

OPTIONAL RULES CHECKLIST

Gamemasters can use this checklist as a quick-reference to the optional and variant rules in this book and to show players which options and variants are in-use in their *Mutants & Masterminds* game. You can photocopy these three pages for ease of use.

BASIC RULES		Aging and Abilities	<input type="checkbox"/>
Stunt Bonuses	<input type="checkbox"/>	Super-Abilities	<input type="checkbox"/>
Automatic Success and Failure	<input type="checkbox"/>	Saves Based on Different Abilities	<input type="checkbox"/>
-10/+30 Rolls	<input type="checkbox"/>	Best of Two Saving Throws	<input type="checkbox"/>
Alternate Dice (3d6/2d10)	<input type="checkbox"/>	Worst of Two Saving Throws	<input type="checkbox"/>
High-Low Rolls	<input type="checkbox"/>	Additional Saving Throws	<input type="checkbox"/>
Players Make All Rolls	<input type="checkbox"/>	<i>Insight Save</i>	<input type="checkbox"/>
Card-based Resolution	<input type="checkbox"/>	<i>Stability Save</i>	<input type="checkbox"/>
Card-based Hero Points	<input type="checkbox"/>	Speed & Jumping	<input type="checkbox"/>
Challenges	<input type="checkbox"/>	SKILLS	
<i>Challenges as Feats</i>	<input type="checkbox"/>	New Skills	<input type="checkbox"/>
Team Checks	<input type="checkbox"/>	<i>Appraise</i>	<input type="checkbox"/>
CHARACTER CREATION		<i>Demolitions</i>	<input type="checkbox"/>
Additional Power Level Limits	<input type="checkbox"/>	<i>Forgery</i>	<input type="checkbox"/>
Re-allocating Power Points	<input type="checkbox"/>	<i>Gamble</i>	<input type="checkbox"/>
Level-Based Advancement	<input type="checkbox"/>	<i>Navigate</i>	<input type="checkbox"/>
Faster Advancement	<input type="checkbox"/>	<i>Power Use</i>	<input type="checkbox"/>
Slower Advancement	<input type="checkbox"/>	<i>Repair</i>	<input type="checkbox"/>
Unlimited Power Level	<input type="checkbox"/>	<i>Research</i>	<input type="checkbox"/>
Unlimited Power Points	<input type="checkbox"/>	Simple Skills	<input type="checkbox"/>
ABILITIES		Background Skills	<input type="checkbox"/>
Random Ability Scores	<input type="checkbox"/>	Combat Skills	<input type="checkbox"/>
Shorthand Abilities	<input type="checkbox"/>	Variable Skill Costs	<input type="checkbox"/>
Casual Strength	<input type="checkbox"/>	Mix-and-Match Key Abilities	<input type="checkbox"/>
Mandatory Super-Strength	<input type="checkbox"/>	Broad Skills	<input type="checkbox"/>
Ability Strain	<input type="checkbox"/>	Narrow Skills	<input type="checkbox"/>
<i>Ability Strain and Extra Effort</i>	<input type="checkbox"/>	Full and Half Skills	<input type="checkbox"/>
Innate Attack & Dodge Modifiers	<input type="checkbox"/>	Active, Secret & Passive Skill Checks	<input type="checkbox"/>
Attack Focus and Specialization	<input type="checkbox"/>	Multitasking	<input type="checkbox"/>
<i>Specialized Attack Bonus Limit</i>	<input type="checkbox"/>	Critical Skills	<input type="checkbox"/>
<i>Dodge Bonus Limit</i>	<input type="checkbox"/>	Skill Synergy	<input type="checkbox"/>
Intelligence and Skills	<input type="checkbox"/>	<i>High Synergy</i>	<input type="checkbox"/>
		Extended Skill Checks	<input type="checkbox"/>

<i>Under Pressure</i>	<input type="checkbox"/>
Graded Language Ranks	<input type="checkbox"/>
Language Modifiers	<input type="checkbox"/>
Language Checks	<input type="checkbox"/>
Notice Specialties	<input type="checkbox"/>
Professional Skills	<input type="checkbox"/>
Stealth Specialties	<input type="checkbox"/>

FEATS

Feats as Options	<input type="checkbox"/>
Access Feats	<input type="checkbox"/>
Combat Feats and Power Level	<input type="checkbox"/>
All-out Attack and Defensive Roll	<input type="checkbox"/>
Lower-power Sidekicks	<input type="checkbox"/>
Reverse Sidekicks	<input type="checkbox"/>
Ultimate Effort and Niche Protection	<input type="checkbox"/>
Optional Feats	<input type="checkbox"/>
<i>Combat</i>	<input type="checkbox"/>
<i>General</i>	<input type="checkbox"/>
<i>Opportunity</i>	<input type="checkbox"/>
<i>Proficiency</i>	<input type="checkbox"/>
<i>Reputation</i>	<input type="checkbox"/>

POWERS

Unreliable Powers	<input type="checkbox"/>
Partial Concentration Checks	<input type="checkbox"/>
Stun Timing	<input type="checkbox"/>
Partial Countering	<input type="checkbox"/>
Energy Points	<input type="checkbox"/>
Fatigue Saves	<input type="checkbox"/>
Power Boosters	<input type="checkbox"/>
Alternate Progressions	<input type="checkbox"/>
<i>Slow</i>	<input type="checkbox"/>
<i>Fast</i>	<input type="checkbox"/>
<i>Epic</i>	<input type="checkbox"/>
Partial Saves vs. Trait Powers	<input type="checkbox"/>
Dynamic Variable Powers	<input type="checkbox"/>

Flight Maneuverability	<input type="checkbox"/>
<i>Maneuverability Checks</i>	<input type="checkbox"/>
<i>Flight Drawbacks</i>	<input type="checkbox"/>
Point-Based Nullify	<input type="checkbox"/>
Power Combos	<input type="checkbox"/>
Null Arrays	<input type="checkbox"/>
Wide Arrays	<input type="checkbox"/>
Alternate Power as a Flaw	<input type="checkbox"/>
Alternate Effects	<input type="checkbox"/>
Area Knockback	<input type="checkbox"/>
Aura and Stacking Effects	<input type="checkbox"/>
<i>Stacking Aura Power Levels</i>	<input type="checkbox"/>
<i>Combined Aura Attacks</i>	<input type="checkbox"/>
<i>Grappling Auras</i>	<input type="checkbox"/>
Other Impervious Saving Throws	<input type="checkbox"/>
Stacked Impervious & Penetrating Modifiers	<input type="checkbox"/>
<i>Impervious & Penetrating Progression</i>	<input type="checkbox"/>
Linked Power Saves	<input type="checkbox"/>
No Saving Throw Power Modifier	<input type="checkbox"/>
Power Surges	<input type="checkbox"/>
<i>Fortitude Surges</i>	<input type="checkbox"/>
<i>Surge Point Penalty</i>	<input type="checkbox"/>
<i>Surge Damage</i>	<input type="checkbox"/>
<i>Surge Taint</i>	<input type="checkbox"/>
<i>Death Surges</i>	<input type="checkbox"/>

CHARACTERISTICS

Calling	<input type="checkbox"/>
Extra Effort and Advancement	<input type="checkbox"/>
Concentrating on Extra Effort	<input type="checkbox"/>
Extraordinary Effort	<input type="checkbox"/>
<i>Last-Ditch Effort</i>	<input type="checkbox"/>
Power Strain	<input type="checkbox"/>
<i>Temporary Power Strain</i>	<input type="checkbox"/>
HerPoints & Drawbacks	<input type="checkbox"/>
Proxy HerPoints	<input type="checkbox"/>
Maximum Hero Points	<input type="checkbox"/>

Standard Hero Points	<input type="checkbox"/>
Nonrenewable Hero Points	<input type="checkbox"/>
Hero Points for Advancement	<input type="checkbox"/>
Hero Point Penalties	<input type="checkbox"/>
Enhanced Hero Points	<input type="checkbox"/>
Villain Points	<input type="checkbox"/>
Reputation	<input type="checkbox"/>
Taint	<input type="checkbox"/>

DEVICES & EQUIPMENT

Money Talks	<input type="checkbox"/>
Proficiency	<input type="checkbox"/>
Free Equipment	<input type="checkbox"/>
Ammunition	<input type="checkbox"/>
Armor Penalties	<input type="checkbox"/>
Reduced Armor Penalties	<input type="checkbox"/>
Requisitioning Equipment	<input type="checkbox"/>
Alternate Ritual Skills	<input type="checkbox"/>

COMBAT

Re-rolling Initiative	<input type="checkbox"/>
Automatic Hits	<input type="checkbox"/>
Combat Challenges	<input type="checkbox"/>
Margin of Success	<input type="checkbox"/>
Defense Roll	<input type="checkbox"/>
Out-of-Turn Defense	<input type="checkbox"/>
Mental Combat	<input type="checkbox"/>
Toughness Save Failure	<input type="checkbox"/>
Automatic Damage	<input type="checkbox"/>
Tougher Minions	<input type="checkbox"/>
Damage Roll	<input type="checkbox"/>
Save vs. Stun	<input type="checkbox"/>
Instant Death	<input type="checkbox"/>
Double Critical Hits	<input type="checkbox"/>

Critical Misses	<input type="checkbox"/>
Lethal Knockback	<input type="checkbox"/>
Lethal Penetration	<input type="checkbox"/>
Lethal Attack Cost	<input type="checkbox"/>
<i>Attack Roll Penalty</i>	<input type="checkbox"/>
<i>Alternate Damage</i>	<input type="checkbox"/>
<i>Lethal Extra</i>	<input type="checkbox"/>
Save vs. Fatigue	<input type="checkbox"/>
Additional Fatigue Levels	<input type="checkbox"/>
Active Defense	<input type="checkbox"/>
Attacks of Opportunity	<input type="checkbox"/>
Multiple Attacks	<input type="checkbox"/>
<i>Extra Attacks</i>	<input type="checkbox"/>
<i>Iterative Attacks</i>	<input type="checkbox"/>
<i>Off-Hand Attacks</i>	<input type="checkbox"/>
Immediate Recovery	<input type="checkbox"/>
Hit Points	<input type="checkbox"/>
Wound & Vitality Points	<input type="checkbox"/>
One-Hit Insurance	<input type="checkbox"/>
All-or-Nothing Damage	<input type="checkbox"/>
Threshold Modifiers	<input type="checkbox"/>
Changing Damage Thresholds	<input type="checkbox"/>
<i>Variable Damage Thresholds</i>	<input type="checkbox"/>
Percentile Damage Thresholds	<input type="checkbox"/>
Maximum Hit Totals	<input type="checkbox"/>
<i>Multi-hit Attacks</i>	<input type="checkbox"/>
Variable Critical Hits	<input type="checkbox"/>
Tactical Movement	<input type="checkbox"/>
<i>Hex-Grid Movement</i>	<input type="checkbox"/>
Flanking	<input type="checkbox"/>
Mental Grappling for Effect	<input type="checkbox"/>
<i>Mental Grappling for All Powers</i>	<input type="checkbox"/>
Mental Strain	<input type="checkbox"/>