

THIS OCTOBER, WITNESS THE ORIGIN OF A d20 LEGEND



The *Mutants & Masterminds* RPG propels you and your friends into a high-octane world of four-color comic book action and adventure. Take on the role of brave superheroes with fantastic powers and protect the innocent from the evil plans of super criminals. Green Ronin Publishing's 192-page full-color hardcover rulebook includes everything you need to create your own heroic adventures, with more than 100 powers, scores of new skills and feats, extensive technology rules, and full-color illustrations by comic industry professionals. But best of all:

**YOU ALREADY
KNOW HOW
TO PLAY!**

A FAMILIAR GAME SYSTEM

Based on the world's most popular roleplaying game system, *Mutants & Masterminds* allows players to jump right into the action without having to learn an entirely new rules system.

Everything your character does in the game is handled using a simple system of action checks. An action check consists of the roll of a twenty-sided die (1d20), plus various modifiers based on the hero's attributes. If the total of the roll and the appropriate modifiers equals or exceeds the Difficulty Class (DC) of the task, the hero succeeds.

For example, to determine if the nuclear powerhouse Protonik can bend a solid steel girder, the player rolls 1d20 and adds Protonik's Strength modifier (including the hero's spectacular Super-Strength bonus!).

Every action in the game, from using skills and super-powers to making attacks and avoiding damage, uses action checks. Once you've mastered this one simple rule, you're ready to play!

STREAMLINED PLAY

Since everything in *Mutants & Masterminds* uses action checks, you only need a single 20-sided die to play, and you only need to learn one simple mechanic. Everything else in the game is just a variation on the action check. There's no rolling and adding up lots of dice, making game play as fast-paced and action-oriented as the comic books themselves.

INFINITE SUPER-POWERS

Mutants & Masterminds provides you with all the tools you need to create any super-power, from energy blasts and force fields to magnetic mastery, powered armor, uncanny sorcery, or anything else you can imagine. All you need to do is choose the power's effects, total them up, and you're ready to go.

The game also provides more than 100 sample super-powers; a broad menu that allows you to create new or familiar characters simply by choosing the powers that you want.

HEROIC ACTION

Heroes in *Mutants & Masterminds* have Hero Points that allow them to pull off the amazing stunts and last-minute saves you see in the comics, to push their abilities beyond their limits, and to shrug off injury for that last-ditch attempt to stop a villain's evil schemes. Hero Points put control of the game and your character's success into your hands, rather than forcing you to always rely on getting that lucky die roll.

READY TO PLAY

Although creating heroes in *Mutants & Masterminds* is simple, the game comes with a dozen ready-made hero templates, allowing you to choose the type of character you want to play, make a few customization choices, and have a complete character in minutes! The core rulebook also includes the introductory adventure "Major League," allowing you to get into playing the game right away. But don't take our word for it! Turn the page and let the battle begin!

check out *Mutants & Masterminds* on the web at www.greenronin.com

PROTONIK

HERO OF THE PEOPLE

PROTONIK

POWER LEVEL 15
HERO

CONCEPT: GOLD FUSION POWERHOUSE

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
20	14	20	18	13	12
MELEE ATTACK	RANGED ATTACK	DEFENSE	INITIATIVE	HERO POINTS	
+11	+8	20	+2	2	
<small>DAMAGE DC 27.5 (SUPER-STRENGTH)</small>	<small>DAMAGE DC 25.5 (ENERGY BLAST)</small>	<small>18 FLAT-FOOTED</small>	<small>DEXTERITY</small>		

SKILLS

Diplomacy +5, Listen +11, Sense Motive +11, Spot +11

FEATS

Immunity: Protonik is immune to the effects of cold, exhaustion, heat, high- and low-pressure environments, radiation, starvation, and suffocation.

Penetration Vision: Protonik can see through solid objects. His Search and Spot checks are unaffected by concealment other than darkness. He can't see through objects made of lead.

Power Attack: Before making his attack for a round, Protonik can choose to subtract a number up to 5 from his attack roll and add the same number to his damage bonus. This lasts until the following round.

Shockwave: By sheer force of will, Protonik can create a powerful shockwave that radiates out 75 feet in all directions. Anyone within the area must make a Strength or Dexterity check (whichever has the better modifier) against the results of Protonik's Strength check, with a +1 bonus on to the check for every 5 feet that separates the victim and Protonik. If Protonik's check is higher, the target is knocked to the ground and has to spend his next attack action getting up.

SUPER-POWERS

Energy Blast (+10): Protonik can project powerful beams of cold fusion nuclear energy from his eyes with a range increment of 100 feet and a maximum range of 1,000 feet. His eye-beams have a damage bonus of +10 (stun).

Flight (+10): Protonik can fly through the air at a speed of 50 feet per round.

Super-Strength (+12): Protonik is super-strong, able to lift four thousand times the amount of a normal man of his Strength (maximum carrying capacity of 800 tons). He has a +12 (stun) bonus to his melee damage and to all Strength checks.

Super-Constitution (+12): Protonik is incredibly tough, giving him a +12 bonus on Constitution checks and Damage and Fortitude saving throws.

Super-Wisdom (+9): Protonik is also exceptionally perceptive and strong-willed, giving him a +9 bonus on his Will saving throws and Wisdom checks.

BACKGROUND

In the brisk Siberian winter of 1979, a cadre of Soviet psycho-scientists submerged brilliant research assistant Aleksandr Solokov into a psionically charged tank of electrolyzed heavy water, infusing his immaterial soul with a limitless source of cold fusion. The experiment destroyed the science city of Akademgorodok, taking the Soviet Union's top nuclear secrets with it.

An amnesiac Solokov survived, and after years of brainwashing became the Proletarian, a communist propaganda hero of the Russian people. In 1982, Solokov shook off his KGB programming and defected from the USSR. Aligning himself with no national government, Solokov took the name Protonik, swearing to protect the common men and women of all nations.

SAVING THROWS	DAMAGE (CON)	FORTITUDE (CON)	REFLEX (DEX)	WILL (WIS)
	+17	+17	+2	+10



KALAK

POWER LEVEL 15
VILLAIN

CONCEPT: DERANGED ATLANTEAN SORCERER

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12	12	20	20	20	18
MELEE ATTACK	RANGED ATTACK	DEFENSE	INITIATIVE	VILLAIN POINTS	
+6	+6	16	+5	1	
<small>DAMAGE DC 16:S (FISTS)</small>	<small>DAMAGE DC 27:L (MYSTIC BOLT)</small>	<small>15 FLAT-FOOTED</small>	<small>DEXTERITY, IMPR INIT</small>		

SKILLS

Bluff +8, Concentration +16, Disguise +6, Intimidate +5, Knowledge (occult) +12, Language +5, Listen +16, Sense Motive +14

FEATS

Darkvision: Kalak can see normally in complete darkness and does not suffer penalties for darkness. Darkvision is black and white only.

Immunity: Kalak's undead form is immune to aging, cold, disease, exhaustion, heat, poison, pressure, radiation, starvation, and suffocation.

Improved Initiative: +4 bonus on all Initiative checks.

Lightning Reflexes: +2 bonus on Reflex saving throws.

SUPER-POWERS

Sorcery (+12): Kalak is a master of the dark arts of sorcery, allowing him to cast various spells. Once per round, he can use any of the following powers at will:

Flight: Kalak can fly through the air at a speed of 60 feet per round. Once initiated, his ability to fly lasts 12 rounds.

Mystic Bolt: Kalak can emit a ranged attack of mystical energy with a damage bonus of +12 (lethal). The bolt has a range increment of 120 feet and a maximum range of 1,200 feet.

Mystic Shield: Drawing upon the powers of Ancient Atlantis, Kalak can summon a shimmering field of protection that grants him a +12 bonus on Damage saving throws. Once summoned, the shield lasts 12 rounds.

Scrying: As an attack action, Kalak can magically see and hear events transpiring at any point on Earth.

Slow: Kalak can reduce the speed of any character within 1,200 feet. To do so he must make a normal ranged attack against an opponent. That opponent must make a DC 22 Reflex save. Those who fail are restricted to a half action each round and suffer a -2 penalty to melee attacks, Defense, and melee Damage saves for as long as Kalak sustains the power (up to 12 rounds).

Super-Wisdom (+10): Kalak's centuries of experience have strengthened his will to super-human levels. He adds his Super-Wisdom rank as a bonus to his Will saves, Wisdom checks, and skill checks with Wisdom as their key ability score.

BACKGROUND

Thousands of years ago, the Atlantean sorcerer Kalak bargained his soul with dark and evil powers that dwelled beyond Earth's dimension. He betrayed his people to their enemies with plans to rule over Atlantis in the names of his masters. His plan failed, and the wizards of Atlantis bound Kalak in a tomb specially prepared just for him.

In 1935, archeologists opened the Tomb of Kalak and revived the ancient sorcerer, now an undead creature, his features shrouded in a golden mask. Kalak seeks to regain the full measure of magical power he once wielded. Then he will conquer the world and offer it as a prize to the Dark Lords that own his soul.



Kalak
THE MYSTIC

SAVING THROWS	DAMAGE (CON)	FORTITUDE (CON)	REFLEX (DEX)	WILL (WIS)
	+5	+5	+3	+13



UPTOWN BEAT-DOWN!

Ready to put your powers to the test? Grab a friend and a d20, and you've got everything you need to brawl. One of you should take the role of the valiant Protonik, while the other gets to chew some scenery as the diabolical Kalak the Mystic.

The rules below give you a brief, simplified sample of how a *Mutants & Masterminds* fight is run, but whether good triumphs over evil is entirely up to you.

Combat in *Mutants & Masterminds* proceeds in turns called rounds, with each round lasting about 6 seconds. Think of a round as a panel or two in a comic book—just enough time for a hero to move or take a swing at a villain. Each character involved in the fight gets to make one attack each round. In addition to attacking, the character can also move up to 30 feet before or after (but not during) the attack. Some characters have super-powers that allow them to move faster or in different ways (such as flying or teleportation). For example, Protonik can fly up to 50 feet per round in addition to making his attack.

When characters battle, go through the following steps to resolve the fight:

1. ROLL INITIATIVE

At the start of the fight, all battling characters roll for initiative to determine the order in which they get to act. Roll 1d20 and add the character's Initiative modifier. The characters then go in order from highest result to lowest, with the cycle starting again at the top of the order each round.

Flat-footed: On the first round of combat, before taking their first turn, characters are flat-footed. This means they're off-balance, not quite ready to act yet. A flat-footed character loses any bonuses that his ability scores or powers give him to Defense, meaning that opponents are often easier to hit if you get the drop on them. Once a character has taken his first turn in the combat, he's no longer flat-footed.

2. MOVE AND ATTACK

Start at the top of the initiative order. The first character gets to move and make an attack (or attack and move, if desired). Movement is automatic, the character simply moves their normal distance (30 feet or as given for their powers).

Making an Attack: An attack requires a check using the character's attack bonus (and any other bonuses from the character's feats or powers that apply). The DC for the attack roll is the target's Defense. Roll 1d20 + attack bonus vs. Defense. If you roll equal to or higher than the target's Defense, you hit. Otherwise, the attack misses.

Range Penalties: Ranged attacks have a range increment that shows the attack's most effective distance. Attacks made within this increment are rolled normally. For each range increment beyond the first between the attacker and the target, the attacker suffers a -1 penalty on his attack roll. So if an attack has a range increment of 120 feet, and the target is 300 feet away, the attacker receives a -2 penalty because the target is more than two range increments away (but not more than three, which is 360 feet).

3. DAMAGE SAVING THROW

If an attack hits, it either does damage or has a special effect (for some super-powers). The effects of super-powers are given in the power's description.

Damaging attacks have a damage bonus, which determines how much the attack hurts the target. A target hit by a damaging attack must make a Damage saving throw to resist the damage. Like any other check, the player rolls 1d20 and adds his Damage saving throw bonus. The DC of the check is 15 + the attack's damage bonus. So the DC for a Damage save against an attack with a damage bonus of +12 is 27 (or 15 + 12).

If the Damage saving throw succeeds, the target takes no damage, completely shrugging off the attack. If the Damage save fails, the target takes some damage. How much depends on how badly the save fails.

4. APPLY DAMAGE

If a target's Damage save fails, he or she takes damage. What sort of damage depends on two things: the type of attack, and the amount by which the target failed the Damage saving throw. Whether an attack qualifies as stun or lethal damage is listed as an initial (S or L) following the associated Damage save DC on your hero or villain's character sheet. Once you've determined the damage type, consult the chart below:

DAMAGE TABLE

Damage Save...	Stun Damage	Lethal Damage
Succeeds	No damage	No damage
Fails	Hit	Hit
Fails by more than 5	Stunned	Stunned
Fails by more than 10	Unconscious	Disabled

No damage: The target shrugs off the attack without any effect.

Hit: The target suffers a minor hit. Every stun hit imposes a -1 modifier on Damage saves against further stun damage. Every lethal hit imposes a -1 modifier on 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. 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.

Stunned: The target takes 1 hit as above and is 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.

Unconscious: The character is knocked out, effectively helpless.

Disabled: The character is conscious and able to act but terribly injured. He can take only a half action each round (either moving or attacking, but not both), and if he performs any strenuous action, his condition changes to unconscious after the completing the action. Strenuous actions include moving, attacking, or using any ability that requires physical exertion or mental concentration (including most powers).

Hero and Villain Points!

You'll find plenty of uses for Hero and Villain Points in the complete *Mutants & Masterminds* game. For now, spend up to one point a round to achieve the following effects:

- **Re-roll a die roll:** Re-roll any die roll, taking the better of the two rolls. If both are below 10, treat your roll as 10.
- **Eliminate stun hits:** Remove 5 stun hits, effectively getting a second wind.

5. REPEAT

Once the first character in the initiative order has gone through Steps 2 through 4, move on to the next character, and so on, until everyone has gone. Then go back to the top of the initiative order and continue the process until one side or another achieves victory.

THAT'S IT!

You've just completed your first *Mutants & Masterminds* combat, and are ready to take on the complete game! Fly over to your local game store this October and demand your copy of the *Mutants & Masterminds* core rulebook. Be sure to pay for it, though. In two months, the world's going to be a lot more dangerous for criminals.

SUPER SUPPORT

Green Ronin Publishing plans to support *Mutants & Masterminds* with resources that make it even easier to create your own superhero adventures. The game will be followed by the release of the *Freedom City* sourcebook in December, a complete city setting for your *Mutants & Masterminds* campaigns, with more than 100 NPCs, dozens of locations, and a complete history spanning nearly a century. A *Mutants & Masterminds* adventure book follows after that, along with regular support and updates on the Green Ronin website (www.greenronin.com).

MUTANTS & MASTERMINDS PREVIEW

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