

MUTANTS & MASTERMINDS FREQUENTLY ASKED QUESTIONS

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Since the release of *Mutants & Masterminds Second Edition*, fans have posed many questions about the game and its rules. This FAQ file address the most frequently asked of these questions to provide clarifications and additional information for *M&M* players and Gamemasters.

New questions are listed in [color](#) for ease of reference.

GENERAL QUESTIONS

Are NPC heroes created like villains (determining their power level based on their traits) or like PC heroes (limited by the campaign's power level)?

The former: *all* NPCs in a *Mutants & Masterminds* game have their power level determined by what traits they have. The campaign's power level limit is to keep the *player characters* on relatively even footing and to use as a benchmark to measure against the PL of NPCs. [Gamemaster-created characters can have whatever power level or power point total the GM wishes \(including a point total less than their power level would suggest\).](#)

What happened to the Costumed Adventurer archetype's feats?

They were accidentally left out of the layout of the first printing of the core rulebook. See the *Mutants & Masterminds Errata* file for them.

Some archetypes have "Impervious Toughness," where is this power found?

See the **Protection** power on page 96, in particular the description of the Impervious extra. It can specifically be applied to the Toughness save as well, which is the case with those archetypes.

Why do some archetypes have attack, defense, damage, or Toughness bonuses greater than power level 10? I thought those things were limited to no more than the power level?

As specified under **Hero Archetypes** (fourth paragraph, second sentence): "Several of the archetypes use the Attack/Defense trade-off rule (page 24) to adjust their maximum attack, defense, damage, and Toughness save bonuses, as determined by their power level."

ABILITIES

What happens to your Reflex saving throws when you are flat-footed or stunned?

Nothing. Being flat-footed or [stunned](#) has no effect on Reflex saves. A helpless character, however, is unable to make Reflex saving throws and automatically fails them. This includes other conditions that cause a character to become helpless, such as being paralyzed or unconscious.

What happens to your Will saving throws when you are unconscious?

Also nothing, since it's assumed Will saves are an "unconscious" process, requiring no effort on the character's part. In fact, unconscious characters are essentially immune to certain mental effects, since they're incapable of interaction or sensing much of anything.

How do you determine what your dodge bonus is (that is, how much of your defense bonus you lose while flat-footed)?

One-half (round down) or the defense bonus you take for a character is a dodge bonus. So, if you pay 18 power points for a character to have +9 defense, then +4 of that (or half of 9, rounded down) is that character's dodge bonus. When the character is flat-footed or otherwise denied dodge bonus, defense drops from +9 to +5 (losing the +4 dodge bonus). If you'd paid 22 power points for +11 defense, the character's dodge bonus would be +5 (half of 11, rounded down) and the character would have +6 defense (+11, less the +5) when denied dodge bonus.

Now, with feats like Dodge Focus and some other traits (particularly powers), characters may increase their dodge bonus. For example, the character with +9 defense has a +4 dodge bonus, but if the character also has Dodge Focus 2,

then she has a +6 dodge bonus (for a total of +11 defense), however, the character's flat-footed bonus is still +5, since the Dodge Focus bonus is lost along with the rest of the character's dodge bonus to defense.

SKILLS

Do the skill benchmarks on page 38 of *Mutants & Masterminds* represent skill rank or total skill bonus?

The benchmarks talk only about skill rank. For total bonus, figure on adding an ability bonus roughly one-third that of the stated rank, so a novice level of skill (1-4 ranks) can be expected to have a +0 to +1 ability bonus as well, while a real level of mastery (20 ranks) is likely to have a +6 or better bonus to go with it. Characters with abilities lower than expected might need additional ranks in a skill to achieve the expected level of competence described in the sidebar.

FEATS

Is there a limit to the number of feats you can use in a round?

There is no limit to the number of feats you can use per round or per action except for the normal time required (if any) to use those feats. If a feat doesn't list a time to use it, assume it is a free action.

Critical Strike requires Favored Opponent as a prerequisite. Is it then only effective against your Favored Opponents?

That's correct. However, you only need to acquire the Critical Strike feat once to use it against any Favored Opponent(s) you may have.

The Martial Artist, Weapon Master and Kung Fu Killer archetypes all have the Critical Strike feat, but do not have a Favored Opponent. How is it they can have and use Critical Strike?

In this case, Critical Strike essentially grants those characters the ability to spend hero points to emulate Favored Opponent and score a critical hit against an opponent normally immune to them. The player can choose to spend the hero point (or not) when a possible crit is rolled. This option is also open to characters with both Favored Opponent and Critical Strike when faced with a non-Favored Opponent.

Does the Toughness bonus from Defensive Roll affect the knockback modifier?

Yes, since the character is assumed to take less of the brunt of the attack.

With the Fearsome Presence feat, how long does the effect last?

Treat it as a sustained lasting effect, allowing for a new save for each time interval that passes after the initial saving throw, similar to the fear effect of Emotion Control.

Can you take 10 or take 20 on the Intelligence roll for Master Plan?

No, you can't take 10 or 20 on that roll.

Uncanny Dodge says you "retain your dodge bonus when surprised or flat-footed." Does this mean you can still lose your dodge bonus to other things, like when you're climbing or balancing, for example?

Yes. As the feat description says, Uncanny Dodge does not prevent loss of dodge bonus under other conditions, just when flat-footed (at the start of combat) or when subject to a surprise attack.

So what *exactly* does Uncanny Dodge protect against?

Uncanny Dodge protects against:

- 1) Being flat-footed at the start of combat; you retain your dodge bonus in this circumstance.
- 2) Being surprised at the start of combat: during the surprise round, you retain your dodge bonus, even if you are unable to act.
- 3) If you are attacked by an unseen opponent that is *not* totally concealed from your Uncanny Dodge sense type. So, if you have Uncanny Dodge (scent) and an invisible opponent attacks you, you still retain your dodge bonus. If an opponent has total concealment from your Uncanny Dodge sense type, you lose this benefit against that opponent.

If Uncanny Dodge and Danger Sense don't protect against feints, what does?

Immunity to Interaction Skills (rank 5) can protect against feints originating from interaction skills like Bluff, but not against an Acrobatic Bluff, which is a different sort of "interaction." Generally, immunity to a particular kind of feint (such as that resulting from a Bluff check) is 1 rank of Immunity, while Immunity to all feints from all sources is probably worth 2-5 ranks of Immunity, depending on how common the maneuver is in the campaign.

At the GM's discretion, a rank of Super-Senses could also grant immunity to feint maneuvers through some kind of hyper-sensitive reading of body language, precognitive awareness, or some other descriptor. The sense would need to be assigned to a sense type, and wouldn't be effective against opponents concealed from that sense.

Can you take a power feat—such as Ricochet—as a regular feat, using it with the character's normal abilities?

If the GM so allows then, yes, you can. Some characters may benefit from the ability to take power feats like Ricochet or Split Attack to use in conjunction with things like ordinary weapons. As always, the GM has final say on which power feats are suitable for use as regular feats in the game.

Can you then take a regular feat as a power feat, making it part of a power?

Again, if the GM allows it, then, yes, you can. This may also allow you to acquire some regular feats as power stunts using extra effort with GM permission. *Ultimate Power* details the idea of allowing all sorts of traits as powers.

POWERS

What's the limit on maximum ranks you can have in a power?

There is no upper limit to power rank, except those limits specifically spelled out on page 24 of *Mutants & Masterminds*. In particular, saving throw Difficulty Class and any effect on saving throw bonuses and ability scores are the primary limiters for powers. Powers with none of these effects are limited solely by how many points the character has to spend, and any series-specific limitations imposed by the Gamemaster.

Can you acquire additional ranks in a power level limited power (e.g. Blast or Protection) if those ranks are ignored for power level purposes, that is, they don't add to limited traits like save DC or bonus, and the ranks are just used to resist things like Drain effects?

This is a GM call. The official answer is that power level limits are "hard" limits: if a power would push a trait beyond the limit, you can't even spend power points on it. However, power level is intended as more of a guideline than a hard-and-fast rule, and Gamemasters should feel free to bend or waive it as they see fit. Generally speaking, allowing ineffective "virtual" ranks in a power over the PL limit is pretty harmless, given the player is paying full price for a pretty limited benefit (particularly considering that making any power immune to effects like Drain costs only 1 point for the Innate power feat).

If I apply a -1 flaw to a 1-point per rank power, what happens to its cost?

It becomes 1 point per 2 ranks. See **Fractional Costs** on page 110 of *Mutants & Masterminds* for details.

How were the values of the Value Progression Table derived? They're not a standard doubling progression.

No, they're not. The values essentially go: 1, 2.5 (rounded down to 2), and 5, then increased by a factor of 10 (so 10, 25, and 50, then 100, 250, and 500, etc.). This progression was used rather than the doubling progression from the First Edition of *Mutants & Masterminds* simply because it generated smoother, more regular numbers and is easier to remember, once you know the progression.

How is the Value Progression Table applied to powers? If a power starts out with a 5-ft. radius, for example, how does it progress from there?

The rank of a power isn't always equivalent to the rank on the **Time and Value Progression Table**, since it starts out at 1 = x1 to give it a baseline. Start out at the value at which the power begins and count up from there. So, if a power starts out with a 5 ft. radius, and radius progresses one step up the table per rank, start counting at 5, going to 10, 25, 50, 100, 250, and so forth.

If you know the progression, you don't even really need the table. It's easy to remember: 1, 2.5, 5, then start over again but x10: so it goes 1, 2 (with the .5 rounded down for simplicity), 5, then 10, 25, 50, then 100, 250, 500, 1000, 2500, 5000, and so on. So if you know that Flight starts out at 10 MPH and progresses from there you can just count ranks: 1 = 10 MPH, 2 = 25 MPH, 3 = 50 MPH, and so on.

The values of the Value Progression Table can be kind of "grainy." How, for example, do I get a character who has only three additional limbs, or who can elongate only 15 ft.?

The progression skips over some intermediate values simply so it can fit the necessary scale into a reasonable range. *M&M* needs to cover powers able to affect a single room to those able to affect continents and planets. That results in a certain amount of "graininess" in the resolution of the progression chart.

There are basically two ways of handling intermediate values, and it's up to the GM to decide how they are handled in any individual game. The first is to charge for the next highest value and allow the player to voluntarily limit the character: you can take rank 3 Additional Limbs, for example (which is normally up to five extra limbs) and decide your character only has three. It's a minor difference, worth only a fraction of a power point, so hardly worth quibbling over (at least in our opinion).

Alternately, the GM can allow some characters to take a drawback to reflect that the power doesn't exploit its full potential. This is a 1-point drawback at best, but it's often problematic, since it's greater in actual value than the point difference. In the previous example, a character with Additional Limbs 3 with the drawback "Only three Additional Limbs," gets the power for an effective 2 power points, which is the normal cost for *two* additional limbs. The character is getting the benefit of the third limb for "free" (although it's a fairly minor benefit).

The GM should decide which approach is best, but generally it's easier to allow players to voluntarily limit their characters to fit their concept and not worry about a fraction of a power point here or there than it is to assign lots of tiny power drawbacks to "shave" points off various powers.

If a perception range power is reduced to normal or touch range does it require an attack roll? Can Power Attack work with it? Can it score a critical hit?

Yes to all. Not needing an attack roll is an inherent part of perception range. If the power's range is changed, it now needs an attack roll, and is subject to all the normal rules of powers that require an attack roll, including attack/save DC trade-offs, the Power Attack feat, and critical hits (along with an automatic miss on a natural 1).

You can't place a perception range power anywhere you can't accurately perceive, but can the power's effect work on targets you can't perceive in the power's area of effect?

Essentially, no, they can't. Area powers are normally a "spread" which is to say the power spreads out from a starting point, but can be blocked by things like cover. So, for example, an Area Blast, like a fireball or explosion, spreads out from the starting or impact point. A character behind cover relative to the impact point gains its protection, and total cover lets him ignore the attack.

Perception range area effects *can* be spreads, in which case they work as above: spreading out from a starting point, blocked by cover. They can also be "emanations" wherein the effect covers the entire area at once, but only affects targets the user can accurately perceive. So only concealment blocks the effect (although opaque total cover is also total concealment). Pick which type of area the power has when you build/buy it. Mental powers are always emanations, unless they have some physical effect.

For example, an Area Mental Blast can target the crooks in an alleyway. The people in the buildings on either side are unaffected, since the mental blaster can't perceive them. So is the crook hidden behind a dumpster, for the same reason, even though he's in the radius.

Now, if the mental blaster happens to have an accurate sense that perceives through solid objects (e.g. X-Ray Vision, ESP, an accurate mental sense, etc.) then the walls or the dumpster aren't necessarily barriers to his mental blast, and targets on the other side of them can be affected normally. Of course, in that case, he might want a Selective Attack so he can avoid affecting those innocent people inside the buildings.

How do I create a permanent Alternate Form?

Make the duration of all of the Alternate Form's non-instant powers permanent and you've got it. *Ultimate Power* makes this even easier: since a Container structure doesn't require that the powers it contains have the same duration, just make the Alternate Form itself permanent and you're done.

If an Alternate Form includes Immunity or Protection—which are permanent duration powers—does it have to be permanent duration, too?

Not necessarily. You can change the duration of Immunity or other powers to match; making a permanent power sustained is a net +0 modifier, with no change in cost. So having those powers as part of a sustained Alternate Form would be the same cost.

Ultimate Power eliminates the requirement for non-instant Alternate Form powers to be the same duration, using the duration of the Container power structure instead. See *Ultimate Power* if you prefer to use this option.

If I have a non-permanent power as part of an Alternate Form, can I do a power stunt using just that power?

Yes. You can treat the powers of an Alternate Form as separate for the purposes of performing power stunts.

The Alternate Form power says, "No power rank can be greater than your Alternate Form rank." What about powers like Immunity 30 (Fortitude) in an Alternate Power?

Powers that distribute their effect(s) according to rank, like Immunity, Regeneration, Super-Movement, and Super-Senses, should generally be considered an exception to this guideline. Think of them as "bundles" of rank 1 powers rather than a single, massive high-rank power when it comes to the limitation of something like Alternate Form.

Ultimate Power eliminates the rank limit for Alternate Form powers in the interests in simplicity. See *Ultimate Power* if you prefer to use this option.

Can you use Animate Objects on an opponent's devices or equipment?

You can't use Animate Objects on devices, since they are powers in their own right. Equipment is fair game, however. This is just one of the limitations of equipment vs. devices. If the GM wants to allow Animate Objects on devices, treat it like a use of Power Control (*M&M*, page 96) since it's essentially trying to seize control of one of the subject's powers.

Is the Communication power two-way and, if not, how do you make it two-way?

Communication is normally one-way: from the user to the subject(s), although subjects may have their own Communication effects, such as with two characters who have radios. A **Two-Way** extra (+1 modifier) allows anyone with whom you are in communication to communicate with you via your medium, roughly equivalent to adding the Affects Others extra.

Do constructs get a saving throw against Corrosion and Disintegrate?

They should get a Toughness save in place of the normal Fortitude saving throw against the Toughness reduction. Inanimate objects get no save against the Toughness reduction.

The Affects Objects extra from *Ultimate Power* makes a Fortitude effect like Drain work on objects. In this case, the object or construct doesn't get a save against the Drain for Toughness loss, but still makes a Toughness save against the damage. Keep in mind that Impervious Toughness is less affected by Corrosion and Disintegrate (see the following.)

Is Impervious Toughness more effective against Corrosion and Disintegrate?

Yes. Those powers reduce Impervious Toughness by half the usual amount (half the power's rank, rounded down, rather than the power's full rank).

Can you use Deflect to block melee attacks as well as ranged attacks?

Yes, you can use any level of Deflect (except for Deflect usable only against mental attacks) to deflect melee attacks as well. You still use your Deflect rank in place of your attack bonus, so for this to be useful, your Deflect rank should at least equal your melee attack bonus (or it should have some extras that make it superior in other ways).

Is Deflect rank limited by power level?

Yes, the same as attack bonus (for characters with attack bonus trade-offs). Optionally, GMs may choose to consider it a defense bonus for characters, since its primary use is defensive. This is the approach taken in *Ultimate Power*.

Does a use of Deflect replace the user's normal Defense?

Effectively, yes, but only if the result of the Deflect power check is higher than the user's normal Defense. A use of Deflect never *lowers* the user's Defense.

Can the Healing power remove a dazed or stunned condition?

Yes. It's a DC 15 Healing check, like the Revive use of the Medicine skill.

If you use Illusion to create an image, then who can see it?

Everyone who'd normally be able to sense the image if it were real can do so. The Illusion power creates images rather than affecting specific people, even through it technically "fools the senses." If the power has the Selective power feat, then the user can decide who senses the illusion and who does not. Likewise, if the power has the Phantasms modifier, then only intelligent beings (Int 1+) can sense the illusion. [If the user can only create illusions visible to one subject at a time, the GM may wish to consider this a Limited flaw.](#)

Does rank 1 Immunity to cold or heat mean you don't take any damage from Cold Control or Fire Control powers?

No. The rank 1 Immunities to cold and heat are to the *environmental* effects (as given on *M&M*, page 167). Immunity to cold or heat *damage* is a rank 5 Immunity for a "common power descriptor," while Immunity to "all cold effects" or "all fire effects" (including environmental effects and all powers with the appropriate descriptor, regardless of the type of saving throw) is 10 ranks for a "very common" descriptor.

Does Immunity (fatigue) allow you to use extra effort without suffering fatigue?

No. The character is just immune to fatigue from normal exertion and fatigue-inducing powers and effects. Keep in mind that Immunity effectively provides automatic success on a saving throw or ability check to resist an effect, and there is no such save against the fatigue of extra effort.

Is an insubstantial character immune to suffocation?

No. You need Immunity 2 (suffocation) or Immunity 9 (life support) for that. Immunity is a recommended part of Alternate Forms for just that reason.

Can incorporeal creatures interact normally with other incorporeal creatures (as if they were both solid)?

Depending on the power descriptors and the GM's judgment, yes.

If an incorporeal character throws a held object, what happens?

The object becomes solid once it leaves the incorporeal character's grasp, and interacts with the world like a normal solid object.

Note, however, the character must have the Affects Others modifier in order to take objects other than clothing and personal Devices and Equipment incorporeal, plus either turn corporeal to pick up an object, and then turn incorporeal, taking the object into an incorporeal state with him, or have the Affects Corporeal modifier on Strength to pick up a solid object while incorporeal.

Is the Magic power basically just an Array structure with a "magic" descriptor?

Yes, so you can use the same guidelines you would for other Arrays when dealing with the Magic power.

How much control does a character have over which traits the Mimic power duplicates?

As a default, the Mimic power automatically duplicates all the traits that it can, starting at the minimum possible rank or bonus, then adding on additional points from the Mimic power's available "pool" of power points until the trait reaches the same rank or bonus as the subject, or the mimic runs out of power points.

So, if a character with **Mimic Powers 5** (a pool of 25 points) copies the powers of a character with **Electrical Control 10**, **Force Field 8**, and **Flight 4** along with four Electrical Control power feats, the mimic first gains 1 rank in each power (5 points) along with all of the Electrical Control power feats (4 points), leaving 16 points. These are distributed evenly, raising the copied powers to rank 4 (which is as high as Flight can go); the leftover point goes into bumping up Force Field to rank 5 (also as high as it can go, since that's the character's Mimic rank).

A character with Selective Mimic can choose which trait(s) to duplicate, and in which order, within the normal limits of the Mimic power (power points and rank).

What is the benefit of buying multiple 3 point ranks of Morph compared to just buying a single rank, and using skill points to increase my disguise skill?

Normal Disguise skill still takes the normal time to use, even if you have Morph. So, if you have both, you can:

- Use just your Morph bonus, taking the normal action it takes you to Morph (a free action by default).
- Take 10 minutes of preparation and add your Disguise skill ranks to your Morph bonus; this means you're carefully observing, checking your work in a mirror, making small adjustments and the like.

So the Master of Disguise (*M&M*, page 219) can instantly (as a free action) assume a humanoid appearance with a +36 Disguise bonus (from just his Morph rank and Charisma). If he takes time to prepare a disguise, he adds his 12 ranks of Disguise to the bonus, for a total of +48 (making his disguise virtually impenetrable).

You can have an effective character with just **Morph 1** and lots of ranks in Disguise, provided the character has time to prepare; he still wouldn't need any tools like a disguise kit, for example. This approach might suit certain character concepts, especially in low-power campaigns.

Does the 1 power point per rank version of Nullify allow you to nullify one power per use of *any* descriptor, or do you have to choose the descriptor at the time the power is chosen?

You have to choose the descriptor at the time the power is acquired. So, for example, if a character has **Nullify Magical Powers 6**, she can nullify any one magical power per use.

Are you immune to your own Obscure effects?

No. Characters are affected by their own Obscure effect(s) just like anyone else. Obscuring characters often have Super-Senses allowing them to perceive through an Obscure effect, or Immunity 1 (personal Obscure effect), making them unaffected by it.

What is the effect of Selective on Obscure?

Those the power-user chooses are unaffected by the Obscure power and perceive as if it were not there. They gain the benefits of its concealment, however.

Note that Selective on Obscure should be the Selective Attack *extra* rather than the Selective power feat, given the manner in which Obscure hinders its targets. See the **Errata** for details.

Can Power Control turn off powers? If it can, why take Nullify rather than Power Control?

Power Control *does* let you turn off powers, but it's not as effective as Nullify for that purpose:

- Power Control only lets you turn a power off if the subject can normally do so; thus it cannot turn off Permanent or Uncontrolled powers, whereas Nullify can.

- Power Control doesn't let you counter powers, Nullify explicitly does.
- Power Control's lasting duration allows additional saves. If Nullify is made Sustained or Continuous, the target gets *no* additional saves; the power is off as long as the Nullify lasts.
- Power Control doesn't work on power *effects* only power *users* whereas Nullify does both. So you can Nullify a created object or a fire, or banish a summoned construct, for example, but Power Control can't.
- Power Control only works on targets with conscious control over their powers. It doesn't affect targets immune to mental effects or lacking such control: you can Nullify a machine, but you can't use Power Control on it unless the machine is conscious (and affected by mental powers).
- Power Control is essentially Mind Control (*M&M*, page 92) Limited to controlling the subject's powers and sustained (lasting) in duration. The GM should feel free to enforce the requirements of Mind Control for it, particularly the required move action to issue commands. The description of Power Control leaves this deliberately vague, and assumes once established it only requires the normal action to use or control the target power (whatever it may be), but it's an option for the GM if Power Control is abused.

If I use Mimic or Shapeshift to copy someone's appearance, do I get the benefits of the Morph power automatically?

Yes. If you use Mimic or Shapeshift to copy the appearance of something, you get a +5 bonus to Disguise checks per power rank to pretend to be that something.

How does the Shapeshift power work?

Shapeshift allows a character to assume different physical forms. Changing form is a move action and maintaining a given form is sustained (requiring a free action each round, and a Concentration check if the character is stunned or otherwise unable to take free actions, but still conscious).

Now, when a shapeshifter assumes a new form, she has a "pool" of (Shapeshift rank x 5) power points to spend on any physical traits of that form. So, for example, if she turns into a bird, she'll need the Flight power, Super-Senses for the bird's keen sight, and so forth.

Additionally, the shapeshifter can "move around" her pre-existing physical traits: if she turns into a weaker form, she can shift points from her Strength score elsewhere, for example. So, essentially, the "physical traits" point pool is equal to the total cost of the shapeshifter's normal physical traits, plus 5 power points per Shapeshift rank, but this requires buying all the physical traits of the new form "from scratch".

Generally, it's a good idea to encourage players of shapeshifters to make notes on the costs of various forms in advance, to save time during play. It's also wise to limit Shapeshift from the "turn into anything I want" level down to a particular subset like animals, machines, etc. to help focus the player's choices (as noted in the power's description).

Can you "partially" Shapeshift, like only transforming your arm or legs?

Yes, if that suits your power's descriptors and the GM agrees. For example a "mechamorph" who can assume different machine traits might have Shapeshift (limited to machine traits) and the GM could allow the character to just transform his arm into a gun or his legs into rockets.

Partial Shapeshifting to *hide* the fact that you're shapeshifting, that is, gaining new or different traits without any outward change in appearance, should probably require the Subtle power feat, either applied to Shapeshift or acquired as a power stunt.

Do Super-Senses have to be continuous duration (a +1 modifier) in order to be able to turn them off? How do characters with Super-Senses keep from being bombarded by sensory input?

According to the letter of the rules, yes, Super-Senses have to be made continuous in order to turn them on and off at will. Although it's bending the rules slightly, you can allow characters to "switch off" Super-Senses even though they are permanent, much in the same way one can "turn off" vision by closing one's eyes and such. Characters still can't use extra effort with Super-Senses (as they're still permanent duration), so it's a minor advantage at best. It's also reasonable to assume that characters acclimated to having Super-Senses have learned to filter out extraneous sensory input when they choose, just like we learn to do with our normal senses.

How is the Super-Speed power constructed?

Super-Speed is essentially one rank of Initiative, Quickness, and Speed per power rank (3 points) plus 2 power points per rank for an additional power (the “free power feat” chosen when the power is acquired), an Array structure, to use the *Ultimate Power* term. Additional Alternate Powers are based off this 2 power points per rank Array rather than the whole cost of Super-Speed, allowing speedsters to, for example, use their Initiative, Quickness, and Speed effects while also running up walls, using Air Control, performing attacks or other alternate powers of their Super-Speed.

The Rapid Attack feat of Super-Speed says you can perform an attack maneuver against any target within Power Rank x 5 feet of the user. Can you apply different attacks against each target?

No, it has to be the same attack.

How is it that the mental communication aspect of Telepathy is two-way, if Communication is not normally a two-way effect?

The telepath picks up the subject’s projected thoughts via the power’s Mind Reading aspect.

Can you Teleport out of a grapple or snare?

Yes. You choose what comes with you when you teleport (up to your maximum teleport carrying capacity), so you can teleport out of a grapple, snare, bindings, even your clothes, if you choose, so long as the hindrance doesn’t keep you from taking the action required to teleport in some way.

Is the use of extras on a power optional?

No. Extras (and flaws, for that matter) are a permanent part of a power and always apply when that power is used. If you want to be able to use a power both with and without a particular extra, take one version as an Alternate Power of the other. (Note this is a significant change from the first edition of *M&M*, where the use of extras *was* optional.)

Can you apply power modifiers to an ability or Enhanced Ability and, if so, how does that work?

You can apply power modifiers to abilities, if the GM allows, such as making a character’s Strength damage Penetrating. Generally speaking, treat abilities as if they were powers costing 2 points per rank (since it requires 2 ability points to provide a 1-point ability modifier). So adding Penetrating to Strength 20 (a +5 bonus) costs 5 power points, the same as adding an extra to a rank 5 power.

How do Perception-range powers with the Area extra work?

Perception-range area effects differ from normal area effects (described on pages 159–160). See the last sentence of the **Area Attack** section: “Area effects which don’t normally require an attack roll do not allow for a Reflex save, they simply affect all targets in the specified area.” Perception-range attacks (which don’t require an attack roll) fall into this category.

If you purchase an extra level of the Autofire modifier does it reduce the attack roll interval, increase maximum damage, or both?

It’s one or the other. For the base +1 Autofire modifier, every 2 points your attack roll total exceeds the target’s Defense applies a +1 bonus to the attack’s saving throw DC, up to a maximum of +5, or half the attack’s normal bonus, rounded up (whichever is less).

For a +2 Autofire modifier, every 1 point your attack total exceeds the target’s Defense applies a +1 bonus to the attack’s saving throw DC, up to a maximum of +5, or half the attack’s normal bonus, rounded up (whichever is less).

For an additional +1 modifier (on top of either of the above) the maximum saving throw increase is bumped up to +10 or the attack’s normal bonus, whichever is less.

If Autofire is used to attack multiple targets, does its damage bonus still apply?

No, the ability to “spread” the autofire to attack multiple targets is used in place of its normal bonus to damage (which comes from focusing the autofire on a single target, much like a coordinated attack).

If a power has both the Autofire and Area modifiers, or Autofire and Perception range, how does the autofire work, since neither Area nor Perception-range attacks require an attack roll?

If the GM decides to allow either combination, then the margin of *failure* on the target's saving throw can be used as the autofire margin instead: for every 2 points the save misses the attack's DC, the target suffers +1 rank worth of effect (+1 for every 1 point the save is missed with two applications of the Autofire modifier).

When using extra effort with a set of Linked powers, do all of the powers' ranks improve or just one?

All of the powers improve their effects by 2 ranks (if that option of extra effort is applied).

When determining the total cost of the base power of an array, do that power's power feats count?

Yes, *except* for Alternate Power feats. The same is true for the Alternate Powers themselves. So if a power array has a base power that costs 20 power points and it has six power feats, three of which are Alternate Powers, then each Alternate Power can be built on up to 23 power points (the total value of the base power plus its non-Alternate Power feats).

If you spend earned power points to improve the base power of an array, do the Alternate Power's increase as well?

Yes, they do. As the base power increases in total power point value, so do the array's Alternate Powers. So if you have a 23-point base power, and spend 2 power points to improve it to a 25-point power, then all of its Alternate Powers can be based on 25 power points as well.

Are the Alternate Power feats listed in a power's description the only ones available or can players create their own?

Players can certainly create their own Alternate Powers with the GM's approval. The ones listed with the power description in the *M&M* rulebook are simply examples. The *Ultimate Power* sourcebook provides an expanded list of Alternate Powers, but even these are not the only Alternate Powers available, merely the most common examples.

Alternate Powers can be switched once a round. Is that the game round or the character's round?

In this case, "a round" is measured from the character's place in the initiative order from one round to the next. So if a character goes on Initiative 14 and switches his power array, he can't do so again (even though it's a free action) until Initiative 14 on the following round.

If you have a Dynamic Power Array, do you have to put power points into an Alternate Power's power feats or can you "free up" those points for use elsewhere?

The *minimum* number of power points you must put into a Dynamic Alternate power is equal to one rank of that power plus the cost of *all* of its power feats. So a rank 10 Dynamic Alternate power, costing 2 points per rank, with 4 power feats has a minimum cost of 6 power points (one rank + four power feats) to "activate" that element of the array and a maximum cost of 24 power points (ten ranks + four power feats).

If I use a power like Dazzle or Snare on somebody and then switch it to an Alternate Power, does the Dazzle or Snare effect go away?

No. The effects of instant powers remain, since you don't have to be "using" the power to maintain them. The same is also true of lasting powers, so long as you meet the requirements of the power's duration. A power like Create Object, on the other hand, which has a sustained duration, will stop working if you switch to an Alternate Power. If your Create Object power is continuous, the objects will last, since they "remain until they are destroyed, nullified, or you choose to dismiss them" per the power description.

If a character has an Alternate Power, the player later decides to make it into an independent power (spending the power points to do it), does the character get the power point for the Alternate Power feat back?

Yes, unless the player wants to re-invest that point into another power feat (including another Alternate Power).

When applying the Progression feat to the size of an area, does it increase total size or size per rank?

Size per rank. So a normal Burst Area is 5 ft. in radius per rank. One application of the Progression feat makes it 10 ft./rank; two makes it 25 ft./rank, and so forth.

CHARACTERISTICS

If a character has a Permanent and Innate size change, can they buy additional points of attack or defense to cancel out penalties incurred by the size change?

Yes, but keep in mind an increased-size character may need a trade-off to compensate for the increased Strength and Constitution (and therefore Toughness) of Growth.

Can constructs use extra effort? Do they suffer fatigue from doing so?

Yes and yes. Construct characters can use extra effort, much like some Devices. The "fatigue" they suffer has the same effect as fatigue does on other characters, but in the case of constructs it represents damage or wear-and-tear on the construct. Since constructs have no Constitution, they cannot recover from fatigue, they must be repaired instead. Constructs with a recovery bonus—such as self-repairing constructs with Regeneration—can recover from fatigue normally. Like all characters, constructs can spend hero points to ignore the effects of a fatigue result.

With extra effort you can double hero's speed for all movement powers or increase a power by 2 ranks. So, wouldn't it make more sense to increase a movement power's rank, since that represents a greater increase in speed?

Movement powers are specifically called-out because they're an exception to the "increase power by 2 ranks" guideline. Basically, it should say "increase a power—other than a movement or carrying-capacity related power—by 2 ranks" since movement and carrying capacity are covered by other aspects of extra effort. Same reason why it would make more sense to boost a character's Super-Strength by two ranks (quadrupling carrying capacity) rather than just using extra effort to double carrying capacity, and why that's not allowed as an option.

Is there a limit to the number of hero points a character can earn in an adventure?

Only whatever limits the Gamemaster chooses to set. Since the GM is the one who awards hero points, the GM can simply choose to stop giving them out, if need be.

When you spend a hero point to enhance a trait, can it go above the power level limit?

Yes. Hero point spending is not affected by power level limits.

Can villains have complications?

No, because villains don't have or earn hero points, so they don't need complications. Generally, the heroes are complication enough for most villains! Technically, villains and other NPCs can have things *like* complications (after all, life is complicated for pretty much everyone); they just don't earn hero points from them.

DEVICES AND EQUIPMENT

Can you use the Quickness power to speed up inventing?

Yes and no. As specified in the power description, you can only use Quickness for "routine" tasks where you can take 20. You can take 20 on the design check to invent something, so you can use Quickness to speed up the design process; for example, a character with Quickness for mental tasks might be able to do much of the design work quickly "in his head." On the other hand, you can't take 20 on the construction check for an invention, so Quickness can't speed up that check. The only way to do so is by taking a penalty on the Craft skill check, as given on page 131 of *Mutants & Masterminds*.

Is there a limit to the number of inventions you can have at once?

Generally one at a time, although the GM should feel free to vary things according to the flow and style of the game. Requiring inventors to spend a hero point per extra invention at the same time is a useful balancing factor between one at a time and an unlimited number of inventions.

Why does the commlink cost so little (1 point) compared to the Communication power?

Because things like team commlinks (and other common communications devices like cell phones and walkie-talkies) are fairly commonplace, enough to make them the equivalent of a Benefit feat or a Feature for a piece of equipment. GMs concerned with the cost differential can feel free to make commlinks and similar communication equipment

considerably less reliable than the Communication power: affected by atmospheric disturbances, power outages, network outages, energy emissions from villains, and so forth. Essentially, feel free to have such equipment fail whenever the plot calls for it without it being a complication (that is, without awarding any hero points); it's just the innate drawbacks of equipment.

Can vehicles use accelerated or all-out movement?

No. Vehicles have one movement speed (listed as their speed) and it is the vehicle's maximum speed. Driving or piloting a vehicle is a move action regardless of the vehicle's speed. Vehicles do benefit from speed modifiers to their Defense (*M&M*, page 33) as if they were moving all-out. This modifier is relative; use the difference between speed ranks for two vehicles or a character pacing a moving vehicle.

COMBAT

Do the Overrun and Rush maneuvers require attack rolls? It isn't explicitly stated.

Yes, both maneuvers require a normal melee attack roll.

If you spend a hero point to re-roll an attack roll and get a 10 on the second roll, you add +10 to it and it becomes a 20. Is this considered a critical hit?

No. Only a "natural" 20, when the die roll actually comes up 20, counts as a possible critical hit.

How many times can a character be staggered?

Once. Staggered is a singular condition. Once a character is staggered, another staggered result means the character is rendered unconscious. This means a staggered character is closer to being out of the fight, even without any bruised results affecting Toughness saves.

If you are staggered or disabled are you also stunned?

Yes, but you're still only stunned for the usual one round, regardless of how long you're staggered or disabled.

Is there a power level limit on grapple check bonus?

No, although the power level limits do affect how much melee attack bonus and Strength bonus a character can have (two major components of grapple checks). Grapple modifiers like size modifiers and Super-Strength can be limited as the GM sees fit for the game, although it makes sense for big, super-strong characters to be effective grapplers.

Is there a way to directly increase a character's grapple check bonus?

The Attack Specialization feat can be taken to apply to grappling, providing a +2 grapple check bonus per rank. The GM sets limits on ranks in this feat as desired.

Should minions be assumed to always suffer the worst effect of a failed save on all saves and not just Toughness saves versus damage?

Yes. Generally, if a minion (for example) fails to save against Snare the minion is bound, failing to save against Stun results in unconsciousness, and so forth.

GAMEMASTERING

When you use GM Fiat, who gets the hero point?

Generally speaking, it's the player whose hero is most directly affected by the use of GM Fiat (e.g. the one making or saving against the attack, affected by the feat or power, etc.). If, in the GM's opinion, everyone is equally affected, you can choose a player or award everyone a hero point.

EDITION CHANGES

Why a Second Edition?

When *Mutants & Masterminds* was first published, it was an experiment on many levels: it was one of the first RPGs published under the Open Game License, it took considerable liberties with the core d20 game system, and it was Green Ronin's first superhero product and first major product printed all in color.

When *Mutants & Masterminds* was conceived, there were few, if any, superhero RPGs in print. By the time it was published, there were several. While we hoped for the best, we had no idea at the time how *M&M* would fare in the RPG market.

The game exceeded our expectations: fans appreciated its innovative approach and found it captured the kind of superhero roleplaying they wanted. We sold out of the first printing of the rulebook, then a second, and a third. Supplementary *M&M* products like *Freedom City* also did quite well. Eventually Steve Kenson came on-board to oversee the *Mutants & Masterminds* line as its full-time developer.

In order to build on the success of *Mutants & Masterminds* and give it the kind of robust game line it deserves, we wanted a really solid foundation. So we went back to the basics, looked at the things people liked, and the things they didn't, and designed a new edition of *M&M*, not as an experiment this time, but as the flagship product of its line, a foundation we can build on with new settings and sourcebooks.

Mutants & Masterminds is here to stay, and with the upcoming second edition, we have some exciting plans for a game line worthy of the world's greatest superhero roleplaying game!

How much has changed from the First Edition?

It's still the *Mutants & Masterminds* game you know and love at its core. Most of the changes incorporate all we've learned from fans of the game and our own experience to make *M&M* cleaner, clearer, more robust, and more comprehensive than ever before.

We'll be giving you previews of how things have changed (and how they've stayed the same), leading up to the new edition's release. We think you'll like what we've got in store.

Does *M&M* Second Edition fix [insert first edition rules question here]?

We certainly hope so! One of the primary influences on *M&M 2e* was feedback and questions from you, our fans, who play and know the game better than anyone else. While no game system is perfect, we want *Mutants & Masterminds* to live up to the moniker "World's Greatest Superhero RPG"!

Speaking of feedback, we've been rigorously playtesting *M&M 2e*, putting all the systems through their paces to ensure they meet the standards you've come to expect from Green Ronin. The extensive feedback we've gotten from our playtest groups has helped to refine, clarify, and polish the new edition.

Why did you change [insert first edition rule here]?

While *M&M 2e* tries to summarize the major changes (on page 8 of the Second Edition), there's simply not room to go into the reasoning behind every single tweak, modification, and rules change. Sufficient to say, we felt the changes made the game better overall. We're certainly aware that not everyone may agree: the first edition of *Mutants & Masterminds* has plenty of fans, and you can't please everyone. Some people like all the changes, some like some changes and dislike others. Fortunately, the two editions use the same core system. So if you prefer an option from the first edition, by all means, please continue using it!

One of the reasons for the *Mastermind's Manual* for *M&M 2e* is to include as many options and ways to customize the game as possible. While we know that we can't please everyone, that's no reason not to give it our best shot! The *Mastermind's Manual* provides the tools needed to make *M&M* into the game that's best suited to you and your gaming group.

What happened to the Gadgets power from First Edition?

The refinement of the extra effort and power stunt rules in *M&M 2e* made it largely redundant. Any character with a Device can potentially use extra effort to acquire an Alternate Power for one (or all) of the Device's powers, spending a hero point to ignore the fatigue (or strain on the Device), essentially the same mechanics as the Gadgets power.

The *Mastermind's Manual* includes a new version of Gadgets that's a bit broader and more flexible than the first edition version, but also not as limited. Gamemasters should consider the advice on handling Variable Powers before including this new Gadgets power in their games. You can also find more information about Variable structures in *Ultimate Power*, usable for powers like Gadgets.

Can I use my First Edition books with Second Edition?

For the most part, yes, you can. First Edition character stats are still compatible with Second Edition (which naturally has the same abilities, saving throws, and so forth). Some First Edition specific rules, such as certain feats or powers, work slightly differently in Second Edition, but the basic material is compatible.

ULTIMATE POWER

Are the rules in *Ultimate Power* "official" or not?

Not to be coy, but that depends on what you mean by "official." *Ultimate Power*, like all *M&M* supplements, is *optional*. It is not required to use other *M&M* products (adventures or source material) or to play the game. If there is a conflict between *Ultimate Power* and the core rules that is not reflected in the official errata from Green Ronin, and not listed in *Ultimate Power* as specifically an optional or variant rule, assume that it is a suggested update or improvement to the rule, but not required.

Why change anything? Why not just expand the powers from the core book?

Well, we did that, too, but one of the goals of *Ultimate Power* was to present some versions of core effects or powers that address balance or play issues. If the existing core version works fine in your game, there's no need to use the one presented in *Ultimate Power*. Future *M&M* products will continue to use the core rulebook as their basis, but will incorporate options and suggestions from *Ultimate Power* (and other sources, like the *Mastermind's Manual*) as needed, pointing those changes out to readers.

For more on why certain options were offered in *Ultimate Power*, see the sourcebook's *Designer's Notes* appendix.

In *Ultimate Power*, the amount drained by the Drain effect is staged (based on the saving throw). In the *M&M* rulebook, it's not; which is the official rule?

The official rule is still the one in the core rulebook (see the previous), but the staged version in *Ultimate Power* is a recommended variant, since it addresses the all-or-nothing nature of the core rules version of Drain and makes it operate more like other staged effects. In terms of character write-ups, use whichever version you prefer, since their costs and configurations remain the same.

In *Ultimate Power*, it says Space Travel cannot be an Alternate Power of Flight; why is this?

It is recommended because Space Travel essentially takes up where Flight leaves off in terms of movement. Space Travel costs a bit less because of its diminishing returns: being able to travel at trans-light speeds is really only useful for interplanetary or interstellar travel, and therefore only through the void of space, since Flight 20 ("near light-speed") is sufficient to go anywhere on Earth (or an Earth-sized planet) in a move action. Since Flight is required to achieve orbit, if Space Travel is available as an Alternate Power of Flight, there's absolutely no reason *not* to take it that way (at twice the Flight rank, too). However, the GM is the final arbiter of what is and is not a suitable Alternate Power, and may certainly allow Space Travel (or any other effect) as an Alternate Power of Flight, if desired.

The Strike Alternate Power of Super-Speed says its limited to the Super-Speed power rank. Since Strike is a 1-point per rank power and Super-Speed has a 2-point Array, shouldn't it be limited to twice the power rank?

This is a case of matching the mechanics to the source material: technically the Strike Alternate Power could be up to twice the Super-Speed power rank, however, that's likely to be unbalancing, given power level limits, so it was limited to power level and the "extra" points go unused (unless you want to make Strike and another alternate Dynamic). If this is

a concern, add an extra (such as Autofire or Penetrating) onto the Strike Alternate Power to compensate for the "lost" points.

Can Targeted Area effects benefit from the Power Attack feat and critical hits?

The former, but not the latter; a Targeted Area can benefit from a Power Attack (and is subject to attack/damage trade-offs), but cannot score a critical hit, simply because the attack covers too wide an area to hit a critical point on any given target.

M&M SUPERLINK

What is M&M Superlink? What's the difference between a Superlink product and a regular M&M product?

M&M Superlink is Green Ronin Publishing's trademark for a free license to produce *M&M*-compatible products. For more information see the *M&M Superlink* section of our website, www.mutantsandmasterminds.com, or send an e-mail to superlink@greenronin.com.

Are Ronin Arts' electronic products Superlink products or "official" M&M products?

Our publishing partner, Ronin Arts produces a line of M&M Superlink products, which carry the Superlink logo and use the Superlink license. Ronin Arts also produces official electronic *Mutants & Masterminds* products under license from us. These products carry both the official *M&M* logo (as opposed to just the Superlink logo) and the Green Ronin logo, which is how you can tell them from Ronin Arts' Superlink products. Official Green Ronin *M&M* products are also available from the Green Ronin online store, while M&M Superlink products are not.

When will Green Ronin release an M&M System Reference Document?

There are no plans for an *M&M* SRD, as that would involve giving away a substantial part of the game's core rulebook, and we like staying in business.

TRUE20

What's the relationship between *M&M* and *True20 Adventure Roleplaying*?

They're just good friends.

Seriously, the two games could be considered "cousins," since they're both derived from the *d20 System Resource Document*, and share a few game system innovations (such as Toughness saving throws), but they're two separate and distinct games. *True20* uses character roles rather than a point-based character creation system, and is intended for more "heroic" level play (as opposed to super-heroic play in *M&M*). *True20* and its support products are not intended for use with *Mutants & Masterminds* and its products, although much of the material is compatible with a bit of work.

Got a question that's not covered in this file? Visit www.atomicthinktank.com and post it in our Official Rules Question forum. Be sure to read the forum guidelines and to look through the recent responses before posting to make sure your question is appropriate and not already answered! Have questions or corrections regarding this FAQ? E-mail them to the M&M Developer at steve@greenronin.com.