

## 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.

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

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

## FEATS

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

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

|   |                          |
|---|--------------------------|
| <b>Flight Maneuverability</b>                         | <input type="checkbox"/> |
| <i>Maneuverability Checks</i>                         | <input type="checkbox"/> |
| <i>Flight Drawbacks</i>                               | <input type="checkbox"/> |
| <b>Point-Based Nullify</b>                            | <input type="checkbox"/> |
| <b>Power Combos</b>                                   | <input type="checkbox"/> |
| <b>Null Arrays</b>                                    | <input type="checkbox"/> |
| <b>Wide Arrays</b>                                    | <input type="checkbox"/> |
| <b>Alternate Power as a Flaw</b>                      | <input type="checkbox"/> |
| <b>Alternate Effects</b>                              | <input type="checkbox"/> |
| <b>Area Knockback</b>                                 | <input type="checkbox"/> |
| <b>Aura and Stacking Effects</b>                      | <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"/> |
| <b>Other Impervious Saving Throws</b>                 | <input type="checkbox"/> |
| <b>Stacked Impervious &amp; Penetrating Modifiers</b> | <input type="checkbox"/> |
| <i>Impervious &amp; Penetrating Progression</i>       | <input type="checkbox"/> |
| <b>Linked Power Saves</b>                             | <input type="checkbox"/> |
| <b>No Saving Throw Power Modifier</b>                 | <input type="checkbox"/> |
| <b>Power Surges</b>                                   | <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

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

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

### DEVICES & EQUIPMENT

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

### COMBAT

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

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