

MUTANTS & MASTERMINDS ERRATA & CORRECTIONS

Second Edition, Third Printing

Updated August 31, 2007

Mistakes happen, but when they do, we try our best to correct them. This file provides errata and corrections for the third printing of the second edition of 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 – Battlesuit: Under **Super-Senses** remove “radius” and change “extended” to “extended 2”.

page 62 – Master Plan: In the third sentence, change “+2 for 15-25” to “+2 for 15-24”.

page 88 – Healing: Change the last paragraph of the power’s description to read:

You can use Healing on yourself. You can’t cure your own stunned or unconscious conditions or stabilize yourself unless your Healing is usable as a reaction, since you need to be able to take the action necessary to use the power. You can use Healing to cure your own staggered or disabled conditions, if you’re able to take the necessary action, but doing so counts as a strenuous action while you’re disabled (see **Disabled**, page 165). If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying. If you can use Healing as a free action or reaction, it is not considered strenuous.

page 97 – Sensory Shield: Change “Dazzle attacks” in the description to “sensory effects” and the page reference to (see **Sensory**, page 68); Sensory Shield protects against all sensory effects, not just Dazzle.

page 161 – Defense Modifiers Table: Change the “Helpless” line to read:

Defense is...	Melee	Ranged	Dodge Bonus?
Helpless	5+size	5+size	No

page 217 – Kung Fu Killer: Change Will save bonus to +6.