

ULTIMATE POWER ERRATA

Updated May 27, 2008

Mistakes happen, but when they do, we try our best to correct them. This file provides errata and corrections for the *Ultimate Power* sourcebook for Green Ronin's *Mutants & Masterminds* superhero roleplaying game.

Clarifications and answers to frequently asked questions are found in the *Mutants & Masterminds* FAQ file. For this and more information about *Mutants & Masterminds* in general, please visit our website: www.mutantsandmasterminds.com.

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

page 17 – Noticing Power Effects: Change the first sentence of the third bullet point to: "If a passive effect's duration is changed to other than continuous or permanent, it becomes noticeable unless the Subtle power feat is applied."

page 29 – Boost: Change "Effect: Trait" to "Type: Trait".

page 32 – Communication: Delete the last sentence of the first paragraph, starting with: "You may also..."

page 42 – Density: Under the **Reflective** extra, change "1 power point per 3 Density ranks" to "1 power point per 2 Density ranks".

page 46 – Emotion Control: Delete the second sentence of the first paragraph, starting with: "Failure by 10 or more..."

page 69 – Nullify: Insert a **Flaws** header before **Side Effect** at the end of the power's listing.

page 71 – Probability Control: Change the description of the **Deflection** Alternate Power to:

Attacks just seem to miss you. This is Deflect (all attacks), Reaction, with a rank equal to two-thirds of your Probability Control rank.

page 72 – Quickness: Change **Action** to "Free (active)" and **Duration** to "Sustained".

page 73 – Regeneration: In the paragraph after the **Regeneration Recovery Rates** table, change "35 ranks" to "36 ranks".

page 82 – Super-Senses: Second paragraph, change "page 68" to "page 24".

page 83 – Super-Senses: Under **(Descriptor) Awareness**, change the parenthetical at the end to:

(see **Subtle** under **Power Feats**, page 96, for details)

page 84 – Super-Senses: Radio should cost 2 ranks and "accurate" in the last sentence should say "acute".

page 85 – Super-Senses: Radar should cost 3 ranks, not 4. Tremorsense should cost 2 ranks, not 3.

page 88 – Bracing: Change the next to last sentence to:

You gain Immovability with a rank of twice your Strength bonus.

page 95 – Slow Fade: Change the last sentence after the colon to read: "from one round to one minute (10 rounds) to five minutes, and so forth."

page 98 – Attack: Second paragraph, fifth sentence, change "ranged" to "range" so it reads: "Its range can be improved with the Range extra."

page 108 – Reduced Range: Change the description to the following:

This drawback reduces the maximum range of a ranged effect, which is normally (rank x 100) feet. For -1 point, it reduces maximum range to (rank x 50) feet, the same as throwing range. For -2 points, it reduces maximum range to (rank x 25) feet. A greater reduction should be handled by making the effect touch range, possibly with some measure of the Extended Reach feat, if necessary.

page 110 – Dynamic: Change the first sentence to read:

This feat makes an Alternate Power Dynamic, allowing it to share Array power points with other Dynamic Alternate Powers.

page 112 – Action: Fourth paragraph, second sentence, change “by its effects” to “but its effects”.

page 114 – Extras: Under **Duration**, change the zero in “Continuous” to an “o”.

page 126 – Powers Table: Change the cost of Acid to 2/rank.

page 128 – Acid: Change cost to 2 points per rank.

Change the **Corrosion** Alternate Power to read:

You can use the Corrosion power at 2/3 of your Acid power rank (see the Corrosion power for details).

page 144 – Darkness Control: Change the description of **Life Drain** to:

Your darkness can actually diminish the “light” (life force) within living creatures, a Ranged Drain Constitution effect at your Darkness Control power rank.

page 144 – Datalink: Change the **Alternate Effects** header to **Alternate Powers**.

page 149 – Disintegration: Change the second sentence to read: “If successful, the target makes a Fortitude saving throw or loses Toughness equal to the amount by which the save failed; objects (and targets without a Constitution score) automatically fail this save and lose Toughness equal to the power’s rank.”

page 157 – Force Constructs: Under the **Force Shatter** Alternate Power, change “half your power rank” to “two-thirds your power rank”.

page 171 – Shape Metal: Change the last sentence of the description to:

So, for example, with Magnetic Control 12 and Shape Metal, you can reshape 10 pounds of metal per round, like a rank 4 Transform effect.

page 173 – Mimic: Change “**Type:** Variable” to “**Effect:** Variable”. The first bullet point should have “**1 point:**” before the text.

page 187 – Reflex Memory: Change Range to Perception (no change to cost or other traits).

page 189 – Shapeshift: Delete the third sentence of the description, starting with: “No rank or bonus...”

page 192 – Spirit Control: Change **Duration** to “Sustained (lasting)”.

page 195–Telekinesis: Change the description of **Feedback** to the following:

Feedback: Manifestations of your Telekinesis can be attacked and the resulting feedback may hurt you. If a manifestation of your power is successfully attacked—someone striking your telekinetic “hard” or “arm,” for example—you must make a Will saving throw with an added bonus equal to your Telekinesis rank, reading the result on the Toughness Saving Throw table for mental damage.

page 198 – Transmutation: Change **Duration** to “Sustained” since a lasting duration has no effect on non-living subjects (which don’t make saving throws).

page 199 – Universal Translator: Under **Zone of Translation**, change “40 feet” to “20 feet”.

page 201 – Water Control: Change the last sentence of the **Snare** Alternate Power’s description to:

Alternately, you can entrap someone in a bubble of water, this has the modifiers of Regenerating and Suffocating (+2 total) for a rank equal to one-half your Water Control rank.

page 209: Delete the first line on this page, as it is repeated from the previous page.

page 222 – Ramon Perez bio: In the third sentence, change “agazines” to “magazines”.