



JOKER COMPLICATIONS

A great many of the “drawbacks” of being a joker—a strange appearance and the bigoted, fearful attitudes of others—are actually complications in *Mutants & Masterminds* terms (see **Complications**, *M&M*, page 122). Joker characters do not get additional power points for these things, but their *players* do get awarded additional hero points for dealing with the challenges they pose during play.

It might seem a bit counterintuitive that joker characters have more complications due to their appearance and prejudices against them, and therefore more potential for earning hero points in play. After all, jokers in the *Wild Cards* series certainly don’t get any “lucky breaks” (unless you count not drawing a Black Queen as luck) and generally have a harder time of it than most, so why potentially award them more hero points?

First of all, keep in mind we’re only talking about joker *player characters*; NPCs (ace, joker, or nat) don’t earn hero points anyway. So it’s only the jokers who are the protagonists of the story who have chances to rack up some extra hero points. That is in keeping with the fictional style of *Wild Cards*, and it provides a reason other than pure roleplaying to have a joker character (or an ace with some real personality quirks and personal complications, for that matter). It gives jokers, who may not

have the same sort of powers to draw upon as aces, a little extra in-game assistance.

The other question is, how often does the “joker complication” come into play? That depends somewhat on the characters and the situation but, as a general rule of thumb, any complication should be a true setback or problem for the character to be worth a hero point. Just having a bigoted nat making hurtful comments about jokers isn’t a complication, unless that nat either has something the character wants or is in a position to make the character’s life more difficult, in which case his prejudice is indeed a complication for the joker(s). Similarly, just looking freakish isn’t a complication until it causes the joker a problem, such as being distinctive and easily recognized, or unable to blend into a crowd or go certain places.

As with all complications, the exact usage and awards are left for the Gamemaster to decide.

RANDOM JOKER TRAITS

Like determining ace powers, you may want to randomize your character’s joker traits. To do so, use the following tables, which list a healthy dose of random joker traits with accompanying *Mutants & Masterminds*

JOKER TRAIT CATEGORY

D20	JOKER TRAIT CATEGORY
1-3	Appendage
4-6	Body
7-9	Animal Trait
10-12	Facial
13-15	Tail
16-18	Fantastic
19	Roll (1-10 twice, 11-15 three times, 16-20 four times) on This Chart
20	Other*

*Other denotes an unusual feature not covered in the table and sub-tables. In some instances, the player may opt to choose or, to keep it a bit random, the Gamemaster may make the choice. Be creative!

BODY TRAITS

D20	BODY TRAITS
1-5	<i>Skin</i>
1-5	Unusual Coloration
6-8	Transparent (skin is invisible, showing muscles, skeletal structure, or other internal features)
9-12	Sores (Fearsome Presence or Nauseate)
13-16	Leathery (Protection)
17-19	Hardened (Protection [Impervious])
20	Oversized (Protection, Noticeable)
6-8	<i>Skeleton</i>
1-4	Oversized (large size)
5-8	Natural Claws (Mighty Strike)
9-12	Hardened (Protection [Impervious])
13-15	Brittle (Vulnerability to bludgeoning damage)
16-20	Inhuman (Fearsome Presence)
9-12	<i>Hair</i>
1-3	Prehensile (Additional Limbs, Elongation [Limited to hair])
4-6	Rapid-Growing (potential complication or even disability)
7-9	Unusual Coloration
10-13	Grass/Weeds/Flowers (Immunity to Starvation, Limited to while in sunlight, Noticeable [green skin])
14-16	Spikes (Strike, Aura)
17-20	Alive (Strike [bite])
13-16	<i>Size</i>
1-5	Large (large size)
6-10	Broad (Density)
11-15	Small (small size)
16-20	Slight
17-19	<i>Appearance</i>
1-3	Beautiful (Attractive)
4-6	Hideous (Fearsome Presence)
7-9	Aged
10-12	Childlike
13-15	Hermaphroditic
16-18	Monstrous (Fearsome Presence)
19-20	Doppelganger (look exactly like someone else)
20	<i>Other</i>

RANDOM JOKER TRAITS

FACIAL TRAITS

D20	FACIAL TRAITS
1-5	<i>Eyes</i>
1-3	Bug Eyes (Super-Senses [extended sight])
4-6	Black Eyes (Super-Senses [nightvision], Vulnerability to bright light)
7-9	Ever-Changing Coloration
10	None (Super-Senses [spatial awareness])
11-13	Glowing (Super-Senses (nightvision), Fearsome Presence)
14-17	Unusual Coloration
18-20	Independent (Super-Senses (radius [vision]))
6-8	<i>Appearance</i>
1-7	Godly Beauty (Emotion Control [Love Only, Uncontrolled])
8-14	Monstrously Hideous (Emotion Control [Fear Only, Uncontrolled])
15-20	Ill Appearance (Nauseate [Sight-Dependant])
9-11	<i>Horns</i>
1-3	Ram (Mighty Strike)
4-7	Devil (Fearsome Presence)
8-10	Gazelle (Mighty Strike)
11-13	Elk/Deer (Mighty Strike)
14-15	Moose (Mighty Strike)
16-18	Bull (Mighty Strike)
19	Rhino (Mighty Strike)
20	Giraffe
12-14	<i>Ears</i>
1-5	Pointed
6-8	Floppy (Super-Senses [ultrasonic hearing])
9-11	Oversized (Super-Senses [extended hearing])
12-14	Tiny (Sensory Shield [hearing])
16-19	Long (Super-Senses [tremorsense])
20	None (telepathic Comprehend Languages)
15-17	<i>Nose</i>
1-3	Overly Large (Super-Senses [extended scent])
4-6	Tiny (Sensory Shield [scent])
7-8	None (Disability, no sense of taste or smell)
9-11	Tentacles (Fearsome Presence)
12-14	Appendage (Additional Limb)
15-17	Trunk (Additional Limb [trunk])
18-20	Snout/Muzzle (Super-Senses [extended smell, tracking])
18-19	<i>Mouth/Teeth</i>
1-4	Tusks (Strike)
5-8	Locking Jaw (Enhanced Strength, Limited to Grapples)
9-12	Hardened Teeth (Matter-Eater)
13-16	Sharp Teeth (Strike)
17-18	No Teeth (Acid)
19-20	Additional Mouth
20	<i>Other</i>

APPENDAGE TRAITS

D20	APPENDAGE TRAITS
1-6	<i>Arms</i>
1-4	Oversized Arms (Enhanced Strength, Noticeable)
5-8	Additional Arm(s) (Additional Limbs)
9-12	Clubbed Hands (Disability, no digits)
13-16	Tentacles (Additional Limbs)
17-20	Triple-Jointed Arms (Feature (<i>Ultimate Power</i> , page 50), +5 to escape holds and on Escape Artist rolls)
7-12	<i>Tail</i>
1-5	Prehensile (Additional Limbs)
6-10	Club (Additional Limb, Mighty Strike)
11-15	Stinger (Additional Limb, Drain [Poison])
16-20	Multiple Tails (Additional Limbs)
13-16	<i>Tongue</i>
1-5	Prehensile Tongue (Additional Limb, Elongation [Limited to tongue])
6-10	Sensing Tongue (Super-Senses [ranged taste, tracking])
11-15	Oversized Taste Buds (Super-Senses [acute taste], Disability, slurred speech)
16-20	Tentacles (Additional Limbs)
17-19	<i>Legs</i>
1-4	Small Legs (Disability, Move at Half Speed)
5-8	Long Legs (Speed)
9-12	Extra Legs (Additional Limbs, Distracting)
13-16	Triple-Jointed Legs (Feature (<i>Ultimate Power</i> , page 50), +5 to escape holds and to Escape Artist rolls)
17-20	Prehensile Feet (Additional Limbs)
20	<i>Other</i>

FANTASTIC TRAITS

D20	FANTASTIC TRAITS
1-4	<i>Undead</i>
1-4	Ghostly (Insubstantial, Fearsome Presence)
5-8	Vampiric (Drain Constitution)
9-12	Draining Touch (Drain Wisdom)
13-16	Shadowy (Blending, Fearsome Presence)
17-20	Undead Appearance (Fearsome Presence)
5-13	<i>Mythological</i>
1-3	Unicorn Horn (Healing)
4-6	Fire-Breathing (Blast)
7-9	Centaur (Additional Limbs 2, Speed)
10-12	Bat Wings (Flight 1, Power Loss if wings are restricted)
13-15	One Eye (Disability, no depth perception)
16-18	Extra Head (Enhanced Int, Wis, Cha)
19-20	Goat/Stag Legs
14-19	<i>Fairy Tale</i>
1-4	Extremely Long Hair (Feature: Durable Hair (+10 to Climb or Grapple))
5-8	Fey Size (tiny size)
9-12	Troll-Like (large size, Regeneration, Weakness to Daylight)
13-15	Fey Wings (Flight 1, Power Loss if wings are restricted)
16-20	Talking Animal
20	<i>Other</i>

ANIMAL TRAITS

D20	ANIMAL TRAITS
1-2	<i>Insect Trait</i>
1-4	Antennae (Super-Senses [danger sense, direction sense, distance sense])
5-8	Insect Wings (Flight 1, Power Loss if wings are restricted)
9-12	Pincers (Mighty Strike)
13-16	Chitin Shell (Protection)
17-20	Stinger (Drain [Poison])
3-5	<i>Reptile Trait</i>
1-3	Scaly Skin (Protection)
4-8	Reptilian Body (Protection, Strike [bite])
9-12	Cold-Blooded (Weakness to cold)
13-15	Natural Camouflage (Blending)
16-18	Spitting Venom (Drain [Poison])
19-20	Snake Body (Super Movement [slithering])
6-9	<i>Mammalian Trait</i>
1-5	Fur (Feature (<i>Ultimate Power</i> , page 50) [insulating fur])
6-9	Claws/Fangs (Mighty Strike)
10-12	Massive (Large Size)
13-15	Quills (Blast [<i>Alternate Power</i> : Strike])
16-17	Pouch (Feature (<i>Ultimate Power</i> , page 50) [internal compartment])
18	Hooves (Mighty Strike)
19	Mane (Features [insulating fur])
20	Blowhole (Immunity [drowning, pressure], Limited to half effect)
10-13	<i>Avian Trait</i>
1-5	Talons (Mighty Strike)
6-12	Wings (Flight 2, Power Loss if wings are restricted)
13-15	Beak (Strike)
16-18	Feathers (Feature [insulating feathers])
19-20	Hollow-Boned (+8 on Acrobatics rolls and Leaping 1, Vulnerability to bludgeoning damage)
14-16	<i>Amphibian Trait</i>
1-4	Frog Legs (Leaping)
5-8	Turtle Shell (Protection [Impervious])
9-12	Water-Breather (Immunity [drowning])
13-16	Snapping Jaw (Strike)
17-20	Flippers (Swim 1, land move halved)
17-18	<i>Fish/Crustacean Trait</i>
1-3	Flippers and Fins (Swim 2)
4-6	Fish Eyes (Super-Senses (radius [Vision]))
7-8	Gills (Immunity [drowning])
9-10	Mer-being (Swim 2, Weakness [dehydration; must immerse in water regularly])
11-12	Shark Teeth (Strike [Penetrating])
13-15	Claws (Mighty Strike)
16-18	Chitin Shell (Protection)
19-20	Fish Appearance
19	<i>Arachnid</i>
1-5	Spider-Limbs (Super-Movement [wall-crawling])
6-7	Web Spinning (Snare)
8-11	Extra Legs (Additional Limbs)
12-14	Venomous Mandibles (Drain [Poison])
15-17	Scorpion Tail (Additional Limb [tail], Drain [Poison])
18	Pincers (Strike)
19-20	Multiple Eyes (Super-Senses (radius [Vision]))
20	<i>Other</i>