). It also doesn't work against the lingering effects of powers; it 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 check of 1d20 + the target's highest power rank. The target makes a saving throw, either Will or their highest power rank, whichever is greater. If you succeed, 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 saving throw, you block the power and are unaffected by it.
- **Neutralizing Field:** You can simultaneously affect the powers of anyone within (power rank x 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 their 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 only neutralize one of a target's powers at a time.
- **Limited—One Type:** You can only neutralize powers of a particular type, like magic, mutant powers, mental powers, alteration powers, and so forth.
- **Range—Touch:** You can only Neutralize the powers of characters you can touch (requiring a melee attack roll in combat).

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 it fails, the target is paralyzed. A target can attempt an additional Will save each round to break the paralysis, with a cumulative +1 bonus for each save. 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).

Extras

- **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.

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 them. To do so, make a Possession check versus 10 + the target's Will saving throw. If you succeed, your body disappears, merging with your target, and you take control of your target's body. You retain your mental abilities, skills, and powers but gain the target's physical abilities, skills, and powers. The target gets Will saves to resist Possession just like Mind Control (p. XX). When you leave the target's body, your own body appears near them, up to 5 feet away.

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 abilities, skills, and powers and have each other's physical abilities, 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 Form**, p. XX).
- **Restricted—Eye Contact:** You must make eye contact with your target to possess them, this usually requires targets to be within 10 feet or so of you.
- **Touch:** You must touch a target in order to possess them. This requires a normal unarmed attack roll in combat.

POSTCOGNITION

Cost: 2

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 that you are in contact with. You must be able to see or touch the subject of your power. This requires a full-round action and a Postcognition 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 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.

DC	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 even and everything involving it.

Flaws

- **Limited—Objects Only:** You can only perceive the past of objects or places you are touching, not people (including yourself).
- **Uncontrolled:** You cannot use the first version of this power. Instead, the GM decides when your power spontaneously activates and informs you of the results.

PRECOGNITION

Cost: 2

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 that you are in contact with (including yourself). You must be able to see or touch the subject of your power. This requires a full-round action and a Precognition 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 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.

DC	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 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—Objects Only:** You can only perceive the future of objects or places you are touching, not people (including yourself).
- **Uncontrolled:** You cannot use the first version of this power. Instead, the GM decides when your power spontaneously activates and informs you of the results.

[BEGIN SIDEBAR]

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 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 disallowing them in their own campaigns.

[END SIDEBAR]

PROTECTION

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are particularly resistant to harm. Add your Protection rank to your Fortitude saving throws when making Damage saves.

Extras

- **Other Save Bonus:** You can add Fortitude, Reflexes, or Willpower as an extra.

Flaws

- **Limited—One Type:** Your Protection only works against a particular type of attack, like only ranged attacks, only melee attacks, only energy or physical attacks, and so forth.

REFLEXES

Cost: 2

Action: None

Range: Personal

Duration: Continuous

Your reflexes are extremely quick, allowing you to avoid certain dangers. Add your power rank as a bonus to your Reflex saving throws.

Extras

- **Other Save Bonus:** You can add Fortitude, Protection, or Willpower as an extra.

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. You can 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 stabilize. If you are disabled, you get a Constitution check on the following round to recover from it, with a bonus equal

to your power rank. If it 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, and can only take 10 on the check (not take 20).
- **Resurrection:** You can come back from death by making a Regeneration check (DC 30). You cannot take 10 or take 20 on this check and 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.

RUNNING

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You can run more quickly than usual. Characters have a normal speed of 30 feet per move action. Every rank in Running increases your speed by 5 feet.

Power Stunts

- **Super-Running:** Every rank you have in Running doubles your sprint speed (so rank 10 Running with Super-Running has a sprint multiplier of x4,096, for example).

SENSORY PROTECTION

Cost: 1

Action: None

Range: Personal

Duration: Continuous

Your senses are protected from overload by outside stimuli. You add your power rank to saving throws to resist or recover from Dazzle attacks.

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 Transmute power, p. XX), but you can reshape it into any form you want. 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 only reshape one object or mass of matter (like a mass of water or rock) at once. You can only shape 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 saving throw to resist the effect. The same is true if you try to reshape a non-living being capable of making saves (like an intelligent robot or other construct).

Flaws

- **Limited—One Type:** You can only shape a particular kind of matter, like 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 only return to your normal form 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 x 5 feet) like the Elasticity power (p. XX).

- **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.
- **Feats:** You can mimic one of a subject's feats by assuming their form. For an additional extra, you can mimic one feat per rank in Shapeshift. You must mimic prerequisites before copying more advanced feats.
- **Growth:** For three extras, you can increase your size as if you had Growth (p. XX) at your power rank.
- **Immovability:** You can increase your mass, gaining Immovability (p. XX) up to your power rank.
- **Movement:** You gain the innate movement abilities of a form you assume, allowing you to fly as a bird, swim as a fish, etc. but the movement rank can be greater than your Shapeshift rank.
- **Physical Abilities:** You can gain a form's physical ability scores (Strength, Dexterity, and Constitution), but no ability bonus can be greater than your Shapeshift rank. Each ability score you can gain counts as two extras.
- **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 the Elasticity power (p. XX).
- **Powers:** You can mimic one of a subject's powers by assuming their form. The mimicked power cannot exceed your Shapeshift rank. For an additional extra, you can mimic *all* of a subject's powers, up to your power rank.
- **Protection:** You gain the innate Protection or hardness of any form you assume, up to your Shapeshift rank. This includes the Protection granted by assuming a larger form (see **Growth**, p. XX).
- **Shrinking:** You can decrease your size, as if you had Shrinking (p. XX) at your power rank.
- **Skills:** You can mimic one of a subject's skills by assuming their form. The mimicked skill cannot exceed your Shapeshift rank. For an additional extra, you can mimic *all* of a subject's skills, up to your power rank.

Flaws

- **Limited—One Type:** You can only shapeshift 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 where 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 level 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. For the first five levels of reduced size (Small through Miniscule) you are still visible and interact with larger creatures. At rank 18 you can reduce to Infinitesimal size, too small to interact with larger creatures, smaller than a dust mote. 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.

[BEGIN TABLE]

Table X-X: Shrinking

Size	Attack/Defense Modifier	Dimensions	Weight	Lifting
Medium	0	4'-8'	60-500 lb.	x1
Small	+1	2'-4'	8-60 lb.	x3/4
Tiny	+2	1'-2'	1 lb. – 8 lb.	x1/2
Diminutive	+4	6-12"	1/8 lb.- 1 lb.	x1/4
Fine	+8	1-6"	1/16-1/8 lb.	x1/8
Miniscule	+16	1" or less	1 oz. or less	x1/16
Infinitesimal	—	—	—	—

[END TABLE]

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. XX, 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 can also 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 x 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 one each round that you sustain the effect. Those that succeed at the Balance check can only move at half speed through the area. Characters with Cling (p. XX) add their power rank to their Balance check and can move through the area at normal speed if they succeed.

You can also target a specific object, like a rope, ladder, or held item. Characters must make a Reflex save to avoid losing their grip on the item and falling or dropping it. A new saving throw is required each round to hold on to or pick up the slick item.

Extras

- **Slide:** By creating a slick area and “skating” along it, you can increase your normal movement speed by (power rank x 5 feet).
- **Selective:** You can choose to have your Slick area affect some characters while not affecting others (like your allies).

SLOW

Cost: 2
Action: Half
Range: Normal
Duration: Sustained
Saving Throw: Reflex

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 Reflex 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.

SNARE

Cost: 2
Action: Half
Range: Normal
Duration: Instant
Saving Throw: Reflex

You can trap a target, limiting their 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 them. The target loses his Dodge bonus to Defense and his Dexterity score is treated as if it were 0, applying an additional -5 modifier to Defense.

Targets can break out of a Snare by damaging it. The Snare makes damage resistance saves like an inanimate object with hardness equal to its rank (see **Breaking Things**, p. XX). 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 move action.

Extras

- **Removable:** You can free victims from your Snares at will as a free action.
- **Transparent:** The Snare's hardness does not protect the trapped character from outside attacks.

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 lists. 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. XX) you can "spontaneously" cast *any* spell listed below, but this is quite taxing and causes you to become fatigued (see **Fatigue**, p. XX). 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. XX.

[BEGIN BOX]

Offensive Spells

Dazzle
Disintegration
Drain
Energy Blast
Energy Field
Fatigue
Mental Blast
Paralysis
Slow
Snare
Stun
Suffocate

Control Spells

Elemental Control
Mind Control
Possession
Telekinesis

Defensive Spells

Absorption (only vs. magical attacks)
Force Field
Immovability
Immunity (a number of immunities equal to your power rank)
Neutralize (only vs. magic)

Divination Spells

Comprehend
ESP
Telepathy

Illusion Spells

Darkness
Illusion
Invisibility

Transformation Spells

Animation
Create Object
Healing
Incorporeal
Shape Matter
Shapeshift

Transportation Spells

Dimensional Travel
Flight
Teleportation

[END BOX]

Extras

- **Astral Projection:** You can acquire the Astral Projection power for only 4 points/rank.

Flaws

- **Concentration:** 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. XX, for more information.
- **Excluded Group:** For each of the above groups that you cannot cast *any* spells from, you can apply a flaw to your Sorcery. So being unable to cast any Divination or Illusion spells would be two flaws.
- **Restricted—Material Ward:** Something 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.
- **Ritualistic:** You cannot cast spontaneous spells, only spells that you know.

STRIKE

Cost: 2

Action: Half

Range: Personal

Duration: Instant

Saving Throw: Damage (Fortitude)

You can hit for more damage in melee combat. Your strike may come from knowledge of certain martial arts techniques or fields of force or energy around your hands, for example. For melee weapons see the Weapon power, p. XX. The rank of your Strike power is added to your Strength bonus to determine your damage bonus in melee combat. Your Strike does either stun or lethal damage, chosen when you take the power. If it does lethal damage, it still includes your Str bonus.

Power Stunts

- **Dual Damage:** You can do either stun or lethal damage with your Strike, chosen when you use it.

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. XX).

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. XX). 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 and skill checks with Charisma as their key ability score.

Flaws

- **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: 3

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. XX). It also improves your Constitution checks, such as recovering from damage.

Flaws

- **Limited:** If your Super-Constitution only applies to Fortitude saving throws, that's the same as the Fortitude power (p. XX). If it only applies to Damage saving throws, that's the same as the Protection power (p. XX).

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 Move Silently, Hide, Acrobatics, and other skill checks based on Dexterity. It does not provide a bonus to ranged attack rolls.

Flaws

- **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 Reflex power (p. XX).

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.

Flaws

- **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 normal movement speed is increased by 5 feet per rank in Super-Speed.
- Your sprinting speed is doubled for every rank in Super-Speed.
- You have a bonus to your Initiative checks equal to your rank in Super-Speed.
- You have a dodge bonus to your Defense equal to your Super Speed.
- You have 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).

You can also develop a number of power stunts and extras based on your Super-Speed.

Power Stunts

- **Immunity to Heat:** Your normal resistance to the friction heat of moving at super-speed extends to other sorts of heat, giving you Immunity to Heat (p. XX).
- **Spinning Drill:** By spinning in place at super-speed, you can drill into the ground as if you had Digging at your power rank.
- **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. XX) of 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. XX) at your power rank.
- **Incorporeal:** By vibrating your molecules at super-speed, you can pass through solid objects as if you had Incorporeal (p. XX) at the same 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 for doing damage in unarmed combat.
- **Share Speed:** You can give others a measure of your speed. Subjects must be within (rank x 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 (p. XX) with an effective rank equal to half your Super-Speed rank. This affects all targets within a diameter of (Super-Speed rank x 5 feet). Targets may make a Reflex saving throw to avoid the attack. If they fail, they make a Fortitude save against the Stun Attack normally.

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, Climb, Jump, and Swimming skills and all other skill checks based on Strength, 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. XX). It does not provide a bonus to melee attack rolls.

Extras

- **Leaping:** You gain Leaping (p. XX) at your power rank.

Flaws

- **Limited:** For each benefit that your Super-Strength does not grant (melee damage bonus, Strength check bonus, or increased carry capacity), you can apply one flaw to the power. Super-Strength that only grants a melee damage bonus is the same as the Strike power (p. XX).

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, for resisting attempts at influence or powers that directly affect the mind, and to Listen, Spot, and Sense Motive checks and other skill checks based on Wisdom.

Flaws

- **Limited:** Your Super-Wisdom only applies to Wisdom checks (and skill checks with Wisdom as the key ability). It does not grant a bonus to your Will saving throws. Super-Wisdom that only grants a Will saving throw bonus is the same as Willpower (p. XX).

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. XX), your base swimming speed is equal to your normal (ground) movement speed.

Power Stunts

- **Amphibious:** You gain the Amphibious super feat (p. XX).
- **Dolphin Leap:** You can leap from the surface of the water into the air as if you had Leaping (p. XX) at your power rank. You have to 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 x4,096, for example).

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 50 lbs. For each 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 their 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. XX) of telekinetic force.
- **Flight:** You can lift yourself with your Telekinesis giving you Flight (p. XX) at your power rank.
- **Force Field:** You can surround yourself with a Force Field (p. XX) of telekinetic force.
- **Grapple:** In addition to moving targets, you can immobilize them as if you were grappling them (see **Grapple**, p. XX), except you can only pin a target, you cannot inflict grappling damage on them unless you also have the Energy Blast extra.

Flaws

- **Limited—One Substance:** You can only use your Telekinesis to move one type of material, such as earth, metal, water, and so forth.

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 and they hear your voice speaking to them.

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.

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 only do so with one individual per round, changing from one to another as a free action.
- **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. Characters can take 10 on a Telepathy check for memory alteration, but cannot take 20. A failed check means the attempted alteration fails and the subject gains +1 on Will saves to resist further alterations that day. You can also undo the effects of previous memory alterations. The DC is the Telepathy check total used to make the alterations.

Flaws

- **Limit—Communication Only:** You can only use Telepathy to speak mind-to-mind with a subject; you can’t achieve higher than a DC 0 effect on the Telepathy Table and can’t acquire the Memory Alteration extra.
- **Limit—Empathy:** You can only sense and transmit emotions and general feelings, 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 can also 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 only teleport 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.

Power Stunts

- **Turnabout:** You can teleport, make a melee attack, and teleport back to your starting position as a full-round 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 that is 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.
- **Extended Teleport:** Your extended 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.

Flaws

- **Extended Only:** You must have the Extended Teleport extra. 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: 2

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).

Extras

- **Extra Sense:** Your Telescopic Sense applies to one additional sense (such as both sight and hearing, for example).

TIME CONTROL

Cost: 8

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. XX) at your power rank, and you can acquire any Super-Speed extra as a Time Control extra. You can also Slow others within range (p. XX).

Extras

- **Precognition:** You can see the future, giving you Precognition (p. XX) at your power rank.
- **Postcognition:** You can see the past, giving you Postcognition (p. XX) at your power rank.
- **Temporal Fugue:** You can summon duplicates of yourself from nearby timelines, giving you Duplication (p. XX) at your power rank.
- **Time Freeze:** You can freeze a single target in time, Paralyzing them (p. XX).
- **Time Travel:** You can travel through time (see Time Travel, p. XX).

Flaws

- **Others Only:** You can only speed up, slow down, or stop time 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 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.

- **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 and 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 may also 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!

Extras

- **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.

Flaws

- **Limited—One Direction:** You can only travel from your present to either the future or the past and back.
- **Limited—One Period:** Your power can only travel between your home time period and one other, chosen when you take Time Travel.

TRANSFER

Cost: 3

Action: Half

Range: Touch

Duration: Instant

Saving Throw: Reflex

You can transfer one of a subject's attributes—ability scores, skills, feats, and powers—into you by touching them. The affected ability is chosen when you take this power. You must make a normal melee attack roll to touch the subject. The target must make a saving throw. If the save fails, the subject loses ranks in an ability score, skill, or power equal to your power rank and you gain the lost ranks. If the transfer affects feats, then the subject loses one feat of your choice and you gain it, but you must meet the feat's prerequisites in order to use it.

You lose transferred ranks at a rate of one per round and the subject regains them at the same rate. Transferred feats are lost one every two rounds, and regained by the subject at the same rate.

Extras

- **All Attributes:** Your Transfer works on all attributes of a particular category at once, such as physical ability scores, mental ability scores, all skills, all feats, all powers, and so forth.
- **Extra Attribute:** Your Transfer 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 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 points or feats at a 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.

Example: The Lamprey has Transfer +10 with the following Extras: All Attributes and Extra Attributes (Ability Scores, Skills, Feats, Powers) for a cost of 9 points per rank. When he touches a target, Lamprey reduces all of their bonuses and ranks by 10 and gains those bonuses and ranks himself. Lamprey loses 1 rank from each of his stolen attributes per round and the subject regains them at the same rate.

Flaws

- **Limited—One Type:** You can only Transfer from a particular type of victim: mystic, mutant, alien, etc.

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. XX) 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, they transform.

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 x 5 feet) like the Elasticity power (p. XX).
- **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.
- **Feats:** You can grant a subject a feat by turning them into a suitable form (such as Tracking for a dog). For an additional extra, you can grant one feat per rank in Transformation. You must grant prerequisites before more advanced feats.
- **Growth:** For three extras, you can increase the target's size and mass, like Growth (p. XX) 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, then 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 while they are transformed.
- **Movement:** You grant the innate movement abilities of a form, allowing subjects to fly as a bird, swim as a fish, etc. but the movement rank can be greater than your power rank.
- **Physical Abilities:** You can grant a form's physical ability scores (Strength, Dexterity, and Constitution), but no ability bonus can be greater than your Shapeshift rank. Each ability score you can grant counts as an extra.
- **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. XX).
- **Powers:** You can grant subjects one power by transforming them into an appropriate form. The power's rank cannot exceed your Shapeshift rank. For an additional extra, you can grant a subject *all* of the powers of the form they assume, up to your power rank.
- **Shrinking:** You can decrease a target's size and mass, granting all the effects of Shrinking (p. XX) at your power rank.
- **Skills:** You can grant a subject one appropriate skill by transforming them into a suitable form. The skill rank cannot exceed your power rank. For an additional extra, you can grant a subject *all* of a form's innate skills, up to your power rank.

Flaws

- **Limited—One Type:** You can only turn targets into 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 non-living 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 (p. XX).

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 (for example). 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. XX). 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, then 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 non-living being that can make saves (such

as an intelligent robot, android, or other construct). The GM may also 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. XX). You do this by transmuting local gases into solids and liquids.
- **Destruction:** You can turn non-living solid or liquid matter into gas, effectively destroying it like a use of Disintegrate (p. XX).
- **Shapeable:** You can reshape objects into other forms like the Shape Matter power (p. XX). 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. XX).

Flaws

- **Limited—One State:** You can only transmute matter into other material of the same state (solids into other solids, liquids into other liquids, etc.).

WEAPON

Cost: 1

Action: Half

Range: Touch (melee weapons) or Normal (ranged weapons)

Duration: Instant

Saving Throw: Damage (Fortitude)

You have a weapon 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. A melee weapon adds your Strength bonus to its damage while a ranged weapon only does so as an extra (for something like a heavy-pull bow). You must also choose whether the weapon does stun or lethal damage.

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 (such as electricity, fire, cold, etc.) 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).

WILLPOWER

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are extremely strong-willed. Add your power rank as a bonus to all of your Will saving throws.

Extras

- **Other Save Bonus:** You can add Fortitude, Protection, or Reflexes as an extra.

CREATING POWERS

Although the powers described in this chapter cover 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 require an entire book this size (if not larger)! 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 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.

[BEGIN SIDEBAR]

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 where a player comes up with a game-destroying power or there is room for interpretation in the power use and creation guidelines. In these cases the GM needs to take a hand.

The Gamemaster has the ultimate say on whether or not a particular new or customized power is suitable for the campaign. 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. XX, for more information.

[END SIDEBAR]

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 can also 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. XX and XX). Generally, additional effects of the same type are less expensive to add to a power (see **Secondary Effects** on p. XX).

The general guidelines for various effects are given here. Specific examples can be found in the **Power Descriptions** section beginning on p. XX.

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 Reflex, with a DC of (10 + power rank).

Sample Alteration Effects: The following powers have one alteration effect each: Absorption, Boost, Drain, Healing, and Regeneration. Transfer (p. XX) 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 (rank x 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. XX, 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 + power rank). Attack effects that cause damage require a Damage save and have a DC of (15 + power rank).

Sample Attack Effects: The following powers have one attack effect each: Claws, Corrosion, Dazzle, Disintegration, Energy Blast, Energy Field, Fatigue, Paralysis, Slick, Snare, Strike, Stun, and Weapon. Mental Blast (p. XX) has an attack effect with the Mental extra (see p. XX). Suffocate is an attack effect with the Concentration extra (p. XX)

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. XX) 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: Deflection, Immovability, Mental Protection, Protection, and Sensory Protection. Force Field (p. XX) 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: Darkness and Illusion

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 (power rank x 5 feet) as a half action, twice that as a full action. The character can also sprint up to four times normal speed as a full action by sacrificing any dodge bonus to Defense. A movement effect can also increase the character's sprint speed for one mode of movement. This is usually a secondary effect of that form of movement (see **Secondary Effects**, below).

Sample Movement Effects: The following powers have one movement effect each: Clinging, Digging, Dimensional Travel, Flight, Leaping, Running, Space Flight, Swimming, Teleportation, and Time Travel.

[BEGIN SIDEBAR]

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. XX).

[END SIDEBAR]

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. XX) 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 non-living 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, Incorporal, Invisibility, Shape Matter, Shapeshift, Shrinking, and Transmutation (which is also 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, using the duplicated effect is more taxing than a normal effect, causing the character to become fatigued (see **Fatigue**, p. XX, for the effects of fatigue). A player can spend a Hero Point to ignore the fatigue result as normal.

A variable effect can normally only duplicate 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). If the effect has any extras applied to it (see **Extras**, p. XX) then 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, then the variable effect cannot duplicate that particular effect.

The Gamemaster *may* allow players to eliminate a variable effect's time and fatigue requirements as one extra each. This is a very powerful ability and should only be allowed with great care, since it means the character can duplicate any single effect at the variable effect's power rank at will. The GM may want to restrict the use of variable effects in the game in general, since most heroes can make do with the ability to acquire power stunts and extras for their powers using extra effort (see p. XX).

Special Effects

The effects of various powers are described above, however that doesn't mean that 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 example, 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 may also 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.

[BEGIN SIDEBAR]

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 their power level.

[END SIDEBAR]

POWER STUNTS

Power stunts are minor variations in the use of a power or particular circumstances where a power is more effective. Power stunts are super feats and are acquired just like other feats (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. XX). 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 or Power Use skill 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. XX), 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 and Power Use skill 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 may also 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 DC to the saving throws of 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 are. 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 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 only use the primary effect or one of the secondary effects at a time, not two or more together.

Example: Mr. Mysterious has the ability to cast spells. Ben, Mr. Mysterious' 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 he chooses Mr. Mysterious' primary effects within those categories: Energy Blast, Telekinesis, Force Field, Illusion, ESP, and Transmutation.

Ben decides that he wants Mr. Mysterious to have a Snare spell in addition to his Energy Blast. Since its another attack effect and Mr. Mysterious isn't likely to be using both Energy Blast and Snare at the same time, Ben decides to make it a secondary effect. Instead of increasing the cost per rank of Mr. Mysterious' power, Ben just pays 2 power points for a power stunt and Mr. Mysterious has the Snare spell. If Ben wanted to add an alteration effect (say Healing) to Mr. Mysterious' power, he'd have to increase its cost per rank, since he 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 needs to 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 Protection, then the character can benefit from either Protection 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. For example the Area extra 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 and 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 can also use your extras in any combination that you wish, except where specifically prohibited in their descriptions. The GM may also ban specific power/extra combinations in the game, when necessary.

Area: If an effect 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 effect already affects an area, the size of the area doubles. Generally the character makes a single power check or attack roll for the affected area and it is compared against the DC of the various targets.

Autofire: An attack effect 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 effect. They save against the effect 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 effects include sticky snares that can entrap anyone who touches them, drains as a contagious disease, even a neutralize effect that spreads from one character to another.

Delay: You can delay how long before an 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 an effect's duration by one step: instant to concentration, concentration to sustained, sustained to continuous, and continuous to permanent. If an effect has a duration of instant, it can be sustained by concentration. This means 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 target, 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 (see p. XX).

Ghost Touch: You can use an effect 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 effect with this extra is unaffected by attack effects with the Penetrating Attack 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: An attack effect 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 effect, this extra grants additional characters the ability to use that effect, provided that all passengers are within 5 feet of the user or another passenger. Each passenger reduces the movement effect's power 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 effect no longer functions (the character can't take on that many passengers).

Range: Each application of this extra improves an effect's range by one step: personal to touch, touch to normal, and normal to line of sight. Personal effects 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 effect 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 they are 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: An effect 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 effect activates automatically in response to a single condition without requiring an action or any effort by the character. For example, 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. The trigger must be something the character can normally sense. If it's not then it counts as two extras. Characters can choose to turn triggered effects 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.

Feats with Extras

Although extras generally apply to super-powers, there are some cases where 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 heroic feats, except with the Gamemaster's permission, and GMs should be cautious about allowing players to combine extras and heroic 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 has to 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 only affect 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 an effect 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. An effect that degrades recovers its lost ranks at a rate of 1 per hour that it's not used. The GM may adjust the rate as needed to suit the special effects of the effect.

Device: The effect 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 **Gadgets** in Chapter Seven). If the device is taken away, the character can no longer use its effects.

Duration: Each application of this flaw reduces an effect's duration by one step: continuous becomes sustained, sustained becomes concentration, and concentration becomes instant. Some effects may become practically useless if their duration is reduced too much.

Full Effect: The effect 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 effect lacks finesse. If it doesn't significantly limit the effect, then Full Effect doesn't constitute a flaw for that effect.

Heroic Effort: The character must spend a Hero Point in order to use the effect for the duration of a single encounter.

Ineffective: The effect 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 effect is limited in some way. For example, morph that only allows the character to assume particular forms, or move object that only works on particular types of matter like stone or water. 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, an effect 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 an effect and from whom the effect originates. The side effects of Obvious cannot constitute effects 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: An effect that works on both the user and others only affects others with this flaw. This is primarily for personal effects 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 effect.

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 effect 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 an effect's range by one step: line of sight becomes normal, normal becomes touch, and touch becomes personal. Some effects 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 an effect 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 effect is unavailable. When you're no longer restricted, the power is usable again.

Slow: The effect takes longer to use than normal. Each application of this flaw increases the time needed to use the effect by one step: from none to free, free to a half action, half to a full action.

Tiring: Using the effect is taxing. The character must make a Fortitude save (DC 10 + power rank) to avoid becoming fatigued after using the power (see **Fatigue**, p. XX). 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 avoid the fatigue effect.

Uncontrolled: The character has no control over when an effect with this flaw activates. Instead, the Gamemaster decides when the effect happens. It doesn't take any effort (or an action) on the character's part. In some cases, Gamemasters may choose to consider some Uncontrolled effects plot devices and not charge characters any power points for them (see p. XX).

Uses: The effect only works a limited number of times each day. An effect 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.

Feats with Flaws

Flaws normally apply only to powers, but there are some cases where a flaw will also apply to various feats a hero has. Flaws may be applied to both heroic and super feats (including power stunts), within the guidelines given here.

A flaw applied to a heroic 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're creating.

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. XX). 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 like 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. XX) 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 see about 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 may also choose to reject the power if it's too powerful or just not suited for the campaign. 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

Rich wants to create a high-tech battlesuit for his character, Star Knight. He envisions a suit of powered armor with a variety of weapons that enhance Star Knight's strength and 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 Star Knight's armor to provide Super-Strength. Since he wants to boost all

aspects of Star Knight's Strength instead of just one that's three effects total (see **Ability Effects**, p. XX). For the attack effect he chooses an Energy Blast (a ranged damaging effect). For the defense effect he chooses Protection. 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 Protection, saying that structure of Star Knight's armor resists Penetrating Attacks. That's one extra.

Taking a look at flaws, it's clear that Star Knight's armor is a device. He doesn't see any other flaws he considered 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 Star Knight is a 10th-level character, Rich 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, Protection (Impervious),
Super-Senses, Super-Strength. Flaw: Device]**

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.

Now, 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. XX), 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 only animate machines with hardness less than or equal to your power rank. You can mentally interface with computers like the Datalink power (p. XX).

Tar Baby

Kate has an idea for a character called Tar Baby who can create and project a black, sticky substance like tar. Tar Baby can cause opponents to become stuck to her, trap them in gobs of black goo, even throw stuff in their eyes to blind them temporarily. She doesn't see a power like that so she decides to create one.

Listing all the things she wants Tar Baby to be able to do, she comes up with the following. The power has a few attack effects: being able to hit targets with a blast of tar (Energy Blast), blinding (like Dazzle), and sticking them to the ground (Snare). Kate can do these as a primary effect and two power stunts (secondary effects). For Tar Baby's sticky body, Kate goes with a Snare effect that is touch range (the Range flaw) but triggered by anyone who touches her (the Triggered extra). Since she wants to have it going at the same time as Tar Baby's other effects, she can't make this one a power stunt. She decides that Tar Baby's tarry coating provides some Protection and also gives him Immovability, two defense effects.

Adding things up she has 4 effects (blast, snare, protection, and immovability), 1 extra, and 1 flaw, for a total cost of $1 + 4 + 1 - 1$ or 5 points per rank. She pays an additional 4 power points (total, not per rank) for two power stunts: Dazzle and Snare. So eight ranks in Tar Baby's power costs (8×5) or 40 points, plus 4 points for the power stunts.

[BEGIN SIDEBAR]

BEHIND THE SCENES: POWER CREATION

Power creation in *Mutants & Masterminds* 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 have to 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 can often 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 its 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.

[END SIDEBAR]

CHAPTER SIX: CHARACTERISTICS

While power level, ability scores, skills, feats, and powers describe a lot about a hero, they don't cover everything. There are a lot of details about what the hero looks like, his name (both his super identity and his real name), appearance, costume, age, background, and so forth. You choose these details to fit the way you imagine the character.

This chapter rounds out the information about your hero, including 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 things about your character.

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 think about:

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, Ms., Doctor, Sir, and Madam or even royal titles like King, Queen, Prince, Duke, Baron, and so forth. Military ranks are also popular parts of hero names, especially General, Major, and Captain.

Sound: Some code-names don't really mean anything, 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 code-names, however. For example, Alexander Atom, heroic scientist, known as Dr. Atom.

AGE

How old is the 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, the 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 to 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 also be aliens, robots, androids, spirits, and beings of pure energy. Is the character short or tall? What about hair and eye color? Any distinguishing marks or unique features?

Costume

A big part of superhero 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, with fatigues or body armor with numerous bandoleers and belts. A suit of armor may serve as the hero's costume: either something ancient or medieval looking or 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 in a group of spandex-wearing heroes).

Generally in the comics costumes 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 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

What is your hero's personality like? 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. XX).

ALTERNATE IDENTITY

Although heroes spend a lot of their time fighting crime and using their powers to help others, most also try and 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 did the hero get his or her powers? Chapter Five offers some ideas on potential power sources. What is your hero's origin? Where did his powers come from? Why is she 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 like exposure to a strange meteor, radiation, or genetic engineering.

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

Generally, when you are subject to an unusual attack or hazard, you get a saving throw to negate or reduce its effect. A saving throw is a 1d20 roll plus a bonus based on your base saving throw bonus and an ability score. 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). A saving throw automatically fails on a natural 1 or automatically succeeds on a natural 20. 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 massive physical punishment or attacks. They incorporate toughness, physique, bulk, and resistance.

Damage Saving Throw: 1d20 + Con modifier

Fortitude saves reflect overall health and resistance to things such as 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.

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 on a planet, measured in miles per hour.

Modes of Movement

While moving at the different movement scales, characters generally walk, hustle, or sprint.

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 is a jog covering at 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 standard 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 that a specific condition falls into (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 could normally cover 60 feet with a double move (hustle) can only cover 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 could normally cover 60 feet with a double move (hustle) could only cover 15 feet moving through thick undergrowth in heavy fog (one-quarter as far as normal).

[BEGIN TABLE]

Table 6-1: Hampered Movement

Condition	Examples	Movement Penalty
Obstruction		
Moderate	Undergrowth	x3/4
Heavy	Thick undergrowth	x1/2
Surface		
Bad	Steep slope or mud	x1/2
Very bad	Deep snow	x1/4
Poor visibility	Darkness or fog	x1/2

[END TABLE]

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 speed in feet per round.

Example: Johnny Rocket 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, Johnny can circle the Earth in under an hour.

Characters can maintain their full sprinting speed for a number of rounds equal to their Constitution. After that you must succeed at a Constitution check (DC 10) to continue sprinting. You must check again each round 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.

Characters can move half their full sprinting speed for an hour. After that, you make a Constitution check (DC 10) or become fatigued (meaning they 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 super-powers, 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 Strength score. Characters with Super-Strength double their carrying capacity in all categories for each rank (see **Table X-X: 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 x32), 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 2/3 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 only move at 2/3 normal speed and the character's sprint speed is reduced by one multiple (from x4 to x3 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 only move 5 feet per round (as a full action).

A character can push or drag along the ground up to five times the 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**, p. XX).

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. XX) and Shrinking (p. XX) for details.

[BEGIN TABLE]

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.

[END TABLE]

[BEGIN TABLE]

Table 6-3: Carrying Loads

Load	Max Dex	Check Penalty	Speed	Sprint
Light	None	0	Normal	Normal
Medium	+3	-3	2/3	Normal
Heavy	+1	-6	2/3	3/4
Maximum	+0	—	5 ft.	—

[END TABLE]

[BEGIN TABLE]

Table 6-4: Super-Strength Multiplier

Power Rank	Multiplier	Str 10 Heavy Load	Str 15 Heavy Load	Str 20 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)	3,207,680 lb. (1.6K t)
14	x16,384	1,638,400 lb. (800 t)	3,207,680 lb. (1.6K t)	6,553,600 lb. (3.2Kt)
15	x32,768	3,207,680 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)

[END TABLE]

EXTRA EFFORT

Heroes are often called upon to perform feats beyond even their abilities. There are times when a hero has to 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. You can 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. A hero using extra effort can gain one of the following benefits:

- **Strength roll bonus:** You gain a +2 bonus on a single Strength roll (but not a skill check based on Str).
- **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 5 ranks. The increased rank lasts 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**, p. XX, and **Power Stunts**, p. XX). 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.

HERO POINTS

Whether it's luck, talent, or sheer determination, heroes have something that sets them apart from everyone else, that lets them 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!

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 rolls. If both rolls are below 10, then treat your roll as a 10. You must spend the Hero Point and re-roll *before* the GM announces the result of your roll. You can only spend one Hero Point per roll.

- **Improve your Defense:** Once per round 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:** Once per round 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. XX), 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 round 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. XX) and may gain additional Hero Points using the Hero's Luck feat (p. XX). Heroes regain all spent Hero Points at the start of each adventure (or each game session for long adventures) back to their starting total. So a 10th level hero with 5 Hero Points who spends 3 during an adventure starts the next adventure with 5 Hero Points again. Hero Points that aren't spent during an adventure don't carry over to the next adventure.

[BEGIN SIDEBAR]

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 to 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 may also veto uses of editing that will ruin the adventure or make things too easy on 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.

[END SIDEBAR]

WEAKNESSES

A *weakness* is a flaw or drawback that a hero has to deal with. 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 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 is rare.

A number of weaknesses are described here, but players and GMs should feel free to create additional ones 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 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 +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 ability, which often proves troublesome. Generally speaking, the character has an ability score or other common ability (like a sense or movement) effectively removed. In the case of ability scores, the character suffers a -5 penalty with the appropriate ability. 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. XX, 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 Languages skill, p. XX). See the **Condition Summary**, p. XX, for more on deaf characters.

Disturbing: The character's appearance is so strange or hideous that he suffers a -5 penalty when using Charisma-based skills like Bluff and Diplomacy (but not Intimidation). The character can't pass in normal society without drawing stares and whispered comments, and will have a very difficult time maintain any sort of dual identity without taking extraordinary measures.

Mute: The character cannot speak. He may learn and use sign language as a regular language (see the Languages skill, p. XX). He suffers a -5 penalty when using most Charisma-based skills like Bluff and Diplomacy (but not for Intimidation).

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 is probably reliant on a wheelchair or similar conveyance for getting around.

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 also 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 has to 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 where 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. For example, a character that dissolves in water (or dehydrates rapidly outside of water), or suffers harm from a rare mineral. A character exposed to his Susceptibility must make a Constitution check (DC 10). The difficulty of the check increases by +1 for each exposure (or minute of exposure, for ongoing effects). If the Constitution check fails, the hero becomes fatigued. After the next failed check the hero is exhausted, then unconscious. 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. XX), 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 Disabled—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 has to happen to someone in the adventure, then 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 type of attack. Saving throws against that type of attack 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).

CHAPTER SEVEN: DEVICES

From blaster rifles to anti-gravity, teleportation, and powerful battlesuits, heroes and villains develop all manner of super-science 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 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: Superpowers 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. XX). For example, a hero might have bionic implants that grant him certain superpowers. 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 are technological in origin. The Gamemaster makes the determination whether or not a particular special effect can be considered a device or not.

While devices are typically creations of advanced science, they don't have to be. Many heroes and villains have magical devices like enchanted weapons and armor, magical talismans, wands and staffs 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. These are just special effects of a device, just like the special effects of a power. All devices work the same 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 have to 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. XX).

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.

ATTRIBUTES OF DEVICES

At the most basic level, a device is a power with the Device flaw, meaning that the power resides in a device rather than an individual. Devices can have various extras to represent other features or abilities, or they can have additional flaws representing their limitations.

Players can also 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 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 heroic feats at the GM's discretion. The cost of these feats is handled a bit differently than extras. After the device's power cost is determined, each feat the device has costs an additional power point (total, not per rank). This is the cost of a feat with the Device flaw applied to it (see **Feats with Flaws**, p. XX, for details).

Damaging Devices

Devices can be damaged like other objects. See **Attacking an Object**, p. XX, 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) may also lost 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 in between adventures, unless the GM decides that very little time passes between the adventures for some reason.

[BEGIN SIDEBAR]

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 up 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 on board 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 it's 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 (even 20 ranks of a variable effect), 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.

[END SIDEBAR]

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

Weapons are naturally based on the Weapon power (p. XX) and have two different main categories: melee and ranged weapons, and stun and lethal weapons. Although the weapons wielded by heroes and villains may have any

power rank up to the character's power level, most portable weapons have power ranks below 10 (as shown on the Sample Weapons Tables).

Common extras for weapons include Affects Others, Area, Autofire, Delay Power, and Multifire. Affects Others is necessary for weapons that use personal powers (like Incorporeal or Shrink) against other characters or that are usable by other characters. Otherwise the weapon is assumed to work only for its owner under most circumstances. Area and Delay Power are suitable for weapons like grenades that create explosions and have preset timers. Autofire and Multifire create weapons like machine guns or other ranged weapons (such as shuriken, or throwing stars) that characters can use to make multiple attacks. The Dual Damage power stunt allows a weapon to do both stun and lethal damage. Standard weapons do either one or the other.

In addition to the Device flaw some weapons may have other flaws. Some weapons have the Full Effect flaw, for example, indicating that their effects can't be very finely controlled. The Uses flaw is also fairly common for some weapons, particularly those with Multifire and Autofire, indicating that the weapon can run out of ammo.

WEAPONS AND SUPER-STRENGTH

Super-strong characters wielding weapons deserves some special attention. 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, then the weapon's damage is assumed to stack with the character's Super-Strength power, depending on its special effects.

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: usually 5 for wooden weapons and 10 for metal ones. Adding more damage than this is good for one attack, then the weapon breaks. 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 at the GM's discretion, 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 do damage equal to the character's Strength bonus. If either the damage bonus or the defender's Protection bonus is greater than the object's hardness it 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: Rampage grabs a subcompact car (metal = hardness 10) and hurls it at Lady Liberty. Rampage has Super-Strength +12, so the car does +12 damage. Since that exceeds its hardness, the subcompact crumples when it strikes Lady Liberty. She's driven back through a brick wall and shaken up by the impact, but is otherwise unharmed.

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 they have relieved an opponent of).

[BEGIN TABLE]

Table 7-1: Melee Weapons

Weapon	Damage	Points
Unarmed	Str bonus	—
Axe, hand	+4 L	4
Axe, battle	+6 L	6
Club	+4 S	1
Dagger	+2 L	2
Quarterstaff	+4 S	1
Spear	+4 L	4
Sword	+3 L	3
Greatsword	+5 L	5

[END TABLE]

[BEGIN TABLE]

Table 7-2: Ranged Weapons

Weapon	Damage	Features	Points
Assault rifle	+5 L	Autofire, Uses	5
Blaster pistol	+5 S	—	5
Blaster rifle	+8 S	—	8
Blaster, repeating	+6 S	Autofire, Uses	6
Bow	+4 S/L	Dual Damage	6

Crossbow	+5 S/L	Dual Damage	7
Grenade			
concussion	+6 S	Area, Uses	6
fragmentation	+6 L	Area, Uses	6
Pistol, light	+3 L	—	3
Pistol, heavy	+5 L	—	5
Rifle	+7 L	—	7
Shuriken	+2 L	Multifire, Uses	2
Submachine gun	+4 L	Autofire, Uses	4
Taser	—	Stun +5 (DC 20)	5

[END TABLE]

ARMOR

With so many weapons and super-powered attacks around, characters 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. XX) 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. XX) is the basis for a suit of armor.

The most common extra for armor is Impervious, which makes the armor resistant to Penetrating Attacks. Generally only very advanced armor is Impervious. Sealed armor can 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 may also be Tiring to wear for extended periods of time.

Shields or armored bracers grant characters the Deflection power (p. XX).

STACKING ARMOR

The Protection provided by armor does not stack with any innate Protection the wearer may have or the Protection offered by other armor, only the highest bonus applies. Therefore, there's little point in a hero with Protection +10 putting on a suit of plate-mail or a bulletproof vest, he's already tougher than the armor is!

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.

[BEGIN TABLE]

Table 7-3: Armor

Armor	Protection	Points
Leather	+2	2
Scale	+4	4
Chain Mail	+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

[END TABLE]

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) and anything else the inventor can come up with.

It's usually easiest to create a battlesuit as a custom super-power with all the appropriate effects, extras, and feats. Then apply the Device flaw to it, along with any other flaws the battlesuit may have. See **Examples of Power Creation** in Chapter Five and the Battlesuit Template, p. XX, for examples of battlesuits.

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 protection. 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 skills, 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.

[BEGIN TABLE]

Table 7-4: Size Modifiers

Size	Attack/Defense Modifier	Dimensions	Weight	Multiplier
Miniscule	+16	1" or less	1 oz. or less	x1/16
Fine	+8	1-6"	1/16-1/8 lb.	x1/8
Diminutive	+4	6-12"	1/8 lb.- 1 lb.	x1/4
Tiny	+2	1'-2'	1 lb. – 8 lb.	x1/2
Small	+1	2'-4'	8-60 lb.	x3/4
Medium	0	4'-8'	60-500 lb.	0
Large	-1	8'-16'	500-4,000 lb.	X2
Huge	-2	16'-32'	4,000-32,000 lb.	X4
Gargantuan	-4	32'-64'	32,000-250,000 lb.	X8
Colossal	-8	64'-128'	250,000-2,000,000 lb.	X16
Awesome	-16	128' or more	2,000,000 lb. or more	x32

[END TABLE]

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.

[BEGIN TABLE]

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

[END TABLE]

Vehicles can also have *secondary modes* of movement. This gives the vehicle another type (see above). For example, a car might also be able to fly (making 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. For space vehicles they may have Space Flight (p. XX) as a secondary mode of movement, allowing them 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.

Protection

Some vehicles have a protection rating 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 protection cannot exceed its hardness. Characters partially outside the vehicle (leaning out a window, etc.) lose some of its Protection. Use the cover modifiers for these situations (see **Table 8-9: Cover**, on p. XX).

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. XX) to represent energy shields, which must be raised to repel attacks and which can be damaged. A shield may also 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. XX), 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 (which 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 add up its ranks of movement, hardness, and protection, plus any other features the vehicle may have. Like all devices and powers, vehicles have a minimum cost of 1 power point.

$$\text{Vehicle Cost} = \text{movement ranks} + \text{protection ranks} + \text{features}$$

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 of 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.

[BEGIN TABLE]

Table 7-6: Speed Modifiers to Vehicle Checks

Speed	Check Modifier	Defense Modifier
Cautious speed (1/2 speed)	+2	+0

Cruising speed (normal speed)	+0	+0
High speed (2x speed)	-2	+2
Top speed (4x speed)	-4	+4

[END TABLE]

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.

[BEGIN TABLE]

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

[END TABLE]

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: Normally, basic straight-line vehicle movement does not require an action on the part of the pilot. However, if the pilot wants to take an action on his own while piloting (such as firing out the window of a moving vehicle), 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 45 to 90 degrees.

[BEGIN TABLE]

Table 7-8: Conditional Modifiers to Vehicle Movement

Condition	Examples	Movement Penalty	Check Penalty
Obstruction			
Moderate	Undergrowth	x3/4	-2
Heavy	Thick undergrowth	x1/2	-4
Surface			
Poor	Uneven terrain	none	-2
Bad	Steep slope or mud	x1/2	-4
Very bad	Deep snow	x1/4	-6
Poor visibility	Darkness or fog	x1/2	-4

[END TABLE]

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 things like 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 (how much he missed the check by) to **Table 7-9: Loss of Control** to determine the effect.

[BEGIN TABLE]

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

[END TABLE]

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 pilot regains control.

Slip: The vehicle slides, moving 5 feet right or left (randomly determined by the GM) for every 20 meters it has moved this round (round down). If this brings it into contact with another objects, see Collisions, below. This continues each round until the pilot regains control.

Skid: The vehicle moves 5 feet right or left for every 10 meters it has moved this round (round down). If this brings it into contact with another objects, see Collisions, below. This continues each round until the pilot 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 pilot regains control of 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 a 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: The Raven 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 Raven'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 the Raven's jet hits it from behind, the base moment 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: The Raven's plane is a large vehicle (+1 modifier) while the alien ship is huge (+2 modifier). If the Raven's plane hits with a base movement rank of 10, then it does +11 damage to the alien ship while suffering +12 damage in return.

Vehicles make damage checks against the damage using their hardness rating (see **Damage to Vehicles** for details). Passengers suffer inside the vehicle suffer the same damage as the vehicle but gain the benefit of the vehicle's protection and a +5 bonus on their damage check 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 checks 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.

[BEGIN SIDEBAR]

Exploding Vehicles

The Gamemaster may decide a vehicle that fails its damage save by 10 or more explodes spectacularly. Generally this does damage equal to the vehicle's hardness plus its size bonus to everyone inside the vehicle (in addition to the damage for the original attack). The vehicle generally has to have some sort of fuel or power system on board for it to explode at all. This is most appropriate for vehicles piloted by minions or for the final destruction of a super-villain's vehicle (leaving the players wondering if *anyone* could have survived such an explosion). Disabled vehicles may also explode for the sake of a cool special effect. This has no game effect it just makes for an interesting and exciting description.

[END SIDEBAR]

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).

[BEGIN TABLE]

Table 7-10: Sample Vehicles

Vehicle Type	Size	Movement	Hardness	Protection	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	18	
Truck (18-wheeler)	Huge	7	13	6	20	
Train	Gigantic	7	13	8	21	
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	Guns +8
Battleship	Colossal	6	18	18	36	Guns +12
Air Vehicles						
Hang-glider	Small	5 (Glide)	4	0	2	
Helicopter	Medium	7	10	5	17	
Plane	Medium	8	10	5	18	
Fighter jet	Large	12	12	10	22	
Passenger jet	Gigantic	9	14	8	32	

Space Vehicles

Shuttlecraft	Large	11	10	8	19	
Space fighter	Medium	15	12	10	29	Space Flight
Space cruiser	Gigantic	10	15	15	27	Space Flight
Space battleship	Colossal	12	20	20	34	Space Flight

[END TABLE]

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 and must be acquired using the Minions or Sidekick feats (see Chapter Four).

CONSTRUCT FEATURES

Constructs usually have no Intelligence or Charisma 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. XX), 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. XX). 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 them 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.

Strength

Constructs start out with Str 10 like characters do and may increase or decrease it normally. Constructs often have high Strength scores or even Super-Strength.

Dexterity

Constructs start out with Dex 10 like characters do and may increase or decrease it normally. Constructs tend to have average or low Dexterity scores, but some may have higher than normal Dexterity.

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.

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 superpowers.

Wisdom

Constructs start out with Wis 10 like characters do and may increase or decrease it 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.

Skills

Constructs can be "programmed" with certain skills, allowing them to perform various tasks. A construct can have any skill so long as its key ability is not Intelligence or Charisma. Skills cost the usual amount for a construct.

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. For example, constructs cannot have the Heroic Effort flaw because it costs Hero Points, which constructs (as minions) 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 and Charisma 0 like normal. They may increase those scores for 1 power point per +1 (up to a maximum of 20). Intelligent constructs are affected by powers requiring a Will save like normal characters, unless the power specifically does not affect non-living beings. Intelligent constructs can also 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 20 power points (minus 2 power points 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 non-intelligent 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 to represent advanced self-repair facilities. Construct characters are affected by powers normally (except for those things their Immunity protects them from).

If a construct character is identical to a living being, either a creation like a clone or a construct that perfectly mimics organic functions, then the character's unusual origin is just a special effect and doesn't necessarily convey and special immunities. Treat the character just like any other in terms of abilities.

Construct Minion Template

Power Level 1 (Construct)

Ability Scores

Str 18, Dex 10, Con —, Int —, Wis 11, Cha —

Hardness: 5

Attack Bonus: +1 (+4 with melee attacks)

Defense: 11

Saving Throws: Fortitude +5, 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.

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 (and not so secret) headquarters. Any character can have a base of operations by taking the Headquarters feat (p. XX). Teams of characters may also 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 must still 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 defeated. 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. Combat simulators normally have safety interlocks so its attacks are always stun damage but these can be intentionally disengaged so the simulator's attacks do lethal damage. For an additional feature, the combat simulator can also 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 can also 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 are often 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**.

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 DC 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 HQ's usually have stun weapons while villainous defense systems are often lethal.

Dock: A dock houses water vehicles (see **Vehicles**) 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 all fires inside by the headquarters' power level, using sprinklers or fire-retardant foam or chemicals. 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**) 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**). It includes a hatch and/or runway for the vehicles to launch and facilities for repairing and maintaining air vehicles. For some HQs the launch facilities of the hangar may require a long tunnel or other access to the outside.

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 some other suitable fashion.

Infirmary: An infirmary consists of hospital beds and equipment that allow 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, 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 people to live there full-time. This is usually a number of people equal to the HQ's power level (possibly more, at the GM's discretion). 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 double 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 + 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 leader 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 feat and the Others Only flaw so the power affects people *in* the base rather than the base itself (see Chapter Five for more 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 feat 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: Superpowers 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 Disintegrate power (p. XX) on non-living targets, dissolving them away. A spray of acid can be a special effect for an Energy Blast or Disintegrate power.

Gas: Various sorts of gases can duplicate the effects of various attack powers with the Penetrating Attack feat (p. XX), so that they ignore normal Protection (but have no effect on characters who don't breathe). Common attack powers for gases include Energy Blast, Fatigue, Illusion (for hallucinogenic gases), Paralyze, Slow, and Stun Attack. Some gases cause Suffocation. A gas attack may have the Area extra for a gas cloud that can affect a group of targets at once.

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 Touch flaw).

Poison: Most poisons Drain Abilities: Constitution for fatal poisons, Strength for weakening poisons and Dexterity for paralytic poison. Some poisons may affect Int, Wis, or Cha 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.

Smoke: Smoke, such as that produced by smoke grenades, works as Darkness (p. XX), providing total concealment in the affected area. It may also include a Suffocation attack.

Truth Serum: Sodium pentathol and similar "truth drugs" work like Telepathy (p. XX) in the comics, allowing an interrogator to learn things that a subject might otherwise keep hidden. Truth serum has the Touch flaw, since it must be administered in order to be effective. Potency ranges from 5-10 or so ranks in Telepathy.

COSTUMES

In the comics it is generally assumed that the colorful costumes worn by heroes and villains are immune to daily wear and tear and to the effects of their wearer's powers. For example, flame-using characters don't burn off their costumes every time they use their powers and shape-shifting (or size-changing) characters can have their costumes change along with them. This may be an effect of the character's powers (in other words, any clothing the character wears is affected or unaffected by the character's powers as desired) or it might be because of a special type of material used to make 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. XX), 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 superpowers (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. XX). Here's a brief sample:

Binoculars: Fairly typical binoculars provide Telescopic Sight +5 [5 points]. Some more powerful models may offer +6 or +7 ranks.

Infrared Goggles: These goggles grant the Darksight feat (p. XX), allowing the wearer to see heat traces, including human body heat [1 point].

Microscope: A desktop microscope has Microscopic Vision +6 or more [6 points], while an electron microscope may have more than 12 ranks in the power.

Parabolic Microphone: Picks up distant sounds, granting 4 or more ranks of Telescopic Hearing [4 points].

Radio Headset: A receiver provides the Radio Hearing feat [1 point], while a combination receiver and throat mike also provides the Radio Broadcast feat [2 points].

X-Ray Specs: A super-science gizmo that lets the wearer see through walls and other obstructions with the Penetration Vision feat (p. XX) [1 point].

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.

There are also many other sorts of magical devices that characters may have. 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. XX) 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: This enchanted amulet increases its wearer's magical power for brief periods of time, granting Boost (Magic).

Cloak of Flight: A magical cape that allows its wearer to fly. Some cloaks also have a Limited form of Animation that allows them to move and even attack at their wearer's command.

Power Wand: A short, slim wand about a foot long that can fire Energy Blasts of pure mystical force from its tip on command.

Scrying Crystal: A crystal ball, multifaceted stone, or even a mirror that grants ESP when gazed into and a command is spoken. Used by good magicians to search for evil threats and evil wizards to spy on their enemies.

CREATING DEVICES

Creating new devices follows the same guidelines for creating powers (p. XX) 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 Wealth feat (p. XX) 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 has to 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.

[BEGIN TABLE]

Table 7-11: Random Powerful Device Names

1d20 Roll	First Word	Second Word
1-2	Cosmic	Control Rod
3-4	Infinity	Disruptor
5-6	Negative	Energizer
7-8	Quantum	Gauntlet
9-10	Spatial	Generator
11-12	Spirit	Inhibitor
13-14	Stellar	Neutralizer
15-16	Temporal	Nullifier
17-18	Ultimate	Projector
19-20	Universal	Weapon

Optionally, roll twice for the first column, for gadgets with three-word names (e.g. Ultimate Cosmic Neutralizer or Quantum Spatial Disruptor).

[END TABLE]

GADGETS

Some heroes seem to carry a dazzling array of devices: they always have just the right device for the situation. Players can give characters this ability using the variable effect option (p. XX) to create a *gadget*. This is a device with a variable effect that the player can determine during play.

A gadget has a cost of 1 power point per rank. Like any variable effect, the character can allocate the gadget's ranks to any effect by taking a half action to do so. This causes the character to become fatigued unless the player spends a Hero Point to allow the hero to ignore the fatigue. GM's 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: The Raven has a utility belt with a variety of crime-fighting devices, a +10 gadget. With a half-round action and a Hero Point, the Raven can pull virtually any sort of gizmo from her utility belt, from acid to eat through metal bars to smoke grenades or shark-repellant.

Heroes with a gadget generally have various devices they use routinely, supplemented with the gadget for situations where 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 game.

CHAPTER EIGHT: COMBAT

In the battle for truth and justice heroes often have to fight. It may be against hordes of minions, teams of supervillains, powerful masterminds, or rampaging monsters bent on destroying the city (or the world). In superhero battles blasts of energy fly, cars, lampposts, and even entire buildings become weapons. The heroes have to triumph, because they're all that stands between the world and terrible danger.

This chapter details the combat rules, 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. Generally, combat 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 how well you do in 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. 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:

$$\text{Base attack bonus} + \text{Strength modifier} + \text{size modifier}$$

You attack bonus with a ranged attack is:

$$\text{Base attack bonus} + \text{Dexterity modifier} + \text{size modifier} - \text{range penalty}$$

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 strike each other normally, regardless of what size they actually are.

[BEGIN TABLE]

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
Miniscule	+16

[END TABLE]

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 x 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 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 how hard it is for opponents to hit you. It's the attack roll result that an opponent needs to hit you. Your Defense is equal to the following:

$$10 + \text{base Defense bonus} + \text{Dexterity modifier} + \text{size modifier}$$

Base Defense Bonus

Your base Defense bonus 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. That's why you apply your Dexterity modifier to your Defense.

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.

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 Modifiers

Many other things add to your Defense:

Feats: Various feats improve your Defense, either against all attacks or only against 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 your Dexterity: by being stunned, immobile, flat-footed, etc.

[BEGIN SIDEBAR]

OPTION: DEFENSE ROLL

More randomness can sometimes take away those "foregone conclusions" about a high-level hero who always hits or a lowly opponent that never has a chance to. 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 makes a 1d20 roll 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:

$$1d20 + \text{base Defense bonus} + \text{dodge bonus}$$

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 that roll poorly (and reward those who roll well), however, so it should be used with care.

[END SIDEBAR]

DAMAGE

When you hit with an attack, you 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), which is normally a Fortitude saving throw, except for special attacks that call for a different save. The damage save bonus is calculated as follows:

$$\text{Damage Save Bonus} = \text{Base Fortitude save} + \text{Constitution bonus} + \text{Protection bonus} + \text{modifiers}$$

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 the **Table 8-2: Damage Saving Throws** for results.

[BEGIN TABLE]

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

[END TABLE]

Example #1: Talos strikes at Daedelus 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. Daedelus has Con 16 (for a +3 bonus), a base Fortitude save of +5, and gains Protection +10 from his armor, giving him a total bonus of +18. He rolls and gets a 7, for a total of 25. This fails to equal to DC of 29, but doesn't fail by more than 5, so Daedelus suffers a stun hit from the attack. He is at -1 on future stun damage saves until he recovers.

Example #2: A thug shoots at the Raven and gets a lucky roll that hits. His pistol has a lethal damage bonus of +3 (damage save DC 18) and the Raven has a Fortitude save of only +5 and no Protection. However, she has the Evasion feat (p. XX) and a Reflex save of +12. She makes a Reflex saving throw and gets a 20 total. This beats the DC, so the Raven manages to avoid the shot with 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 Fortitude save bonus of +2 and no Protection. 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 (how much the character misses the DC by). 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. XX) 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. XX) can 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.

[BEGIN SIDEBAR]

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 + damage bonus

The Difficulty Class of the damage roll is calculated as follows:

Damage Roll DC = 15 + Base Fortitude save + Constitution bonus + Protection bonus + 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** on p. XX in this chapter. This option does tend 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 games where the ability to deal out damage is more important than the ability to resist it.

[BEGIN TABLE]

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

[END TABLE]

[END SIDEBAR]

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 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 XX). 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 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 feat allows you to retain your dodge bonus to Defense while flat-footed (see p. XX).

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 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 the 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).

Half Action

Half actions are fairly simple things like 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 by 5-foot area, uses a full action.

[BEGIN TABLE]

Table 8-4: Common Actions in Combat

Action	Type	5-foot step?
Attack (single)	Half	Yes
Feint (see Bluff)	Half	Yes
Ready*	Half	Yes
Strike an object**	Half	Yes
Total defense	Half	Yes
Move your speed	Half	No
Climb (1/4 speed)	Half	No
Draw or holster a weapon	Half	Yes
Open a door	Half	Yes
Pick up an item	Half	Yes
Retrieve a stored item	Half	Yes
Move a heavy object	Half	Yes
Stand up from fallen position	Half	Yes
Load a weapon	Half	Yes
Charge	Full	No
Coup de grace	Full	Yes
Full attack	Full	Yes
Refocus*	Full	No
Sprint	Full	No
Drop an item	Free	Yes
Drop prone	Free	Yes
Speak	Free	Yes
Sustain a power	Free	Yes
Delay*	No action	Yes
Disarm**	Varies	Maybe
Grapple**	Varies	Maybe
Trip**	Varies	Maybe
Use a skill or feat	Varies	Usually
Miscellaneous activity	Varies	Maybe

*See "Special Initiative Actions."

**See "Advanced Maneuvers."

[END TABLE]

HALF 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 can also move twice by not taking an attack or other sort of action.

Melee Attacks

Unarmed or wielding a melee weapon, you can strike opponents within 5 feet of you. Enemies within 5 feet of you are considered adjacent to you.

Ranged Attacks

With a ranged attack, you can fire any target that is 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 a 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 have to 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 XX), 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 are also covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed). Movement powers increase your speed with 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 this action, you can take a 5-foot step.

Standing Up

Standing up from a fallen position requires a half action.

FULL ACTIONS

A full action requires an entire round to complete. Thus, 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.

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 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 three 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.

[BEGIN TABLE]

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

[END TABLE]

Multifire: You may attempt one extra attack per round with an attack that has the Multifire extra (p. XX). The extra attack is at your highest base attack bonus, but each attack (the extra one and your normal one) suffers a -4 penalty. You must use a full action to use multifire.

Autofire: You may attempt two extra attacks per round with an attack that has the Autofire extra (p. XX). The extra attacks are at your highest base attack bonus, but each attack (the extra ones and your normal one) 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-Movement, p. XX) 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 can already 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.

[BEGIN SIDEBAR]

SPEEDING UP COMBAT

You can use a number of tricks to make combat run faster.

Attack and Damage: Make the attack roll and damage save at the same time. If the attack misses, you can ignore the damage save, but if it hits, you don't have to make a second roll for damage.

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 like 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 what your chance to miss is because of 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.
[END SIDEBAR]

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. XX).

DAMAGE CONDITIONS

One or more of the following *damage conditions* 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 -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 -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.

[BEGIN SIDEBAR]

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 games where damage has a more dramatic effect on the characters and every minor injury is important.

[END SIDEBAR]

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.

[BEGIN SIDEBAR]

OPTION: KNOCKBACK

The powerful attacks of heroes and villains often send their opponents flying. 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 Protection bonus and any ranks in Immovability, multiplied by 5 feet. So an attack with a damage bonus of +11, against a character with Protection +5 would send the target flying 30 feet $[(11 - 5) = 6 \times 5 \text{ feet}]$.

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).

[END SIDEBAR]

Unconscious

An *unconscious* character is knocked out and helpless. Further stun attacks against an unconscious character are treated as lethal attacks.

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 the 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 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 use of the Medicine skill, DC 15 (note that this can be done by unskilled characters as a Wisdom check) or a power like Healing (p. XX). 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

After taking damage you can recover from the damage conditions above, given some time and rest. You can also 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.

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 Treat Injury skill, a healer can double the rate of recovery from hits (2 stun hits per minute or 2 lethal hits per hour). A healer can also make a Medicine check in place of a patient's Constitution check to recover from unconsciousness or disablement and gets one check to help them 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, then 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 (p. XX) can attempt to restore the recently dead to life. Likewise, characters with Regeneration and the Resurrection extra may be able to recover from death. See Chapter Five for details.

[BEGIN SIDEBAR]

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 each level equal to their Constitution bonus (including bonuses for Super-Constitution). 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 then 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. XX).

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 instead. 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 weapons 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, the 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.

Damage Reduction

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

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 x 10).

Damaging Objects

Inanimate objects have hit points equal to their hardness x 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 reduced 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 can even 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.

[END SIDEBAR]

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. Action figures three times the size of 30mm miniatures would use a scale of 3 inches equals 5 feet, for example.

[BEGIN TABLE]

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

[END TABLE]

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 only take a 5-foot step. Some specific actions don't allow you to move at all. See **Action Types** on page XX 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**, page XX).

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. XX.)

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 is.

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**, page XX). 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 Attacking Smaller Creatures: Big and small creatures can attack a defender in different numbers.

[BEGIN TABLE]

Table 8-7: Creature Size and Scale

Size	Face	Defense Modifier
Awesome	80 ft. x 80 ft.	-16
Colossal	40 ft. x 40 ft.	-8
Gargantuan	20 ft. x 20 ft.	-4
Huge	10 ft. x 10 ft.	-2
Large	5 ft. x 5 ft.	-1
Medium-size	5 ft. x 5 ft.	+0
Small	5 ft. x 5 ft.	+1
Tiny	2 1/2 ft. x 2 1/2 ft.	+2
Diminutive	1 ft. x 1 ft.	+4
Fine	1/2 ft. x 1/2 ft.	+8
Miniscule	3 in. x 3 in.	+16

[END TABLE]

COMBAT MODIFIERS

Sometimes you just have to go toe-to-toe in a fight, but you can usually 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.

[BEGIN TABLE]

Table 8-8: Attack Roll Modifiers

Circumstance	Melee	Ranged	Dex 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.

[END TABLE]

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 meter-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-sized 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 on top of 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. XX).

This can be particularly important to know in cases where 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, then the original target is hit instead. The covering character has dodged out of the way and didn't provide that much cover after all.

[BEGIN TABLE]

Table 8-9: Cover

Degree of Cover	Example	Cover Defense Bonus	Cover Reflex Save Bonus
One-quarter	A Human standing behind a meter-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	—	—

[END TABLE]

CONCEALMENT

Besides cover, another way to avoid attacks is by making it hard for opponents to know where you are. Concealment includes all circumstances where nothing physically blocks an attack but where 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. XX), for example.

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 highest miss chance. Do not add the miss chances together.

[BEGIN TABLE]

Table 8-10: Concealment

Concealment	Example	Miss Chance
One-quarter	Light fog; moderate darkness; light foliage	19
One-half	Dense fog at 5 feet;	17

	precipitation	
Three-quarters	Dense foliage	15
Nine-tenths	Near total darkness	13
Total	Total darkness; invisibility; attacker blind;	11
	dense fog at 10 feet	(and must guess target's location)

[END TABLE]

HELPLESS DEFENDERS

A *helpless* foe —bound, sleeping, unconscious, or otherwise at your mercy — is an easy target. You can sometimes 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 can also 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. 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: Blaze 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: Blaze'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 need to 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 is automatically broken by the attack.

[BEGIN TABLE]

Table 8-11: Substance hardness

Substance	Hardness
Paper	0
Rope	0
Glass	1
Wood	5
Stone	8
Metal	10
Heavy Metal	15
Super-Alloys	20

[END TABLE]

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.

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, then the defender may immediately make an attempt to disarm you with the same sort of opposed melee attack roll.

GRAPPLE

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but it can be useful to pin a foe rather than pummeling him unconscious sometimes.

Grapple Checks

Repeatedly in a grapple, you need to 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 this one cancels out so opponents of the same size grapple each other normally.

Starting a Grapple

To start a grapple, you first need to 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 (they're just too big for you to hold on to).

Grappling: You and your target are now grappling.

Joining a Grapple

If your target is already grappling someone else, then you can use an attack to start a grapple, as above, except that your grab automatically succeeds. You still have to 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. You can take whatever movement you get. If more than one opponent is grappling you, your grapple check result has to beat all their check results to escape. (Opponents don't have to try to hold you if they don't want to.) You can also 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 can also 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 opponent (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 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 only trip an opponent who is one size category larger than you are or smaller.

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 every size category he is larger than Medium-size or a -4 penalty for every size category he is smaller (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 immediately react 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 and 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 Darkness power. Other heroes without a light source in such dark conditions are effectively blind (see blinded under the **Condition Summary** on p. XX for details).

HEAT AND COLD

Intense heat and cold and 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. They're unaffected.

STARVATION AND THIRST

Heroes can go without water for a day, plus one hour for each point of Constitution. After this, they need to make 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 to 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 a 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, so once dying the character loses a point of Constitution per round until dead (at Con 0). 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. XX). Falls do lethal damage, with a base damage bonus of +1 per 10 feet fallen. So the Fortitude save against a fall of 50 feet would be DC 20 (15 + 1 per 10'). The maximum damage bonus of a fall is +20 (at 200') 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.

Direct Damage: The poison has a damage bonus, just like an attack, except normal Protection doesn't provide a bonus against it. The victim makes a normal Fortitude saving throw against a DC of 10 + the poison's damage bonus. Poisons can inflict either stun or lethal damage.

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 to Poison feat are completely unaffected by poisons. Heroes with the Regenerate power add their rank to saving throws against poison, while heroes with the Heal 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 where 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 like fatigue, or even rendering the hero disabled while fighting off the disease.

Heroes with the Immunity to Disease feat are completely unaffected by diseases. Heroes with the Regenerate power add their rank to saving throws against disease, while heroes with the Heal 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 (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 like damage to a hero's power ranks (causing a temporary decrease in powers).

[BEGIN SIDEBAR]

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 DC (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 skills. 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 defends normally).

Dead: The character is dead. Although death is the end for most of us, it may not be for superheroes, and it rarely is for supervillains, either.

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 the 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. At the end of each round (starting with the round in which the character began dying), the player rolls to see whether the character stabilizes. On a roll of 19 or 20, the character stabilizes. Otherwise he loses a point of Constitution.

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. A fatigued character who does something else that would normally cause fatigue becomes exhausted. After 1 hour of complete rest, exhausted characters become fatigued.

Fallen: The hero falls to the ground, take a -4 penalty to Defense, and must take a half action to get back up again.

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 DC (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 Dexterity bonuses to DC 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 DC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to AC were -5.

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 attack 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. If the character became stable because of aid from another character, then the character has a 10% chance each hour to become conscious and be disabled. If the character stabilized on his own and hasn't had help he has a 10% chance each hour to become conscious and be disabled. Otherwise he loses 1 point of Constitution.

Staggered: A staggered character can only take a partial action when he would normally be able to take a standard action.

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.

[END SIDEBAR]

CHAPTER NINE: GAMEMASTERING

The Gamemaster is the player who takes responsibility for running a *Mutants & Masterminds* game. The Gamemaster (or GM) creates the adventure, runs the players through it, takes on the roles of the various other characters they encounter, and handles any questions about the rules as they arise. While Gamemastering is a big responsibility, it's not as hard 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 that the heroes live and adventure in.

RUNNING THE GAME

While the players are responsible for keeping track of their characters and deciding on 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. There are many components that go into making a good *Mutants & Masterminds* game, described in the pages that follow.

STYLES OF PLAY

The Gamemaster chooses the style of game to present, preferably based on input from the players about what sort of game they'd like to play in. There are as many possible styles of play as there are gaming groups, but the two major ones for superhero gaming are described below. 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.

Four-Color

"Four-color" style is named for the time 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.

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 give speeches and clever catchphrases to their heroes or exchange witty banter with the villains and each other.

Grim & Gritty

More recently, the style of the comics tended toward greater realism. This usually equated with a darker, more violent tone, where heroes 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 life a tank should splatter a normal human being rather than merely stunning them. 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 to accomplish their goals. On the other hand the heroes are often hard to distinguish from the villains in this style since they use the same 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 of the like. 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 are often faced with moral dilemmas and conflicts, like 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 and 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 the player that 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 on assigning the difficulty of a task, based on the information from those chapters.

Modifying the Roll or the Difficulty

There are two ways of making 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 how difficult the task is, 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. XX). 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. Now, if the device in question is a nuclear bomb and it's counting down to detonation, that's a stressful situation and the character couldn't take 10.

When coming up with Difficult 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, then 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 to 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% 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.

[BEGIN TABLE]

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 talking 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)

[END TABLE]

[BEGIN SIDEBAR]

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 make 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 it carefully before implementing it.

[END SIDEBAR]

Secret Checks

Sometimes it's a good idea to make certain checks secretly, so the player's don't necessarily know the result of the check. This is usually the case for any sort of check where the characters don't immediately know whether or not they've succeeded or failed. For example, Spot and Listen checks should usually be made secretly. If the check succeeds, then the character notices something. If it fails, then 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, then have it go off. Odds are that 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 climatic 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, then 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 that 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 can also fake it when dealing with certain trivial situations in the game. If there's an important piece of information that you want to 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 have to interact with the public and the media, or with the authorities or government officials. Heroes also interact with each other, which can sometimes 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 can then try to influence the non-player character's attitude using Charisma and various related skills (like 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. 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 hero can only attempt to influence another character once (see Chapter Three: Skills for details on retrying interaction skills).

While heroes can use their Charisma and skills to influence NPC attitudes and NPCs can do the same to other NPCs, note that heroes generally cannot affect the attitudes of other heroes, nor can NPCs modify their attitudes. The players choose the attitudes of their heroes and when they chance. Only powers like Control Mind or Super-Charisma can influence a hero's attitude.

The Hero Team-Up Rule

In the comic books heroes always seem to end up in a fight before they can 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. To reflect this, the GM 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. XX). If a hero has the Fame feat (p. XX), then 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!

[BEGIN TABLE]

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

[END TABLE]

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.

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 mysteries 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 where 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 campaign and sticking to them can save you a lot of trouble in the long run by heading off problems before they even happen.

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 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 campaign and to safeguard everyone's enjoyment, but a Gamemaster who also learns to say "yes" to the players will ensure everyone has fun even more.

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" then you should probably 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 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. XX). 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 can also 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 yourself is why the rule needs 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, then 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, then you probably need to raise or eliminate them altogether.

The next thing is to consider 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 be potentially unbalancing. 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 this change is going to make the game more fun for everybody. If you're 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, then 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 Protection 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. XX), 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 both Fortitude and Protection) is vital to help characters survive. Minions don't get knocked out. They die by the dozens in various spectacular ways. Powers like Heal, Protection, and Regenerate become very important for keeping heroes alive in high lethality games.

On the other side of the coin is the low lethality game, where 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, 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.

However, if you're looking to inject more realism into your *Mutants & Masterminds* game, there are some ways you can do it.

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. XX), saying that characters cannot use it to gain extras or power stunts, for example, or that it cannot increase effective power ranks. You may also reduce extra effort, saying that it only adds one or two ranks 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 can also 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 where you want to add new rules, or new game systems, 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 can also potentially 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, then it may not be worth bothering.

[BEGIN SIDEBAR]

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.

[END SIDEBAR]

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 need to 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 have to 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 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 may also choose not to award any power point for an adventure where the

heroes did especially poorly, such as failing to defeat a villain's major scheme or allowing many innocent people to come to harm that they could have prevented.

Players can spend their heroes' awarded power points between adventures to improve the heroes' attributes, limited only by the heroes' power level. They can also 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. They can all 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 Wealth feat (p. XX) to represent their increased resources. Otherwise the GM can simply award the heroes with 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 Omni-Power (p. XX).

Heroes may also 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 the characters need to pay power points to have regular access to.

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. XX) 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 may also become infamous for their deeds, particularly if they're known to be ruthless or mercenary. Infamy may also 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 or not.

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

An adventure is a single story in an ongoing campaign or series. Think of an adventure as a single issue of a comic book. 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 series of adventures makes up a campaign, just like a series of comic book issues makes up a series.

Creating a *Mutants & Masterminds* adventure is a fairly simple process. First, define the threat that the adventure revolves around. 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 face. It might be anything from an alien invasion to a super-villain 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 have to figure out how to overcome it.

If you need ideas for possible threats, you don’t have to look any further than the comic books, which are filled with inspiration. You can also get ideas from television, movies, 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 can spark and adventure in your mind.

[BEGIN TABLE]

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

[END TABLE]

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 will probably happen next.

For example, you decide that the threat in your adventure is the crew of an alien ship is stranded on Earth. Unable to speak any Earth languages and mistrustful of humans, the aliens need to acquire some advanced technology to repair their ship. So 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 can then 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 and 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.

Try to focus your plot on the actions of the antagonists, letting the heroes react to things as they happen. It's hard 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. Then 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 may also 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, then a fight risks 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 during the early encounters in the adventure to make things a little tougher for the heroes. Then, when you've run out of Villain 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 have to 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 that they fight against? A villain's motivation has a big impact on the sort of plots the villain is likely to be involved in; 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 others 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, like 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. That's what 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: There are some villains that 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. XX). Four-color crazies are usually zany and even comical, 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 are often monstrous outcasts from normal society, driven into destruction 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 in addition to any others they may have.

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.

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, then treat your roll as a 10. You can only spend 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 Stun:** 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. XX), you can spend a Villain Point to allow them to take a strenuous action for one round without their condition worsening to dying. Characters can still only take a half round 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 them from dying, although this doesn't protect the character from any further damage. You can also 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 has to come from the Gamemaster anyway.

MINION TEMPLATES

You can use the following templates 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 (+1 dmg, punch), +1 ranged (+3 dmg, 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 (+1 dmg, punch), +3 ranged (+3 dmg, 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 TEMPLATES

You can use the following templates whenever you need a quick supporting cast character for your game. Just give them a name and a description and you're ready to go.

Police Officer: PL 2; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+0 dmg, punch; +2 dmg, tonfa), +3 ranged (+3 dmg, 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).

Police Detective: PL 3; Init +1 (Dex); Defense 12 (+1 base, +1 Dex); Spd 30 ft.; Atk +2 melee (+0 dmg, punch), +3 ranged (+3 dmg, 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).

Fire-Fighter: PL 2; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +2 melee (+1 dmg, punch; +3 dmg, 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 (Protection +3; *Flaws:* Device, Fire Only), fire-fighting gear.

Emergency Medical Technician: PL 1; Init +1 (Dex); Defense 11 (+1 Dex); Spd 30 ft.; Atk +0 melee (+0 dmg, 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.

Professional: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +0 melee (+0 dmg, 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.

Soldier: PL 3; Init +1 (Dex); Defense 13 (+2 base, +1 Dex); Spd 30 ft.; Atk +3 melee (+1 dmg, punch), +3 ranged (+3 dmg, pistol; +5 dmg, 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).

Reporter: PL 2; Init +0 (Dex); Defense 11 (+1 base); Spd 30 ft.; Atk +0 melee (+0 dmg, 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 (-1 dmg, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 9, Dex 10, Con 10, Int 13, Wis 11, Cha 10. *Feats:* Scientific Genius; *Skills:* Computers +3, Profession (scientist) +4, Science (choose one) +7.

Bystander: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk +0 melee (+0 dmg, 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.

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 an entire universe for your players' heroes to adventure in. As we've already seen, *Mutants & Masterminds* adventures can happen in a particular city or they can take heroes to distant places, 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.

[BEGIN SIDEBAR]

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.

[END SIDEBAR]

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).

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. XX, 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 two (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 are often 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. The Wild West offers cowboy heroes, Indian 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 can also 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 have to 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 and heroes are 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.

[BEGIN SIDEBAR]

Using Existing Settings

There are already a number of superhero worlds out there. The major comic book publishers have been creating them for over sixty years, and superhero roleplaying games have been around for over 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 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.

[END SIDEBAR]

ORIGINS

Once you've got your setting in place, it's time to add in superhumans. *Mutants & Masterminds* characters have the potential for all different kinds 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, super-humans 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 have to 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 super-humans 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 super-humans, super-prisons, established super-teams, and so forth.

If super-humans are fairly new, then 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 super-heroes, 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 super-humans to have more of an impact on history, creating an alternate history where 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 can also 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 super-humans 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 super-humans 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, worshipped, or all of the above?

In the comic books, super-humans are generally judged by their actions: if they use their abilities responsibly and put themselves on the line for others, then 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 super-humans and their powers that lies just below the surface. Super-heroes 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, super-heroes who let their public down can find out just how quickly they can turn on you.

In some settings super-humans are not so widely accepted. Certainly the possibility of people with super-human 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 super-humans 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 super-human 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 where super-humans have had a significant impact are likely to be a bit different. For example, if super-humans have advanced technology beyond our current level and made that technology widely available, then day-to-day life could be *very* different, more like science fiction than real life. If you create a world where *everyone* has some sort of super-power, then 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 their believe in, to create a better world for everyone.

CHAPTER TEN: MAJOR LEAGUE

Major League is an introductory adventure for the *Mutants & Masterminds* Superhero Roleplaying Game 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 have to take on one of the world's most famous hero teams and unravel the mystery behind their sudden and mysterious transformation.

[BEGIN SIDEBAR]

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 should also be familiar with the rules in this book, particularly Chapter Five: Super-Powers and Chapter Eight: Combat.

[END SIDEBAR]

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 can also 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, only on their Earth 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 of 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 or 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 are relative strangers. At the very least, all of the heroes should have heard of each other, unless one of the characters is very mysterious.

Here are some reasons why heroes might be visiting the Freedom League:

- 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 may also 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 of 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 (like spectacular displays of their powers). When the heroes all arrive, read the following aloud to the players:

[BEGIN BOX]

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 entrance.

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.

[END BOX]

If one of the heroes presses the call button, read the following to the players:

[BEGIN BOX]

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.

[END BOX]

If a character presses the call button again during the message, they are connected to the police 911 emergency line in the city. 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 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 outside 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 try and take a 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 can also 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, then 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, and a photo-op for the heroes. Read the following aloud to the players:

[BEGIN BOX]

As you're standing outside Freedom Hall, a van bearing the logo of Channel 9 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 9 news. Are you associates of the Freedom League?"

[END BOX]

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:

[BEGIN BOX]

"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.

[END BOX]

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 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:

[BEGIN BOX]

"I'm Amy Feng, with Channel 9 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!"

[END BOX]

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:

[BEGIN BOX]

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!

[END BOX]

The falling man is Dr. Clarence McGuffin, 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 McGuffin's lab coat, which rips and sends him falling the rest of the way (giving the heroes another chance to grab him). If McGuffin 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 they're attempting to make off with the device.

Dr. Clarence McGuffin: PL 1; Init +0 (Dex); Defense 10; Spd 30 ft.; Atk -1 melee (-1 dmg, punch); SV Dmg +0, Fort +0, Ref +0, Will +0; Str 9, Dex 10, Con 10, Int 13, Wis 11, Cha 10. *Feats:* Scientific Genius; *Skills:* Computers +3, 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 (+0 dmg, punch), +3 ranged (+3 dmg, 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 (+0 dmg, punch; +2 dmg, tonfa), +3 ranged (+3 dmg, 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. McGuffin 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 them, they'll try and 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, you can have Dr. McGuffin 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 feat to knock down heroes on the ground, allowing Johnny to attack them with Move-By Attacks. The Captain may also 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 and 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 try and 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, then they have prisoners for interrogation. The police place power-neutralizing cuffs on the captured renegade heroes to help 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 player want to take. You can have Commander Maddick or Dr. McGuffin make suggestions if it looks like the players need some help or one of them spends a Hero Point for inspiration (see p. XX).

INTERROGATION

If the heroes captured any members of the Freedom League, they can interrogate them to try and find out what is really going on. The Leaguers will be extremely resistant to interrogation, with attitudes Hostile toward everyone else. Heroes can attempt interaction rolls to convince them to cooperate. Heroes with powers like Telepathy may also try using 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 Daedelus 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. XX then the satellite is actually intended to create a mystical sigil high above the Earth that will drive people to madness and permit the

Unspeaking 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 25 Disable Device check to shut down the security system. The heavy shielding on the outside walls and windows requires a DC 25 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 like 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 they are 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, then 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 doppelgangers 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 where 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. McGuffin, 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, then the Freedom League takes the bait. Three members of the League (any of them except Daedelus) 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 Daedelus. The transmitter from ASTRO Labs was intended to be the last component of the device. Without it, Daedelus has been forced to improvise a substitute, which has slowed things down somewhat, but now the device is ready for launch. The only things 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 that 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 can also 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), then they are successful.

If the heroes fail to stop the rocket before it achieves orbit, then 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 either give the heroes a chance to escape, and 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 heroes from the League.

[BEGIN SIDEBAR]

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 heroes, although the overall difference in power may not be that great. They probably also outnumber the heroes. 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 heroes 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 heroes' 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 can also help the heroes out. 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. Lady Liberty loses her powers if she's bound or grappled. Give the heroes a chance to exploit these weaknesses and any others they come up with.

[END SIDEBAR]

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, then 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 another city, if you plan on setting 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 imposters, 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 where 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, where 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 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 12; Init +2 (Dex); Defense 18 (+6 base, +2 Dex); Spd 30 ft. (Fly 60 ft.); Atk +9 melee (+14 dmg, punch), +7 ranged (+12 dmg, energy blast); SV Dmg +16, 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, Power Use (Electrical Control) +6, Spot +5

Feats: Detect (Electricity), Iron Will, Leadership, Point Blank Shot

Powers: Electricity Control +12 [*Extras:* Animation (Limited—Only Electrical Devices), Electrical Absorption, Flight, Protection, Super-Strength +10, *Power Stunts:* "Thunderclap" Dazzle (hearing) +6 (Area)]

Devices: Commlink [Radio Hearing Device]

Weakness: Vulnerable to Drain Power (+0 save bonus)

DAEDELUS

The Freedom League's resident scientist has a long history of invention, a *long* history. He is the actual mythic figure Daedelus, who lived in the ancient world and, among other things, created the labyrinth for King Minos of Crete. After being imprisoned by Minos, Daedelus 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 Daedelus the gift of immortality to make up for his loss, even though Daedelus refused it. He has lived for centuries and become perhaps the most gifted scientist and inventor in human history.

Daedelus 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. Daedelus 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.

Daedelus: PL 11; Init +2 (Dex); Defense 17 (+5 base, +2 Dex); Spd 30 ft. (Fly 50 ft.); Atk +5 melee (+10 dmg, punch), +7 ranged (+10 dmg, energy blast); SV Dmg +13, Fort +3, Ref +2, Will +4; Str 10, Dex 14, Con 16, Int 20, Wis 18, Cha 12.

Skills: Computers +15, Craft (electronics) +15, Disable Device +15, Knowledge (history) +15, Repair +15, Science (mechanics) +15, Science (all others, untrained) +12

Feats: Immunity (Aging), Scientific Genius

Powers: Super-Intelligence +8

Devices: Armor +10 [*Extras:* Energy Blast, Flight, Force Field (Affects Others, Area), Immunity, Super-Strength, *Power Stunts:* Penetration Vision (not through force fields), Radio Broadcast & Hearing, Snare, *Flaw:* Device]

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 green 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 (+4 dmg, punch); SV Dmg +15, Fort +7, Ref +1, Will +14; 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, Power Use (City Control) +10

Feats: Great Fortitude, Immunity (total)

Powers: City Control +11 [as Elemental Control, p. XX. *Extras:* Animation, ESP, Incorporeal, Teleportation (*Stunt:* Extended Teleport), Transmutation, *Flaw:* Only Affects Urban Areas and Materials], Protection +10 [*Extra:* Willpower], Regeneration +5 [*Flaw:* Only in Urban Environments]

Devices: Commlink [Radio Hearing Device]

Weaknesses: Disabled—Disturbing, Susceptible to Non-Urban 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 any concern for protecting his identity.

Johnny Rocket: PL 10; Init +13 (+3 Dex, +10 Super-Speed); Defense 29 (+6 base, +3 Dex, +10 Super-Speed); Spd 80 ft.; Atk +8 melee (+11 dmg, mach-one punch); SV Dmg +2, Fort +2, Ref +13, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 14.

Skills: Balance +9, Diplomacy +5, Perform (dancing) +3, Search +5, Spot +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]

Devices: Commlink [Radio Hearing Device]

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 in 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 11; Init +3 (Dex); Defense 19 (+6 base, +3 Dex); Spd 30 ft. (Fly 50 ft.); Atk +8 melee (+10 dmg, punch), +8 ranged (+10 dmg, energy blast); SV Dmg +10, Fort +2, Ref +3, Will +11; Str 14, Dex 16, Con 14, Int 12, Wis 16, Cha 18.

Skills: Diplomacy +10, Knowledge (history) +4, Profession (lawyer) +9, Spot +8

Feats: Detect (Injustice), Expertise, Identity Change

Powers: Light Control +10 [*Extras:* Deflection (Deflect Others), Flight, Healing, Neutralize (Limited—Only Restraining Powers), *Flaw:* Restricted—Not While Imprisoned or Bound], Super-Strength +8 [*Extras:* Protection, Willpower, *Flaw:* Restricted—Not While Imprisoned or Bound]

Devices: Commlink [Radio Hearing Device]

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. There is a white circle on her chest with the profile of a Raven's head in it. 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 12; Init +10 (+5 Dex, +5 Super-Dex); Defense 26 (+6 base, +5 Dex, +5 Super-Dex); Spd 30 ft.; Atk +11 melee (+2 dmg, punch), +11 ranged (+2 dmg, 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 +5, Listen +10, Move Silently +10, Open Lock +12, Pilot +11, Read Lips +10, Repair +9, Search +9, Sense Motive +10, Slight of Hand +11, Spot +9

Feats: Assessment, Attack Finesse, Counterattack, Defensive Move, Evasion, Expertise, Improved Trip, Headquarters, Instant Stand, Intimidating Presence, Move-By Attack, Power Attack, Swing, Takedown Attack, Wealth

Powers: Super-Dexterity +5 [*Extras:* Super-Intelligence, Super-Wisdom, Super-Charisma]

Devices: Commlink [Radio Hearing Device], Mask [Darkvision], Smoke Pellets [Darkness +2], Throwing Blades [Weapon +2, Multifire], Gadget +5

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 ones on her ankles and 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 12; Init +3 (Dex); Defense 18 (+5 base, +3 Dex); Spd 30 ft. (Swim 50 ft.); Atk +6 melee (+7 dmg, punch), +8 ranged (+10 dmg, water blast); SV Dmg +10, Fort +4, Ref +3, Will +3; Str 12, Dex 16, Con 18, Int 14, Wis 16, Cha 16.

Skills: Diplomacy +5, Knowledge (oceans) +5, Knowledge (occult) +5, Language +2, Profession (psychologist) +5, Riding +5

Feats: Amphibious, Detect (Magic), Identity Change, Immunity (Aging, Disease)

Powers: Water Control +10 [*Extras:* Swimming, Weather Control, *Power Stunts:* Dazzle (Water Spray), Flight, Mind Control (Area, Only Marine Life), Suffocate, Super-Swimming, Water Blast], Super-Strength +6 [*Extra:* Protection].

Devices: Silver Net +10 [Snare (*Extras:* Ghost Touch)], Commlink [Radio Hearing Device]