
THE WORLD'S GREATEST SUPERHERO RPG!
MUTANTS & MASTERMINDS
FOURTH EDITION
HERO'S HANDBOOK
WIP V.05 - 2026-10-28

THE WORLD'S GREATEST SUPERHERO RPG!

MUTANTS & MASTERMINDS FOURTH EDITION

HERO'S HANDBOOK

WIP V.05 - 2026-10-28

DESIGN: Steve Kenson

DEVELOPMENT: Steve Kenson and Alexander Thomas

EDITING: Carol Darnell

ART DIRECTION AND GRAPHIC DESIGN: Hal Mangold

COVER ART: Sean Izaakse

INTERIOR ART: [list]

PUBLISHER: Chris Pramas

TEAM RONIN: Kara Hamilton, Troy Hewitt, Steven Jones, Steve Kenson, Ian Lemke, Nicole Lindroos, Hal Mangold, Chris Pramas, Evan Sass, Malcolm Sheppard, Owen K.C. Stephens, Dylan Templar, and Alexander Thomas

WITH THANKS TO: Rick Achberger, Leon Chang, Crystal Fraiser, Sean Glenn, Glenn Hall, Kyle Hunter, Seth Johnson, Jon Leitheusser, Hal Mangold, Christopher McGlothlin, M.Ed., Erik Mona, Steven E. Schend, Alexander Thomas, Ray Winninger, the members of the Atomic Think Tank, both past and present, and all the countless players, creators, and artists who have helped shape Mutants & Masterminds over the years.

SPECIAL THANKS TO: All of the many playtesters who offered their comments, suggestions, and feedback, especially members of the Atomic Think Tank community and the Cape and Cowl Club. You're all heroes in my book!

DEDICATED TO MY PARENTS, LYNN AND GEORGE KENSON, FOR GIVING ME MY ALLOWANCE WHEN I WAS 10 AND SENDING ME TO THE 7-ELEVEN TO BUY SOME COMIC BOOKS. JUST LOOK WHAT YOU STARTED.

ON THE COVER: The heroes of the Freedom League fight on against Omega! The Lord of the Terminus has filled the swamp giant Tom Cypress with nihilistic power — what is his new scheme for claiming and destroying Earth-Prime?

Mutants & Masterminds Hero's Handbook - WIP v.05 is ©2026 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Green Ronin® is a Registered Trademark of Green Ronin Publishing, LLC. *Mutants & Masterminds* and its associated logos are trademarks of Green Ronin Publishing, LLC.

NO ARTIFICIAL INTELLIGENCE RESOURCES WERE EMPLOYED IN THE CREATION OF THE WORDS OR PICTURES IN THIS PUBLICATION.

GREEN RONIN PUBLISHING

3815 S. Othello St., Suite 100 #311
Seattle, WA 98118

Email: *custserv@greenronin.com*
Web Site: *www.greenronin.com*

TABLE OF CONTENTS

INTRODUCTION 4

What is a Roleplaying Game? 4
What is Mutants & Masterminds? 4
Using This Book 5
The Game Rules–and Guidelines 6

1: THE BASICS 6

The Game Premises 7
The Game Master 7
The Heroes 7

GAME PLAY 9

Scenes 9
Checks 9
Ranks & Measures 14
Rounds and Spaces 17
Actions 17
Putting It All Together 17
Extra Effort 18
Hero Points 18
Plot Complications 20
Minions 21
Menaces 21

CONDITIONS 22

Condition Descriptions 22

2: HERO CREATION 25

HERO DESIGN 25
POWER POINTS 26

Starting Power Points 26
Spending Power Points 26
Power Level 26

HERO ARCHETYPES 29

Customizing Archetypes 29
Battlesuit 30
Blaster 32
Construct 34
Crime-Fighter 36
Gadgeteer 38
Martial Artist 40
Mentalist 42
Metamorph 44
Mystic 46
Paragon 48
Powerhouse 50
Primal 52
Speedster 54
Warrior 56
Weapon Expert 58

COMPLICATIONS 60

Choosing Complications 60

BACKGROUND 63

Name 63
Origin 63
Age 64
Appearance 64
Personality 65

HERO ADVANCEMENT AND IMPROVEMENT 65

Increasing Power Level 65

3: ABILITIES 66

ABILITY RANK 66

Acquiring Ability Ranks 66
Physical Abilities 67
Mental Abilities 67
Combat Abilities 68

RESISTANCES 69

Acquiring Resistance Ranks 69

ALTERING ABILITIES 69

Enhanced Abilities 69
Lowered Abilities 69
Debilitated Abilities 70
Absent Abilities 70

CHARACTERISTICS 71

Size 71
Strength: Lifting and Throwing 73
Speed and Movement 73
Senses and Perception 75

4: SKILLS 76

SKILL BASICS 76

Acquiring Skills 76

USING SKILLS 77

Untrained Skill Checks 77
Expertise Skills 77
Interaction Skills 77
Manipulation Skills 78
Technical Skills 79

SKILL DESCRIPTIONS 80

Acrobatics 80
Athletics 81
Deception 82
Dexterity 83
Expertise 84
Insight 86
Intimidation 87
Investigation 87
Leadership 88
Magic 88
Medicine 89
Perception 90
Performance 90
Persuasion 91
Stealth 92
Survival 92
Technology 93
Vehicles 93

5: ADVANTAGES 94

ACQUIRING ADVANTAGES 94

Advantage Parameters 94
Types of Advantages 94
Heroic Feats 95
Advantage Descriptions 95
Fighting Styles 109
Leadership Styles 109

6: POWERS 110

ACQUIRING POWERS 110

Effect Types 110
Power Costs 111

CONFIGURING POWERS 111

Power Containers 111
Power Arrays 112
Improvised Effects 114
Power Descriptors 115

USING POWERS 118

Effect Parameters 118
Countering Effects 120

POWER EFFECTS 120

Affliction 121
Burrowing 124
Communication 125
Comprehend 126
Concealment 127
Counter 128
Create 130

Damage....132
Dimensional Travel....133
Elongation....134
Enhanced Movement....134
Enhanced Resistance....135
Enhanced Senses....136
Enhanced Strength....138
Enhanced Trait....138
Environment....139
Extra Limbs....140
Feature....141
Flight....142
Fortune Control....143
Growth....144
Healing....145
Illusion....145
Immortality....146
Immunity....146
Insubstantial....148
Leaping....149
Lifting....150
Mind Reading....150
Morph....151
Move Object....152
Obscure....153
Permeate....154
Postcognition....154
Precognition....155
Quickness....155
Regeneration....156
Remote Sensing....156
Shrinking....157
Space Travel....158
Speed....159
Summon....159
Swimming....161
Swinging....161
Teleport....161
Transmute....162
Variable....163

POWER MODIFIERS....165

Applying Modifiers....165
Power Extras....166
Power Features....171
Power Flaws....175
Power Drawbacks....178

7: EQUIPMENT....181

Acquiring Equipment....181
Damaging Equipment....182

UTILITY EQUIPMENT....182

Defensive Utilities....182
General Utilities....183
Movement Utilities....183
Assistive Devices....183
The Utility Kit....184

WEAPONS....184

Weapon Traits....184
Close Weapons....185
Ranged Weapons....187
Thrown Weapons....189
Weapon Accessories....190
Grenades and Explosives....190

ARMOR....191

Archaic Armor....191
Modern Armor....191
Shields....192

VEHICLES....192

Vehicle Traits....192
Vehicle Features....195
Vehicle Powers....195
Vehicle Modifiers....196
Vehicles in Action....196
Vehicle Combat....197
Chases and Races....198
Ground Vehicles....198
Water Vehicles....200
Air Vehicles....200
Space Vehicles....200
Special Vehicles....200

INSTALLATIONS....201

Installation Traits....201
Installation Features....202
Installation Effects....206
Stock Installations....207

CONSTRUCTS....208

Construct Creation....208
Commanding Constructs....208
Damaging and Repairing Constructs....209
Stock Constructs....209

8: ACTION AND ADVENTURE....210

SCENES....210

Scene Length....210
Scene Types....210

ROUNDS....211

SPACES....211

Spaces and Maps....211
Initiative....212
Action Types....212
Acting in Rounds....213

CONFLICTS....213

Defense and Resistance....213
Attack Checks....214
Range....216
Damage....217
Recovery....217
Impress Checks....218
Actions....220
Hero Points and Conflict Scenes....225

CHALLENGES....225

Challenges and Initiative....225
Narrative Challenges....225
Challenge Checks....226
Challenge Sequences....226
Challenges & Consequences....227
Hero Points & Challenge Scenes....227

ENVIRONMENTAL HAZARDS....227

Environmental Immunity & Adaptation....227

INVESTIGATIONS....233

Narrative Investigations....233
Investigation Checks....233
Investigation Sequences....233
Hero Points & Investigation Scenes....235

INTERACTIONS....235

Narrative Interactions....235
Interaction Checks....236
Interaction Sequences....236
Hero Points & Interaction Scenes....238

GLOSSARY OF TERMS....239

APPENDIX: REFERENCE TABLES....246

INDEX....263

INTRODUCTION

Who hasn't wished to be a superhero? Who hasn't wanted amazing powers of super-strength, invulnerability, or—most of all—the power to fly? The power to help and save people in need? Superheroes have been a part of our culture for generations. They have become a kind of modern mythology. Tales of heroes and villains with powers and abilities beyond those of ordinary mortals, in a never-ending battle of good versus evil.

Superheroes have been a part of the world of roleplaying for quite some time, too. It's been decades since the release of the first superhero roleplaying games, which allowed players to create their own heroes and tell stories of their battles against the forces of evil. *Mutants & Masterminds* joined their ranks with its first edition in 2002, expanding the frontiers of d20-based roleplaying. It was successful enough that a second edition of the game was released in 2005 and a third in 2011.

Now this newest edition takes the game a step further. Whether you're a longtime fan or this is your introduction to the world of *Mutants & Masterminds*, you hold in your hands the key to limitless worlds of super-heroic adventure. All you need now are some dice, some friends, and your imagination to join the never-ending battle for justice!

You can get started with *Mutants & Masterminds* right away by taking a look at **Chapter 2** for various kinds of heroes you can play, as well as how to build your own heroes from scratch using the game's system of Power Points. Whole worlds of super-heroic action and adventure are now in your hands!

WHAT IS A ROLEPLAYING GAME?

A **roleplaying game** (often abbreviated "RPG") has players taking on the roles of specific characters in a story. In the case of *Mutants & Masterminds* it is superheroes in adventures like those in the comic books. In essence, it is like when you used to pretend to be a superhero as a kid, just with more guidelines and dice, and sitting around a table with friends rather than running around in a homemade cape (although you can still wear the cape, if you want to).

One participant in the game takes the role of **Game Master** ("GM" for short). The Game Master sets up the story, tells the other players what is happening, and controls the actions of the villains and supporting characters.

The other participants, the **players**, each take the role of a specific superhero of their own creation, the main characters of the story. Players choose their heroes' actions and reactions. Characters in the story controlled by the players are called **player characters** (or "PCs") while characters controlled by the Game Master are **non-player characters** (or "NPCs").

An RPG is a process of cooperative storytelling: the Game Master lays out a situation or scenario for the players, such as "You hear an alarm coming from the First National Bank!" The players then choose how their characters react, like "We rush to the bank to see what's going on!" Things proceed in a back-and-forth manner, with the GM explaining the unfolding story, like how supervillains are robbing the bank and trying to escape with their ill-gotten gains. The players then decide what their characters will do, such as how one hero swoops in and stops the villains' getaway car and another tears off the car door, and so forth. In the process, the whole group creates an exciting story, just like you find in the comic books.

Like all games, roleplaying games have a system to them. The game system helps determine what happens during the game: is the hero's attempt to stop the villain's getaway car successful? Is the hero strong enough to tear a car door off with her bare hands? With the game system, the players and Game Master have a common frame of reference to decide how things go as the story progresses, hopefully avoiding the kind of "Did not! Did too!" arguments from childhood games of imagination.

The complete system to play *Mutants & Masterminds* is contained in this book but, as noted in **Chapter 1**, this system is made up of *guidelines*, not absolute rules. No game system can encompass every possible situation in a story, and sometimes you have to interpret, bend, or even skip over the guidelines and do what makes the most sense and is the most fun for everyone. That is one of the advantages of a roleplaying game over a conventional board game or computer game: You and your friends oversee how the game plays out!

WHAT IS MUTANTS & MASTERMINDS?

In the *Mutants & Masterminds* RPG, you take on the role of a costumed superhero safeguarding the world from threats ranging from scheming super-criminals to alien invasions, hulking monsters, natural disasters, and would-be conquerors.

This book contains all the information you need to play the game. **Chapter 1** starts you off with the basics of how the game works. After you read it, flip to **Chapter 2** and see the assorted options for creating heroes. Then you can read the following chapters thoroughly

to learn about the distinctive character traits and which options appeal to you the most. **Chapter 8** details gameplay itself. There are a few key places in the book where comic pages illustrate some elements of hero creation or gameplay.

CHARACTERS

The characters you create to play *Mutants & Masterminds* (*M&M*) are like the heroes of their own comic book series, television show, or movie. Your character might be...

- A patriot subjected to an experiment to create a government super-soldier.
- An alien from a distant world, unfamiliar with Earth and human customs, here to protect the world from cosmic evil.
- A brilliant inventor whose inventions might have served the greed of unscrupulous corporations had they not been taken and turned into weapons in the fight for justice.
- A teenager coping with having strange powers in addition to all the other difficulties of adolescence.
- An immortal champion of the gods who has fought the forces of darkness throughout history.
- The offspring or descendant of a legendary hero, trained to carry on the family trade, but longing for a normal life.
- A mystic adept of the arcane arts protecting humanity from forces beyond its ken.
- An android with abilities beyond those of humans, searching for the meaning of concepts such as "goodness" and "humanity."
- A hell-spawned avenger sent to Earth to visit retribution upon the wicked.
- Or anything else that you can imagine! The possibilities are almost limitless!
- Look at the various hero archetypes in **Chapter 2** for some examples of several types of *M&M* characters.

WHAT YOU NEED TO PLAY

Here is what you need to start playing the *Mutants & Masterminds* Roleplaying Game:

- This book, which contains everything needed to create a hero and play the game.
- A copy of the character sheet at the back of this book. You can photocopy or scan it, or download a printable copy from *mutantsandmasterminds.com*.
- A pen or pencil and some scratch paper.
- A twenty-sided die, also referred to as a "d20," available from game and hobby retailers. You may want to have one die for each player, or you can share dice.
- You may also want some counters to track Hero Points, like poker chips or glass beads or the like. Similarly, you might want a two-sided token to track when each player has used their character's reaction for the turn.
- Play-aids like quick-reference sheets for commonly used game information can be helpful, particularly the **Measurements** and **Actions** tables from the **Appendix**.
- Some game groups may also want to make use of maps and counters representing characters like stand-ups or miniature figures, although they're not necessary for gameplay.

Additionally, you may wish to have a copy of the *Mastermind's Manual,* an expanded book on how to run the game, from creating adventures and settings to roleplaying villains and coming up with challenges for heroes. It supplements the material found in the *Hero's Handbook*, providing Game Masters with lots of useful resources, but is not required to play or run the game.

THE DIE

Mutants & Masterminds uses a twenty-sided die to resolve actions during the game. References to "a die" or "the die" refer to a twenty-sided die unless stated otherwise. The die is often abbreviated "d20" (for twenty-sided die) or "1d20" (for one twenty-sided die). So, a guideline asking you to "roll a d20" means, "roll a twenty-sided die."

- **MODIFIERS:** Sometimes modifiers to the die roll are specified like this: "d20+2," meaning "roll the twenty-sided die and add two to the number rolled." An abbreviation of "d20–4" means, "roll the die and subtract four from the result."
- **PERCENTAGES:** You can also use the die to roll a percent chance of something in increments of 5% – just multiply the value of the die by five to get a percentage from 5% (a 1) to 100% (a 20). If there's a 45% chance of something, that is a roll of 9 or less on the die.

USING THIS BOOK

The best way to read the *Hero's Handbook* depends on whether you plan to be a player or Game Master in your *Mutants & Masterminds* game. The Game Master creates the world in which the heroes live and controls all non-player characters such as criminals, police officers, and supervillains, as well as bystanders and the supporting cast. Each player controls a superhero they create, interacting with other player characters as well as with the world and stories created by the Game Master.

PLAYERS

If you're creating a hero for a *Mutants & Masterminds* game, look through **Chapter 2** for an overview. The following chapters contain all the information you need to create your own hero and learn about what they can do in the context of the game. You may want to consult with your Game Master before creating a hero to find out what sort of series your GM is interested in running, and what types of heroes are appropriate for it.

GAME MASTERS

If you plan to be a *Mutants & Masterminds* Game Master, you should familiarize yourself with the whole book. Start by looking over hero creation in **Chapter 2**. Then read through **Chapter 1** and **Chapter 8**, and familiarize yourself with how to do things in the game. You may want to run a few sample combats for yourself using the archetypes in this book, just to get a feel for things. As mentioned previously, you may find the resources in the *Mastermind's Manual* useful, particularly if you are a new Game Master or unfamiliar with *Mutants & Masterminds.* You can also find ready-to-run adventures and a wealth of other resources from *mutantsandmasterminds.com*.

1: THE BASICS

Mutants & Masterminds is a **Roleplaying Game**, or **RPG**—equal parts tabletop game and group storytelling. Each **player** creates and takes on the role of their own superhero character, describing what they look like, how they think and feel, and how they interact with the world. Most of the material in this book helps you to create your **player character** and define what they do well—and where their complications and difficulties are, for that matter—and what they can do when they run into challenges and conflicts.

This chapter looks at the foundational game systems and premises for *Mutants & Masterminds,* the basics you need to know to play the game and understand everything in the chapters that follow. If you run into new game terms here or elsewhere in this book, see the **Glossary** in the back for definitions, along with the **Appendix** for quick-reference charts and tables.

THE GAME RULES—AND GUIDELINES

Like any game, a roleplaying game has rules, but unlike a board game, most of what you'll find in this book are systems and guidelines, ways of doing things. Technically, this game only has *two* rules:

RULE #1: HAVE FUN!

The single most important rule in *Mutants & Masterminds* is to have *fun*, and only rely on the guidelines so long as they help everyone do just that. If a particular guideline is spoiling your fun, talk to the rest of your group about modifying it or even tossing it out altogether. They are here to support your imagination, not limit it.

RULE #2: HELP EVERYONE HAVE FUN

Half of your job when playing an RPG is to have a fun time, but the other half is to make sure everyone else has fun as well. There can sometimes be a feeling of competition at the table: Your character might have a rivalry with another player's character, and sometimes it may feel like the GM really is the "villain" you all work together to stop. That competition can be fun, but in the end roleplaying games are cooperative and about having fun *together*.

THE GUIDELINES

Beyond those two key rules, the various guidelines in this book are here to help you and the other players tell a *story*. Everyone in a roleplaying game works together to tell fun and exciting stories and solve challenges. There is no real "end" to a roleplaying game, and the only way to "win" is to have fun! Sometimes it's fun to succeed, but an important thing about roleplaying games is sometimes it can also be fun to *fail*—setbacks and complications ratchet-up the drama for your next encounter and make your eventual win that much more satisfying.

The guidelines in *Mutants & Masterminds* may be open to interpretation: No set of guidelines can cover *every* possible situation that could arise in a roleplaying game! In general, keep in mind that it is one of the Game Master's responsibilities to interpret the guides as-needed for the game, and that specific guidelines supersede general ones when it comes to implementation of traits and modifiers.

THE GAME PREMISES

Like most roleplaying games, *Mutants & Masterminds* is a game that also tells a story, unfolding as it is played. Like a game it has guidelines. Like a story, it also has certain premises:

PREMISE #1: THESE ARE SUPERHERO STORIES

Mutants & Masterminds is designed and intended to tell *superhero* stories, like in superhero comic books, or television series or movies. So, the game's expectations are for the player characters to be super-heroic, often larger-than-life, and sometimes more than a little idealistic, and more than a little unrealistic. The game group can decide among themselves exactly what style of superhero story they want to play in—there are a *lot* of possibilities—but once everyone agrees to the style for the game, you should stick to it. There's nothing more jarring than one person who behaves like the game is a blood-and-guts kill-fest while everyone else is trying for the heroic style of a childhood superhero animated series.

PREMISE #2: THESE ARE STORIES ABOUT THE HEROES

M&M adventures focus on the player character heroes as protagonists, the central characters in the story, as if it were their comic book, show, or movie. The Game Master should look to keep the focus of the game there, even as the heroes encounter various antagonists and villains, or include different guest-stars and supporting characters in their adventures. Allow space in your game for the players to take on the roles of their heroes and get to know them, developing them as the central characters in the story.

PREMISE #3: GAME SYSTEM INSPIRATION, NOT SIMULATION

The game system guidelines in *Mutants & Masterminds* are meant to inspire super-heroic stories, not serve as a simulation of anything, especially not real-world physics! Beware of the term "realism" and try instead to focus on "feel" or "vibe." Does the result returned by the system feel right? Does a player's desired action sound like something from a comic book? Does it offer a dramatically interesting outcome for a superhero adventure? If not, feel free to modify in accordance with the game's two rules. If you are playing strictly according to the game systems without any room for improvisation or creativity, you're missing out on one of the best elements of the roleplaying game experience!

PREMISE #4: WITH GREAT FLEXIBILITY, COMES GREAT RESPONSIBILITY

Mutants & Masterminds is an especially "open" system intended to allow players to create whatever heroes they want, rather than trying to fit every superhero concept into a small set of pre-generated options. However, that means hero creation in the game requires a degree of maturity and a willingness to work with the Game Master and fellow players to create interesting, capable, and balanced characters rather than looking for and exploiting every opportunity for efficiency and effectiveness in order to "win" at all times, or create characters who cannot be challenged by anything. Rather than restrict your imagination to a handful of pre-created paths, we are trusting you and your group to choose the right ones.

THE GAME MASTER

One of the players in a *Mutants & Masterminds* game takes the role of **Game Master** (abbreviated **GM**). The Game Master is responsible for running the game, a combination of writer, director, and referee. The GM creates the adventures for the heroes, portrays the villains and supporting characters, describes the world to the players, and decides the outcome of the heroes' actions based on the players' rolled checks and the guidelines given in this book. It's a big job, but also a rewarding one, since the Game Master gets to develop the world and all the characters in it, along with inventing fun and exciting stories.

If you're going to be the Game Master, you should read through this whole book carefully. You should have a firm grasp of the guidelines of the game, since you're expected to interpret them for the players to help decide what happens in the game. The Game Master also helps the players develop their own heroes, making sure they fit into the world and have potential for exciting stories.

As Game Master, you'll also likely want a copy of the *Mastermind's Manual*, which is full of additional tools, guidelines, advice, and resources for *M&M* Game Masters, making your job of running the game much easier.

THE HEROES

The other players in a *Mutants & Masterminds* game create **heroes**, the main characters of their own adventures, like the cast of an ongoing comic book, animated series, or cinematic shared universe. As a player, you create your hero following the guidelines in **Chapter 2** of this book with the guidance of your Game Master. There are several components to creating a hero, described in detail in the following chapters, and outlined here.

ABILITIES

All characters in *Mutants & Masterminds,* from heroes and villains to the average person on the street, are defined by six **abilities**, basic traits everyone has to a greater or lesser extent. Abilities tell you how strong, smart, and aware a character is, among other things. The abilities are Strength, Stamina, Agility, Intellect, Awareness, and Presence.

Each ability is assigned a numerical **rank** from 0 to 20, measuring its effectiveness. A rank of 0 is unremarkable or average, applying no modifier. Rank 2 is above average. A 5 is truly exceptional, while a 7 is about the most that can be expected from a "normal" human being. Beyond that is super-human, and a rank of 20 is cosmic level, far beyond the ability of mere mortals, and even most heroes. Abilities can also have negative ranks, for those below average, as low as –5.

Characters also have two **combat abilities**, Attack and Defense, which measure their ability to attack opponents and avoid attacks during conflicts, and they have four **resistances**, Dodge, Fortitude, Toughness, and Will, measuring their ability to avoid and overcome different effects.

For more about abilities, see **Chapter 3**.

SKILLS

Abilities describe a character's raw potential or overall capabilities. **SKILLS** are a refinement of those basic abilities into specific areas of endeavor. For example, Agility defines how quick and agile your hero is, but the Acrobatics skill focuses on specific feats of agility like gymnastics, doing back flips, and so forth. Think of abilities as providing a certain baseline, while skills focus on a particular use of that ability.

Characters are **TRAINED** in a skill if they have 1 or more ranks in that skill. A character not trained in a skill has no rank; only the character's basic ability applies to checks involving the skill, and some skills can *only* be used with training. Trained characters have a **skill rank** that adds to the basic ability when making checks. In the previous example, we said the Acrobatics skill applies to specific feats of Agility. If a hero has Agility 6 and is trained in Acrobatics with a rank of 7, then the character's bonus for checks involving feats of agility covered by Acrobatics is +13 (6 + 7). Obviously, training in a skill makes characters more effective at checks involving that skill, often *much* more.

Skills also have **SPECIALIZATIONS**, which are more focused areas of that skill. Characters can have ranks in just a specialization, meaning they're more skilled in that specific area of the skill. One of the specializations of the Acrobatics skill is Tumbling, a character can have ranks in just the Tumbling specialization, meaning they're more skilled with that aspect of the skill than others.

For details on what skills are available and what they do, see **Chapter 4**.

ADVANTAGES

Halfway between skills and powers, **ADVANTAGES** are minor benefits characters have, allowing them to do things others cannot. They range from special combat maneuvers to things like physical and financial resources, contacts, unusual good fortune, specialized training or knowledge, and so forth.

Many advantages have no rank, or rather just one rank; a character either has the advantage and the benefits it grants or does not. Other advantages may have multiple ranks, like abilities and skills, measuring their effectiveness.

For details on the various advantages and what they provide, see **Chapter 5**.

POWERS

POWERS are special abilities beyond those of ordinary people. They're like advantages, only much more so. Whereas an advantage might give your hero a minor special ability, powers grant truly *super-human* abilities.

Powers are based on **EFFECTS**, which describe what a power does in game terms. A power may have just one effect or several, and you can apply various **MODIFIERS** to the effects to change how they work, customizing them to get just the right power.

Power effects have ranks like abilities do, on a scale from 1 to 20 (sometimes more). Unlike abilities, effects do not have ranks of less than 1, since a 0 or less means not having the power at all!

Some power effects require checks to use, while others operate automatically. For full descriptions of the various effects powers can have and ways to modify them, see **Chapter 6**.

HERO POINTS

Heroes have a resource called **HERO POINTS** that allows them to perform heroic feats under the most difficult circumstances. They each start the game session with 1 Hero Point and earn them over the course of the story by encountering complications, having setbacks, and dealing with things in a heroic manner. See the **Hero Points** section later in this chapter for details.

COMPLICATIONS

Finally, heroes have **COMPLICATIONS** to overcome, part of what makes for a real hero. Complications range from disabilities and personal issues to unusual vulnerabilities and more. A key complication is your hero's **MOTIVATION**, what really drives them. You choose your hero's complications, defining some of the challenges your hero must overcome in the game. The process of dealing with their complications allows your character to be more heroic, earning them Hero Points. See **Complications** in **Chapter 2** for more.

In addition to your hero's regular complications, they might also encounter **PLOT COMPLICATIONS**, which are introduced by the Game Master to challenge your hero. Plot complications provide a challenge or setback but if you play it out, you get a benefit as well, in the form of Hero Points. See the **Plot Complications** section later in this chapter for details.

GAME PLAY

A **SESSION** of the *Mutants & Masterminds* game resembles an issue of a comic book or an episode of an animated series. The Game Master and the players get together and tell a story through the process of playing the game. The length of the game session can vary, from just a couple hours to four hours or even more. An **ADVENTURE** is a single complete story. Some adventures may be completed in a single session while others may take multiple sessions, just as some comic book stories are told in one issue while others span multiple issues. The episodic nature of the game allows you to choose when to stop playing and allows you to start up again at any time you and your friends want.

SCENES

Also like a comic book, an *M&M* game consists of a series of interrelated **SCENES**. Some scenes are straightforward, happening in **NARRATIVE TIME** with the heroes interacting with each other and the supporting cast. In these cases, the GM generally asks the players to describe what their heroes are doing and in turn describes how the other characters react and what they do. There may be some improvisational acting as everyone plays out the roles of their characters. When the action starts happening, such as when the heroes are staving off a disaster or fighting villains, time becomes more crucial and **ACTION TIME** is broken down into **ROUNDS**, and the players generally have to make die rolls for checks to see how their heroes do.

There are four types of scenes in the game: conflict, challenge, investigation, and interaction.

- **CONFLICT** scenes are fights or battles, usually with supervillains and other foes.
- **CHALLENGE** scenes present something the heroes need to confront or escape, or overcome to achieve a goal.
- **INVESTIGATION** scenes involve solving a mystery, finding information, or figuring out where to go next.
- **INTERACTION** scenes focus on social interaction, from tense negotiations to polite diplomacy.

See **Chapter 8** for much more about the different types of scenes in play.

CHECKS

Mutants & Masterminds uses a standard, or "core," game mechanic to resolve character actions. Whenever a character attempts an action with a chance of failure, do the following:

- Roll a twenty-sided die (abbreviated **D20**).
- Add any relevant modifiers for game traits like abilities, skills, or powers, as well as the circumstances of the action, to the number rolled on the die. This is called the **CHECK MODIFIER**.
- Compare the total to a number called a **DIFFICULTY CLASS** (abbreviated **DC**).

If the result *equals or exceeds* the Difficulty Class the action succeeds. If the result is lower than the Difficulty Class, it fails. This is called "making (or rolling) a **CHECK**" in that you are "checking" to see if your character succeeds or fails.

This simple mechanic is used for nearly everything in *Mutants & Masterminds,* with variations based on what modifiers are made to the roll, what determines the Difficulty Class, and the exact degree of success or failure. Remember...

CHECK = D20 + CHECK MODIFIER VS. DIFFICULTY CLASS

... and you already understand how to play most of the game!

For a lot of your character's ordinary activities like getting to the scene of a crime, talking to an informant, or using their powers to create some special effect, just describing what you want your character to do is enough. Checks are only required in situations where the outcome is in question.

CHECK EXAMPLES

TASK	CHECK USING...
Sock a villain in the jaw	Attack (or Close or Unarmed Attack)
Climb the outside of a building	Strength (Athletics skill)
Do a triple-back flip	Agility (Acrobatics skill)
Find clues at a crime scene	Intellect (Investigation skill)
Notice someone sneaking up on you	Awareness (Perception skill)
Recall a particular fact	Intellect (Expertise skill)
Fix a broken device	Technology skill (you need to be trained to do it)
Convince someone of something	Presence (Persuasion skill if it's true, Deception skill if it's a lie)

DIFFICULTY CLASS

Each check has a **DIFFICULTY CLASS**, or **DC**, with easy tasks having a low number, and difficult tasks having a high number. In some cases, your character sheet (or another character's sheet) tells you exactly what the DC of a check is. If you want to punch a villain, for example, then the DC is almost always equal to the villain's Defense + 10. For other checks, the GM must decide how challenging the task is. Hacking into the public library's database might not be particularly challenging at all, while hacking into a top secret military database might be almost impossible!

DIFFICULTY CLASSES

DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very easy (0)	Notice something in plain sight (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching security guard (Perception)
Tough (15)	Disarm an explosive detonator (Technology)
Challenging (20)	Swim against a strong current (Athletics)
Formidable (25)	Climb a wet, slippery rock-face (Athletics)
Heroic (30)	Overcome a sophisticated security system (Technology)
Super-heroic (35)	Convince the guards, even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Deception)
Nigh-impossible (40)	Invent an entirely new theory on the fly to solve a technical problem (Expertise or technical skill)

BONUSES AND PENALTIES

In some situations, a character has a **bonus** or **penalty** on a check. Characters in favorable circumstances have a bonus added to their check result, while those in unfavorable circumstances have a penalty subtracted from their check result. Bonuses and penalties are sometimes referred to collectively as **check modifiers** since they modify the check results.

A bonus or penalty ranges from 1 to 5. Modifiers greater than 5 are rare and usually involve extremely specific circumstances. The most common modifiers are +/–2 for a **minor** bonus or penalty and +/–5 for a **major** bonus or penalty.

Bonuses and penalties directly cancel each other out, so a +5 bonus and a –3 penalty equal just a +2 bonus. Since bonuses and penalties modify the check result, they are generally unaffected by Power Level limits unless they provide a permanent benefit, detailed in various trait descriptions.

BONUS AND PENALTY DICE

Some checks have **bonus dice** or **penalty dice** associated with them:

- If you have **bonus dice** for a check, roll the d20 an additional time, or roll an additional die, for each bonus die and use the *highest* number rolled on all of the dice for the check result.
- If you have **penalty dice** for a check, roll the d20 an additional time, or roll an additional die, for each penalty die and use the *lowest* number rolled on all of the dice for the check result.

Checks typically only have one bonus or penalty die, but if a check has both, bonus dice and penalty dice cancel each other out one-for-one. So, a check with three bonus dice and two penalty dice would only have one bonus die: The two penalty dice cancel out two of the three bonus dice.

LUCK

The Luck advantage allows a character to re-roll a die for a check, add 10 to the result if it is 10 or less, and use either that roll or the die's original roll to determine the check result. Since Hero Points allow characters to temporarily gain advantages, all player characters can use Luck on their rolls as a heroic feat. See the Luck advantage in **Chapter 5** and **Hero Points** later in this chapter.

Note that if you use Luck to re-roll a die for a check that has bonus or penalty dice, you re-roll only one of the dice but still use either the highest or lowest number rolled on all of the dice for the check result, as given for B**onus and Penalty Dice**.

ROUTINE CHECKS

If you aren't under pressure, you can play it safe and make a **routine check**. A routine check works just like a normal check, except instead of rolling the d20, just assume you rolled a 10, ensuring you always succeed at average (DC 10) tasks, so long as you don't have a net penalty on the check. You'll never achieve a higher degree of success as if you rolled a 20, but you'll also never screw up ordinary tasks you should be able to do routinely by rolling a 1, either. Routine checks are a useful way to gauge a character's capabilities by looking at the Difficulty Classes of actions they can succeed at on a routine basis.

The Game Master decides when conditions are right for you to use a routine check, and some traits like advantages change routine check conditions for you. If your routine check result would not be good enough to succeed, you know that and can still choose to take a chance and roll the die rather than failing automatically.

If you would normally have a bonus or penalty on check, you have it on your routine check as well. Apply the bonus or penalty to the routine check result. If you would normally have a bonus die on a check, you have a +5 on your routine check total. If you would normally have a penalty die on a check, you have a –5 on your routine check total.

OPPOSED CHECKS

For checks that test your abilities directly against someone else's, there is no set DC. Instead, you and your opponent each roll a check. This is an **opposed check**.

- **ACTING AND OPPOSING:** Some opposed checks have an acting and an opposing character, such as a character trying to sneak up on someone (Stealth, acting) who may notice them (Perception, opposing). In these cases, the opposing character's check result sets the DC for the acting character's check.
- **CONTESTS:** Other opposed checks have two or more characters contesting each other, such as competing with Athletics or each trying to convince a third party with Persuasion. In these cases, the highest check result wins the contest. If there's a tie, whoever has the highest check bonus wins. If the bonuses are tied as well, determine who wins randomly: flip a coin or roll a die.

OPPOSED CHECK EXAMPLES

TASK	SKILL	OPPOSED BY
Sneak up on someone	Stealth	Perception
Con someone	Deception	Insight
Win a car race	Vehicles	Vehicles
Disguise yourself	Deception	Perception
Steal a key chain unnoticed	Dexterity	Perception
Win a trivia contest	Expertise	Expertise
Break computer security	Technology	Technology

Opposed checks offer a useful tool for comparing the efforts of two characters quickly and easily. This applies not only to skills, but also powers and, in some cases, abilities. If two or more characters compete at a particular task, you can resolve it with an opposed check. The character with the highest check result wins. Of course, you can play things out if you want, but sometimes it's good to be able to resolve things with a quick opposed check and move on.

If you find yourself without a particular guideline to resolve a conflict or contest between characters, the opposed check is useful. Pick the appropriate skill, power, or ability, make checks for the characters, and compare the results to see how they did.

ROUTINE OPPOSITION

In cases where a character is actively opposing another's efforts, both roll checks and compare the results. In some situations, however, one or more of the characters in an opposed check may not even be aware of it! For example, a guard standing watch and looking for intruders makes a Perception check to oppose any attempt at Stealth, but somebody just sitting at their desk, not expecting anyone to sneak up on them, isn't specifically looking. This is a case of **routine opposition**, in which case the DC for the active character's check is the opposing character's check modifier +10, just like the result of a routine check (previously).

GRADED CHECKS

While most checks are pass-fail—you either succeed or you don't—sometimes how well you succeed or how badly you fail is also important.

The *Mutants & Masterminds* system tracks how you do on a **graded check** with **degrees of success (DS)** and **degrees of failure (DF)**. Forw a success, the number of DS depends on how much you make the check by, in steps of 5: If you succeed by 0-4, you get one DS; if you succeed by 5-9, you get two DS, and so on. Likewise for a failure: If you fail the check by 1-5, you get one DF; if you fail by 6-10, you get two DF, and so on.

So, if your DC is 20, you gain one degree of success if your check result is 20–24, two degrees of success if your check result is 25–29, three if your check result is 30–34, and so on. You gain one degree of failure if your check result is 19–15, two degrees of failure if your check result is 14–10, three if your check result is 9–5, and four if your check result is 4 or less.

For some checks, the degree of success or failure helps you or the GM describe how well you succeeded, or how badly you failed. Succeeding by one degree might mean you pick the lock or successfully negotiate with the authorities to let your team help out with an investigation, while gaining two or three degrees of success might mean you pick the lock much faster, or leave a lasting good impression, making someone more likely to help you out or provide information in the future.

Conflicts especially track how well or how badly you do based on degrees of success and failure. See the **Defense and Resistance** and **Damage** sections of **Chapter 8** for details.

DEGREES OF SUCCESS AND FAILURE

CHECK RESULT EQUAL OR GREATER THAN	DEGREE	EQUAL OR GREATER THAN (DC 20)
DC+15	Four (Success)	35
DC+10	Three (Success)	30
DC+5	Two (Success)	25
DC	One (Success)	20
DC-5	One (Failure)	15
DC-10	Two (Failure)	10
DC-15	Three (Failure)	5
DC-20	Four (Failure)	0

ATTACK CHECKS

Mutants & Masterminds heroes tend to get into fights, so one of the most common checks in the game is the **attack check**. The Difficulty Class for an attack check is often referred to as the target's **Defense Class** since it is 10 + their Defense. If your attack check result equals or exceeds the check DC, your attack hits the target. If it doesn't, then you miss.

ADDED SUCCESS AND FAILURE

A roll of 20 or 1 on the die for a graded or attack check can be an **added success** (for a 20) or an **added failure** (for a 1).

- **ADDED SUCCESS:** If you roll a 20 on the die for a graded check, you score an **added success**. Add +5 to the check's total, which can turn a failure into a success or improve an existing degree of success. An added success with an attack check is called a **critical hit**, discussed in **Chapter 8**.
- **ADDED FAILURE:** If you roll a 1 on the die when making a graded check, you've scored an **added failure**. Subtract –5 from the check's total, which can turn a success into a failure or worsen an existing degree of failure. An added failure with an attack check is called a **critical miss,** also discussed in **Chapter 8**. An added failure that results in a failed check awards a player character a Hero Point, like a complication.

RESISTANCE CHECKS

The other side of a hero's life of constant danger is being attacked and exposed to hazards. When your character is exposed to danger, they can avoid some or all of it with a **resistance check**, allowing them to dodge out of the way, tough it out, or overcome it through sheer determination. If your resistance check succeeds, you ignore some or all the danger, but if it fails you suffer consequences, usually in the form of various **conditions**.

Your resistance check adds one of four **resistances** as the modifier:

- **Dodge** for effects you can avoid with quick reflexes and reaction time.
- **Fortitude** for effects that leave you sickened, poisoned, tired, or physically changed.
- **Toughness** for effects that cause direct damage.
- **Will** for effects that influence your mind or emotions.

The DC for a resistance check is equal to 10 plus the **effect rank of the attack or hazard, referred to as the Effect DC.**

Most resistance checks are graded, using degrees of success and failure to determine how you are affected. For example, with one degree of success on a Toughness resistance check against damage, you take a Hit and have a penalty against future Toughness resistance checks. If you fail, you might be momentarily dazed, staggered, even knocked out for the rest of the fight!

DAMAGE

One of the most common uses for resistance checks is when a character may suffer **damage**, such as from an attack or hazard. The character makes a resistance check against the damage effect, DC10 + Damage rank, with the degree of success or failure determining the result:

- **SUCCESS (TWO OR MORE DEGREES OR MORE):** The target receives no damage conditions, completely shrugging off the damage.
- **SUCCESS (ONE DEGREE):** Hit by the attack, the target receives the **Hit** condition. A Hit condition imposes a cumulative –1 penalty on further resistance checks against damage; the more Hits a target has, the lower their resistance and the more likely they are to suffer a more severe result from damage. Enough Hits can wear almost any target down over time.
- **FAILURE (ONE DEGREE):** The target receives the **Dazed** condition, which lasts until the end of their next turn, or the target is knocked Prone, and must take the Stand action to get back up. The attacker chooses which result occurs.
- **FAILURE (TWO DEGREES):** The target receives the **Staggered** condition. If a character receives a second Staggered condition, they are Incapacitated instead.
- **FAILURE (THREE DEGREES OR MORE):** The target receives the **Incapacitated** condition. Incapacitated characters are Helpless, which affects how they take further damage. See the Helpless condition for details.

The effects of a damage resistance check are cumulative, so a character who fails their resistance check by two degrees takes the Hit, Dazed or Prone, and Staggered conditions. See the Conditions section of this chapter for details on the various damage conditions. See the **Damage** effect in **Chapter 6** for modifiers and variations on damage. See the **Damage** section of **Chapter 8** for additional details on damage in play.

DEGREES OF RESISTANCE

You can have seven degrees of resistance to a given effect:

- **IMMUNITY:** You don't even need to make a resistance check against the effect, regardless of rank or difficulty. It doesn't affect you at all! See the **Immunity** effect in **Chapter 6**.
- **IMPERVIOUS:** When resisting an effect with a rank equal to or less than your Impervious resistance rank, you don't need to make a check at all: It doesn't affect you, like Immunity. See the Impervious extra of **Enhanced Resistance** in **Chapter 6**.
- **IMPROVED:** When resisting an effect with a rank equal to or less than your Improved resistance rank, you make the check with a bonus die. See the Improved extra of Enhanced Resistance in **Chapter 6**.
- **REDUCTION:** You reduce the rank of the effect by half, rounding up, before determining the difficulty of your resistance check against it. See the Reduction modifier under Immunity in **Chapter 6**.
- **NORMAL:** You make your normal resistance check against the effect as described previously.

- **SUSCEPTIBLE:** You increase the rank of the effect by +5 before determining the difficulty of your resistance check against it. See the Susceptible condition in **Chapter 1**.
- **WEAKNESS:** Not only are you Susceptible, as described previously, your best outcome is one degree of failure on the check! See the Weakness condition in **Chapter 1**.

EXAMPLE: So if different characters are hit with rank 9 damage from a Fire Blast:

- The character with Immunity to Fire is unaffected, without needing a resistance check.
- The character with Impervious Toughness 9 or greater is also unaffected, without needing a resistance check.
- The character with Improved Toughness 9 or greater, makes the resistance check against DC 19, but rolls two dice and takes the higher of the two rolls.
- The character with Reduction in Fire makes the resistance check against DC 15, halving the effect rank of 9 and rounding up.
- The Normal character just makes their resistance check against DC 19.
- The character Susceptible to Fire makes their resistance check against DC 24 - adding +5 to rank 9, for a total effective rank of 14.
- The character with a Weakness to Fire makes the resistance check against DC 24, and cannot achieve better than one degree of failure, even with a roll of 20.

TEAM CHECKS

Teamwork is important to heroes, and characters can help each other with important tasks by combining their efforts, called a **team check**. One character is **active in the check**, while anyone else assisting becomes a **helper**. Each helper makes a check against DC 10, and all the helpers add up their degrees of success. Each degree of success gives the active character a +1 bonus.

TEAM CHECK = CHECK VS. DC 10, TOTAL DEGREE OF SUCCESS = TOTAL BONUS FOR THE ACTIVE CHARACTER

Usually, the helpers make the same type of check as the active character, but clever plans may hinge on combining the heroes' abilities. One hero might use the Persuasion skill to distract a guard, granting a team check bonus to another hero sneaking in using the Stealth skill. A teammate might use Acrobatics or another trait to distract a foe, giving the active character a bonus on their attack check. Your GM is the final arbiter of what checks can combine and help, and how many characters can be helpers on any given check.

GROUP CHECKS

Occasionally, a group of characters all need to make the same check in a situation where they can help each other out, such as sneaking into a villain's lair or noticing something as a group. For this **group check**, each character in the group makes the check but, if half or more of the characters (round fractions up) succeed, then all the characters in the group are considered to have succeeded at the lowest degree of success for the group. If any of the characters in the group score an added success or added failure, however, those are added on *after* the result of the group check is decided and can potentially change the outcome for everyone!

GROUP CHECK = IF HALF OR MORE OF THE GROUP SUCCEEDS, EVERYONE SUCCEEDS

SECRET CHECKS

Sometimes, the Game Master needs to roll a check for a player character in secret. The GM tells the player the outcome of the check, what happens from the character's perspective in the game, but not the numerical result of the check. For example, if a player character makes a Perception check to detect something, the GM may roll it as a secret check so the player doesn't know whether the check failed and their character failed to notice something or it succeeded and there was nothing there for them to notice in the first place.

Secret checks can be made with bonuses and penalties. Players can choose to use the Luck advantage to re-roll the result of a secret check, but they must do so without knowing whether the original check succeeded or failed and, if so, by what degree. So, re-rolling a successful check that yielded nothing—because there was nothing to notice, for example, won't change the outcome other than wasting a use of Luck. For checks involving senses and information, players are better off spending a use of Guidance, or gaining one as a heroic feat with a Hero Point, to get that vital insight instead.

Secret checks can only be routine checks if the player chooses, in which case the GM uses the character's routine check result to determine the outcome and informs the player, without telling them the difficulty or necessarily whether the check succeeded or failed, unless that is obvious in some way.

CHECK SEQUENCES

Generally, things in *M&M* are resolved with just one or two checks, but in some situations, a **check sequence** is called for. This is a series of graded checks that look to accumulate a total number of degrees of success before accumulating a certain number of degrees of failure. If the sequence reaches the necessary degree of success, called the **success threshold**, it succeeds overall. If it hits the **failure threshold** first, it has failed overall.

Check sequences are good for longer tasks that have some amount of back-and-forth and are too involved to be settled with just a single check, such as contests, chases, investigations, infiltrations, and the like. A check sequence has the following elements:

- **GOAL:** This is what the sequence is meant to achieve, from escaping a deathtrap to finding a missing person or catching up to a fleeing criminal.
- **TIME INTERVAL:** This is the time each check in the sequence takes. Some sequences may have a short enough time internal to happen during action time, as short as one round. Other sequences have to occur during narrative time because their time interval is a minute or more. Some sequences may also have a maximum number of intervals before the sequence automatically fails, a deadline to achieve success, in other words.

- **REQUIRED CHECKS:** A sequence has at least two, possibly quite a few, required checks. These can be any type of check, including opposed, graded, team, or group checks. The checks can likewise involve almost any trait, depending on the needs of the sequence, including skills, abilities, powers, resistances, and more. The GM chooses the checks and sets their Difficulty Classes based on the needs of the sequence and its goal.

  Some sequences allow routine checks, although in that case, choosing to perform a check as routine only provides one degree of success, and characters may prefer taking a risk to achieve more, especially on a deadline.

  Unless specified otherwise, an individual check as part of a check sequence follows all the normal guidelines for its type of check.
- **INVOLVED CHARACTERS:** A check sequence may involve one character making all the checks or multiple characters may be able to cooperate, each making different checks in the sequence, or even making some of them as team checks (previously). The GM decides the minimum and maximum number of involved characters, as with team checks, based on what seems reasonable for the check sequence and the story.
- **SUCCESS THRESHOLD:** The sequence has thresholds of degrees of success needed to achieve its goal. This is a running total of all the degrees of success for all the checks in the sequence. If the success threshold is met before the failure threshold (following), the sequence is successful and the goal is achieved. Excess successes may indicate a particularly noteworthy achievement or may have no benefits once the goal is achieved.
- **FAILURE THRESHOLD:** A sequence likewise has thresholds of degrees of failure that mean its goal cannot be achieved. This is also a running total of the degrees of failure for all the checks in the sequence. In some cases, failure threshold is measured by a total number of failed checks, regardless of their degree. If the failure threshold is met before the success threshold, the sequence fails and does not achieve its goal. Some sequences with a maximum number of time intervals do not have a failure threshold. Instead, the sequence fails if the success threshold is not achieved before time runs out.
- **CONSEQUENCES:** Consequences are things that may happen because of failure, essentially the opposite of goals. Ideally, consequences should be much like complications from **Chapter 2**, making things more difficult for the heroes, but not necessarily impossible. The GM sets the consequences, if any, for a given check sequence.

See **Chapter 8** for more detail and many specific examples of check sequences in *Mutants & Masterminds*.

RANKS & MEASURES

Mutants & Masterminds uses the term **rank** when talking about the numerical ranking of a game trait. So, you might say a hero has "rank 8 Strength" or simply "Strength 8" (which mean the same thing) or that an effect is rank 5, 9, 15, or what have you. Every quantifiable trait in *M&M* has a rank assigned to it.

The game also uses a system of **measures**, real-world values like mass, time, distance, and volume. There is a direct relationship between rank and measure, as shown on the **Measurements Table.** Each rank of a measurement is assigned a **value**, a real-world measure, so rank 0 distance has a value of about 6 feet or 2 meters, while rank 0 time has a value of 6 seconds.

USING THE MEASUREMENTS TABLE

The relationship between rank and value has a few uses in *Mutants & Masterminds.*

First, the capabilities of many traits can be translated from their rank into a value. The amount of weight Strength rank 3 can lift is determined by finding the equivalent mass on the **Measurements Table**. Similarly, the mass, distance, or time affected by various other traits, especially powers, is determined on the **Measurements Table**. This system of translating ranks into values and back is used throughout *Mutants & Masterminds.* You can use either the US Imperial or Metric Measurements Table, as your group prefers.

You can also use the **Measurements Table** and some basic addition and subtraction to estimate other useful measures in play:

DISTANCE = TIME RANK + SPEED RANK

To figure out how far a character can travel in a given amount of time, add their movement speed rank to the time rank. Most characters have ground speed rank 2 on-foot, so they can move distance rank 2 in one round (time rank 0), or distance rank 11 per hour (speed rank 2 + time rank 9 for an hour = distance rank 11). A super-fast hero with speed rank 12 could travel at distance rank 21 per hour! (speed rank 12 + time rank 9 = distance rank 21). To convert a speed rank into a per hour speed, add 9 (the time rank of one hour) to it.

TIME = DISTANCE RANK – SPEED RANK

To figure out how long it takes to get somewhere, subtract the speed rank from the distance rank traveled. If the heroes' jet has speed rank 12 and they want to reach a hidden location distance rank 18 away, it takes them about 8 minutes or time rank 6 (distance rank 18 – speed rank 12 = time rank 6).

THROWING DISTANCE = STRENGTH RANK – MASS RANK

To figure out how far a character can throw something, subtract the object's mass rank from their Strength rank to get a distance rank. A hero with Strength 12 can hurl a mass rank 7 car distance rank 5! (Strength 12 – mass rank 7 = distance rank 5).

THINGS TO KNOW ABOUT MEASUREMENTS

When using the **Measurements Table**, there are a few important things to keep in mind:

- **EACH RANK REPRESENTS A *RANGE* OF MEASURES:** Time rank 4 is all measures between 1 and 2 minutes, and time rank 16 is everything between 2 and 4 days! So if you're looking for a measurement that is not on the table, pick the next *highest* one; so 12 hours is a time rank of 13 (more than 8 hours, but less than 16), and 6 miles is a distance rank of 11 (more than 4 miles, but less than 8).

MEASUREMENTS TABLE (US IMPERIAL)

RANK	MASS	TIME	DISTANCE	VOLUME
-5	1.5 lbs.	1/8 second	1 inch	1/32 ft3
-4	3 lbs.	1/4 second	3 inches	1/16 ft3
-3	6 lbs.	1/2 second	6 inches	1/8 ft3
-2	12 lbs.	1 second	1 foot	1/4 ft3
-1	25 lbs.	3 seconds	3 feet	1/2 ft3
0	50 lbs.	6 seconds	6 feet	1 ft3
1	100 lbs.	12 seconds	15 feet	3 ft3
2	200 lbs.	30 seconds	30 feet	6 ft3
3	400 lbs.	1 minute	60 feet	15 ft3
4	800 lbs.	2 minutes	120 feet	30 ft3
5	1,600 lbs.	4 minutes	250 feet	60 ft3
6	3,200 lbs.	8 minutes	500 feet	120 ft3
7	3 tons	15 minutes	900 feet	250 ft3
8	6 tons	30 minutes	1,800 feet	500 ft3
9	12 tons	1 hour	1/2 mile	1,000 ft3
10	25 tons	2 hours	1 mile	2,000 ft3
11	50 tons	4 hours	2 miles	4,000 ft3
12	100 tons	8 hours	4 miles	8,000 ft3
13	200 tons	16 hours	8 miles	16,000 ft3
14	400 tons	1 day	16 miles	30,000 ft3
15	800 tons	2 days	30 miles	60,000 ft3
16	1,600 tons	4 days	60 miles	120,000 ft3
17	3,200 tons	1 week	120 miles	250,000 ft3
18	6,000 tons	2 weeks	250 miles	500,000 ft3
19	12,000 tons	1 month	500 miles	1 million ft3
20	25,000 tons	3 months	1,000 miles	2 million ft3
21	50,000 tons	6 months	2,000 miles	4 million ft3
22	100,000 tons	1 year	4,000 miles	8 million ft3
23	200,000 tons	2 years	8,000 miles	16 million ft3
24	400,000 tons	5 years	16,000 miles	32 million ft3
25	800,000 tons	10 years	32,000 miles	64 million ft3
26	1,600,000 tons	20 years	64,000 miles	120 million ft3
27	3,200,000 tons	50 years	125,000 miles	250 million ft3
28	6,400,000 tons	100 years	250,000 miles	500 million ft3
29	12,500,000 tons	200 years	500,000 miles	1 billion ft3
30	25,000,000 tons	500 years	1 million miles	2 billion ft3
+1	x2	x2	x2	x2

MEASUREMENTS TABLE (METRIC)

RANK	MASS	TIME	DISTANCE	VOLUME
-5	750 g	1/8 second	6 cm	.001 m3
-4	1.5 kg	1/4 second	12 cm	.002 m3
-3	3 kg	1/2 second	25 cm	.004 m3
-2	6 kg	1 second	50 cm	.008 m3
-1	12 kg	3 seconds	1 m	.015 m3
0	25 kg	6 seconds	2 m	.03 m3
1	50 kg	12 seconds	4 m	.06 m3
2	100 kg	30 seconds	8 m	.125 m3
3	200 kg	1 minute	16 m	.250 m3
4	400 kg	2 minutes	32 m	.500 m3
5	800 kg	4 minutes	64 m	1 m3
6	1,600 kg	8 minutes	125 m	2 m3
7	3 tons	15 minutes	250 m	4 m3
8	6 tons	30 minutes	500 m	8 m3
9	12 tons	1 hour	1 km	15 m3
10	25 tons	2 hours	2 km	30 m3
11	50 tons	4 hours	4 km	60 m3
12	100 tons	8 hours	8 km	120 m3
13	200 tons	16 hours	16 km	250 m3
14	400 tons	1 day	32 km	500 m3
15	800 tons	2 days	64 km	1,000 m3
16	1,600 tons	4 days	125 km	2,000 m3
17	3,000 tons	1 week	250 km	4,000 m3
18	6,000 tons	2 weeks	500 km	8,000 m3
19	12,000 tons	1 month	1,000 km	15,000 m3
20	25,000 tons	3 months	2,000 km	30,000 m3
21	50,000 tons	6 months	4,000 km	60,000 m3
22	100,000 tons	1 year	8,000 km	125,000 m3
23	200,000 tons	2 years	16,000 km	250,000 m3
24	400,000 tons	5 years	32,000 km	500,000 m3
25	800,000 tons	10 years	64,000 km	1 million m3
26	1,600,000 tons	20 years	124,000 km	2 million m3
27	3,200,000 tons	50 years	250,000 km	4 million m3
28	6,400,000 tons	100 years	500,000 km	8 million m3
29	12,500,000 tons	200 years	1 million km	16 million m3
30	25,000,000 tons	500 years	2 million km	32 million m3
+1	x2	x2	x2	x2

- **MEASUREMENTS ARE APPROXIMATE**: Especially at the higher end, where each rank represents a wide range of values, the **Measurements Table** *isn't* intended to provide precise values; it's just a ballpark estimate. Don't focus too heavily on precise answers, just use the table for general guidelines.
- **MEASURES CAN HAVE NEGATIVE RANKS:** Subtracting ranks can result in negative numbers, like speed rank 12 subtracted from distance rank 11, and there are values listed for ranks –1 through –5. If necessary, you can extend the negative side the **Measurements Table** just like you can the positive side, with each lower rank halving the previous measurement.
- **ADD VALUES, NOT RANKS:** Putting rank 4 distance together with rank 6 distance is *not* rank 10 distance! Rank 4 is a distance value of 120 feet. Rank 6 is 500 feet. Adding the values, you get 620

MEASUREMENTS TABLE (BENCHMARKS)

RANK	MASS	DISTANCE	SPEED	VOLUME
–5	A soccer ball or football	–	–	–
–4	–	Matchbox size	–	–
–3	A brick	–	–	Average party ballon
–2	Cat or small dog	A ruler	–	A basketball
–1	Bowling ball	A yardstick	–	–
0	Microwave or mini-fridge	A person's height	Crawling	–
1	Manhole cover	NBA basketball hoop height	Walking	–
2	Adult human	Telephone pole height	Dashing	Average bathtub
3	Lamppost, motorcycle	World long-jump record	Running	55 gallon drum
4	Steel girder, grizzly bear	US basketball court length	–	Average refrigerator
5	–	Olympic swimming pool length	–	–
6	30-ft. oak tree	US football field length	Human land-speed record	–
7	Car, Jersey barrier	Height of the Washington Monument	Average highway speed	–
8	Ambulance	Height of the Empire State Building	–	Cement mixer
9	Small fire engine	–	Earth wind-speed record	Average school bus
10	School bus, large fire engine	–	Bullet, commercial airliner	–
11	20-ft. shipping container	Depth of the Titanic	Speed of sound (Mach 1)	40 ft. shipping container
12	Main battle tank	Average to the horizon	Rifle bullet, jet fighter	–
13	Two-story house	–	Mach 4	–
14	The Statue of Liberty	Length of Manhattan	Mach 8	–
15	Loaded Boeing 747	–	Escape velocity on Earth	–
16	Loaded passenger train	–	–	Hot air balloon
17	–	–	–	Olympic swimming pool
18	–	–	–	–
19	The Eiffel Tower	Boston to Washington DC	–	–
20	Naval cruiser, suspension bridge	Length of the isle of Great Britain	–	Large commercial building or warehouse
21	Battleship	–	–	–
22	Aircraft carrier	Width of North America	–	–
23	–	–	–	–
24	The Empire State Building	–	–	–
25	–	Circumference of the Earth	–	The Empire State Building
26	The Golden Gate Bridge	–	–	–
27	–	–	–	–
28	The Great Pyramid of Giza	Earth to the Moon	–	–
29	–	–	–	–
30	–	Diameter of the Sun	The speed of light	–

feet, distance rank 7. If you directly add the *ranks*, you get rank 10 distance, or 1 mile! If you have different ranks, it is best to either handle them separately or convert them to values, add the values together, and convert the value back to a rank. For quick calculation adding a lower rank to a higher one increases the higher rank by +1.

- **MEASUREMENTS ARE GUIDELINES:** Like the rest of the guidelines in the game, measurements are intended to help rather than hinder you in telling a fun story. The guidelines are not a physics simulation, but a means of facilitating storytelling in the game. Make effective use of the **Benchmarks Table** for "close enough" values as well as numerical measurements.

ROUNDS AND SPACES

Rank 0 time and distance on the Measurements Table play roles in *Mutants & Masterminds* as they are the values for **rounds** and **spaces**.

- **ROUNDS:** A rank 0 amount of time is often referred to as a **round**, the base measurement of action time, about six seconds long, with ten rounds making up a minute of time. During a round, each character involved in the scene gets a **turn**, during which they can take various **actions**. Rounds break the action of the game down into discrete segments, like the pages of a comic book, or seeing the action on-screen in slow-motion so you can pick out every detail, with each character's turn like a comic book panel or a close-up shot.
- **SPACES:** A rank 0 span of distance across is often referred to as a **space**, the base distance of the space where a medium sized character can stand or lie prone. This is from tabletop RPGs often using square or hexagonal spaces to mark out terrain maps for miniature figures or counters, often referred to simply as "squares" or "hexes," and spaces can be used to refer to either.

Sometimes, *M&M* measures things in terms of how many spaces are involved, rather than overall distance rank, like saying a huge character or object occupies an area three spaces across. In these cases, spaces are directly additive, unlike measurement ranks: Three spaces are three times the distance value of one space, add one more space and you have four spaces. Spaces are generally used for more tactical and fine detail situations and are useful if you want to include battle-maps and miniature figures or counters in your gameplay. These might be pre-printed maps for the tabletop or digital backgrounds for virtual tabletop (VTT) platforms, but they are entirely optional.

ACTIONS

During each character's turn in a round, the things they can do are broken up into **actions**. There are **standard actions**, **simple actions**, **free actions**, and **reactions**, as well as things defined as **non-actions**.

STANDARD ACTIONS

A **standard action** often involves acting upon or against something, whether it's an attack or using a power to affect something. You can take one standard action each turn. You can also trade your standard action for a simple action (following) allowing you to take two simple actions on your turn.

SIMPLE ACTIONS

A **simple action** is a simpler task requiring less attention than a standard action, like moving, standing up, picking something up, or something similarly simple. You can take one simple action each turn. You can take your simple action before or after your standard action.

FREE ACTIONS

A **free action** is something so comparatively minor it doesn't take substantial time, so you can perform as many free actions on your turn as the GM considers reasonable. Free actions include things like talking (heroes and villains *always* find time to talk in the middle of fights), dropping something, drawing a weapon, opening or closing a door, ending the use of a power, activating or maintaining some other powers, and so forth.

REACTIONS

A **reaction** is something you do in response to something else happening during the round, perhaps not on your turn, and your reaction can even interrupt another character's turn, such as catching a falling object, evading an attack, or interposing yourself in front of someone to protect them. Your character can take one reaction per round in response to specific circumstances, and you regain your expended reaction at the start of your next turn.

NON-ACTIONS

Finally, some things are **non-actions** but may still involve checks or other game mechanics. A resistance check, for example, is a non-action that happens automatically. Non-actions essentially take no time or effort on your character's part; they just happen when they need to.

PUTTING IT ALL TOGETHER

Here is a look at how the system of checks and actions works:

Your hero stands perched on the rooftop, looking down through the skylight. In the abandoned warehouse below, the villain throws the switch that begins lowering hostages into a vat of boiling acid! You turn to the Game Master and say:

"I leap down, smashing through the skylight, swing over to the catwalk, kick the bad guy out of the way, then flip the switch back to stop the lowering mechanism!"

How exactly do you do that in game terms? Let's break things down and look at what the hero is doing:

- *"... leap down..."* Jumping down is literally as easy as falling off a log, so there's no need for a check here.
- *"... smashing through the skylight..."* Breaking something *can* require a check, but in this case—a body hurling through a skylight—the Game Master does not see a point in making one, so this is automatic, too. This is one of the ways the Game Master's judgment and intervention is important in the flow of the game.
- *"... swing over to the catwalk..."* This part of the action is a bit of a judgment call. If your hero has the Swinging effect from **Chap-**

ter 6, then this is automatic. Otherwise, it might call for an Acrobatics check to pull it off, or a reasonably high routine Acrobatics check bonus. The jump and swing over to the catwalk is a simple action, provided the distance doesn't exceed the hero's movement speed, which the GM decides it doesn't.

- *"... kick the bad guy out of the way..."* Here is the real crux of the hero's action. You want to hit the villain who, naturally, wants to avoid being hit. This is your standard action and calls for a check using your hero's Attack ability.
- *"... flip the switch back up..."* Assuming the bad guy is out of the way, this is easy, no check required. If the hero's attempt to hit the villain fails, then the hero still must get past him to do this at all. It all depends on the outcome of the attack check against the bad guy. The GM also decides whether turning off the lowering mechanism is a free action the hero can do this turn, if the attack is successful, or something more complex, requiring a simple or even standard action, meaning it must wait until your next turn. If the mechanism is especially complex, the GM might even ask for a check here, such as using the Technology skill or Intellect to figure out how it works to shut it down.

As you can see, once you break it down, checks are simple. All the Game Master has to say in response to the player's declaration is: "Okay, roll an attack check to hit the villain," letting the rest of the description stand as what happens. Whether or not the hero is successful in stopping the trap depends on the outcome of the attack against the villain.

Of course, if the villain is expecting your hero, there might be another trap, such as part of the catwalk rigged to fall away under you, leaving you dangling above the acid vat and at the villain's mercy! In that case, the GM would respond to the player's description: "You smash through the skylight and swing over to the catwalk, but when you do..." and go on to describe what follows, complete with asking the player for a Dodge resistance check against the trap. The rest of the hero's intended action(s) might be invalidated because things do not always go as planned when you're dealing with cunning supervillains!

EXTRA EFFORT

Characters can expend **Extra Effort** to perform feats beyond even their amazing abilities. Extra Effort lets your character push themselves past their limits, straining both body and mind to do more when it really counts, but at a cost. Because Extra Effort is an extraordinary and costly move, its benefits can even increase your ranks or bonuses beyond the normal Power Level limits given in **Chapter 2**.

Characters can normally use Extra Effort once per round (but see **Menaces**, following). Extra Effort itself is a non-action, although it may modify other actions characters take. If you use Extra Effort when it is not your turn, any benefits that last until "the end of your turn" last until the end of your *next* turn.

When you use Extra Effort, you may do one of the following:

- **ACTION:** You gain an extra standard action or simple action to use during your turn, or an extra reaction at any time.
- **BONUS:** You gain a +2 bonus on a single check. This can increase an existing bonus or cancel out a penalty.
- **POWER STUNT:** You can add 1 rank of a power feature to a non-permanent duration effect you have. See **Power Features** in **Chapter 6** for options. The temporary feature is good for one use, lasting until the end of the scene at most if you maintain it. If you already have ranks in a power feature, the additional rank you gain from Extra Effort adds to your existing ranks. If a power feature has a rank limit, you cannot exceed it through Extra Effort. You can add the **Alternate Effect** feature to an existing power array or to give you a temporary Alternate Effect of one of your effects. Examples include using your Blast to launch yourself into the air for Leaping or using your Mind Reading to send mental feedback to cause an Affliction or Damage. The GM decides what power stunts make sense within the context of a particular effect and its descriptors.
- **RANK INCREASE:** You immediately increase the rank of one of your non-permanent effects by +1 until the end of your turn. This includes improving your Strength rank for either damage or lifting, or your movement speed rank in one mode of movement you have.
- **RENEWED ATTEMPT:** Some actions or checks require Extra Effort to use or attempt them again within the same scene, or other defined interval. This use of Extra Effort simply makes the Renewed Attempt possible; it provides no other benefits.
- **RESISTANCE:** You immediately make a new resistance check to recover from an ongoing effect, like an Affliction. See **Ongoing Effects** in **Chapter 6** for details.

THE COST OF EXTRA EFFORT

At the start of your next turn after the end of your Extra Effort, your character gains the Fatigued condition. A Fatigued character who uses Extra Effort becomes Exhausted, and an Exhausted character who uses Extra Effort becomes Incapacitated. **Hero Points** (following) are often used in conjunction with Extra Effort to eliminate the fatigue cost with a **Determination** heroic feat.

The cost of Extra Effort applies even to characters normally immune to fatigue effects, including those absent a Stamina rank or with the Immunity effect. The descriptor for their "fatigue" may involve some other type of strain or depletion of vital energy from which they can recover over time, but the game system effects are the same.

HERO POINTS

Whether it's luck, talent, sheer determination, or all of these, heroes have something setting them apart from everyone else, allowing them to perform heroic feats under the most difficult circumstances. In *Mutants & Masterminds* that "something" is **Hero Points**. Spending a Hero Point can make the difference between success and failure in the game. When you're entrusted with the safety of the world, that means a lot!

STARTING HERO POINTS

Players start each game session with 1 Hero Point. During the adventure they get opportunities to earn more Hero Points. Players can use various tokens—cards, poker chips, glass beads, etc.—to keep track of their Hero Points, handing them over to the Game Master when they spend them. The Game Master can likewise give out tokens when awarding Hero Points to the players.

Unspent Hero Points *do not* carry over to the next session; the heroes start out with 1 Hero Point again. Use them or lose them! At the Game Master's discretion, an adventure that lasts for multiple sessions may carry over the characters' Hero Point totals, but they still reset at the start of the next adventure.

Since Hero Points are a finite resource, players need to manage them carefully, spending them at the most opportune times and taking chances to earn them through complications. Playing it "safe" tends to eliminate chances of getting more Hero Points while taking risks, facing complications, and, in general, acting heroically offers rewards that help players out later.

EARNING HERO POINTS

In comic book stories, heroes often confront foes and challenges and deal with various setbacks. Perhaps the villain defeats or outwits them in the first couple of scenes. Maybe one or more of the heroes must overcome a personal problem. The villain may have a secret the heroes need to discover, and so forth. By the end of the story, the heroes have overcome these challenges and they're ready to take on the villain in a final confrontation.

Mutants & Masterminds reflects this kind of story structure through the awarding of Hero Points. The heroes earn additional Hero Points as an adventure progresses. When the going gets tough, the heroes get tougher, because they get Hero Points for their complications and setbacks to help them overcome future challenges.

Players earn a Hero Point when…

- One of their character's complications comes into play. See **Complications** in **Chapter 2**.
- When their character is affected by a plot complication. See **Plot Complications**, following.
- When their character acts particularly heroically, especially if they sacrifice to do so.
- When they roll a 1 on the die for an added failure. See **Added Failure**, previously in this chapter.
- Whenever the GM wants to reward good roleplaying, cleverness, a funny comment, or anything else that makes the game more fun for everyone.

Hero Points are meant to flow rather freely to the players during a *Mutants & Masterminds* game, so that by the time the heroes reach the final scene of the adventure, the players have racked up enough Hero Points to see them through it, no matter how insurmountable the challenge might seem.

HEROIC FEATS: SPENDING HERO POINTS

When you spend a Hero Point, your character can perform a **heroic feat** and gain one advantage from the **Advantages** in **Chapter 5**, which lasts until the end of your next turn. For ranked advantages you only gain one rank and you cannot gain fortune advantages this way.

If you already have ranks in an advantage, the additional rank you gain from a heroic feat adds to your existing ranks. So, for example, if you have the Improved Evasion advantage and spend a Hero Point to gain a rank of Improved Evasion, you get the benefits of having 2 ranks of Improved Evasion. If a ranked advantage has a rank limit,

you cannot exceed it by spending Hero Points. Heroic feats do not count toward the Power Level limit on using heroic advantages.

If the advantage acquired as a heroic feat costs a Hero Point to use, you have to spend it in addition to the Hero Point spent to gain the advantage, so the feat costs you two Hero Points.

The following are common advantages acquired with Hero Points:

- **DETERMINATION:** You immediately remove one of the Dazed, Fatigued, or Stunned conditions or immediately give your character a new resistance check against an ongoing effect.
- **EDIT SCENE:** You can make a slight change to the description of the scene, adding some new detail that helps you or your allies.
- **GUIDANCE:** You gain a flash of insight, some helpful guidance, or otherwise stumble across an important clue.
- **LUCK:** You can re-roll a d20 result you just rolled. If the die on your re-roll shows a 1-10, add +10 to the result, so the re-roll is always an 11–20.
- **UNTAPPED POTENTIAL:** When you use Extra Effort to increase an effect's rank, you gain 2 ranks rather than just 1.
- **WELL-EQUIPPED:** You can have a single piece of Equipment "on-hand" so long as it is within your allotment of Equipment Points, or worth 5 Equipment Points or less if you do not have the Equipment advantage.

See **Chapter 5** for details on these and other advantages. These are just some commonly used options but any non-fortune advantage is available as a heroic feat.

SHARING HERO POINTS

If your character is Incapacitated, they can choose to give some or all of their unspent Hero Points to allies aware they have been Incapacitated. You can give all your unspent Hero Points to one ally or divide them among your allies as you see fit. Once given, the Hero Points belong to the other characters and they can use them normally.

Characters with the **Fallen Inspiration** advantage gain one or more additional Hero Points to share. See the advantage description in **Chapter 5**.

COMPLICATED SUCCESS

As noted under **Luck**, previously in this chapter, players can use the Luck advantage to improve their check results by re-rolling the die. Ways they can get Luck are by spending a Hero Point or through a plot complication. Since complications coming into play, spending Hero Points, and using Luck are all non-actions, they can all happen immediately, even *after* the player has rolled the die, but before the GM has announced the result. Essentially, the player proposes or asks for a suitable plot complication to occur related to their check, then immediately uses the Hero Point they earn from it to roll again and possibly succeed, albeit now with the added complication. This is called a **complicated success** or sometimes "success at a cost" and is an option when the chips are down and a player is out of Hero Points.

PLOT COMPLICATIONS

Heroes in *M&M* have Hero Points—but what about the villains? Villains in *M&M* aren't meant to be as determined as the heroes. They rely on superior numbers, greater power, or outright treachery. Still, the Game Master does have a tool for giving benefits to the bad guys or making things more challenging for the heroes: Plot complications.

A plot complication is a temporary complication that comes into play when the GM or a player chooses, rather than a regular complication noted as part of a character's traits. While a hero might have a particular weakness or personal problem or motivation that comes into play from time to time, there are also complications like a villain getting a lucky break, circumstances in the scene getting worse, or something unusual messing with the heroes' powers, to name just a few.

Any time a plot complication comes up, the GM awards the affected player or players a Hero Point, just like a regular complication.

POSSIBLE PLOT COMPLICATIONS

What can the GM do with plot complications? A lot. Here are the options:

ADVERSARY ADVANTAGE

The Game Master gives an opponent of the heroes the benefits of an advantage for one turn, the same as a heroic feat. See **Heroic Feats: Spending Hero Points**, previously. This works like it does for heroes, except the affected hero *gains* a Hero Point and adversaries *can* use fortune advantages, if the GM wants, but the heroes should get an extra Hero Point if the adversary doesn't normally have that fortune advantage. This plot complication is how NPCs "spend" Hero Points, in fact. Determination and Luck are by far the most common advantages to grant adversaries with this option but, again, any advantage is fair game.

ESCAPE

A non-player character automatically escapes from the heroes. The Game Master provides some suitable explanation for how the character escapes at the time. If this happens before the final encounter of the adventure, the adventure continues and the heroes can encounter the escaped characters again as their schemes continue. If this happens in the last encounter of the adventure, the character escapes, but the heroes are victorious in the adventure. This option is best suited for a villain who suffers a "mysterious death" as part of their defeat or manages to escape after the heroes have won and thwarted their scheme.

EXTRA ACTION

One non-player character gains an additional action of the GM's choice. This can be a standard, simple, or reaction. A standard or simple action must follow a player character's turn, while a reaction can occur at any time during the round. The character or characters affected by the action gain a Hero Point.

RESISTANCE

One non-player character automatically succeeds on a resistance check. If this is against an effect imposed by a player character, that player earns a Hero Point.

TEMPORARY COMPLICATION

Choose a complication from the **Complications** section of **Chapter 2** and bring it into play as a plot complication. This is not a regular complication belonging to one of the heroes, but one dictated by the story. So, for example, the GM might decide circumstances cause momentary Power Loss to a hero, or cause a temporary Weakness, and that hero gains a Hero Point for the complication, just as if it were one of their regular ones.

PLOT COMPLICATIONS IN PLAY

Ideally, the Game Master introduces plot complications early in the story, allowing them to play out so the players earn additional Hero Points from them. For example, the GM might introduce some plot complications as subplots and to add elements to initial scenes, allow a villain to escape early on, have the heroes fall into a trap, and then finally have them face off against the main villain with a generous number of Hero Points, reserving any remaining plot complications to ensure the final scene is an exciting and challenging one. At the same time, Game Masters should avoid using plot complications to overly frustrate the players, or worse, *create* anticlimax by deliberately sabotaging them.

For more on plot complications and how to use them as a Game Master, see *The Mastermind's Manual*.

MINIONS

Some non-player characters are **minions**, minor characters subject to special guidelines, generally easier to defeat than normal characters. Villains often employ large numbers of minions against heroes, and bystanders and less prominent NPCs in an adventure may be considered minions. Player characters are never minions, although they may sometimes control NPC minions through advantages or other effects. The Game Master assigns minion status to NPCs as they see fit.

The following guidelines apply to minions:

- **NO ADDED SUCCESS:** Minions cannot score added successes, including critical hits, against non-minions.
- **NO REACTIONS:** Minions do not get reactions unless the GM grants them one as a plot complication.
- **ROUTINE OPPOSITION:** Non-minions can make checks against minions as routine checks, including attack and interaction checks. See Chapter 8 for details.
- **MAXIMUM DEGREE OF DAMAGE:** If a minion takes any damage condition, they are Incapacitated unless the attacker chooses otherwise. If the attacker intends to kill the minion and they take damage, they are Dead rather than Incapacitated.
- **MAXIMUM DEGREE OF FAILURE:** If a minion fails a resistance check, the minion suffers the worst degree of failure for that check, regardless of the actual rolled degree of failure, unless the attacker chooses otherwise.
- **CRITICAL HITS:** A critical hit against a minion automatically imposes the highest degree of the attack's effect on the minion with no resistance check.
- **MINION EFFECTS:** Certain traits, like advantages or effects, are more effective against or specifically target minions.

See the *Mastermind's Manual* for more about managing and using minions in the game.

MENACES

Some non-player characters can be classed as **menaces**, major foes able to challenge whole groups of heroes. Some menaces employ various minions to further aid them in their schemes while others operate solely on their own. The Game Master likewise assigns menace status to NPCs as desired and called for in their adventures.

A menace gains free uses of Extra Effort per round equal to the number of turns on the opposing side of the conflict, minus the number of turns on their side of a conflict, with a minimum of 1. The number of free Extra Efforts can change as the turns per side of the conflict change: As the menace's minions are eliminated, for example, they

gain more Extra Effort! On the other hand, if the menace summons more minions or allies, they lose bonus uses of Extra Effort.

The menace is not Fatigued from a bonus use of Extra Effort. They can also use Extra Effort normally when out of bonus uses for the round, gaining the Fatigued condition, as usual. See the **Extra Effort** section previously in this chapter for details.

> **EXAMPLE:** A menace with two groups of minions each taking turns as team checks against a group of five opponents, each with their own turn, gains two bonus Extra Efforts, the difference between five and three turns. A menace solo against the same five opponents gains four bonus Extra Efforts, the difference between five and one.

The menace can apply their bonus uses of Extra Effort for any of the normal effects, with some added limitations given they may have multiple uses of Extra Effort in a round:

- **ACTION:** A menace can gain one extra standard action or simple action to use on their turn, or an extra reaction at any time. They can use extra actions to Command minions, to activate devices or installation features, or to Impress opponents, among other things, and extra reactions to respond to the actions of their opponents, particularly using reaction advantages.
- **ADVANTAGE:** Once per round, a menace can expend a use of Extra Effort to gain the benefits of a non-fortune advantage until the end of their next turn, like a player character spending a Hero Point on a heroic feat.
- **BONUS:** A menace can expend a use of Extra Effort to gain a +2 bonus on a single check of their choice. They can gain this benefit multiple times per round, but only once per check.
- **POWER STUNT:** Once per round, the menace can apply and use a temporary power feature for a non-permanent effect they have, as detailed under **Extra Effort** in this chapter.
- **RANK INCREASE:** The menace increases the rank of one non-permanent effect by +1 until the end of their next turn. They can gain this benefit multiple times per round, but only once per effect.
- **RENEWED ATTEMPT:** The menace can expend a use of Extra Effort to attempt an action or check requiring Extra Effort for a renewed attempt. They can do this multiple times per round, if their actions permit.
- **RESISTANCE:** The menace immediately makes a new resistance check to recover from an ongoing effect or immediately removes a condition that only lasts for one round. They can gain this benefit multiple times per round, but only once per round per ongoing effect or condition.
- **MINIONS:** A menace commanding minions (previously) can expend a use of Extra Effort to grant any of the benefits listed here to one of their minions instead. This includes granting a minion a reaction even though minions do not normally have reactions.

Game Masters may want to have "menace tokens" to track a menace's uses of Extra Effort in a round, like tokens used to track Hero Points for the players, but renewing every round at the start of the menace's turn. See the *Mastermind's Manual* for more about managing and using menaces as foes in the game in general.

CONDITIONS

Heroes run into their share of difficulties. One way *Mutants & Masterminds* models this is with different **conditions**—persistent limits on a character's traits or actions. Conditions are shorthand for the game modifiers imposed by actions, effects, or other circumstances, including damaging attacks.

- **CONDITION DESCRIPTORS:** Like power effects detailed in **Chapter 6**, conditions may have different descriptors associated with them. For example, Vulnerable is a condition that makes a character easier to hit with attacks. This might be due to an opponent grabbing them, an entangling mass of glue, or just being caught off-guard. The game effect is the same.
- **CONDITIONS VS. COMPLICATIONS:** Conditions differ from complications, although complications sometimes use or impose conditions. Complications, even disabilities, are a regular part of the character's life and only cause problems when the player chooses to bring them into play. Conditions are temporary and usually imposed from outside.
- **SUPERSEDING CONDITIONS:** Some conditions supersede or replace other less severe conditions. If that is the case, the condition's description specifies it. Likewise, some conditions include other conditions within them, such as Incapacitated imposing the Helpless, Stunned, and Unaware conditions.
- **RESOLVING CONDITIONS:** Generally, individual conditions can be resolved individually. If all the individual components of an overall condition are resolved, then that overall condition may be considered resolved as well, if the GM agrees. For example, if the Helpless, Stunned, and Unaware conditions of Incapacitated are all removed, then the character may no longer be Incapacitated, if the GM agrees and it makes sense in the context of the story. If an overall condition is resolved, all its individual conditions are automatically removed along with it: A character who recovers from being Incapacitated is no longer Helpless, Stunned, or Unaware.

CONDITION DESCRIPTIONS

This section describes the different conditions that can affect characters in *Mutants & Masterminds*. If multiple conditions apply to a character, use all their effects combined.

BLIND — SENSORY CONDITION

A Blind character cannot see. They are Hindered, Vision Unaware, and Vulnerable, and may be Impaired or Disabled for activities where vision is a factor. Blind characters who have an accurate sense other than vision are only Vision Unaware, but have none of the other conditions.

BROKEN — OBJECT DAMAGE CONDITION

A Broken object no longer functions, including simply as a barrier for a broken door or wall, for example.

COMPELLED

A Compelled character is limited to a single standard action each turn, chosen by another, controlling, character. As usual, this standard action can be traded for a simple action. Compelled characters

cannot take simple or free actions otherwise but can take reactions if the controlling character uses their own reaction to compel them to do so. Controlled supersedes Compelled.

CONTROLLED

A Controlled character's actions each turn are dictated by another, controlling, character, but the character otherwise has their normal capabilities and range of actions.

DAZED — DAMAGE CONDITION

A Dazed character is limited to free actions and a single standard action per round, although the character may trade their standard for a simple action, as usual. Dazed characters cannot take reactions. Stunned supersedes Dazed.

DEAD — DAMAGE CONDITION

A Dead character is Helpless, Stunned, Unaware, and unable to recover (effectively having no Stamina rank). The Dead condition is normally the end of someone's mortal existence, but some effects in the *Mutants & Masterminds* system interact with Dead characters and allow them to recover!

DEAF — SENSORY CONDITION

A Deaf character cannot hear and is Hearing Unaware, and may be Impaired or Disabled for activities where hearing is a factor.

DEBILITATED

A Debilitated character has effectively lost the use of a trait, and may gain other conditions, while the Debilitated condition remains. See Debilitated Abilities in Chapter 3 for details.

DEFENSELESS

A Defenseless character has their Defense and Dodge ranks lowered to 0. Attackers can make attacks on Defenseless opponents as routine checks. If the attacker chooses to forgo the routine check and make a normal attack check, they can potentially roll a critical hit and can also make use of attack maneuvers. See Critical Hits and Attack Maneuvers in Chapter 8. Helpless supersedes Defenseless.

DELUSION — HALLUCINATING CONDITION

A degree of hallucinating involving complete control over the subject's sensory impressions, able to change anything about their environment, from blank nothingness or total darkness to making the subject perceive and interact with a complete setting that exists solely in their mind. A Delusion degree of hallucinating means the subject is Unaware of the real world.

DESTROYED — OBJECT DAMAGE CONDITION

A Destroyed object has been completely broken apart, usually into pieces, perhaps even turned into to fragments or dust.

DISABLED

A Disabled character has a –5 penalty on action checks, including routine checks. If the penalty applies only to specific checks, they are added to the name of the condition, such as Attack Disabled, Perception Disabled, etc.

DYING — DAMAGE CONDITION

A Dying character is Incapacitated and nearly Dead. When the character gains this condition, immediately make a DC 10 Stamina check. If the check succeeds, nothing happens. With two or more degrees of success, the character stabilizes, becoming Incapacitated. If the check fails, the character remains dying. Three or more total degrees of failure mean the character is Dead. Dying characters make a Stamina check at the start of each of their turns until they either die or stabilize. Another character can stabilize a dying character with a successful DC 15 Medicine check. Characters lacking a Stamina rank automatically gain the Dead condition when their condition becomes Dying.

EXHAUSTED — FATIGUE CONDITION

Exhausted characters are Impaired and Hindered. Characters recover from an Exhausted condition after four hours of rest (time rank 11), becoming Fatigued.

FATIGUED — FATIGUE CONDITION

Fatigued characters are Hindered. Characters recover from a Fatigued condition after an hour of rest (time rank 9). Exhausted supersedes Fatigued.

FIGMENT — HALLUCINATING CONDITION

A degree of hallucinating involving minor changes in how a character perceives things: Making people look like someone else, altering or editing details like colors, the presence or absence of small objects, background noises, and so forth.

FRIGHTENED

Frightened characters have a –5 penalty for action checks related to the object of their fear and cannot willingly move closer to the object of their fear.

HELPLESS

A Helpless character has a Defense rank of –5, a Dodge rank of 0, and automatically fails Dodge resistance checks with at least one degree of failure. Attackers can make attacks on Helpless opponents as routine checks. If the attacker chooses to forgo the routine check and make a normal attack check, they can potentially roll a critical hit and can also make use of attack maneuvers. See Critical Hits and Attack Maneuvers in Chapter 8. Additionally, if a Helpless character is hit with a damaging attack with the intention of killing them, two degrees of failure on the resistance check result in the Dying condition, while three or more degrees of failure on the resistance check means the target is Dead.

HINDERED

A Hindered character has a –1 to movement speed rank. In some cases, a character may be Hindered with more than –1-rank in movement speed, noted with a rank number after the condition, such as "Hindered 3". Movement ranks lowered below –5 are Immobile. Immobile supersedes Hindered.

HIT — DAMAGE CONDITION

The character has suffered some minor damage and has a –1 penalty to further resistance checks against damage per Hit condition. Characters recover from one Hit condition per minute of rest. Objects can also take Hit conditions from damage, but do not recover from them on their own.

IMMOBILE

Immobile characters have no movement speed and cannot move from where they are, although they are still capable of taking actions unless prohibited by another condition.

IMPAIRED

An Impaired character is at a –2 penalty on action checks, including routine checks. If the impairment applies to specific checks, they are added to the name of the condition, such as Attack Impaired, Perception Impaired, and so forth. Disabled supersedes Impaired if it applies to the same trait(s).

INCAPACITATED — DAMAGE CONDITION

An Incapacitated character is Helpless, Stunned, and Unaware. Incapacitated characters generally also fall Prone unless some outside aid keeps them standing. In one minute, an Incapacitated character recovers and removes the condition.

LOWERED

A character with this condition has lost ranks in a trait, typically either –2 ranks or –5 ranks. The trait operates at its lowered rank while the condition persists. Traits lowered to 0 ranks no longer function, except for abilities, which function until they are lowered below –5 ranks and Debilitated, which supersedes Lowered.

NORMAL

The character is unaffected by any other conditions.

PARALYZED

A Paralyzed character is Helpless and physically Stunned—frozen and unable to take physical actions, but still aware and able to take purely mental actions that involve no physical movement.

PHANTASM — HALLUCINATING CONDITION

A degree of hallucinating involving major changes in perception including adding a large or complex element like an explosion, symphony, or fully interactive person, the presence or absence of large or significant objects, or making one thing look, sound, and otherwise seem like something else.

PRONE

A Prone character is lying on the ground and has a –5 penalty on close range attack checks. Opponents receive a +5 bonus on attack checks against the character while adjacent to them, but the Prone character has Full Cover from attacks against them from further away, a +5 bonus to Defense. See Cover in Chapter 8. A Prone character normally has to move at a crawl with a ground speed of rank 0. The Stand action from **Chapter 8** removes the Prone condition—once the effect imposing it is overcome in the case of Affliction effects.

SLEEPING

While Sleeping, a character is Helpless, Stunned, and Unaware. A hearing Perception check with three or more degrees of success wakes the Sleeping character and removes all these conditions, as does any sudden movement, such as shaking the Sleeping character, or any noticeable effect allowing the Sleeping character a resistance check.

STAGGERED — DAMAGE CONDITION

A Staggered character is Hindered and, if they gain another Staggered condition, they are Incapacitated. A Staggered character with no other damage conditions can remove the condition after a minute of rest.

STUNNED

A Stunned character cannot take any actions, including free actions or reactions.

SURPRISED

A Surprised character is Vulnerable and cannot take actions other than free actions, caught off-guard and unable to act.

SUSCEPTIBLE

A Susceptible character increases the rank of an effect by +5 before determining the difficulty of their resistance check against it.

TRANSFORMED

Transformed characters have some or all their traits altered. This may range from a change in the character's appearance to a complete change in trait ranks, even the removal of some traits and the addition of others! The primary limit on the Transformed condition is that the character's Power Point total cannot normally increase, although it can effectively decrease for the duration of the transformation.

UNAWARE — SENSORY CONDITION

The character is oblivious to their surroundings. If the condition applies to a specific sense, it is added to the name of the condition, such as Vision Unaware (or Blind) and includes Deaf (Hearing Unaware), Numb (Touch Unaware), Anosmic (Smell Unaware), Ageusic (Taste Unaware), and Mute (unable to speak). Everything has Full Concealment from a character's Unaware senses and they automatically fail Perception checks reliant on them. See Concealment in Chapter 8. A Vision Unaware character is also Hindered. A completely Unaware character is also Defenseless and Disabled.

VULNERABLE

Vulnerable characters lower their Defense and Dodge ranks by 5, to a minimum of 0. Defenseless supersedes Vulnerable.

WEAKNESS

A Weakness condition means a character increases the rank of an effect by +5 before determining the difficulty of their resistance check against it and their best possible result on the resistance check is one degree of failure, regardless of the check result.

2: HERO CREATION

The *Mutants & Masterminds* Roleplaying Game allows you to create any sort of hero you want by choosing your character's abilities, skills, powers, and other traits. You have a "budget" of **Power Points** with which to build your hero. There are also certain limits and guidelines imposed by the game's **Power Level**, chosen by the Game Master, but within those limits you can build a tremendous range of characters.

HERO DESIGN

Designing a hero from scratch in *Mutants & Masterminds* follows a series of steps, using the information presented in the other chapters of this book, a copy of the character sheet found in the back of the book (and also available online) and probably some scratch paper to design your character.

1. HERO CONCEPT

Before you get started, consider what sort of hero you want to create. What are the hero's basic abilities? What are the hero's powers? What's the hero's origin? You may want to look at the **Hero Archetypes** in this chapter for some ideas of the several types of heroes you can create. You can also draw inspiration from your favorite characters from comic books, television, or movies. Look through **Chapter 6** and see if any of the powers there inspire a character idea. You may want to jot down a few notes about the sort of hero you would prefer to play, which will help guide you through the rest of the character design process.

2. GAME MASTER GUIDELINES

Your GM may have guidelines for characters in their game, such as not allowing certain powers or concepts or requiring particular descriptors. If there are no aliens in the setting, for example, then obviously you cannot play an alien hero. Likewise, if your Game Master bans mental powers from the series, then a mentalist isn't appropriate. Run your hero concept by your Game Master *before* you start working on it! You might also want to consult with your fellow players so you can design your characters together and ensure they will make a good team.

3. POWER LEVEL

Your GM sets the starting Power Level for the series. Generally, this is level 10, but it may range anywhere from level 5 to level 20 or more. The Power Level determines the player characters' starting Power Points and exactly where you can spend them. See **Power Level** later in this chapter for details.

4. SPEND POWER POINTS

Spend your available Power Points on your character's abilities, combat abilities, resistances, skills, advantages, and powers, keeping in mind the limits detailed in the **Power Level** section of this chapter.

ABILITIES

Choose the ability ranks you want your character to have and pay 2 Power Points for each rank. See **Acquiring Ability Ranks** in **Chapter 3** for details.

ATTACK AND DEFENSE

Choose the Attack and Defense ranks for your character and pay 2 Power Points for each rank. See **Acquiring Combat Ability Ranks** in **Chapter 3** for details. Consider if your character needs any ranks in Close or Ranged Attack or Defense or Attack Specializations.

RESISTANCES

Choose resistance ranks for your character, paying 1 Power Point per +1 over the base rank provided by your hero's abilities. See **Acquiring Resistance Ranks** in **Chapter 3** for details. Consider if your hero needs any Enhanced Resistances from their powers.

SKILLS

Choose the skill ranks you want your character to have and pay 1 Power Point per 2 total skill ranks, and 1 Power Point per 4 specialized skill ranks. See **Acquiring Skills** in **Chapter 4** for details.

ADVANTAGES

Choose the advantages you want your character to have and pay 1 Power Point per advantage or rank in an advantage. See **Acquiring Advantages** in **Chapter 5** for details.

POWERS

Create your hero's powers by choosing their desired effects and modifiers, paying their cost. See **Acquiring Powers** in **Chapter 6** for details. Consider your hero's attack, defense, and movement capabilities, along with their theme and other powers.

5. COMPLICATIONS

Choose a motivation for your hero. You can also choose additional complications if you want. The more complications your hero faces, the greater your opportunities for earning Hero Points during the game. See the **Complications** section later in this chapter for details.

STARTING POWER POINTS

POWER LEVEL	STARTING POWER POINTS	POWER LEVEL	STARTING POWER POINTS
1	15	11	165
2	30	12	180
3	45	13	195
4	60	14	210
5	75	15	225
6	90	16	240
7	105	17	255
8	120	18	270
9	135	19	285
10	150	20	300
		+1	+15

6. DETAILS

Go through the limits listed under **Power Level** in this chapter and make sure your hero's traits all fit within them. If not, adjust the traits accordingly until they do.

Go back through and add up the costs of your hero's abilities, resistances, skills, advantages, and powers. You should end up with a figure equal to the starting Power Points shown on the **Starting Power Points** table. If not, double-check your math and either remove or add traits to your character to reach the starting Power Point total.

Figure out things like your hero's name, appearance, origin, and background. If you can, consider creating a sketch or detailed description of your hero's costume.

7. GAME MASTER REVIEW

Show your new hero to the Game Master for review. The GM should check again to make sure your Power Points are spent and added up correctly, your hero follows the Power Level guidelines and any other guidelines set for the series, and that the character is generally complete and suited to the overall game. Once your GM has approved, your new hero is ready for play!

POWER POINTS

You design a *Mutants & Masterminds* hero by spending Power Points on different traits. Each ability, skill, advantage, power, and other trait has an associated Power Point cost.

STARTING POWER POINTS

The game's Power Level provides a guideline for how many Power Points you get initially to design your character, 15 per Power Level, as shown on the **Starting Power Points** table.

These starting Power Point totals are the recommended defaults. The Game Master can vary starting Power Points for the game as desired. Generally, characters with more Power Points than the default for their Power Level tend to have a broader range of traits, since they have more points to spend, but the same limits. Conversely, characters with fewer Power Points than the default for their Power Level tend to focus on a particular specialty, lacking much in the way of other traits or secondary capabilities.

SPENDING POWER POINTS

Each trait costs a certain number of Power Points. You "spend" or allocate your points to give your character different traits. Once spent, Power Points cannot be reallocated without the use of a particular power or the Game Master's permission. The basic costs of traits are given on the **Basic Trait Costs** table, with specific costs for powers given in **Chapter 6**.

POWER LEVEL

Power Level (abbreviated **PL**) is an overall measure of effectiveness and power, primarily combat ability, but also generally what sort of

POWER LEVEL LIMITS

POWER LEVEL	ATTACK + EFFECT	DEFENSE OR DODGE +TOUGHNESS	FORTITUDE + WILL	SKILL MODIFIER	INITIATIVE BONUS	USES OF HEROIC
1	2	2	2	11	2	0
2	4	4	4	12	4	1
3	6	6	6	13	6	1
4	8	8	8	14	8	2
5	10	10	10	15	10	2
6	12	12	12	16	12	3
7	14	14	14	17	14	3
8	16	16	16	18	16	4
9	18	18	18	19	18	4
10	20	20	20	20	20	5
11	22	22	22	21	22	5
12	24	24	24	22	24	6
13	26	26	26	23	26	6
14	28	28	28	24	28	7
15	30	30	30	25	30	7
16	32	32	32	26	32	8
17	34	34	34	27	34	8
18	36	36	36	28	36	9
19	38	38	38	29	38	9
20	40	40	40	30	40	10

tasks a character can be expected to accomplish on a routine basis. See **Routine Checks** in **Chapter 1**.

Power Level is a value set by the Game Master for the series. It places certain limits on where and how players can spend Power Points when creating or improving their heroes. Power Level imposes the following limits:

- **ATTACK & EFFECT:** The total of your hero's attack bonus and effect rank with an attack cannot exceed 2 × the series Power Level. If an effect allows a resistance check, but does not require an attack check, its effective attack bonus is equal to the Power Level, so its effect rank cannot exceed the series Power Level. This limit can vary from one attack to another with trade-offs (following).
- **DEFENSE & TOUGHNESS:** The total of your hero's Defense and Toughness resistance cannot exceed 2 × the series Power Level.
- **DODGE & TOUGHNESS:** The total of your hero's Dodge and Toughness resistances cannot exceed 2 × the series Power Level.
- **FORTITUDE & WILL:** The total of your hero's Fortitude and Will resistances cannot exceed 2 × the series Power Level.
- **SKILL MODIFIER:** Your hero's *total* modifier with any skill (ability rank + skill rank + advantage modifiers) cannot exceed the series Power Level + 10, as given on the **Power Level Limits** table. This includes untrained skill modifiers using only ability rank, so it also sets an effective upper limit on abilities associated with skills, which is all of them except Stamina, which is covered by Fortitude and Toughness limits. This includes skill specializations, which stack with regular skill ranks. See **Chapter 4** for details.

BASIC TRAIT COSTS

TRAIT	COST IN POWER POINTS
Ability	2 per rank
Attack	2 per rank
Close Attack	1 per rank
Ranged Attack	1 per rank
Attack Specialization	1 per 2 ranks
Defense	2 per rank
Close Defense	1 per rank
Ranged Defense	1 per rank
Initiative	1 per 4 ranks
Resistance	1 per rank
Skill	1 per 2 ranks
Skill Specialization	1 per 4 ranks
Advantage	1 per advantage or advantage rank
Power	[(base effect cost + extras – flaws) × rank] + features – drawbacks
Power Feature	1 per feature or feature rank
Power Drawback	–1 per drawback or drawback rank

- **INITIATIVE BONUS:** Your hero's total Initiative bonus cannot exceed 2 × the series Power Level.
- **USES OF HEROIC ADVANTAGES:** The number times a player character can use heroic advantages during an adventure is limited to half the series Power Level, rounded down. See **Heroic Advantages** in **Chapter 5** for additional information. This does not count heroic advantages as heroic feats from spending Hero Points.

Note that Power Level limits *always* apply unless the text of a specific trait or game mechanic says otherwise.

TRADE-OFFS

Note that the averaging effect of Power Level—the fact that most of its limited traits are paired with other traits—allows for a measure of "trade-off." For example, attack bonus and effect rank added together cannot exceed twice the series Power Level, but this does not mean the two traits themselves must be equal, or that neither can be *greater* than the series Power Level on their own. It's entirely possible to create a hero with more fighting ability than effect rank, a hero with more sheer power than skill, or a hero who is a roughly equal mix of both who are all within the series limits. The same is true of the other paired traits, such as placing a greater reliance of Defense over Toughness, or vice versa. Indeed, it's encouraged to give the characters some variety.

The GM should keep an eye on combinations that swing wildly toward one side or another: the hero with *no* Defense bonus, but a massive Toughness bonus, or the one with no real Attack bonus but capable of dishing out a tremendous amount of damage. For the most part, these designs are self-limiting, but they can pose problems in comparison to better-balanced heroes. A disparity of more than 50% between a pair of Power Level limited traits is something to look at closely before approving. For example, at Power Level 10, a 13/7 split between limited traits, versus the usual 10/10, is a disparity of 5 or 50% of the PL 10. Much more than this is something the Game Master should consider closely before approving.

CAUTION!



Some traits are labeled with a "caution" sign: **[CAUTION-SIGN]** alongside their name. This indicates a trait that can be complex or potentially abused, and the Game Master should regulate its use in the game. A yellow caution-sign means the GM should review any character with such traits ensure they will suit the game. A red caution-sign trait is one the GM should take *great* care in allowing for player characters in the game, if at all.

POWER LEVEL & NON-PLAYER CHARACTERS

While the GM should keep the Power Level guidelines and suggested starting Power Points of the series in mind while creating villains and members of the supporting cast, non-player characters are *not* restricted by the series Power Level and are built on as many Power Points as the GM wants to give them. In other words, there is no need to add up the "cost" of a non-player character. Just assign them the appropriate traits at the desired ranks. It doesn't matter how many Power Points that adds up to. Caution-sign warnings generally do not apply to non-player characters, but double-check them in case there are concerns about the trait being complex to manage during play.

Determine an NPC's effective Power Level based on the character's highest appropriate trait(s). This Power Level is simply an approximation to show what level of challenge the NPC offers, and is not necessarily related to the NPC's Power Point total, which may be greater than or less than the recommended starting Power Points for that Power Level, as NPCs are often less well-rounded than player characters.

> **EXAMPLE:** The Game Master is creating a villain for a Power Level 10 series. The bad guy has a +8 total attack bonus with a primary attack doing 15 damage. Adding these together, dividing by 2, and rounding up gives the GM a Power Level of 12 (15 + 8 = 23, divided by 2 = 11.5, rounded up to 12). So long as none of the villain's other traits exceed this, the GM notes the villain's Power Level as 12.

Since different traits can give different Power Levels for non-player characters, note that their Power Level is approximate and some of their traits may be lower than its limits, such as the case of an NPC who is especially skilled, but not overly powerful or capable as a combatant, or vice versa. For more on Power Level and NPCs, see the *Mastermind's Manual*.

REALLOCATING POWER POINTS

Normally a hero's traits are fixed. Once Power Points are spent on them and they are configured, they remain there. In some cases, however, the Game Master may allow players to reallocate their characters' points, changing their traits within the limits of the series Power Level, perhaps even losing some traits, and gaining entirely new ones. This is typically a result of the Transformed condition, either due to a power or encountering a transformational effect like intense radiation, mutagenic chemicals, cosmic power sources, and so forth. It's up to the GM when these character-altering events occur, but they should be rare unless their effects are intended to be temporary conditions or complications.

ARCHETYPE SUMMARY

The following is a quick overview of the different archetypes and their capabilities, along with a column to randomly choose an archetype with a die roll if you want to quickly roll-up a character.

ARCHETYPES

D20 ROLL	NAME	DESCRIPTION
1	Battlesuit	Wears a suit of armor that provides super-strength, toughness, life support, flight, and a blasting ranged attack. Like a combination of a Blaster and a Paragon, but dependent on their armor for their powers.
2–3	Blaster	A combination of flight, a protective force field, and a damaging energy blast themed around a particular type of energy, from electricity or fire to sonic or kinetic energy, to name a few.
4	Construct	A non-living being like a robot, golem, or even zombie with great strength and resistance to damage, and immunity to the concerns of living beings.
5–6	Crime-Fighter	A highly skilled and trained hero who relies on skills, advantages, and a small amount of equipment for their crime-fighting, rather than having a lot of powers.
7	Gadgeteer	Highly intelligent character with different gadgets for attack, defense, and getting around, and technical skills and advantages to match. The Gadgeteer and the Mystic are the most versatile in terms of power stunts and coming up with them.
8	Martial Artist	A close combat exert with a lot of skills and advantages, giving them many combat options and maneuvers. A viable choice, along with the Weapon Expert, if you want to really dig into combat options.
9	Mentalist	Wields mental powers like telekinesis and telepathy, making them a somewhat trickier Blaster able to also do things like telepathically communicate and fool people with illusions.
10	Metamorph	A character who changes their form, either stretchy (Elastimorph), growing (Maximorph), or shrinking (Minimorph). A Maximorph is like a Powerhouse who makes a literal *big* impression. An Elastimorph or Minimorph tends to be more of a stealth hero focused on specialized attacks.
11	Mystic	A wielder of the mystic arts, able to cast spells, Mystics have Blaster-like powers but a lot of variety and flexibility, including coming up with improvised effects. They're also especially knowledgeable about magic.
12–13	Paragon	Super-strong, nigh invulnerable, and able to fly, the Paragon is a true archetypal larger-than-life superhero.
14–15	Powerhouse	Perhaps not as well-rounded as the Paragon, the Powerhouse is tougher, stronger, and just doesn't quit. Great if you want to play a hero focused on sheer strength: They're the outright physically strongest and toughest archetype.
16	Primal	A character with animal-based powers, either Beast, Bird, or Bug. Beast Primals are savage close combatants. Bird Primals are winged scouts with enhanced senses, most effective in the air, and Bug Primals are quick, super-strong, walk on walls, and have a venomous attack or can spin webs.
17	Speedster	Your choice if you have a need for speed! The Speedster relies on athleticism and simply being too fast to hit rather than being super-tough, and includes the fast Runner able to move over ten times the speed of sound, the swift Flier who is like a living jet (or missile), and the instantaneous Teleporter.
18–19	Warrior	Not as strong as the Paragon, the Warrior is a better fighter. Not as skilled as the Martial Artist, the Warrior is much stronger and tougher. Plus, they have some added tricks up their sleeves, making them well-rounded and versatile heroes.
20	Weapon Expert	While Martial Artists make themselves into weapons, the Weapon Expert masters a particular type of weapon, whether it is bow, gun, sword, knife, or whip. They're highly skilled and have a lot of advantages, especially when it comes to combat.

HERO ARCHETYPES

The quickest and easiest way to create a *Mutants & Masterminds* hero is to look through the various **hero archetypes** on the following pages. Each archetype offers a complete, ready-to-play Power Level 10 hero, the recommended starting Power Level for *Mutants & Masterminds*. Choose one that fits the type of hero you want, and go through its options and customize it to match your ideas. With just a few quick choices, you have a new hero, complete and ready for the game!

CUSTOMIZING ARCHETYPES

Many of the archetypes offer choices and options to finish them, and all of them offer ideas on ways to customize the archetype to achieve several types of characters.

Even if an archetype does not offer the exact choice or option you want, that doesn't mean you cannot further customize the archetype to suit the type of hero you want to play! The archetypes are just starting points. Feel free to change any or all your chosen archetype's traits in accordance with the guidelines in the **Hero Design** section, swapping out skills, advantages, or powers, or shifting ranks between different abilities, or simply removing certain traits altogether and replacing them with others. So long as you stay within the limits of available Power Points, series Power Level, and Game Master's approval, you're fine.

Likewise, while the archetypes are intended to remain within the restrictions of Power Level 10, if you end up with a result that does not fit all of the Power Limit Limits, just adjust the character's traits so they do, allocating any freed-up Power Points elsewhere.

BATTLESUIT

The Battlesuit wears a special suit of armor, providing them with enhanced strength, toughness, life support, enhanced movement, and an array of built-in weapons. Battlesuits tend to be good overall combatants, with a combination of close and ranged attacks and movement, but they rely heavily on their armor, which can be removed. Outside of the armor, the character may be skilled or capable, but they're an ordinary person otherwise.

ABILITIES

Roll once or choose one. • *18 points*

D20	RESULT
1–12	**Brilliant**: STR 0, STA 1, AGL 2, INT 5, AWE 1, PRE 0
13–18	**Military**: STR 2, STA 2, AGL 2, INT 1, AWE 2, PRE 0
19–20	**Fortunate**: STR 1, STA 1, AGL 2, INT 2, AWE 2, PRE 1

SKILLS

Roll twice or choose two. Add any duplicate skill ranks together • *14 points*

D20	RESULT
1–4	**Hot-Shot**: Acrobatics 4, Athletics 4, Military Expertise 4, Vehicles 4
5–8	**Networker**: Business Expertise 4, Insight 4, Perception 4, Persuasion 4
9–20	**Technical**: Engineering Expertise 4, Perception 4, Persuasion 4, Technology 4

ADVANTAGES

Roll once or choose one. • *2 points*

D20	RESULT
1–3	**Daring**: Extraordinary Effort, Fearless
4–6	**Expert**: Contacts, Skill Expertise
7–9	**Inventor**: Improvised Tech Effect, Improvised Tools
10–12	**Lucky**: Beginner's Luck, Luck
13–15	**Tactician**: Assessment, Improved Initiative
16–18	**Tough**: Diehard, Great Endurance
19–20	**Wealthy**: Wealth Benefit 2

POWERS

BATTLESUIT: You have a suit of armor granting you various powers (121 points) • Removable (–25 points) • *96* points

OFFENSIVE SYSTEMS

STRENGTH SERVOS: Enhanced Strength 9, Lifting 2 • 20 points

TACTICAL SYSTEM: Attack +4, Ranged Attack +2, Unarmed Attack +2, Defense +4 • 19 points

WEAPONS ARRAY: Array (22 points) • Roll three times or choose three to create an array of attacks • 24 points

D20	RESULT
1–3	**Energized Shell**: Damage Aura 5
4–8	**Force Beams**: Blast 11
9–11	**Micro-Rockets**: Sphere Area Blast 7
12–13	**Omni-Blaster**: Cone Area Blast 10, Penetrating 2
14–15	**Pulse Blaster**: Multiattack Blast 7, Accurate 1
16–18	**Stunner**: Ranged Stun 11
19–20	**Tractor Beam**: Move Object 11

DEFENSIVE SYSTEMS

Armor: Improved Toughness 10 • 20 *points*

Life-Support System: Environmental Immunity • 10 *points*

Protective Systems: Dodge +2, Fortitude +2, Will +2 • 6 *points*

MOBILITY SYSTEMS

Roll once or choose one. • *18 points*

D20	RESULT
1–3	**Locomotion**: Enhanced Movement 4: Wall-Walking · Leaping 7 · Speed 7
4–14	**Thrusters**: Flight 9
15–17	**Transport**: Teleport 9
18–20	**Turbines**: Enhanced Movement 1: Aquatic Adaptation · Flight 8, Alternate Effect: Swimming 8

UTILITY SYSTEMS

COMM SYSTEM: Radio Communication 1 • 2 *points*

SENSOR SYSTEMS: Enhanced Senses 2: Extended Vision, Infra-Vision • 2 *points*

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 2 • *4 points*
- Defense 2 • *4 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +4 • *4 points*
- Fortitude +3 • *3 points*
- Toughness +0 • *0 points*
- Will +3 • *3 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add an advantage*
- Add 2 skill ranks*
- Add an additional Alternate Effect feature to the Weapon Array.*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: A Battlesuit's motivation often involves Responsibility around their ownership and use of their armor, although some Battlesuits are motivated by Thrills instead.

IDENTITY: The Battlesuit often has a secret identity they're looking to protect.

RELATIONSHIP: Common Relationships for the Battlesuit include members of their support team or the inventor of their armor if they did not design or build it themselves.

RESPONSIBILITY: A Battlesuit who doesn't own their armor may have a Responsibility to an employer or patron who does.

WEAKNESS: Some Battlesuits have Weaknesses involving types of attacks, like electrical or magnetic effects.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Although the Battlesuit is usually high-tech, it could be magical instead: apply magical rather than technological descriptors to its powers and change the archetype's Technology skill to Magic.
- Add or choose different attack effects for the Weapons Array power or apply different descriptors to the existing effects to customize the archetype's attacks and style.
- Swap out different Enhanced Senses in the Sensor Systems power.

ABILITY 18 + **SKILLS** 14 + **ADVANTAGES** 2 + **POWERS** 96 + **COMBAT** 8 + **RESISTANCES** 10 + **OPTIONS** 2 = **TOTAL** 150

BLASTER

A combination of a damaging energy blast, flight, and a protective energy field, all themed around a particular type of energy, the Blaster is a classic superhero archetype. Most Blasters are ranged combatants, flying above the battlefield and shooting foes with their ranged attacks, but their foes are often equally mobile and a Blaster can quickly find themselves face-to-face with an opponent. Their energy theme gives Blasters an enormous potential for power stunts, so consider some possibilities as you create your hero!

ABILITIES

Roll the die once or choose one. • *22 points*

D20	RESULT
1–6	**Charismatic**: STR 0, STA 3, AGL 3, INT 0, AWE 2, PRE 3
7–14	**Hot-Headed**: STR 1, STA 2, AGL 4, INT 0, AWE 2, PRE 2
15–20	**Reserved**: STR 0, STA 2, AGL 4, INT 2, AWE 3, PRE 0

SKILLS

Choose one of Deception 6 or Intimidation 6 • 3 *points*

Roll twice or choose two. Add any duplicate skill ranks together • 8 *points*

D20	RESULT
1–4	**Athlete:** Acrobatics 4, Athletics 4
5–8	**Cool**: Perception 4, Popular Culture Expertise 8
9–10	**Observant**: Investigation 4, Perception 4
11–14	**Popular**: Insight 4, Persuasion 4
15–18	**Ace**: Technology 2, Vehicles 6
19–20	**Sneaky**: Dexterity 4, Stealth 4

ADVANTAGES

Roll once or choose one. • *2 points*

D20	RESULT
1–3	**Agile**: Acrobatic Feint, Evasion
4–5	**Dead-Shot**: Blind Shot, Improved Aim
6–7	**Hidden Reserves**: Dazing Interaction, Holding Back
8–10	**Forceful**: Extraordinary Effort, Quick Counter
11–14	**Courageous**: Fearless, Taunting Interaction
15–16	**Adaptable**: Improved Initiative, Split Attack
17–20	**Precise**: Precise Shot, Taunting Interaction

POWERS

Roll or choose one of the following descriptors and substitute it for the word "Energy" for your powers:

D20	RESULT	D20	RESULT
1–3	**Cold**	13–14	**Light**
4–5	**Cosmic**	15–16	**Magnetic**
6–7	**Darkness**	17	**Plasma**
8–9	**Electrical**	18–19	**Sonic**
10–11	**Fire**	20	**Vibration**
12	**Hellfire**		

Energy Control: Array (24 points) • 26 *points*

Roll or choose three of the following:

D20	RESULT
1	**Binding Blast**: Snare 12
2	**Blinding Field**: Obscure All Vision Sphere 6
3	**Bouncing Blast**: Blast 11, Ricochet 2
4	**Dazzling Beam**: Dazzle Vision 12
5	**Dazzling Burst**: Dazzle Vision 8, Sphere Area
6	**Energy Blast**: Blast 12
7	**Energy Constructs**: Create Energy Construct 12
8	**Energy Grasp**: Move Object 12
9	**Energy Manipulation**: Counter Energy 12
10	**Energy Weapon**: Strike 12, Penetrating 12
11	**Enervating Blast**: Ranged Fatigue 12
12	**Environmental Control**: Environment 12, choose two conditions and a shape.
13	**Homing Blast**: Blast 11, Homing 2
14	**Indirect Blast**: Blast 11, Indirect 2
15	**Paralyzing Blast**: Ranged Paralyze 12
16	**Phantom Blast**: Blast 11, Affects Insubstantial 2
17	**Pinpoint Blast**: Blast 11, Blind Shot, Precise
18	**Stunning Blast**: Ranged Stun 12
19	**Unseen Blast**: Blast 11, Subtle 2
20	**Variable Blast**: Blast 11, Variable Descriptor 2

DEFENSIVE POWERS

Roll once or choose one • *20 points*

D20	RESULT
1–5	**Energy Absorption:** Enhanced Stamina and Strength 10, Fading
6–10	**Energy Shield:** Enhanced Defense 5, Improved Toughness 5, Sustained
11–20	**Force Field:** Improved Toughness 10, Sustained

UTILITY POWERS

Roll once or choose one • *28 points*

D20	RESULT
1–8	**Energized Propulsion:** Flight 14
9–12	**Energy Aura:** Damage Aura 7
13–16	**Energy Form:** Insubstantial 3, Standard Action Activation
17–20	**Transmit**: Teleport 14, Extended, Medium of Energy type or conductor

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 4 • *8 points*
- Ranged Attack +4 • *4 points*
- Defense 4 • *8 points*
- Ranged Defense +4 • *4 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +4 • *4 points*
- Fortitude + 5 • *5 points*
- Toughness +0 • *0 points*
- Will +6 • *6 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add 2 skill ranks*
- Add an advantage*
- Add an Alternate Effect to the Energy Control Array*
- Add a Quick-Change Feature, allowing the hero to transform into their costume or back as a free action.

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: A Blaster's motivation often involves Responsibility around the power they wield, although some flashy, show-off Blasters have a motivation of Recognition or Thrills instead.

POWER LOSS: Blasters may suffer loss of some or all their powers under descriptor-dependent situations, such as Cold Control weakening in extreme heat, Fire Control in wet or low-oxygen conditions, or Sonic Control in a vacuum or sound-dampening environment.

RIVALRY: Blasters often have a rivalry with another character with similar or opposite powers such as Fire and Fire, or Fire and Cold.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- In some cases, you might want to change the sense affected by the Blaster's Dazzle powers, such as a Sonic Control Blaster having Dazzle Hearing instead of Vision.
- You can come up with more Alternate Effects for the Blaster's Energy Control Array to fine-tune the options available.

ABILITIES 22 + **SKILLS** 11 + **ADVANTAGES** 2 + **POWERS** 74 + **COMBAT** 24 + **RESISTANCES** 15 + **OPTIONS** 2 = **TOTAL** 150

CONSTRUCT

The Construct is a non-living but intelligent being like an android, robot, animated statue, or even an undead creature like a zombie. Their nature makes Constructs strong, tough, and immune to a lot of the things that affect living beings, but it also tends to make Constructs isolated. Some Constructs seek understanding and approval while others pursue a cause that is the focus of their current existence.

ABILITIES

Roll once or choose which type of construct you are • *22 points*

D20	RESULT
1–6	**Magical**: You're a construct of magically animated material given a kind of pseudo-life, like a living statue, suit of armor, or elemental being · STR 8, STA –, AGL 0, INT 0, AWE 4, PRE 4
7–15	**Technological**: You're a robot, android, or some similar type of technological construct · STR 8, STA –, AGL 2, INT 4, AWE 1, PRE 1
16–20	**Undead**: You are an undead creature like a zombie, revenant, ghost, or the like · STR 8, STA –, AGL 2, INT 1, AWE 2, PRE 3

SKILLS

Roll twice or pick two • *10 points*

D20	RESULT
1–5	**Brute**: Athletics 5, Intimidation 5
6–10	**Expert**: Perception 5, and one of Magic or Technology 5
11–15	**Seeker**: Investigation 4, Perception 3, Persuasion 3
16–20	**Sneak**: Deception 5, Stealth 5

ADVANTAGES

Roll once or pick one • *1 point*

D20	RESULT	D20	RESULT
1–2	Beginner's Luck	11–12	Fearless
3–4	Eidetic Memory	13–14	Fearsome Presence
5–6	Encourage	15–16	Improved Interpose
7–8	Extraordinary Effort	17–18	Improved Smash
9–10	Favored Foe	19–20	Takedown

POWERS

Roll once on the **Primary Powers** table for your Construct type or pick one • *22 points*

PRIMARY POWERS – MAGICAL

D20	RESULT
1–5	**Blast**: Blast 8, Accurate 6
6–10	**Elemental Form**: Close Attack +2 plus roll once or choose one:
1–8	**Elemental Aura**: Damage Aura 5
9–14	**Gaseous or Particulate Form**: Insubstantial 2
15–20	**Liquid Form**: Elongation 5 · Insubstantial 1 · Swimming 5
11–20	**Unstoppable**: Close Attack +2 · Strength +4 · Immortality 2 · Regeneration 5

PRIMARY POWERS – TECHNOLOGICAL

D20	RESULT
1–5	**Blast**: Blast 9, Accurate 4
6–10	**Close Combat**: Strike 2, Strength-Based, Penetrating 6 · Close Attack +4 · Initiative +8 · Advantages: Blind Strike, Counterattack, Damaging Escape, Elusive Target, Improved Critical with Strike, Instant Up, Takedown, Uncanny Dodge
11–14	**Repeating Blaster**: Multiattack Blast 6, Accurate 4
15–20	**Unstoppable**: Close Attack +2, Strength +4, Immortality 2, Regeneration 5

PRIMARY POWERS – UNDEAD

D20	RESULT
1–7	**Bestial**: Close Attack +6 · Enhanced Movement: Wall-Walking 2 · Enhanced Senses 2: Dark-Vision · Initiative +8 · Leaping 2 · Advantages: Blind Strike, Counterattack, Elusive Target, Improved Critical with Unarmed, Improved Evasion, Instant Up, Takedown, Uncanny Dodge
8–14	**Unholy Vitality**: Close Attack +3 · Leaping 3 · Regeneration 4 · Speed 2 · Strength +3
15–20	**Wraith**: Close Attack +4 · Flight 2 · Impervious on 6 ranks of Toughness · Permeate 2 · Strike 2, Strength-Based

DEFENSIVE POWERS

Inhuman Mind: Immunity to Mental Effects • *10 points*

Tough: Improved Protection 8 • *16 points*

Unliving: Immunity to Fortitude Effects • *30 points*

Plus, roll once or choose one • *16 points*

D20	RESULT
1–6	**Fast and Tough**: Close Defense +4 · Toughness +2 · Ranged Defense +10
7–13	**Unnatural Speed**: Close Defense +5 · Ranged Defense +11
14–20	**Unnatural Toughness**: Close Defense +2 · Improved Toughness +4 · Ranged Defense + 6

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 0 • *0 points*
- Close Attack + 6 • *6 points*
- Defense 0 • *0 points*
- Close Defense +6 *6 points*
-

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +6 • *6 points*
- Fortitude Immune
- Toughness +0 • *0 points*
- Will +3 • *3 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Will*
- Add a rank of Comprehend suitable to the Construct's type: Animals or Plants for magical, Computers for technological, Spirits for undead, or Languages for any of them (counts as two options).
- Add an advantage*
- Add 2 skill ranks*
- Add a rank of Enhanced Movement*
- Add a rank of Enhanced Senses*
- Add a rank of Regeneration (counts as two options).

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Construct Motivations vary widely, from Acceptance for their inhuman nature to Doing Good, seeking Justice for previous wrongs done to them or their creators, or Responsibility imposed by their current existence.

ENEMY: A construct may have been created to fight a particular enemy, or might have gone rogue and now has its creator as an enemy.

PREJUDICE: Constructs often face prejudice for their inhuman nature and origins.

WEAKNESS: A construct may suffer additional damage or adverse effects from certain things, from electro-magnetism to blessed weapons or magic, and some constructs have a Weakness to being compelled or controlled by outside forces.

CUSTOMIZATION

Consider the following ways to customize this archetype:

Choose a different advantage from those listed that suits your concept of the Construct or use your option Power Points to pick up other advantages.

Choose different skills from the options listed to fit your concept of the Construct.

ABILITIES 22 + **SKILLS** 10 + **ADVANTAGES** 1 + **POWERS** 94 + **COMBAT** 12 + **RESISTANCES** 9 + **OPTIONS** 2 = **TOTAL** 150

CRIME-FIGHTER

Costumed Crime-Fighters were some of the first superheroes, people who often did not have any special powers at all, just skill, drive, and a collection of equipment and gadgets, disguising themselves to act when no one else would. Although Crime-Fighters don't dish out quite as much damage as heroes like the Blaster or the Powerhouse, they have a lot of skills, advantages, and resources at their disposal, and they're still quite capable in a fight.

ABILITIES

Roll once or choose one • *42 points*

D20	RESULT
1–8	**Avenger**: STR 3, STA 4, AGL 5, INT 4, AWE 2, PRE 3
9–15	**Detective**: STR 3, STA 3, AGL 4, INT 5, AWE 4, PRE 2
16–20	**Inventor**: STR 3, STA 3, AGL 5, INT 7, AWE 2, PRE 1

SKILLS

Take the skill package that matches your abilities and roll or choose one other, re-rolling if you get your ability package again • *20 points*

D20	RESULT
1–4	**Athlete**: Acrobatics 6, Athletics 8, Intimidation 6
5–8	**Avenger**: Athletics 4, Intimidation 6, Streetwise Expertise 8, Vehicles 6
9–12	**Detective**: Insight 6, Investigation 8, Perception 6
13–16	**Inventor**: Perception 6, Science Expertise 6, Technology 8
17–20	**Sneak**: Deception 6, Dexterity 6, Stealth 8

ADVANTAGES

Defensive Roll 2, Jack-of-All-Trades, Well-Informed • *4 points*

Plus, roll once on each of the **Background Advantages**, **Mental Advantages**, and **Physical Advantages** tables or choose one option from each • 8 *points*

BACKGROUND ADVANTAGES

D20	RESULT
1–8	**Intimidating Presence**: Dazing Intimidation, Fearsome Presence, Intimidation Mastery, Menacing Attack
9–15	**Wealthy Socialite**: Connections, Wealth Benefit 3
16–20	**World Traveler**: Contacts, Guidance, Multilingual, Trance

MENTAL ADVANTAGES

D20	RESULT
1–10	**Criminologist**: Investigation Mastery, Specialization Bonus: Gathering Evidence
11–15	**Scientist**: Improvised Technology Effect, Technology Mastery
16–20	**Sleuth**: Tracking, plus choose one of Investigation Mastery or Perception Mastery

PHYSICAL ADVANTAGES

1–10	**Acrobat**: Improved Evasion, Instant Up
11–15	**Martial Artist**: Improved Defense, Uncanny Dodge
16–20	**Thief**: Hide in Plain Sight, Stealth Mastery

POWERS

Roll once or choose one. If you have the **Inventor** abilities, take the **Gadgets** option instead of rolling • *10 points*

D20	RESULT
1–4	**Contemporary Equipment**
5–10	**Gadgets**
11–20	**High-Tech Gear**

CONTEMPORARY EQUIPMENT

Advantage: Equipment 10

- **Body Armor:** Toughness +2 · 2 points
- **Combat Knife:** Strike 1, Strength-Based, Improved Critical · 2 points
- **Pistol:** Blast 4, Accurate 2 · 10 points
- **Assault Rifle:** Multiattack Blast 5, Accurate · 16 points
- **Motorcycle:** Size 0, Strength 2, Speed 8, Defense –0, Toughness 7 · 10 points
- **Installation:** Size 6, Toughness 8, Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System · 10 points

GADGETS

Advantage: Equipment 3

- **Installation**: Size 7, Toughness 10, Communications, Computer, Concealed, Fire Prevention System, Gym, Infirmary, Laboratory, Living Space, Power System, Security System, Workshop · 15 points
- Plus, roll once or choose one of the following:

D20	RESULT
1–5	**Combat Suit**: Enhanced Movement: Wall-Walking 4 · Enhanced Senses 1: Infra-Vision · Enhanced Strength +1 · Enhanced Toughness +1 · Leaping 1 · Removable (–2 points) · 7 points
6–10	**Flight Suit**: Enhanced Senses 1: Ultra-Vision · Flight 7, Restrainable · Strike 1, Strength-Based · Removable (–2 points) · 7 points
11–15	**Gimmicks**: Array (11 points), Easily Removable (–6 points) · 7 points · **Blaster**: Blast 5, Accurate · **Stun Gas**: Stun 5, Sphere Area, Reach 1 · **Swing Line**: Enhanced Movement: Safe Fall · Swinging 2
16–20	**Stealth Suit**: Concealment to All Vision 4, Passive · Enhanced Movement: Wall-Walking 2 · Stun 6, Short-Term · Removable (–2 points) · 7 points

HIGH-TECH GEAR

Advantage: Equipment 10

- **Motorcycle:** Size 0, Strength 2, Speed 8, Defense –0, Toughness 7 · *10* points
- **Utilities:** Climbing Cable, Evidence Kit 2, Flashlight, Gas Mask, Multi-Tool, Rebreather, Swing Line, Tracer · *10* points
- **Utility Kit:** Array (10 points) · *15* points
  - **Bolos**: Snare 5
  - **Boomerangs**: Blast 2, Strength-based (+1 per 2 Str)
  - **Gas Grenades**: Sphere Area Toxin 5
  - **Power Knuckles**: Strike 3, Strength-based (+1 per 1 Str)
  - **Smoke Grenades**: Obscure Vision 5
  - **Stun Grenades:** Sphere Area Stun 5
- **Installation:** Size 8, Toughness 10, Communications, Computer, Concealed, Garage, Gym, Laboratory, Living Space, Power System, Security System, Workshop · *15* points

COMBAT

Add your Agility to your Initiative:

- Initiative +4 • *1 point*
- Attack 8 • *16 points*
- Close Attack +6 • *6 points*
- Defense 10 • *20 points*
- Ranged Defense +2 • *2 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +7 • *7 points*
- Fortitude +6 • *2 points*
- Toughness +0 • *0 points*
- Will +6 • *6 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add an advantage*
- Add 2 skill ranks*
- Add a rank of the Equipment advantage and configure 5 more Equipment Points*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Crime-Fighter motivations vary widely, from Doing Good and Patriotism to Justice due to past traumas or even Thrills for someone in need of a challenge or excitement.

ENEMY: The Crime-Fighter often has some sort of villain central to their ongoing battle against criminals.

IDENTITY: Their vigilante activities often see Crime-Fighters concealing their identity, often with their secret being someone nobody would suspect.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- You can reconfigure the Crime-Fighter's Equipment Points at the start of each adventure, or when you have access to your headquarters installation or a cache of equipment, at the Game Master's discretion.
- For an arcane rather than high-tech Crime-Fighter, swap the Magic skill for Technology and make the archetype's various equipment magical in nature, but still subject to the Equipment guidelines given for the **Removable** drawback. You can make one of the archetype's advantage choices Improvised Effect to allow the character to come up with magical rituals and temporary magical items as well.
- Swap the archetype's Ranged Defense for Close Defense for more of a close-in fighter focused more on combat skill than dodging.

ABILITIES 42 + **SKILLS** 20 + **ADVANTAGES** 12 + **POWERS** 10 + **COMBAT** 45 + **RESISTANCES** 19 + **OPTIONS** 2 = **TOTAL** 148

GADGETEER

A Gadgeteer's considerable intellect is their super-power—well, that and all the gadgets they have invented. They use those devices and their considerable technical skills as "self-made" superheroes. The Gadgeteer is one of the most versatile heroes in terms of power stunts and improvised effects. If they have the time and resources to put a gadget together, there's no problem they cannot solve.

ABILITIES

Roll once or choose one • *38 points*

D20	RESULT
1–6	**Adventurer**: STR 2, STA 2, AGL 2, INT 8, AWE 3, PRE 2
7–14	**Gimmick**: STR 2, STA 1, AGL 2, INT 9, AWE 4, PRE 1
15–20	**Scientist**: STR 1, STA 2, AGL 2, INT 10, AWE 4, PRE 0

SKILLS

Science Expertise 10, Technology 10, Vehicles 4 • *12 points*

Plus, roll once or choose one • *8 points*

D20	RESULT
1–5	**Business**: Business Expertise 8, Insight 6, Leadership 6
6–10	**Explorer**: Athletics 7, Perception 5, Stealth 4
11–15	**Investigator**: Insight 4, Investigation 7, Perception 5
16–20	**Infiltrator**: Deception 6, Dexterity 4, Stealth 6

ADVANTAGES

Equipment 3, Improvised Technology Effect, Improvised Tools, Technology Mastery • 6 *points*

Plus, roll once or choose one • 3 *points*

D20	RESULT
1–5	**Athletic**: Improved Evasion, Improved Initiative, Uncanny Dodge
6–10	**Leader**: Encourage, Inspire 2
11–15	**Tinkerer**: Luck, Prepared Technology Effect 2
16–20	**Wealthy**: Wealth Benefit 3

POWERS

Roll once or choose one from each of the **Offensive**, **Defensive**, **Movement**, and **Innate Powers** tables.

OFFENSIVE POWERS

D20	RESULT
1–2	**Combat Enhancers**
3–6	**Energy Projector**
7–8	**Exo-Suit**
9–11	**Force Armor**
12–15	**Variable Blaster**
16–20	**Weapons Array**

COMBAT ENHANCERS

Advantages: Extraordinary Effort, Defensive Throw, Diehard, Fearless, Great Endurance, Improved Critical with Unarmed, Improved Evasion, Improved Trip, Takedown 2 · **Close Attack** +5 · **Initiative** +4 · **Strength** +3 · **Removable** (–5 points) · 17 points

ENERGY PROJECTOR

Array (18 points) · **Removable** (–5 points) · 17 points

- **Blast** 8, Accurate 2
- **Blast** 9, Cone Area
- **Dazzle Vision** 9, Cone Area
- **Multiattack Blast** 5, Accurate 3
- **Ranged Stun** 8, Accurate 2

EXO-SUIT

Leaping 2 · **Quickness** 2 · **Speed** 2 · **Strength** +8 · **Removable** (–5 points) · 17 points

FORCE ARMOR

Array (16 points), **Removable** (–5 points) · 17 points

- **Force Beam:** Blast 7, Accurate 2
- **Force Burst:** Sphere Area Damage 8
- **Force Enhancer:** Strength +8
- **Force Projector:** Move Object 8
- **Force Shapes:** Create 8
- **Stun Beam:** Ranged Stun 7, Accurate
- **Stun Burst:** Sphere Area Affliction 8: 1) Dazed and Vulnerable, 2) Stunned and Defenseless, Resisted and Overcome by Fortitude, Extra Condition, Limited Degree

VARIABLE BLASTER

Array (24 points), **Easily Removable** (–12 points) · 17 points

- **Blast** 12
- **Blast** 8, Sphere Area
- **Dazzle Vision** 8, Sphere Area
- **Move Object** 12
- **Snare** 12
- **Stun** 12, Ranged

WEAPONS ARRAY

Array (24 points), **Easily Removable** (–12 points) · 17 points

- **Blackout Bomb:** Obscure All Vision 6, Independent
- **Force Capsule Grenade:** Snare 12
- **Power Truncheon**: Strike 8, Strength-Based
- **Ray Gun:** Blast 12
- **Sleep Gas Grenade:** Ranged Stun 8, Sphere Area
- **Stunner:** Ranged Stun 12

DEFENSIVE POWERS

D20	RESULT
1–5	**Armor and Combat Training**: Advantage: Defensive Roll 2 · Defense +4 · Body Armor: Toughness +4, Removable (–1 point) · 13 points
6–10	**Displacer Field**: Defense +6 Linked to Toughness +4, Improved 1, Sustained, Removable (–4 points) · 13 points
11–15	**Energy-Absorbing Suit**: Toughness +10, Improved 7, Removable (–4 points) · 13 points
16–20	**Force Field**: Immunity 7 to Cold, Heat, Pressure, Radiation, Suffocation, and Vacuum Environments · Toughness +10, Sustained, Removable (–4 points) · 13 points

MOVEMENT POWERS

D20	RESULT
1–4	**Athletic Enhancers**: Enhanced Movement: Stable · Leaping 2 · Quickness 2 · Speed 5, Removable (–2 points) · 8 points
5–8	**Jump-Jets**: Enhanced Movement: Safe Fall · Flight 1, Limited to Hovering · Leaping 5 · Speed 3, Removable (–2 points) · 8 points
9–16	**Flight Harness**: Flight 5, Removable (–2 points) · 8 points
17–20	**Teleport Belt**: Teleport 4, Increased Mass, Turnabout, Removable (–2 points) · 8 points

INNATE POWERS

D20	RESULT
1–5	**Mental Database**: Advantages: Guidance, Know-It-All · 2 points
6–10	**Physically Fit**: Skill: Athletics 4 · 2 points
11–15	**Polymath**: Quickness 4, Limited to Mental Tasks · 2 points
16–20	**Technopath**: Comprehend Computers 1 · 2 points

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 4 • *8 points*
- Ranged Attack +4 • *4 points*
- Defense 8 • *16 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +5 • *5 points*
- Fortitude +4 • *4 points*
- Toughness +0 • *0 points*
- Will +4 • *4 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add 2 skill ranks*
- Add an advantage*
- Add an Alternate Effect to an Array*

*You can choose this option twice.

COMPLICATIONS

MOTIVATION: Gadgeteer motivations vary, from Doing Good with their inventions to Responsibility to use their inventions for the benefit of others, or Thrills because being able to make yourself a superhero is fun!

ACCIDENT: Inventions can be temperamental, so they might cause accidents, as could the Gadgeteer's ongoing research.

FAME: Gadgeteers are often widely known for their brilliant inventions, whether they want to be or not.

RESPONSIBILITY: A Gadgeteer who runs a company or has many employees might be responsible to look out for them.

RIVALRY: Rivalries between inventors, researchers, and Gadgeteers are all too common.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Like any high-tech archetype, the Gadgeteer could also be magical in nature, such as the Artificer, a creator of magical devices. Change the Technology skill to Magic and note the Improvised Effect advantage is usable for temporary magic devices and rituals instead. Change the devices into suitable magic items.
- For an advanced option, replace *all* of the archetype's powers with 5 ranks of the **Variable** effect in **Chapter 6**, representing the ability to come up with *any* sort of gadget with just a standard action. This type of Gadgeteer requires a *lot* of configuration in the game. Game Masters should be careful about allowing this option, especially for new or inexperienced players.
- Although the Gadgeteer has human-like abilities, they may not be human! Perhaps they're a humanoid alien from an advanced civilization where their devices are commonplace and their scientific and technological capability is centuries beyond Earth's. They might look totally human or have some unusual features like primary-colored skin, pointed ears, brow ridges, or the like, and you can spend their option Power Points on a Feature or some minor power like Enhanced Senses to reflect their nature.

ABILITIES 38 + **SKILLS** 20 + **ADVANTAGES** 9 + **POWERS** 40 + **COMBAT** 28 + **RESISTANCES** 13 + **OPTIONS** 2 = **TOTAL** 150

MARTIAL ARTIST

The Martial Artist, like the Crime-Fighter, tends to have few super-powers, although some are exceptions. The key thing is where the Crime-Fighter and Gadgeteer have a wide range of skills, the Martial Artist focused on making themselves into a weapon, the perfect combatant, with the abilities and advantages to take on any foe.

ABILITIES

Roll once or choose one • *34 points*

D20	RESULT
1–6	**Finesse**: STR 3, STA 3, AGL 5, INT 0, AWE 5, PRE 1
7–14	**Mystic**: STR 3, STA 3, AGL 3, INT 0, AWE 6, PRE 2
15–20	**Power**: STR 4, STA 4, AGL 4, INT 0, AWE 4, PRE 1

SKILLS

Roll twice or choose two. If you have the **Mystic** abilities, roll once or choose one • *24 points (12 for Mystic)*

D20	RESULT
1-4	**Agent:** Acrobatics 4, Athletics 4, Insight 4, Investigation 4, Perception 4, Stealth 4
5-8	**Mercenary:** Acrobatics 4, Athletics 4, Intimidation 4, Perception 4, Survival 4, Streetwise Expertise 8
9-12	**Monastic:** Acrobatics 4, Athletics 4, Insight 4, Medicine 4, Perception 4, Philosophy Expertise 8
13-16	**Ninja:** Acrobatics 4, Athletics 4, Deception 4, Dexterity 4, Perception 4, Stealth 4
17-20	**Soldier:** Acrobatics 4, Athletics 4, Intimidation 4, Military Expertise 8, Stealth 4, Survival 2, Vehicles 2

ADVANTAGES

Defensive Roll 4, Takedown • *5 points*

If you have the Finesse or Power abilities, roll once for **Background Advantages**, twice for **Element Advantages**, and once for **Style Advantages** • *20 points*

If you have the **Mystic** abilities, roll once for either **Background** or **Element Advantages** and once for **Style Advantages** • *12 points*

BACKGROUND ADVANTAGES

D20	RESULT
1–6	**Armed**: Equipment 2 for a weapon, Weapon Bind, Weapon Break
7–13	**Resourceful**: Connections, Wealth Benefit 3
14–20	**Well-Traveled**: Contacts, Multilingual, Trance, Well-Informed

ELEMENT ADVANTAGES

D20	RESULT
1–4	**Earth**: Dazing Intimidation, Diehard, Fearless, Great Endurance
5–8	**Fire**: Acrobatic Feint, Encourage, Extraordinary Effort, Seize Initiative
9–12	**Metal**: Beginner's Luck, Edit Scene, Luck, Taunting Interaction (choose Deception or Intimidation)
13–16	**Water**: Elusive Target, Improved Evasion, Split Unarmed Attack, Uncanny Dodge
17–20	**Wood**: Blind Strike, Hide in Plain Sight, Set-Up, Teamwork

STYLE ADVANTAGES

D20	RESULT
1–4	**Crane**: Defensive Throw, Improved Evasion, Grabbing Finesse, Improved Defense, Improved Disarm, Instant Up, Redirect, Set-Up
5–8	**Dragon**: Counterattack, Damaging Escape, Damaging Grab, Grabbing Block, Improved Evasion, Improved Disarm, Improved Hold, Reverse Hold
9–12	**Leopard**: Dazing Intimidation, Fast Feint, Improved Critical with Unarmed, Improved Initiative, Improved Smash, Improved Trip, Seize Initiative, Takedown
13–16	**Snake**: Damaging Grab, Grabbing Finesse, Improved Grab, Improved Hold, Sleeper Hold, Prone Fighting, Reverse Hold, Weapon Bind
17–20	**Tiger**: Dazing Intimidation, Damaging Grab, Fearless, Improved Critical with Unarmed, Improved Smash, Riposte, Takedown (2 ranks total), Weapon Break

POWERS

If you have the **Mystic** abilities. Otherwise, skip this step.

Mystic Martial Arts: Array (12 points) • Roll four times or choose four • *15 points*

D20	RESULT
1–3	**Breaking Blow**: Lower Toughness 6, Cumulative, Affects Only Objects
4–7	**Flurry of Blows**: Multiattack, Variable Descriptor 2: up to 10 ranks of any close attack
8–11	**Iron Fist**: Strike 5, Strength-Based, Penetrating 8, Inaccurate
12–14	**Nerve Strike**: Stun 6, Cumulative, third degree is Paralyzed
15–17	**Restorative Energy**: Healing 6
18–20	**Spiritual Weapon**: Strike 6, Resisted by Will

ADDITIONAL POWER

If you have the **Mystic** abilities, roll once or choose one. Otherwise, skip this step • *5 points*

D20	RESULT
1–5	**Perfect Serenity**: Immunity to Emotion Effects
6–10	**Protective Trance**: Environmental Immunity, Concentration
11–15	**Spirit Sense**: Enhanced Senses: Danger Sense · Detect Life, Acute, Radius, Ranged
16–20	**Weightless Step**: Enhanced Movement: Trackless, Wall-Walking 2 · Leaping 2

COMBAT

Add your Agility to your Initiative:

- Initiative +8 • *2 points*
- Attack 10 • *20 points*
- Close Attack +2 • *2 points*
- Unarmed Attack +2 • *1 point*
- Defense 12 • *24 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +6 • *6 points*
- Fortitude +6 • *6 points*
- Toughness 0 • *0 points*
- Will +4 • *4 points*

OPTIONS

Choose two of the following • *2 points*

- Add 2 skill ranks*
- Add an advantage*
- Add a rank of the Equipment advantage*
- **ADD A RANK OF ONE OF THE FOLLOWING EFFECTS:** Enhanced Movement, Enhanced Senses, Leaping, or Speed*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Responsibility is a common motivation for Martial Artists, sworn to use their skills for good, but some are simply Doing Good, while others pursue Justice or Thrills, or seek Recognition for their abilities.

DISABILITY: Physically quite capable, some Martial Artists have spent time in isolated training schools and missed out on popular culture and social niceties, which may cause them some complications.

HONOR: A personal code of honor is quite common for a Martial Artist, believing in the concept of a "fair fight."

RIVALRY: Even if the Martial Artist doesn't feel rivalry with others, it doesn't mean they don't have rivals! Sometimes a rivalry with a "fallen" fellow student or teacher is so intense it becomes an Enemy complication instead.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- The biggest way to customize the Martial Artist is to swap out some of their advantages for others that you like. Look over the advantages in **Chapter 5** for options, particularly combat advantage.
- You can swap Expertise skills to better suit the character concept you have in mind.

POWER/FINESSE - ABILITIES 34 + **SKILLS** 24 + **ADVANTAGES** 25 + **POWERS** 0 + **COMBAT** 49 + **RESISTANCES** 16 + **OPTIONS** 2 = **TOTAL** 150

MYSTIC - ABILITIES 34 + **SKILLS** 12 + **ADVANTAGES** 17 + **POWERS** 20 + **COMBAT** 49 + **RESISTANCES** 16 + **OPTIONS** 2 = **TOTAL** 150

MENTALIST

Mentalist heroes have and use a wide range of mental powers, also referred to as psychic or psionic powers. Some focus on a particular type of power, like telepathy or telekinesis, while others have a range of different powers. There are also stealthy mentalists who combine close combat ability with mental powers. Mentalists can be effective in bypassing some physical resistance, focusing their attacks on Will.

ABILITIES

Roll once or choose one • *24 points*

D20	RESULT
1–5	**Awakened**: STR 1, STA 1, AGL 2, INT 2, AWE 4, PRE 2
6–14	**Innate**: STR 0, STA 1, AGL 1, INT 3, AWE 5, PRE 2
15–20	**Psychic Warrior**: STR 2, STA 2, AGL 2, INT 2, AWE 3, PRE 1

SKILLS

Roll twice or choose two • *12 points*

D20	RESULT
1–4	**Charmer**: Deception 4, Insight 4, Persuasion 4
5–8	**Dabbler**: Expertise (choose one at 8 or two at 4), Insight 4, Perception 4
9–12	**Ninja**: Acrobatics 4, Perception 4, Stealth 4
13–16	**Sneak**: Deception 4, Perception 4, Stealth 4
17–20	**Technical**: Expertise (choose one) 8 or two at 4, Dexterity 4, Technology 4

ADVANTAGES

Roll once or choose one • *3 points*

D20	RESULT
1–4	**Charmed Life**: Beginner's Luck, Fascinating Persuasion, Luck
5–8	**Contemplative**: Fearless, Trance, Ultimate Will
9–12	**Perfect Mind**: Eidetic Memory, Jack-of-All-Trades, Ultimate Will
13–16	**Thought Leader**: Encourage, Inspire, Teamwork
17–20	**Trained Fighter**: Improved Defense, Improved Initiative, Uncanny Dodge

POWERS

Roll once to determine your type of powers.

D20	RESULT
1–8	**Psionic**
9–13	**Mentalist**
14–18	**Telekinetic**
19–20	**Omni-Psionic**

PSIONIC

Telepathy: Mental Communication 4 · Mind Reading 8 · 24 points

Psionics: Array (24 points). Roll three times or choose three Alternate Effects · 26 points

D20	RESULT
1–3	**ESP**: Remote Sensing 3, Vision, Hearing, and Mental
4–7	**Mental Blast**: Perception Range Damage 6, Resisted by Will
8–11	**Psychic Knife**: Damage 8, Accurate 4, Penetrating 4, Resisted by Will
12–14	**Psionic Invisibility**: Concealment 10 to all senses, Affects Others, Limited to Minds, Precise, Reach 3
15–17	**Sleep Touch**: Stun 9, third degree is Asleep, Cumulative, Accurate 3, Insidious, Subtle 2
18–20	**Telekinetic Weapon**: Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach 1, Split

MENTALIST

Telepathy: Mental Communication 4 · Mind Reading 8 · 24 points

Mentalist: Array (24 points). Roll three times or choose three Alternate Effects · 26 points

D20	RESULT
1–3	**ESP**: Remote Sensing 3, Vision, Hearing, and Mental
4–5	**Induce Blindness**: Perception Range Affliction 8, Resisted by Will, 1) Vision Disabled, 2) Vision Unaware, Cumulative, Limited Degree
6–12	**Mental Blast**: Perception Range Damage 6, Resisted by Will
13–14	**Mental Illusions**: Hallucination 8
15–16	**Mental Paralysis**: Perception Range Paralyze 8
17–19	**Mind Control**: Mind Control 8
20	**Weaken Resolve**: Perception Range Lower Will 8

TELEKINETIC

Telekinesis: Move Object 10, Accurate 4 · 24 points

Telekinetic: Array (24 points). Roll three times or choose three Alternate Effects · 26 points

D20	RESULT
1–3	**Telekinetic Constructs**: Create 8, Movable
4–7	**Telekinetic Bolt**: Blast 10, Accurate 4
8–12	**Telekinetic Burst**: Sphere Area Blast 8
13–14	**Telekinetic Field**: Move Object 8, Sphere Area
15–16	**Telekinetic Ram**: Line Area Damage 10, Subtle 2
17–18	**Telekinetic Snare**: Snare 10, Accurate 4
19–20	**Telekinetic Weapon**: Damage 8, Accurate 4, Affects Insubstantial 2, Penetrating 8, Reach 1, Split

OMNI-PSIONIC

Take the **Telepathy** power from Psionic. Take the **Telekinetic** power from Telekinetic as the first Alternate Effect of an array. Roll one Alternate Effect from each of the three different array tables, Psionic, Mentalist, and Telekinetic. Reduce your **Option** Power Points to 1.

DEFENSIVE POWERS

Roll once or choose one • *20 points*

D20	RESULT
1–5	**Armored Costume and Combat Training**: Advantages: Blind Attack (choose one), Counterattack, Defensive Roll 2, Improved Evasion, Improved Initiative, Instant Up, Takedown, Defense +4 · Toughness +4, Subtle, Removable (–1 point)
6–10	**Precognitive Reactions**: Enhanced Advantages: Defensive Roll 4, Improved Evasion 2, Improved Initiative · Enhanced Defense +6 · Enhanced Initiative +4
11–15	**Psychokinetic Shield**: Enhanced Toughness 10, Improved 5, Sustained, Linked to Reduction in Mental Effects 10
16–20	**Telekinetic Shield**: Enhanced Toughness 10, Improved, Sustained

UTILITY POWERS

Roll once or choose one • *5 points*

D20	RESULT
1–2	**Levitation**: Flight 2, Subtle
3–6	**Mental Awareness**: Enhanced Senses: Mental Awareness, Acute, Extended, Radius, Ranged
7–8	**Telekinetic Flight**: Flight 5, Distracting
9–10	**Telekinetic Hands**: Move Object 2, Precise
11–12	**Telepathic Translation**: Comprehend Languages, Understand Animals, Subtle 2
13–14	**Healing**: Empathic Healing 5
15–16	**Inhuman**: Immunity to Critical Hits, Disease, and choose one Environment
17–18	**Immortal**: Advantage: Know-It-All · Immunity to Aging · Immortality 3
19–20	**Space-Warp**: Teleport 5, Distracting

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 2 • *4 points*
- Defense 8 • *16 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +6 • *6 points*
- Fortitude +5 • *5 points*
- Toughness +0 • *0 points*
- Will +8 • *8 points*

OPTIONS

Choose two of the following • *2 points*

- Add 1 rank to your choice of Intellect, Awareness, or Presence (counts as two choices)
- Add 2 skill ranks*
- Add an advantage*
- Add an Alternate Effect to an array*
- Add Accurate to Mental Awareness (counts as two choices)
- Add a rank of Communication to Telepathy (giving it effectively unlimited range, counts as two choices)

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Responsibility or Acceptance due to their powers are common motivations for mentalists.

IDENTITY: Mentalists often maintain a secret identity, or even keep the origin or nature of their powers secret, especially if they also face Prejudice.

POWER LOSS: Given the mental focus required, mentalists' powers can sometimes be disrupted by disorientation, a concussion, intoxication, or similar conditions.

PREJUDICE: Mind readers may be mistrusted or discriminated against, no matter how ethical they claim to be.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Although the Mentalist has human-like abilities, they may not be human, as evidenced by the **Inhuman** utility power. Perhaps they're a humanoid alien with highly evolved mental powers, which may or may not be common for their species. They might look human or have some unusual features like primary-colored skin, pointed ears, brow ridges, etc., and you can spend their option Power Points on a Feature or some other minor power like Enhanced Senses to reflect their nature.
- Mix-and-match any or all of the powers in the array, or look at **Chapter 6** to come up with new options.

ABILITIES 24 + **SKILLS** 12 + **ADVANTAGES** 3 + **POWERS** 70 + **COMBAT** 20 + **RESISTANCES** 19 + **OPTIONS** 2 = **TOTAL** 150

METAMORPH

The ever-changing Metamorph has a set of powers that allow them to transform in some way: growing or shrinking in size, or stretching and elongating.

ABILITIES

Roll once or choose one • *28 points*

D20	RESULT
1-7	**Brilliant:** STR 2, STA 2, AGL 2, INT 6, AWE 2, PRE 0
8-13	**Cunning:** STR 2, STA 2, AGL 2, INT 2, AWE 3, PRE 3
14-20	**Quick:** STR 2, STA 2, AGL 3, INT 3, AWE 2, PRE 2

SKILLS

Roll twice or choose two • *8 points*

D20	RESULT
1–3	**Adventurer**: Athletics 4, Perception 4
4–5	**Dilettante**: Expertise (choose one at 8 or two at 4), Persuasion 4
6–8	**Infiltrator**: Deception 4, Stealth 4
9–11	**Investigator**: Insight 4, Investigation 4
12–13	**Performer**: Dexterity 4, Performance 4
14–16	**Researcher**: Expertise (choose one at 8 or two at 4), Technology 4
17–20	**Technician**: Dexterity 4, Technology 4

ADVANTAGES

Defensive Roll 3 • *3 points*

Roll three times or choose three • *3 points*

D20	RESULT
1-2	Beginner's Luck
3-4	Connections
5-6	Contacts
7-8	Determination
9-10	Improved Team Attack

D20	RESULT
11-12	Skill Mastery
13-14	Specialization Bonus
15-16	Taunting Interaction
17-18	Uncanny Dodge
19-20	Wealth Benefit

POWERS

Roll once or choose one of the following power packages • *60 points*

D20	RESULT
1-5	**Densimorph**
6-10	**Elastimorph**
11-15	**Maximorph**
16-20	**Minimorph**

DENSIMORPH

Density Control: Array (59 points) · 60 points

- **High Density:** Enhanced Strength 10 · Enhanced Toughness 10, Impervious 10 · Feature: Massive 10 · Reduced Unarmed Attack 2
- **Low Density:** Environmental Immunity 9 (all but Deprivation) · Flight 5 · Insubstantial 4

ELASTIMORPH

Flowing: Enhanced Defense 4 · Enhanced Movement 2: Safe Fall, Slithering · Swinging 4 · 14 points

Moldable: Morph 1: Humanoid Forms · 5 points

Rubbery: Enhanced Toughness 6 · 6 points

Stretchy: Elongation 10 · Enhanced Advantages: Defensive Grab, Grabbing Finesse, Improved Evasion, Improved Hold, Improved Trip, Precise Strike, Takedown · Flight 4, Gliding · Insubstantial 1 · Speed 4 · 35 points

MAXIMORPH

Grow: Growth 3 Linked to Enhanced Advantages: Great Endurance, Improved Smash, Ultimate Toughness · Enhanced Stamina 11 · Enhanced Strength 11 · Feature: Massive 6 · Improved 13 and Impervious 6 on Toughness · **Reduced Traits:** While enlarged, *reduce* the following traits by these ranks: Attack 1, Defense 1, Defensive Roll 3, Fortitude 6, Unarmed Attack 1 (-14 points) · 60 points

MINIMORPH

Skills: Choose 20 additional skill ranks · 10 points

- **Quick Pick:** Acrobatics 8, Athletics 6, Deception 4, Perception 2

Shrink: Shrinking 5, Growth Momentum, Microscopic, Linked to Concealment 5 from All Vision and Normal Hearing, Blending · Enhanced Advantages: Elusive Target 2, Hide in Plain Sight, Improved Defense, Improved Evasion 2, Improved Trip, Redirect, Set-Up, Ultimate Dodge · Enhanced Defense +8 · Enhanced Stealth +10 · Initiative +4 · **Reduced Traits:** While reduced in size, *reduce* Toughness by 2 ranks. · 42 points

Plus, roll once or choose one · 8 points

D20	RESULT
1–5	**Highly Trained**: Choose 16 additional skill ranks
6–10	**Insect Allies**: Comprehend Animals 2, Limited to Insects · Flight 6, Platform: Insect Mount
11–15	**Leaping Glider**: Flight 4, Gliding · Leaping 4
16–20	**Transmission Travel**: Teleport 4, Extended, Medium: Radio and Cellular Transmitters

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 8 • *16 points*
- Unarmed Attack +2 • *1 point*
- Defense 8 • *16 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +6 • *6 points*
- Fortitude +6 • *6 points*
- Toughness +0 • *0 points*
- Will +5 • *5 points*

OPTIONS

Choose two of the following • *2 points*

- Add 2 skill ranks*
- Add an advantage*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Metamorphs have a wide range of motivations, depending on their background, ranging from Doing Good and Responsibility to Recognition and Thrills.

FAME: Given their flashy powers, metamorphs are often famous and draw a lot of attention. Some don't even bother maintaining secret identities because of it.

RELATIONSHIP: Metamorphs often have important people in their lives and concern for those relationships can cause complications.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Change one of the archetype's skills to Technology and one of the archetype's advantages to Improvised Effect for a smart gadget-builder type, in addition to their other traits.
- Delete the Elastimorph's **Moldable** power and use those 5 Power Points for more skill ranks and advantages. They're still stretchy, just not good at disguising themselves with it.

ABILITIES 24 + **SKILLS** 8 + **ADVANTAGES** 6 + **POWERS** 60 + **COMBAT** 33 + **RESISTANCES** 17 + **OPTIONS** 2 = **TOTAL** 150

MYSTIC

A wielder of the mystic arts, Mystics have Blaster-like powers, focused around flying, throwing mystic blasts, and shielding themselves with magical protections, but they have even more flexibility when it comes to power stunts, since almost anything can be a work of magic. Mystics also know about the magical forces of the world and the threats facing humanity, just out of sight of the ordinary world.

ABILITIES

Roll once or choose one • *28 points*

D20	RESULT
1–6	**Mystic Heritage**: STR 0, STA 0, AGL 1, INT 2, AWE 7, PRE 4
7–12	**Mystic Host**: STR 1, STA 0, AGL 1, INT 2, AWE 5, PRE 5
13–20	**Mystic Master**: STR 0, STA 0, AGL 1, INT 3, AWE 6, PRE 4

SKILLS

Insight 6, Magic 10, Perception 4

Roll once or choose one • *14 points total*

D20	RESULT
1–7	**Occult Investigator**: Investigation 4, Stealth 4
8–14	**Powerful Presence**: Intimidation 4, choose one of Leadership 4 or Persuasion 4
15–20	**Trickster**: Deception 4, Dexterity 4

ADVANTAGES

Roll once or choose one • *2 points total*

D20	RESULT
1–5	**Centered**: Fearless, Ultimate Will
6–10	**Enchanter**: Improvised Magic Effect, Magic Construction Bonus
11–15	**Mystic Mastery**: Magic Mastery, Quick Counter Magic
16–20	**Student of the Art**: Improvised Magic Effect, Well-Informed

POWERS

Magical Techniques: Array (26 points) · *27 points*

- **Astral Projection: Remote Sensing** 5, Vision, Hearing, and Mental, Side Effect: Paralyzed, Subtle 1
- **Mystic Levitation: Flight** 2 · **Mystic Shielding:** Enhanced Toughness 12, Improved 10, Sustained

OFFENSIVE POWERS

Spellcasting: Array (24 points) · 29 points

- **Mystic Bolt: Blast** 12

Roll five times or choose five of the following Alternate Effects as spells.

D20	RESULT
1–2	**Billowing Darkness**: Obscure All Vision and Mental 4
3–4	**Blast of Madness**: Stun 8, Cone Area, Resisted by Will
5–6	**Conjure Construct**: Create Construct 12
7–8	**Dispel Magic**: Counter Magic 6, Broad, Simultaneous, Sphere Area
9–10	**Ghostly Hands**: Move Object 7, Perception Range, Precise, Subtle 2
11–12	**Mystic Bindings**: Snare 12
13–14	**Mystic Transformation**: Ranged Transform 12
15–16	**Occult Flare**: Dazzle Vision 8, Ranged, Sphere Area
17–18	**Phantasmagoria**: Hallucination 8
19–20	**Stunning Sphere**: Ranged Stun 8, Sphere Area

OTHER POWERS

Roll once or choose one • *3 points*

D20	RESULT
1–8	**Additional Spells**: Roll three times or choose three of the following and add them as Alternate Effects of your Spellcasting array.
1–4	**Arcane Passage**: Teleport 3, Accurate, Easy, Extended, One-Way Portal up to distance rank 2 across
5–6	**Cloak of Concealment**: Concealment from All Senses, Precise, Passive, Resistible with Will
7–9	**Hex**: Fortune Control 5, Additional Use 5
10–11	**Illusory Guise**: Morph 2, Affects Others, Selective, Sphere Area, Resistible with Will
12–13	**Mist Form**: Flight 1 · Immunity to Suffocation 2 · Insubstantial 2
14–15	**Mystic Sending**: Mental Communication 5, Dimensional 2
16–17	**Pierce the Veil**: Dimensional Travel 3, Portal up to distance rank 2 across.
18–20	**Protective Aura**: Immunity to Cold, Heat, Pressure, Radiation, Suffocation, Toxins, and Vacuum, Affects Others, Sphere Area, Sustained
9–10	**Ancient**: Advantage: Know-It-All · Immunity to Aging · Immortality 1
11–20	**Mystic Senses**: Enhanced Senses 3: Magical Awareness, Acute, Radius

MYSTIC VESSEL OPTION

If you have the Mystic Host or Mystic Heritage abilities, you can choose to replace *all* the archetype's Powers and Options with the following:

Advantage: Holding Back 3: +1 Power Level, +10 Power Points · *3 points*

Supernatural Form: · Enhanced Unarmed Attack 6 · Enhanced Strength 4 · Environmental Immunity 10 · Improved Toughness 8 · Strike 4, Strength-Based · plus choose two of Enhanced Movement: Wall Walking 2, Leaping 2, or Speed 2 · *45 points*

Spellcasting: Array (12 points) · *15* points

- Roll four times or choose four of:

D20	RESULT
1–4	**Healing Touch**: Healing 6
5–8	**Mystic Blast**: Blast 6
9–12	**Mystic Step**: Teleport 6
13–16	**Terrorize**: Affliction 6, Perception Range, Resisted by Will, Limited Degree: Impaired, Frightened
17–20	**Veil of Night**: Obscure Vision 3

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 4 • *8 points*
- Ranged Attack +4 • *4 points*
- Defense 8 • *16 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +6 • *6 points*
- Fortitude +6 • *6 points*
- Toughness +0 • *0 points*
- Will +5 • *5 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add 2 skill ranks*
- Add an advantage*
- Add Accurate to Magical Awareness for **Mystic Senses** (counts as two choices)
- Add Equipment 2 and give the archetype an installation from **Chapter 7** totally 10 Equipment Points. This counts as two choices.
- Add an Alternate Effect to the **Spellcasting** array*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: A Responsibility placed upon them by their great powers or Acceptance of their strange and mystical nature are the two most common motivations for Mystics, but any of the others can apply.

ENEMY: Mystics often have enemies, either rival mystics or various mystical entities preying upon ordinary people.

HONOR: Mystical training often comes with oaths and a sense of honor to use their powers responsibility, usually in the form of not just "magicking away" their problems.

POWER LOSS: Mystic very often have a complication that they cannot use their spellcasting powers when they cannot speak or gesture to perform the rituals to cast spells.

PREJUDICE: Whether it's because of a sense of otherworldliness around them or simply fears concerning "the occult," some prejudice is directed at mystics from time to time.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Rather than a human who has studied and mastered the mystic arts, the Mystic could be an otherworldly being or someone with otherworldly heritage: descended from a celestial, demon, faerie, or other magical being, meaning magic is literally their birthright. Choose appropriate effects for their **Spellcasting** array and suitable descriptors for their magic. Perhaps their **Mystic Levitation** conjures ghostly angelic or demonic wings, for example, or their **Mystic Bolt** is a blast of celestial light or infernal hellfire.
- A "sufficiently advanced" character from the future or a highly evolved alien civilization might use technology to *simulate* the effects of magic. Change their Magic skill to Technology and note there are technological descriptors for their powers, rather than magical ones. This is mainly a change of style, although it can surprise those using "anti-magic" measures against the character, only to discover they don't work!

ABILITIES 28 + **SKILLS** 14 + **ADVANTAGES** 2 + **POWERS** 59 + **COMBAT** 28 + **RESISTANCES** 17 + **OPTIONS** 2 = **TOTAL** 150

PARAGON

The Paragon puts the "super" into "superhero." They're ideal: strong, tough, fast, and capable, and represent what is good and decent about people. Paragons are often talented in several fields and tend to take on leadership roles, or at least act as role models for other heroes, which can be a heavy responsibility to carry.

ABILITIES

Roll once or choose one • *48 points*

D20	RESULT
1–6	**Exemplar**: STR 6, STA 5, AGL 6, INT 1, AWE 3, PRE 3
7–14	**Super**: STR 8, STA 8, AGL 3, INT 1, AWE 2, PRE 2
15–20	**Vessel**: STR 7, STA 8, AGL 4, INT 0, AWE 3, PRE 2

SKILLS

Roll twice or choose two • *16 points*

D20	RESULT
1–8	**Athlete**: Acrobatics 6, Athletics 6, Perception 4
9–15	**Charismatic**: Expertise (choose one at 8 or two at 4), Insight 4, Perception 4, choose one of Leadership 4 or Persuasion 4
16–20	**Technical**: Dexterity 4, Expertise 4 (choose one), Perception 4, Technology 6

ADVANTAGES

Roll once or choose one • 3 *points*

D20	RESULT
1–4	**Athlete**: Extraordinary Effort, Improved Initiative, Uncanny Dodge
5–8	**Leader**: Encourage, Inspire, Teamwork
9–10	**Lucky**: Beginner's Luck, Luck, Redirect
11–13	**Resourceful**: Equipment 3 (Installation)
14–17	**Warrior**: Defensive Grab, Improved Evasion, Interpose
18–20	**Wealthy**: Wealth Benefit 3

POWERS

Resistance: Enhanced Toughness +4 • Environmental Immunity 10 • *14 points*

OFFENSIVE POWERS

If you have the **Exemplar** abilities, take the following:

Skillful Strike: Strike 4, Strength-Based • Enhanced Close Attack 4

Otherwise roll once or choose one • *8 points*

D20	RESULT
1–7	**Powerful**: Enhanced Close Attack 2 · Enhanced Strength 2 · Lifting 2
8–14	**Super-Soldier**: Enhanced Close Attack 4 · Lifting 4
15–20	**Super-Strength**: Enhanced Strength 4

MOVEMENT POWERS

Roll once or choose one • *16 points*

D20	RESULT
1–15	**Flight**: Flight 8
16–20	**Super Movement**: Enhanced Movement: Stable · Leaping 6 · Speed 4 · Swimming 3 · Swinging 2

UTILITY POWERS

If you have the **Exemplar** abilities, take the following:

Scrapper: Enhanced Close Defense +2, Enhanced Fortitude +2

Otherwise roll once or choose one • 4 *points*

D20	RESULT
1–3	**Enhanced Physiology**: Immunity to Critical Hits, Disease, and Toxins
4–6	**Healing Factor**: Regeneration 2
7–10	**Invulnerability**: Improved 4 on Toughness
11–13	**Super-Senses**: Enhanced Senses 4: Extended Hearing 2, Extended Vision 2
14–16	**Swift**: Quickness 4
17–18	**Telepathy**: Mental Communication 1, Subtle 2
19–20	**Traveler**: Dimensional Travel 2

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 4 • *8 points*
- Close Attack +4 • *4 points*
- Defense 8 • *16 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +4 • *4 points*
- Fortitude +2 • *2 points*
- Toughness +0 • *0 points*
- Will +5 • *5 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude
- +1 Will
- Add 2 skill ranks*
- Add an advantage*
- +1 rank of Lifting for Super-Strength*
- +1 rank of Impervious modifier for Toughness (counts as two choices)
- Add 1 rank of Enhanced Senses*
- Add 1 rank of Quickness*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Doing Good is the classic Paragon motivation, closely followed by Responsibility.

IDENTITY: The Paragon often conceals their identity, maintaining a "normal" day-to-day persona that keeps them in touch with ordinary people.

POWER LOSS: Some Paragons have a "normal" form without their various powers and abilities. Others have something that robs them of their powers temporarily.

RELATIONSHIP: Paragons tend to have a lot of friends, family, and loved ones to look after.

WEAKNESS: Many Paragons have a particular Weakness that bypasses their considerable Toughness.

CUSTOMIZATION:

Consider the following ways to customize this archetype:

- Remove Environmental Immunity from the **Resistance** power and spend those points elsewhere.
- Choose different options for the **Super-Senses** power.

ABILITIES 48 + **SKILLS** 16 + **ADVANTAGES** 3 + **POWERS** 42 + **COMBAT** 28 + **RESISTANCES** 11 + **OPTIONS** 2 = **TOTAL** 150

POWERHOUSE

The Powerhouse is the strongest one there is! Where other archetypes often have diverse powers and abilities, the Powerhouse focuses on two things: Strength and Toughness. They're the "tanks" of superhero teams, out in front, soaking up damage and plowing through obstacles. The Powerhouse is often quite inhuman looking, either a hulking brute or a powerful figure of living stone, steel, or the like.

ABILITIES

Roll once or choose one • *24 points*

D20	RESULT
1–6	**Alternate Form**: STR, 4, STA 4, AGL 1, INT 0, AWE 1, PRE 2
7–14	**Innate Power**: STR, 4, STA 4, AGL 1, INT 1, AWE 1, PRE 1
15–20	**Mutate**: STR, 4, STA 4, AGL 1, INT 1, AWE 0, PRE 2

SKILLS

Roll twice or choose two • *12 points*

D20	RESULT
1–4	**Charmer**: Deception 4, Insight 4, Persuasion 4
5–8	**Hot-Shot**: Athletics 4, Perception 4, Vehicles 4
9–12	**Military**: Military Expertise 8, Intimidation 4, Perception 4
13–16	**Sharp**: Expertise (choose one at 8 or two at 4), Insight 4, Perception 4
17–20	**Streetwise**: Insight 4, Intimidation 4, Perception 4

ADVANTAGES

Roll twice or choose two • *2 points*

D20	RESULT	D20	RESULT
1	Blind Strike	10–11	Great Endurance
2	Connected	12	Holding Back
3	Damaging Escape	13	Improved Hold
4–5	Defensive Grab	14	Improved Initiative
6	Diehard	15–16	Improved Interpose
7	Extraordinary Effort	17	Menacing Attack
8	Fearless	18–19	Takedown
9	Grabbing Block	20	Ultimate Toughness

POWERS

STRENGTH POWERS

Roll once or choose one • *40 points*

D20	RESULT
1–8	**Solid Form**: Enhanced Stamina 10 · Enhanced Strength 8 · Immunity to Critical Hits 2 · Lifting 3 · Activation: Simple Action
9–20	**Super-Strength**: Enhanced Stamina 10 · Enhanced Strength 8 · Lifting 4

OFFENSIVE POWERS

Roll twice or choose two, making both Alternate Effects of the character's Strength damage • *2 points*

D20	RESULT
1–3	**Energy Blast**: Blast 8, Accurate 4, Distracting
4–7	**Ground Strike**: Affliction 10, 1) Dazed and Prone, 2) Stunned and Immobile, 3) Incapacitated, Extra Condition, Instant Recovery, Sphere Area, Limited to targets standing on the same surface as the character.
8–11	**Seismic Stomp**: Line Area Damage 10, Limited to targets standing on the same surface as the character.
12–15	**Shockwave**: Sphere Area Damage 10, Limited to targets standing on the same surface as the character.
16–17	**Super-Breath**: Cone Area Move Object 5, Limited to Pushing Away · Linked to Cone Area Damage 5, Unreliable
18–20	**Thunderclap**: Cone Area Stun 10, Limited Degree, 1) Dazed, 2) Stunned

DEFENSIVE POWERS

Roll twice or choose two • *20 points*

D20	RESULT
1–3	**Immune**: Choose a rank 10 Immunity
4–10	**Life Support**: Environmental Immunity 10
11–13	**Resistant**: Choose two rank 5 Immunities
14–20	**Tough**: Add Improved 10 to Toughness

MOVEMENT POWERS

Roll once or choose one • *12 points*

D20	RESULT
1–3	**Burrowing**: Burrowing 6, Penetrating
4–8	**Flight**: Flight 6
9–14	**Super-Leaping**: Leaping 12
15–20	**Super Movement**: Speed 5, Leaping 7

UTILITY POWERS

Roll once or choose one • *5 points*

D20	RESULT
1–2	**Enhanced Senses**: Enhanced Senses: Extended Hearing 2, Extended Vision 2, Low-Light Vision
3–6	**Faster**: Based on your movement power, add: · **Burrowing**: Penetrating Burrowing +1 · Enhanced Senses: Direction Sense, Distance Sense, Infra-Vision · **Flight**: Flight +2 · Alternate Effect: Swimming 6 · **Super-Leaping**: Leaping +5 · **Super Movement**: Speed +2, Leaping +3
7–10	**Healing Factor**: Enhanced Advantage: Diehard, Regeneration 2
11–14	**Immortal**: Immorality 5
15–17	**Like Hitting a Brick Wall**: Damage Aura 1, Continuous, Penetrating 1, Limited to Opponents Who Hit You
18–20	**Pliable**: Elongation 1, Enhanced Movement: Safe Fall, Permeate 1

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 4 • *8 points*
- Unarmed Attack +2 • *1 point*
- Defense 6 • *12 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +5 • *5 points*
- Fortitude +0 • *0 points*
- Toughness +0 • *0 points*
- Will +5 • *5 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Awareness or Presence (counts as two choices)
- Add 2 skill ranks*
- Add an advantage*
- Add an Alternate Effect to the Strength array*
- +1 rank of Impervious for Toughness (counts as two choices)
- +1 rank of Lifting for Super-Strength*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: A Powerhouse is often motivated by Responsibility for their tremendous strength, or a desire for Acceptance due to their inhuman nature.

IDENTITY: It can be hard for a Powerhouse to maintain a secret identity if they are always a hulking figure—trenchcoat, hat, and sunglasses can only do so much—but some Powerhouses look normal enough, or have alternate forms that allow them to keep their secret.

POWER LOSS: Speaking of alternate forms, some Powerhouses have a "normal human" form that lacks their considerable powers.

PREJUDICE: A Powerhouse's unusual looks may cause others to prejudge them, even treating them like a monster.

RELATIONSHIP: Close friends and loved ones tend to be important to the Powerhouse, and they guard such Relationships carefully.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Replace the Expertise skill with something that suits your concept.

ABILITIES 24 + **SKILLS** 12 + **ADVANTAGES** 2 + **POWERS** 79 + **COMBAT** 21 + **RESISTANCES** 10 + **OPTIONS** 2 = **TOTAL** 150

PRIMAL

The Primal hero has powers and abilities themed after animals, whether they are animals mutated into humanoid form, humans infused with animal traits—radioactive or otherwise—or people who mystically connect with the spirit of a type of animal. Primals tend to rely on speed and agility, but do not lack for other physical traits.

ABILITIES

Roll once or choose one • *34 points*

D20	RESULT
1–7	**Gallant**: STR 4, STA 4, AGL 5, INT 0, AWE 2, PRE 2
8–14	**Hyper**: STR 3, STA 4, AGL 6, INT 1, AWE 1, PRE 2
15–20	**Tested**: STR 4, STA 4, AGL 5, INT 0, AWE 3, PRE 1

SKILLS

Roll twice or choose two • *12 points*

D20	RESULT
1–3	**Academic**: Expertise (choose one at 8 or two at 4), Perception 4, Technology 4
4–7	**Athlete**: Acrobatics 6, Athletics 6
8–10	**Manipulator**: Deception 6, Persuasion 6
11–13	**Mystic**: Insight 6, Magic 6
14–16	**Shadow**: Perception 6, Stealth 6
17–20	**Tracker**: Athletics 4, Perception 4, Survival 4

ADVANTAGES

Defensive Roll 2 • *2 points*

Plus, roll once or choose one • *1 point*

D20	RESULT
1–3	Improved Evasion
4–7	Improved Initiative
8–10	Instant Up
11–13	Takedown
14–16	Taunting Interaction
17–20	Uncanny Dodge

POWERS

Roll once or choose one • *47 points*

D20	RESULT
1–7	**Beast**
8–14	**Bird**
15–20	**Bug**

BEAST

Skills: Select an additional 6 ranks of skills · 3 points

Bestial Body: Enhanced Stamina 3 · Enhanced Strength 4 · Leaping 1 · Speed 5 · 20 points

Bestial Senses: Enhanced Senses 5: Accurate and Acute Smell, Low-Light Vision, Tracking Smell or Vision (choose one) · 5 points

Healing Factor: Regeneration 5 · 10 points

Natural Weapons: Strike 1, Strength-Based, Penetrating 8 · 9 points

BIRD

Defense: Defense +1, Ranged Defense +2 · 4 points

Skills: Select an additional 12 ranks of skills · 6 points

Advantages: Favored Environment: Airborne · 1 point

Bird Body: Enhanced Awareness 2 · Enhanced Presence 2 · Enhanced Stamina 2 · 12 points

Eagle Eyes: Enhanced Senses 6: Dark-Vision, Direction Sense, Distance Sense, Extended Vision · 6 points

Raptor Flight: Flight 7, Restrainable · 7 points

Talons: Strike 4, Penetrating 7, Strength-Based · 11 points

BUG

Bug Body: Enhanced Movement 4: Wall-Walking · Enhanced Senses 2: Danger Sense · Enhanced Stamina 3 · Enhanced Strength 4 · Choose one of Leaping 3 or Flight 3, Restrainable · 23 points

Attack: Roll once or choose one · 24 points

D20	RESULT
1–7	**Stinger Blast**: Blast 10, Accurate 2, Split · Advantages: Precise Shot
8–14	**Venomous**: Toxin 8, Progressive
15–20	**Web-Spinner**: Snare 10, Accurate 2 · Leaping +1 · Alternate Effect: Swinging 8 (for Enhanced Movement and Leaping)

COMBAT

Add your Agility to your Initiative:

- Initiative +4 • *1 point*
- Attack 6 • *12 points*
- Unarmed Attack +6 • *3 points*
- Defense 11 • *22 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +4 • *4 points*
- Fortitude +5 • *5 points*
- Toughness +0 • *0 points*
- Will +5 • *5 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add 1 ability rank (counts as two choices)
- Add 2 skill ranks*
- Add an advantage*
- Add a rank of Enhanced Movement*
- Add a rank of Enhanced Senses*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: The Responsibility of their powers or Acceptance for their outsider nature are the most common motivations for Primals, although any of the others are possibilities.

DISABILITY: Some Primals are so animalistic they lack some understanding or ability to function in normal human society.

PREJUDICE: A Primal's outsider nature might result in Prejudice directed at them.

TEMPER: A Primal might get overwhelmed by their animal nature, unable to control their temper at times.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- For a more occult type of Primal, take the **Mystic** skill package. Consider applying an Option Power Point to the Improvised Effect advantage for use with that skill in performing mystical rituals or empowering temporary magical items.
- You can define a lot of details about your Primal's descriptors beyond your choice of power package: A beast could be any sort of animal with natural weapons, from a cat or wolf to a lion, weasel, or wolverine. Likewise, a bird may be a raptor like an eagle or hawk or a corvid like a crow or bluejay, and a bug could be a wasp, scorpion, spider, or ant, to name a few.
- There's also whether your hero has the *abilities* of their animal type or also some of their appearance. A Bird Primal probably has wings, but they could be anything from a winged person, who might not even have wings all the time, to a humanoid with wings, feathers, and a bird-like head and feet, for example. If your Bug Primal is particularly bug-like, you can even put their Option Power Points into 2 ranks of Extra Limbs!

ABILITIES 34 + **SKILLS** 12 + **ADVANTAGES** 3 + **POWERS** 47 + **COMBAT** 38 + **RESISTANCES** 14 + **OPTIONS** 2 = **TOTAL** 150

SPEEDSTER

Your choice if you have a need for speed! The Speedster relies on athleticism and simply being too fast to hit rather than being super-tough, and includes the fast Runner able to move over ten times the speed of sound, the swift Flier who is like a living jet—or missile!—and the instantaneous Teleporter.

ABILITIES

Roll once or choose one • *20 points*

D20	RESULT
1–7	**Aware**: STR 2, STA 2, AGL 4, INT 0, AWE 1, PRE 1
8–14	**Charming**: STR 2, STA 2, AGL 4, INT 1, AWE 0, PRE 1
15–20	**Quick**: STR 2, STA 2, AGL 4, INT 1, AWE 1, PRE 0

SKILLS

Roll twice or choose two • *16 points*

D20	RESULT
1–4	**Athlete**: Acrobatics 4, Athletics 8, Perception 4
5–8	**Charmer**: Deception 6, Insight 4, Persuasion 6
9–12	**Investigator**: Insight 4, Investigation 6, Perception 6
13–16	**Scientist**: Expertise (choose two at 6), Technology 6, Vehicles 4
17–20	**Thief**: Deception 4, Dexterity 6, Stealth 6

ADVANTAGES

Defensive Roll 3 • *3 points*

POWERS

Roll once or choose one • *55 points*

D20	RESULT
1–8	**Runner**
9–14	**Flier**
15–20	**Teleporter**

RUNNER

Fast Attacks: Array (13 points) · 14 points

- Strike 3, Strength-based, Multiattack 5, Selective 5
- Strike 3, Strength-based, Sphere Area 5, Selective 5

Fast Defense: Enhanced Defense 5 · 10 points

Surface Speed: Enhanced Movement 5: Wall-Crawling, Water-Walking, Limited to While Moving · 3 points

Super-Speed: Enhanced Initiative 3 · Quickness 10 · Speed 15 · 28 points

FLIER

Fast Attacks: Array (13 points) · 14 points

- Strike 3, Strength-based, Multiattack 5, Selective 5
- Strike 3, Strength-based, Sphere Area 5, Selective 5

Fast Flight: Flight 14 · 28 points

Nigh Invulnerable: Reduced Trait: Defensive Roll 3 · Impervious Toughness 8, Limited to While Flying · 13 points

TELEPORTER

Fast Defense: Enhanced Defense 4 · Enhanced Defensive Roll 1 · 9 points

Homing Sense: Enhanced Senses 2: Direction Sense, Distance Sense · 2 points

Teleporting: Array (42 points) · 44 points

Roll three times or choose three Alternate Effects.

D20	RESULT
1–5	**Disorienting Teleport**: Stun 10 Linked to Teleport 10, Extra Condition: Fatigued, Exhausted, Increased Mass 2
6–10	**Personal Teleport**: Teleport 10, Change Velocity, Easy, Extended, Turnabout
11–15	**Team Teleport**: Teleport 10, Easy, Extended, Increased Mass 6
16–20	**Teleporting Attacks**: Strike 3, Strength-Based, Sphere Area 3 (distance rank 5), Selective 5

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 4 • *8 points*
- Throwing Attack +4 • *2 points*
- Unarmed Attack +6 • *3 points*
- Defense 10 • *20 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +8 • *8 points*
- Fortitude +6 • *6 points*
- Toughness +0 • *0 points*
- Will +7 • *7 points*

OPTIONS

Choose two of the following • *2 points*

- Add 2 skill ranks*
- Add an advantage*
- Add the Equipment advantage and spend up to 5 Equipment Points.
- Add an Alternate Effect to an array.*
- Add a Quick-Change Feature that allows the hero to transform into their costume or back as a free action.

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Speedsters have a reputation for Recognition or Thrills as their motivations, but others are just Doing Good or motivated by Responsibility or something else.

POWER LOSS: Your speed might come from an outside source that could be cut off, temporarily removing your powers.

TEMPER: For some speedsters, the world moves frustratingly slowly, giving them short tempers.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Your choice of power package goes a long way toward customizing your Speedster: Are you a fast Runner, a Flier, or a Teleporter?
- If the character is magical in origin, consider changing the Technology skill to Magic or choosing a suitable Expertise skill.

ABILITIES 20 + **SKILLS** 16 + **ADVANTAGES** 3 + **POWERS** 55 + **COMBAT** 33 + **RESISTANCES** 21 + **OPTIONS** 2 = **TOTAL** 150

WARRIOR

Not quite as strong as the Paragon, the Warrior is a better fighter. Not as skilled as the Martial Artist, the Warrior is much stronger and tougher. Plus, they have some added tricks up their sleeves, making them well-rounded and versatile heroes. As the name implies, the Warrior excels on the battlefield, as both a front-line fighter and often as a commander and leader.

ABILITIES

Roll once or choose one • *64 points*

D20	RESULT
1-10	**Commanding:** STR 10, STA 8, AGL 6, INT 1, AWE 3, PRE 4
11-20	**Thoughtful:** STR 10, STA 8, AGL 6, INT 3, AWE 3, PRE 2

SKILLS

Acrobatics 6, Athletics 2, Insight 4, Perception 4 • *8 points*

Plus, roll twice or choose two • *8 points*

D20	RESULT
1–4	**Advanced**: Technology 4, Vehicles 4
5–8	**Charismatic**: Insight 4, choose one of Leadership 4 or Persuasion 4
9–12	**Cultured**: Expertise (choose one at 8 or two at 4), Persuasion 6, Vehicles 2
13–16	**Militaristic**: Intimidation 4, Military Expertise 8
17–20	**Mystical**: Insight 4, Magic 4

ADVANTAGES

Defensive Roll 2 • *2 points*

Plus, roll twice or choose two • *4 points*

D20	RESULT
1–3	**Courageous**: Determination, Fearless
4–6	**Hunter**: Favored Environment, Tracking
7–9	**Precise**: Improved Critical, Improved Disarm
10–12	**Skillful**: Impressive Superiority, Skill Mastery
13–15	**Survivor**: Great Endurance, Ultimate Fortitude
16–18	**Swift**: Improved Initiative, Stunning Strike
19–20	**Veteran**: Favored Foe, Takedown

POWERS

Super-Strength: Lifting 2 • *2 points*

Plus, roll once or choose one • *10 points*

D20	RESULT
1–3	**Aquatic**: Enhanced Movement 1: Aquatic Adaptation, Enhanced Senses 1: Low-Light Vision, Immunity 1: Water Breathing, Swimming 7
4–7	**Fast**: Quickness 5, Speed 5
8–10	**Jumper**: Leaping 10
11–13	**Super-Senses**: Enhanced Senses 10: Accurate and Analytical Hearing, Danger Sense, Extended Hearing and Vision, Hearing Counters Illusion, Tracking Vision, Ultra Hearing, or choose 10 ranks of other Enhanced Senses
14–16	**Wind-Rider**: Flight 5
17–20	**Winged**: Flight 10, Restrainable

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 8 • *16 points*
- Close Attack +2 • *2 points*
- Defense 10 • *20 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +4 • *4 points*
- Fortitude +2 • *2 points*
- Toughness +0 • *0 points*
- Will +6 • *6 points*

OPTIONS 2 PP

Choose two of the following • *2 points*

- Add an advantage*
- Add 2 skill ranks*
- Add 1 rank of Improved to Toughness*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Some Warriors are motivated by Patriotism for their home or adopted home, others by Responsibility or Thrills.

DISABILITY: A Warrior from another culture might have blind-spots when it comes to their adopted culture.

HONOR: A personal code of honor is quite common for a Warrior.

TEMPER: Some Warriors are calm and quiet, but others cannot brook a challenge to them or their honor without taking strong action.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- Trade-off between the Warrior's Strength and Attack ranks, lowering one by as much as 3 to raise the other by the same amount, if you want a character who is slightly more strong than skilled or vice versa.
- **LOWER THE WARRIOR'S STRENGTH BY 3 RANKS TO GIVE THEM A UNIQUE CLOSE COMBAT WEAPON**: Strike 3, Strength-based, Penetrating 7, Easily Removable (–4 points) for 6 Power Points.
- Rather than one of the power packages given here, choose two powers from the **Weapon Expert** archetype instead.
- If the Warrior is a mythic figure, apply appropriate magical descriptors to their powers, and consider moving skill ranks into Mythology Expertise.
- Perhaps the Warrior is a humanoid alien from an advanced civilization. They might look totally human or have some unusual features like primary-colored skin, pointed ears, brow ridges, etc., and you can spend their option Power Points on a Feature or some minor power like Enhanced Movement or Enhanced Senses to reflect their nature.

ABILITIES 64 + **SKILLS** 16 + **ADVANTAGES** 6 + **POWERS** 12 + **COMBAT** 38 + **RESISTANCES** 12 + **OPTIONS** 2 = **TOTAL** 150

WEAPON EXPERT

While Martial Artists make themselves into weapons, the Weapon Expert masters a particular type of weapon, whether it is bow, gun, sword, knife, or whip. They're highly skilled and have a lot of advantages, especially when it comes to fighting with their chosen weapon.

ABILITIES

Roll once or choose one • *28 points*

D20	RESULT
1–5	**Enhanced**: STR 3, STA 3, AGL 6, INT 0, AWE 1, PRE 1
6–13	**Natural**: STR 3, STA 3, AGL 5, INT 0, AWE 2, PRE 1
14–20	**Self-Made**: STR 2, STA 3, AGL 3, INT 1, AWE 3, PRE 2

SKILLS

Acrobatics 8, Athletics 8, Stealth 8, Weapon Expertise 8 • *14 points*

BACKGROUND SKILLS

Roll once or choose one • *6 points*

D20	RESULT
1–5	**Soldier**: Military Expertise 8, Survival 4, Vehicles 4
6–10	**Time-Displaced**: History Expertise 8, Riding 8
11–15	**Vigilante**: Investigation 8, Streetwise Expertise 8
16–20	**Weapon-Smith**: Dexterity 4, Technology 6, Weapon Expertise 4

MENTAL SKILLS

Roll once or choose one • *12 points*

D20	RESULT
1–4	**Assertive**: Insight 8, Leadership 8, Persuasion 8
5–8	**Cunning**: Deception 10, Insight 8, Perception 6
9–12	**Empathic**: Insight 10, Perception 6, Persuasion 8
13–16	**Forceful**: Intimidation 8, Leadership 8, Persuasion 8
17–20	**Smooth**: Deception 10, Insight 4, Persuasion 10

ADVANTAGES

Defensive Roll 4, Equipment 5 • *9 points*

Plus, roll twice or choose two • *6 points*

D20	RESULT
1–2	**Alert**: Improved Evasion, Precise Attack, Uncanny Dodge
3–4	**Commander**: Encourage, Inspire, Leadership Mastery
5–6	**Daring**: Blind Attack, Fearless, Impressive Superiority
7–8	**Dead-Eye**: Improved Aim, Improved Critical: Weapon, Ultimate Aim
9–10	**Fast**: Elusive Target, Improved Initiative, Takedown
11–12	**Fierce**: Improved Smash, Menacing Attack, Riposte
13–14	**Resourceful**: Connected, Contacts, Wealth Benefit
15–16	**Skillful**: Improved Defense, Improved Disarm, Improved Trip
17–18	**Tactician**: Direct Action, Immediate Team Attack, Teamwork
19–20	**Tricky**: Alternate Feint, Distracting Interaction, Taunting Interaction

EQUIPMENT

Motorcycle • *10 Equipment Points*

Plus, roll once or choose one • *15 Equipment Points*

D20	RESULT
1–4	**Bow**: Blast 5 with either Multiattack 5 or five trick arrow Alternate Effects
5–8	**Gun**: Blast 5, Multiattack
9–12	**Knives**: Strike 2, Strength-Based, Ranged 5, Multiattack 5, Improved Critical, Improved Defense, Improved Disarm
13–16	**Sword**: Strike 2, Strength-Based, Multiattack 5, Penetrating 5, Improved Defense, Improved Disarm, Weapon Break
17–20	**Whip**: Strike 4, Multiattack, Grabbing Finesse, Improved Disarm, Improved Hold, Improved Trip, Reach 3

POWERS

Roll twice or choose two • *10 points*

D20	RESULT
1–2	**Blocking**: Counter Damage 7, Improved Defense, Quick Counter, Easily Removable (weapon or shield, –4 points)
3–4	**Crippling Strike**: Lower Strength 5
5–7	**Extra Equipment**: Equipment 5
8–9	**Fast**: Quickness 3, Speed 2
10–11	**Healing Factor**: Regeneration 2 (every five rounds), Advantage: Diehard
12–13	**Improvised Weapons**: Strength-based Damage 2, Ranged 5, Variable Descriptor 2, Easily Removable (–4 points)
14–15	**Super-Hearing**: Enhanced Senses 5: Accurate Hearing, Danger Sense, Extended Hearing, Ultra Hearing
16–17	**Super-Vision**: Enhanced Senses 5: Dark-Vision, Extended Vision, Microscopic Vision 1
18–20	**Urban Acrobat**: Enhanced Movement 2: Safe Fall, Stable · Leaping 1 · Swinging 2

COMBAT

Add your Agility to your Initiative:

- Initiative +0 • *0 points*
- Attack 7 • *14 points*
- Weapon Attack +6 • *3 points*
- Defense 12 • *24 points*

RESISTANCES

Add your Agility to Dodge, Stamina to Fortitude and Toughness, and Awareness to Will:

- Dodge +8 • *8 points*
- Fortitude +7 • *7 points*
- Toughness +0 • *0 points*
- Will +7 • *7 points*

OPTIONS

Choose two of the following • *2 points*

- +1 Fortitude*
- +1 Will*
- Add 2 skill ranks*
- Add an advantage*

*You can choose this option twice.

COMPLICATIONS

Choose a Motivation and consider one or more of the following:

MOTIVATION: Recognition for their skills is a common motivation for Weapon Masters, as are Justice, Patriotism, or Responsibility.

DISABILITY: A Weapon Master may have a Disability they overcome through their training and skill.

HONOR: The Weapon Master abides by a personal code of honor in how they fight and use their abilities, often instilled by their teacher or experiences with their training.

RIVAL: Another Weapon Master is a common rival, perhaps even an Enemy.

CUSTOMIZATION

Consider the following ways to customize this archetype:

- A Weapon Expert's choice of signature weapon does a lot to customize them. Consider why they chose it and how they learned to master it.
- For a more technologically focused Weapon Expert change the Weapon-smith background skills package to Technology 10 and 4 added ranks of Weapon Expertise and consider using an option to add the Improvised Effect advantage for one-time "trick weapon" gadgets.
- You can spend the archetype's 10 Power Points in powers on other traits, if you want, within the Power Level limits, including completely different powers. Consider one of the **Warrior** archetype's power options instead.

ABILITIES 28 + **SKILLS** 32 + **ADVANTAGES** 15 + **POWERS** 10 + **COMBAT** 41 + **RESISTANCES** 22 + **OPTIONS** 2 = **TOTAL** 150

COMPLICATIONS

Comic books are full of storylines involving various complications, and players are encouraged to come up with some for their heroes. **Complications** have a specific use in the game as well: they give the Game Master a "handle" on your hero, different challenges to introduce or include in adventures. When the GM does so, you earn Hero Points you can use to enhance your character's chances of success, among other things. See **Hero Points** in **Chapter 1** for more information.

CHOOSING COMPLICATIONS

Choose at least a Motivation for your hero, either one in the **Motivation** section following or one of your own creation. You can take as many additional complications as you wish, although the GM may set limits for the sake of being able to keep track of them all. Complications are also self-limiting, in that you only earn Hero Points for the complications that come into play. So even if you have many, if the GM can only include a few in a game session, then those are the ones you earn Hero Points from that game. You can—and generally should—look for opportunities to include your hero's complications and offer suggestions to the GM, who makes the final decision on which complications come into play at any given time.

The GM also decides what complications are appropriate for the game and can exclude any complication, based on the style and needs of the story and the series. Keep in mind the adventure needs to have room for *all* the heroes' complications, so individual ones can only come up so often.

PLOT COMPLICATIONS

Additionally, as detailed in **Chapter 1**, the Game Master can impose temporary complications—plot complications—over the course of an adventure, and players can suggest plot complications for their characters as well. These function just like regular complications: Whenever the complication causes the hero trouble, the GM awards a Hero Point. The key difference is that the plot complication usually goes away by the end of the adventure, or even sooner once the character has dealt with the complication in some fashion. See **Plot Complications** in **Chapter 1** and in the *Mastermind's Manual* for more.

MOTIVATION

Every hero has something that drives them, that keeps them going when things get tough. Sometimes motivation is the only difference between a hero and a villain. What made your hero decide to fight for justice rather than turning toward more selfish goals? How does it affect the hero's methods of fighting crime? Is there anything that might change or affect your hero's motivation?

Motivation is a complication because it often determines what a hero will do in a particular situation. The GM can use your hero's motivation to encourage certain actions, and enemies may do the same. When you properly play out your hero's motivation, even if it isn't necessarily the "smartest" thing to do, the GM awards you a Hero Point.

Common heroic motivations include the following:

ACCEPTANCE

The hero feels different or isolated and does good to gain the trust and acceptance of others and perhaps discover what it means to be truly human. Some such heroes see their powers as more of a curse than a blessing, but try to do some good with them while hoping and looking for a way to have a normal life.

DOING GOOD

Some heroes fight the good fight simply because it's the right thing to do and they believe in doing the right thing no matter what. Their strong moral center may come from a good upbringing (or a bad one that showed them what *not* to do) or the guidance or inspiration of a mentor or role model.

GREED

There are those motivated by nothing more than the opportunity to make a profit off their heroic careers. They may be mercenaries for hire or marketing machines who do good deeds but also rake in the proceeds from merchandising and public appearances. More altruistic heroes tend to look down upon their profit-mongering peers.

JUSTICE

An overwhelming thirst for justice drives some heroes, a need to see the innocent protected and the guilty punished, even if they are beyond the reach of the law. These heroes walk a thin line. For some justice becomes a thirst for vengeance for injury done to the hero in the past, like the death of a loved one.

PATRIOTISM

Heroes are often devoted to the ideals of their home or adopted nation, and seek to serve that nation and its people with their abilities. Patriotic heroes are often honored as champions of their homelands, but it is the service, and not necessarily the recognition, which matters.

RECOGNITION

Some heroes do want recognition or attention, and dressing up in a bright costume and fighting crime is a surefire way to get people to notice you. The hero may be a shy nobody out of costume or a glory-hog who loves the spotlight in both identities, perhaps so much they abandon the idea of a "secret identity" altogether!

RESPONSIBILITY

The responsibility of having great power can be a heavy one but some heroes feel it is their duty to use the powers they have been given for the greater good. Oftentimes these heroes are trying to live up to an ideal like a mentor or a predecessor who inspired them.

THRILLS

For some the life of a superhero is all about excitement, thrills, danger, and glory. These heroes are in it for the action more than anything else, although they do try to do good along the way—while having as much fun as they can.

Motivation and Influence

A shared motivation can create an empathic bond with others. With the GM's permission, you might get a bonus on interaction skill checks when dealing with someone with the same motivation as yours. Similarly, you may suffer a penalty to interaction when dealing with characters of a strongly differing motivation. A similarity or difference in motivation may also affect the initial attitude of NPCs toward characters. See **Attitudes** under **Interaction Skills** in **Chapter 4** for details.

Motivations as Descriptors

At the GM's option motivation can function as a descriptor for powers (see **Descriptors** in **Chapter 6**), allowing a character to have a power affecting only subjects with a particular motivation, for example, or the ability to detect characters with a particular motivation (see the **Detect** effect of **Enhanced Senses** in **Chapter 6**). Game Masters should be careful when applying power modifiers based on subjective qualities like motivation. An attack power affecting only "evil" targets, for example, is useless against inanimate objects, constructs, and animals (which cannot have such a quality) as well as "good" or even "neutral" targets. It might also not affect characters without a specific evil motivation, such as selfish mercenaries, violent vigilantes, or despots devoted solely to order, but not "evil" per se.

Motivations as Origins

Some characters may derive their powers from their motivation in some way, such as heroes who draw strength from their convictions, faith, or morality. This provides a descriptor for those powers, but the hero may also suffer a Power Loss complication from a change or wavering in motivation.

Motivations in Conflict

Characters with different motivations may find them in conflict from time to time. Such conflicts provide roleplaying opportunities and complications for players and story hooks for the Game Master. For example, a hero motivated by Patriotism may discover a secret government agency acting against the interests of justice in the world. What is stronger, the hero's patriotism or the desire to see the truth known and justice done? Some conflicts may even result in heroes changing motivations. See **Changing Complications**, in the following section, for more on this.

Other Complications

Other possible complications, and their uses in adventures, include:

Accident

You cause or suffer some sort of accident. Perhaps a stray blast damages a building or hurts an innocent bystander, your fire powers set off sprinkler systems, or you cause volatile chemicals to explode. A hero with this as a regular complication may be especially accident-prone, inexperienced with their powers, or even jinxed! The GM decides the effects of an accident, but they should be troublesome. Accidents can lead to further complications; perhaps the hero develops a guilt-complex, obsession, or phobia involving the accident.

Addiction

You need something, whether for physical or psychological reasons. You'll go out of your way to satisfy your addiction, and being unable to satisfy it may lead to other complications, either involving your own faculties or your relationships with people. Several comic book heroes have struggled with addictions and their effects on their lives.

CHOOSE YOUR OWN COMPLICATIONS

In addition to the regular complications you choose for your character, you can also volunteer for plot complications during a game any time you want: Do you think a failed check might cause a complication for your hero? Suggest it! Does it feel like a villain's success could have a further complication associated with it for your hero? Suggest that. These complications not only make the game more dramatic and interesting; they reward your character with Hero Points! The same is true if you see an opportunity for one of your hero's existing complications: The Game Master has a lot to keep track of, so if you see a chance to bring a complication into play, suggest it! "This scene seems like a place where my hero's journalist boyfriend might be, getting himself into danger" or "What if that hit sent my hero flying into a wall, where she's buried under rubble, triggering her claustrophobia complication?"

DISABILITY

You have a particular disability, such as being blind, deaf, or paraplegic. When your disability places serious challenges in your path, your complication comes into play. Many disabled heroes have powers or other compensations for their disabilities, such as a blind hero with other enhanced senses or a paraplegic who is a powerful psychic. Others don't and rely on assistive devices and other measures. Even if powers, devices, or other means sometime make up for a disability, this complication is still appropriate because your character may have to deal with it from time to time when it comes into play.

ENEMY

You have an enemy, or enemies, trying to do you harm. The GM can have your enemy show up to cause you trouble, and adventures involving your enemy tend to be more complicated for you; even personal grudge-matches, if the enmity goes both ways. When having an enemy causes a particular problem for you (such as your enemy abducting a loved one or laying a trap for you), you get a Hero Point. This complication may encompass a whole "rogues gallery" of foes for some heroes.

FAME

You're a public figure, known almost everywhere you go, hounded by the media, swamped by fans and well-wishers, and similar problems, which create various complications, even more than experienced by most heroes.

HATRED

You have an irrational hatred of something, leading you to actively oppose the object of your dislike in some way, no matter what the consequences. Your hatred tends to overwhelm your better judgment, which is when it becomes a true complication.

HONOR

You have a strong personal code of honor. Generally, this means you won't take unfair advantage of opponents or use trickery, but you can define the exact terms of your code with the GM. Your honor becomes a complication when it puts you in a bind or on the horns of a moral dilemma.

IDENTITY

Heroes often maintain secret identities, creating various complications as they try to keep them secret from friends and enemies alike. The dual identity can even go beyond mere disguise for heroes who transform into a different persona, creating complications around controlling that transformation, or a lack of powers or abilities in one persona.

OBSESSION

You're obsessed with a particular subject and pursue it to the exclusion of all else, which can create quite a few complications.

PHOBIA

You're irrationally afraid of something. When confronted with it you must fight to control your fear, perhaps even leaving you Frightened or Paralyzed by it.

POWER LOSS

Certain circumstances cause some or all your powers to stop working, or rob you of them altogether. You might depend on objects others can steal or take from you, or lose your powers during the dark of the moon, or when exposed to exotic radiation. You may even simply lose faith in yourself, resulting in temporary loss of ability. When this happens, and poses a challenge for you, your complication comes into play.

PREJUDICE

You are part of a group subject to the prejudices of others, which create problems. Similarly, characters with unusual origins or appearance might face prejudice, such as a demonic-looking hero who is considered suspect. Some Game Masters and gaming groups may prefer not to deal with issues of prejudice in their games, in which case the GM is free to ban this complication—without banning the people often subject to it in the real world!

QUIRK

Complications can often come from various personality quirks: likes, dislikes, hobbies, neuroses, and so forth. For example, a hero might have the quirk of always leaving some sort of "calling card" for the authorities along with a captured criminal. That could become a complication if somebody else starts imitating it, or uses it to cause trouble for the hero.

RELATIONSHIP

The important people in a hero's life are a source of strength, but they can also complicate things. If they are not in on the hero's costumed identity, there is the challenge of keeping them safely in the dark. On the other hand, if the people in a hero's life do know the truth, they are in danger from the hero's foes and others seeking to find out. If they know the hero in both identities, possibly both!

REPUTATION

You have a bad reputation, whether you deserve it or not. Having someone adopt an attitude worse than Indifferent toward you because of your reputation is a complication, see **Attitudes** under **Interaction Skills** in **Chapter 4**. You might struggle to overcome your reputation, taking chances or facing difficulties others do not as a result.

RESPONSIBILITY

You have various demands on your time and attention. Responsibilities include family obligations, professional duties, and similar things. Failing to live up to your responsibilities can mean loss of relationships, employment, and other problems.

RIVALRY

You feel a keen sense of competition with a person or group and must do your best to outdo your rival at every opportunity.

SECRET

You have something potentially damaging or embarrassing you're hiding from the world. The most common secret for *Mutants & Masterminds* heroes is their identity, but it could be a secret weakness (another complication) or some dark secret from your past. Occasionally, someone or something may threaten to reveal your secret.

TEMPER

Certain things just set you off. When you lose your temper, you lash out at whatever provoked you. This might involve harsh words that worsen attitudes, property destruction, actual violence or threats of violence.

WEAKNESS

Some things can hurt you badly. You might have a weakness that overcomes your normally strong defenses, like a werewolf is vulnerable to silver, or you may suffer harm from things harmless to others, from water to cold iron or exotic energies or materials.

A weakness may involve the Weakness condition (see **Conditions**) or impose an entirely different effect. Affliction (see **Chapter 6**) is typical, but some weaknesses inflict outright damage, leave heroes with Lowered traits, or have some other effect, such as Power Loss. You and the GM can discuss common effects and conditions beforehand and it is up to the GM to decide what happens when the complication comes into play. When the GM uses your weakness against you in a scene, it's a complication.

CHANGING COMPLICATIONS

Complications can (and generally should) change over the course of a series: old enemies die or are put away for good, rivalries and psychological issues are resolved, new romances and relationships begin as others end, and so forth. Work with the GM to come up with new complications for your hero as old ones are resolved. As mentioned previously, the Game Master may set limits as to how many ongoing complications your hero can have in play at any given time.

BACKGROUND

A lot of background details go into making your hero more than just a collection of numbers. If you have not already, take a moment to consider some of the following:

NAME

What is your character's name? What is the name the hero uses in public, which appears in one-inch type in the newspaper headlines? Most heroes adopt unique and distinctive "code names," so consider a suitable name for yours. Code names are often based on powers, theme, or style. Here are some options to consider:

- **ORIGIN:** A name may be based on the hero's origin, power source, nation (or even world) of birth, and such.
- **POWERS:** Choose a name based on the hero's powers: Firestarter or Blaze for a flame-controlling character, Thunder or Spark for an electrical character, and so forth.
- **THEME:** Maybe the character has a theme or style suggesting a name: Paladin might be a medieval knight displaced into the present day, with a magical sword and armor. Ms. Macabre may be all about magic and the occult.
- **TITLES:** Names may include various titles like Mister, Miss, Ms., Mx., Doctor, Sir, Lord, Lady, and Madam or even royal titles like King, Queen, Prince, Princess, Duke, Baron, Emperor, Sovereign, and so forth. Military ranks are also popular parts of hero names, especially General, Major, and Captain.
- **GENDER:** Names often include gender designations like Man/Woman, Boy/Girl, Lad/Lass, and so forth, but they tend to be a bit old school and are not always appropriate.
- **SOUND:** Some code names don't really have anything to do with a character's powers or background—they just sound cool: Kismet, Scion, Animus, Damask, and so forth. They may hint at the hero's powers or origin, or have nothing to do with them.
- **REAL NAME:** Some heroes go by their given name, not using a code-name at all. Oftentimes these names still sound like code names, however. They may also be nicknames, such as "Dash" for someone with the name Dashell, or "Buzz" for someone with the name Buzcinski, or whatever other nickname a character may have, such as "Stretch" or "Tiny."

ORIGIN

What's the origin of your hero's powers? It can be anything from a character born with the potential for powers to someone granted them by an accident—exposure to a strange meteor, radiation, genetic engineering, or any of countless similar encounters. Here are some of the more common superhero origins:

ACCIDENT

Perhaps the most common origin. The hero gains powers accidentally from exposure to some force like radiation, chemicals, unleashed mystic energies, being struck by lightning, and so forth. Accidents are usually one-time events, although sometimes there is an effort to deliberately recreate an accident. The current science of the setting

tends to influence accidental origins. Golden Age heroes in the 1940s often gained their powers from chemical accidents while Silver Age heroes in the Atomic Age of the '60s got their powers from radiation and modern heroes acquire powers from accidents involving genetic engineering, nanotech, and similar innovative technologies.

ALIEN

A hero may be a member of an alien species with unusual powers compared to humans. Either all members of their species have similar powers or conditions like lesser gravity, solar radiation, and such grant them powers while on Earth. Some "alien" species in the comics are actually superhuman offshoots of humanity living isolated from the rest of the world. "Aliens" also include mystical beings from other dimensions, from angels and demons to elementals and actual gods, as well as mortal half-breeds descended from them. An alien hero's powers might even have another origin; being an alien only explains part of the character's powers or is merely a background element.

ENDOWMENT

Some outside force grants the hero powers. This might be an experimental procedure, a godlike higher power, a secret organization that hands out powerful devices, a mysterious wizard, or something similar. The patron might expect something in return from the hero for this boon, or the gift could be unconditional.

EXPERIMENT

Some heroes gain powers from a deliberate effort, such as a scientific or mystical technique for transforming someone into a super-being. Like accidents, experiments are often impossible to duplicate. The hero may be a willing volunteer or a victim chosen to test out the technique. Some heroes create their own powers, either developing the power-granting procedure or building their own devices.

MUTANT

A hero may simply be born "different," with the genetic potential for super-powers. These latent powers typically emerge in a time of stress, especially the changes brought on by puberty, although they might also appear because of an accident, combining the accident and mutant origins.

TRAINING

Finally, some heroes acquire powers through hard work and training, whether physical discipline, studying esoteric martial arts techniques, meditation and introspection to unlock hidden mental powers, or mastering the arts of magic. Such training is typically arduous and not everyone has what it takes to accomplish it. Heroes who gained their powers through training may have foes or rivals who trained with them, Enemy or Rivalry complications.

ORIGINS AS DESCRIPTORS

Origins can serve as descriptors for a character's powers. See **Descriptors** in **Chapter 6**. For example, a super-powered mutant has the "mutant" descriptor, meaning the character may be detected by mutant-detection powers, affected by mutant-specific devices, and so forth. The same is true for a mystic, an alien, or any other origin.

ORIGIN GUIDELINES

Your GM may decide to limit the origins for the series you're playing for story reasons. The Game Master may set specific guidelines, ranging from restricting certain types of origins—no aliens or no mystics, for example—to requiring all heroes share a common type of origin, such as *everyone* is a mutant or the result of a unique accident that is the sole source of super-powers. Consult with your GM before you choose a particular origin for your hero.

AGE

How old is the character? Superheroes tend to hover in that indeterminate age between 20 and 40, but some heroes are younger, often teenagers, and some are older, possibly *much* older, depending on a hero's background. For example, the hero might have fought in World War II but ended up in the present day due to time travel or suspended animation. Heroes with Immunity to Aging might be *thousands* of years old.

Consider the effects of age on your hero. Someone who fought in the Second World War is likely to have a different worldview than a modern teenager who just acquired super-powers, to say nothing of an immortal who has seen civilizations rise and fall or a godlike being from the dawn of time. A character's age may influence the choice of certain traits. Elderly characters are likely to have lower physical ability ranks, for example, while younger ones may have fewer skill ranks, having less time to train in various skills.

APPEARANCE

What does your hero look like? Is the hero even human? Superheroes can be aliens, robots, androids, spirits, and beings of pure energy. Is the character short or tall? What about hair and eye color? Does the hero

have any distinguishing marks or unique features; is their appearance unusual in any way, apart from running around in a costume? What about complications stemming from the hero's looks?

COSTUME

A costume is a big part of a superhero's appearance. Like code names, most heroes have a distinctive costume, usually something skin-tight and colorful, often emblazoned with a symbol or logo. Other heroes wear more military-style outfits or body armor with numerous bandoliers and belts. A suit of armor may serve as the hero's costume: anything from ancient mail to a high-tech battlesuit. A few heroes don't wear a special costume, just ordinary street clothes, which can be distinctive among a group of spandex-clad heroes.

Costumes are generally immune to the kind of routine wear-and-tear a hero's powers should inflict on them. For example, heroes who can burst into flames don't usually incinerate their clothing. The same is true for heroes who change their size or shape. Although a hero's costume can be damaged or torn by attacks and other circumstances, it's usually immune to the hero's powers. This doesn't cost any points; it's just the way costumes work.

ALTERNATE IDENTITY

Although heroes spend a lot of time fighting crime and using their powers to help others, most also try to find time to have lives of their own. Consider the hero's "normal" life, both before acquiring super-powers and since. Does the hero maintain a secret identity, hiding behind a mask or other guise to have a semblance of a normal life while "off duty"? Describe the hero's other identity and what the hero does while not out fighting the forces of evil.

Other heroes abandon all pretense of a "civilian" identity, revealing their true names to the world and living in the public eye. This means no juggling two separate lives, but also no refuge from the media, adoring fans, or the hero's enemies, who can all keep track of the hero more easily. Both approaches have their good and bad points. Consider which is best for your hero.

PERSONALITY

How would you describe your hero's personality? While heroes tend to share a desire to use their powers for good and uphold the law, they also show a diverse range of attitudes. One hero may be dedicated to the ideals of truth, justice, and fairness while another is a vigilante willing to break the law to ensure justice is done. Some heroes are forthright and cheerful while others are grim and unrelenting. Consider your hero's attitudes and personality traits. Do not overlook the effect of Motivation on your hero's personality and vice versa.

GOALS

Finally, what are your hero's goals? All heroes want things like peace and justice to one degree or another, but what other things does your hero want? One hero may want to find their long-lost family while another may want to avenge a terrible wrong done to them in the past. A monstrous or alien hero may seek the embrace of a new home on Earth, while a teen hero may want to live up to the legacy of a mentor or predecessor. Giving your hero a goal beyond simply "doing good" can help give the character more depth and provide opportunities for roleplaying and complications during the game. Do not overlook it.

HERO ADVANCEMENT AND IMPROVEMENT

The Game Master periodically awards heroes Power Points during a *Mutants & Masterminds* series. This represents the experience and confidence the heroes have gained, along with other factors contributing to an improvement in their abilities, skills, and powers. The GM sets the pace of Power Point awards to suit the needs of the series.

Players can spend their heroes' awarded Power Points in between adventures to improve the heroes' traits, limited only by the series Power Level. They can also choose to save up unspent Power Points, waiting until the Power Level increases, to spend them to improve a trait already at its maximum rating or rank. Players spend Power Points on new or improved traits for their heroes just the same as spending them to create a hero.

Just like starting Power Points, once earned Power Points have been allocated to a trait, they remain that way, unless some effect, such as the Transformed condition, causes the character's point allocation to change. See **Reallocating Power Points**, earlier in this chapter, for more information.

INCREASING POWER LEVEL

As heroes earn Power Points and spend them to improve their traits, they will eventually run into the limits imposed by the series Power Level. For a while, this can be a good thing, since the Power Level limits encourage heroes to diversify and acquire new skills, advantages, and powers rather than simply pumping points into their existing traits to increase them to unwieldy levels. However, eventually, you're going to want to raise the Power Level, giving the heroes a bit more breathing room for advancement and spending their earned Power Points.

A good guideline is to follow the starting Power Point totals when it comes to Power Level: when the heroes accumulate an additional 15 Power Points from the start of the series or the last time the Power Level was raised, it's probably time to raise the Power Level by +1. A Power Level 10 game starts out with 150-point heroes. When they have earned another 15 Power Points (bringing their total up to 165), the GM should consider raising the Power Level to 11, allowing the heroes to spend some of those Power Points to increase traits which are currently at the maximum limit.

When you increase the Power Level, you should also re-evaluate the capabilities of the villains and other challenges the heroes face. While NPCs don't earn additional Power Points as such, and aren't even subject to the same Power Level limits as the heroes, you should feel free to improve the traits of some non-player characters to keep pace with the heroes, ensuring those antagonists remain a suitable challenge. It's also fine to have others lag, as the heroes outstrip some of their old foes, who no longer represent the kind of threat they did before, plus you can introduce new villains and challenges suited to the series Power Level as things progress.

For more on advancement and improvement and how to manage it, see the *Mastermind's Manual*.

3: ABILITIES

Everyone has certain basic traits: how strong, fast, smart, and clever they are. In *Mutants & Masterminds,* characters have six basic **abilities**: Strength (Str), Stamina (Sta), Agility (Agl), Intellect (Int), Awareness (Awe), and Presence (Pre). These abilities influence many things your character does. Stronger characters can lift greater weights, more agile characters have better balance and quicker reflexes, tougher characters can soak up more damage, and so forth. Strength, Stamina, and Agility are **physical abilities**, whereas Intellect, Awareness, and Presence are **mental abilities**.

ABILITY RANK

Each ability has a numerical **rank** associated with it, based on how far above or below average it is. Abilities start at rank 0, baseline average for a human being. They can go as low as –5 (more of a disability) up to 5 for truly exceptional people, and as high as 20 for super-humans, with even higher values reserved for truly godlike cosmic beings and forces.

The ability rank is added to, or subtracted from, die rolls when your character makes a check related to that ability. For example, your Strength rank affects the amount of damage you do when punching someone. Your Intellect rank comes into play when you roll skill checks based on Intellect, and so forth. Sometimes your rank is used to calculate another value, such as when you use your Agility to determine how quickly you react under pressure, your Initiative modifier, and Dodge resistance.

ACQUIRING ABILITY RANKS

You choose your hero's ability ranks by spending Power Points on them. Increasing an ability rank by 1 costs 2 Power Points, so putting 2 Power Points into Strength, for example, raises it from rank 0 to 1. Remember a rank of 0 is average, 2 is a fair amount of talent or natural ability, 3 is exceptional, 4 extraordinary, and so forth. (See the **Ability Benchmarks** table for guidelines.)

ABILITY COST = 2 POWER POINTS PER +1 TO AN ABILITY RANK

ABILITY BENCHMARKS

RANK	DESCRIPTION	RANK	DESCRIPTION
–5	Disabled	4	Highly gifted
–4	Incapable	5	Best in a nation
–3	Weak	6	One of the best in the world
–2	Impaired	7	Best ever, the pinnacle of human achievement
–1	Below average	8	Low superhuman
0	Average	10	Moderate superhuman
1	Above average	13	High superhuman
2	Well above average	15	Very high superhuman
3	Gifted	20+	Cosmic or godlike

BEYOND HUMAN

Although a rank of 5–7 is defined as "the best" in an ability on a human scale on the **Ability Benchmarks** table, this applies primarily to physical abilities, which are easier to quantify, and even then there's some variability. A world-record weightlifter has a Strength of 5, and similar record-holding athletes are probably in the Stamina 5, Agility 5 range, with quite a few ranks in Acrobatics and Athletics skill as well. Likewise, while resistances have no limits outside of Power Level, Toughness 5 or so is about as good as a "normal" human has, and Fortitude higher than 7 or so approaches Rasputin levels of resistance. Mental abilities are harder to codify, and it's hard to say what the "best" human Intellect, Awareness, Presence, or Will are.

A character with greater ability ranks isn't necessarily "non-human," merely *superhuman* in comparison to ordinary people. Many "human" characters in the comics have truly superhuman abilities, especially mental abilities, and resistances. A character can have a superhuman ability rank—especially one other than Strength or Toughness—without necessarily being anything other than an amazingly talented, well-trained human being. The limits of what "normal" people can have in terms of ability ranks while still being considered "normal" is up to the Game Master and depends very much on the style of the series. The only limit in the game guidelines is the series Power Level.

LOWERING ABILITIES

You can also lower one or more of your character's ability ranks from the starting value of 0, giving it a negative rank. Each rank you lower an ability gives you 2 additional Power Points to spend elsewhere. You cannot lower an ability rank below –5, which is itself a serious deficiency. An ability lowered to –5 may even be absent altogether! See **Absent Abilities**, following, for details.

GAIN +2 BONUS POWER POINTS PER –1 TO AN ABILITY RANK

ABILITY RANK AND POWER LEVEL

The series Power Level limits the maximum rank your character can have in certain abilities. In general, aim for ability ranks no higher than the Power Level, unless you are using trade-offs, or dealing only with total bonuses for skills, which can potentially be higher. See **Power Level** in **Chapter 2** for details and guidelines and be prepared to adjust your chosen ability ranks if they exceed the series Power Level limits.

PHYSICAL ABILITIES

The three physical abilities describe a character's Strength, Stamina, and Agility, as follows:

STRENGTH (STR)

Strength measures sheer muscle power and the ability to apply it. Your Strength rank applies to:

- Damage dealt by your unarmed and Strength-based attacks.
- The amount of weight you can lift, carry, and throw.
- Athletics skill checks.

STAMINA (STA)

Stamina is health, endurance, and overall physical resilience. Stamina is important because it affects a character's ability to resist and recover from most forms of damage. Your Stamina modifier applies to:

- Toughness, for resisting damage.
- Fortitude, for resisting effects targeting your character's health.
- Stamina checks to avoid death from the Dying condition.

AGILITY (AGL)

Agility is balance, coordination, and quickness. Your Agility rank applies to:

- Dodge, for resisting hazards involving quick reaction time.
- Initiative modifier, for acting first in combat.
- Acrobatics, Dexterity, Stealth, and Vehicles skill checks.
- Agility checks for feats of coordination, precision, and quickness when a specific skill doesn't apply.

MENTAL ABILITIES

The three mental abilities describe a character's Intellect, Awareness, and their Presence, as follows:

INTELLECT (INT)

Intellect covers reasoning ability and learning. A character with a high Intellect rank tends to be knowledgeable and well-educated. Your Intellect modifier applies to:

- Expertise, Investigation, Magic, Medicine, or Technology skill checks.
- Intellect checks to solve problems using sheer brainpower when a specific skill doesn't apply.

AWARENESS (AWE)

Awareness describes common sense, perceptiveness, and intuition, what some might call "wisdom." A character with a high Intellect and a low Awareness may be an "absent-minded professor" type, smart but not always aware of what's going on. On the other hand, a not so bright (low Intellect) character may have great deal of common sense (high Awareness). Your Awareness modifier applies to:

- Will, for resisting attacks on your mind.
- Insight, Perception, and Survival skill checks.
- Awareness checks to resolve matters of intuition when a specific skill doesn't apply.

PRESENCE (PRE)

Presence is force of personality, persuasiveness, leadership ability and, to a lesser degree, attractiveness. Presence is useful for heroes who

intend to be leaders as well as those who strike fear into the hearts of criminals with their presence. Your Presence modifier applies to:

- Deception, Intimidation, Leadership, Performance, and Persuasion skill checks, commonly known as interaction skills, including your uses of those skills for Impress actions. See **Impress Checks** in **Chapter 8**.
- Presence checks to influence others through force of personality when a specific skill doesn't apply.

COMBAT ABILITIES

Not everyone is talented or trained in combat, but superheroes and their foes often fight and have **Combat Abilities** measuring their ability to do so. Combat abilities are neither mental nor physical abilities, but a combination of both:

ACQUIRING COMBAT ABILITY RANKS

Like regular abilities, combat abilities start out at rank 0, and you can spend 2 Power Points to increase either Attack or Defense by 1 rank.

COMBAT ABILITY COST = 2 POWER POINTS
PER +1 TO COMBAT ABILITY RANK

LOWERED COMBAT ABILITIES

You can also lower one or both of your character's combat ability ranks from the starting value of 0, giving it a negative rank. Each rank you lower a combat ability gives you 2 additional Power Points to spend elsewhere. You cannot lower either ability rank below –5. Lowering combat abilities, given the prevalence of combat in superhero adventures, is *not* something recommended for player characters.

GAIN +2 BONUS POWER POINTS
PER –1 TO COMBAT ABILITY RANK

ATTACK (ATK)

Attack measures a character's ability to successfully land attacks against an opponent in combat, used as the ability for attack checks. See **Attack Checks** in **Chapter 1** and **Chapter 8** for more information. The Attack ability is limited in rank by Power Level and any trade-offs between attack and effect rank. See **Trade-Offs** in **Chapter 2** for more.

CLOSE AND RANGED ATTACK

In addition to overall Attack ability, characters can acquire ranks of **Close Attack** and **Ranged Attack** separately for 1 Power Point each. These ranks apply only to close and ranged attack checks, respectively.

CLOSE ATTACK OR RANGED ATTACK =
1 POWER POINT PER +1 RANK

These ranks stack with the character's base Attack rank, and the total is subject to the Power Level limits for Attack.

ATTACK SPECIALIZATION

Characters can also specialize in a specific attack, weapon, or power, gaining 2 ranks for 1 Power Point.

ATTACK SPECIALIZATION = 1 POWER POINT PER +2 RANKS

Specialized Attack ranks apply only to their respective attack. These ranks stack with the character's base Attack rank, and Close or Ranged Attack ranks, and the total is subject to the Power Level limits for Attack.

Common Attack Specializations include:

- **POWER:** Attacks with a specific power effect at its configured range. See **Chapter 6** for more.
- **THROWING:** Attacks involving throwing objects or weapons.
- **UNARMED:** Attacks made in close combat without the use of weapons.
- **WEAPON:** Attacks using a specific type of weapon such as Bludgeons, Bows, Guns, Swords, and so forth. This includes vehicle-mounted weapons as a specific type. See **Vehicles** in **Chapter 7** for more.

DEFENSE (DEF)

Defense measures a character's ability to avoid attacks, and is the basis for the Difficulty Class for attack checks against them. See **At-**

tack Checks in **Chapter 1** and **Chapter 8** for more information. The Defense ability is limited in rank by Power Level and any trade-offs between Defense and resistance rank. See **Trade-Offs** in **Chapter 2** for more.

CLOSE AND RANGED DEFENSE

In addition to overall Defense, characters can acquire ranks of **Close Defense** and **Ranged Defense** separately for 1 Power Point Each.

CLOSE DEFENSE OR RANGED DEFENSE = 1 POWER POINT PER +1 RANK

These ranks stack with the character's base Defense rank, and the total is subject to the Power Level limits for Defense.

Circumstances can affect a character's Defense rank, including conditions and things like Concealment or Cover. See **Chapter 8** for more on this.

DEFENSE CLASS

One use of Defense is determining **Defense Class**, the Difficulty Class for making an attack against the character. This is the Defense rank + 10, just like a routine check. Indeed, it is essentially a measure of the character's "routine defense."

INITIATIVE (INIT)

A character's base **Initiative** modifier is equal to their Agility rank. Increasing the character's Initiative costs 1 Power Point per +4 to their Initiative bonus, which has a maximum bonus of (Power Level × 2).

INITIATIVE = 1 POWER POINT PER +4 INITIATIVE

When things start happening quickly, *Mutants & Masterminds* characters roll an **Initiative check** to see who goes first. Characters then act in **Initiative Order**, from highest to lowest. For details see **Chapter 8**.

RESISTANCES

Heroes face many hazards in their line of work, from attacks by villainous foes to traps or fiendish mind control. A hero's **resistances** are abilities used to resist or avoid such things. For more on resistances in general and how you use them, see **Resistance Checks** in **Chapter 1**.

- **DODGE** is based on Agility and includes reflexes, quickness, and the ability to avoid hazards where quick action and speed are important.
- **FORTITUDE** is based on Stamina and measures health and resistance to threats like poison or disease. It incorporates constitution, ruggedness, metabolism, and immune system.
- **TOUGHNESS** is based on Stamina. It measures overall durability, used to resist direct damage or harm.
- **WILL** is based on Awareness. It measures mental stability, level-headedness, determination, self-confidence, self-awareness, and willpower, used to resist mental or spiritual attacks.

ACQUIRING RESISTANCE RANKS

Your initial resistance rank is equal to your rank in the associated ability. You can increase your resistances above the values granted by your ability ranks by spending Power Points: 1 Power Point grants you an additional rank in a resistance, up to the limits imposed by Power Level. See **Power Level** in **Chapter 2**. Additionally, some advantages and other effects can improve your resistances.

RESISTANCE COST = 1 POWER POINT PER +1 RANK

LOWERED RESISTANCE

You can lower your character's resistance ranks from their starting values. Each rank you lower a resistance gives you 1 additional Power Point to spend elsewhere. You cannot lower any resistance below –5. Lowered resistances are *not* recommended for player characters, as they can make your character quite vulnerable to harmful effects!

GAIN +1 BONUS POWER POINT PER –1 TO RESISTANCE RANK

ALTERING ABILITIES

Over the course of play, your hero's ability ranks may change for the following reasons:

- Some power effects raise or lower ability ranks. See **Chapter 6** for these effects.
- You can improve ability ranks permanently by spending earned Power Points on them, the same as acquiring them originally, but you cannot increase an ability rank above the limits set by the series Power Level. See **Power Level** in **Chapter 2**.

Whenever an ability rank changes, all traits based on that ability change as well. If you increase your character's Agility, their Agility-based skill bonuses, Initiative, and Dodge resistance also increase. Likewise, if your hero's Agility bonus *decreases*, those traits also decrease.

ENHANCED ABILITIES

Some ability ranks—or portions of them—may be acquired as power effects as detailed in **Chapter 6**. They are called **enhanced abilities**. This is primarily for temporary increases in abilities or including abilities in power configurations, especially for characters who transform or otherwise alter their traits.

Enhanced abilities are treated just like normal ability ranks, except they may have power modifiers applied to them like power effects, and there may be circumstances when the enhanced ability does not apply, effectively lowering the character's ability rank.

LOWERED ABILITIES

The Lowered condition lowers the rank of traits, including abilities. A Lowered ability operates at its new rank while the condition persists, including everything based on that rank. See the **Lowered** condition in **Chapter 1** and the **Affliction** effect in **Chapter 6** for additional information.

LOWERED ADVANTAGES

The Lowered condition has a particular interaction with advantages. Treat each type of advantage as an "ability" and the character's total ranks in that type of advantage as its rank. A Lowered condition affecting the character's advantages lowers total ranks for one type of advantage as one "ability." So Lowered (–2) could remove 2 ranks of a character's combat advantages, for example. The target generally chooses which advantage ranks are removed, unless the attacker has the Precise feature, in which case they can choose. Characters do not benefit from removed advantage ranks, as if they no longer had those advantages.

DEBILITATED ABILITIES

If one of your hero's ability ranks drops *below* –5 for any reason, or the character acquires the **Debilitated** condition for that ability, the character suffers greater effects than just a lowering of ability rank, as follows:

- **STRENGTH:** Debilitated Strength means a character is Paralyzed.
- **STAMINA:** Debilitated Stamina means a character is Dying and automatically fails the check to stabilize. In three rounds without outside assistance to stabilize them, the character's condition becomes Dead.
- **AGILITY:** Debilitated Agility means a character is Paralyzed.
- **MENTAL ABILITIES:** Debilitated Intellect, Awareness, or Presence means a character is Unaware and remains so until restored to at least a –5 rank in the ability.
- **ATTACK:** Debilitated Attack means a character automatically fails attack checks.
- **DEFENSE:** Debilitated Defense means a character is Helpless.
- **RESISTANCE:** A Debilitated resistance means the character automatically fails checks using that resistance, suffering the worst possible degree of failure.
- **INITIATIVE:** Debilitated Initiative means the character cannot make Initiative checks and automatically goes at the end of the Initiative Order. Multiple debilitated Initiative characters all go at the end of the order from highest regular Initiative rank to lowest.

Characters automatically fail any check requiring a Debilitated ability. A Debilitated ability no longer contributes ranks to any other ability, such as Stamina contributing to Fortitude or Toughness, but the character retains any ranks acquired separately with Power Points unless the other ability is also Debilitated. Debilitated abilities usually result from a power affecting a character. Ability ranks cannot be lowered any further once they are debilitated.

OTHER DEBILITATED TRAITS

Other traits can also be Debilitated, including Skills and Powers, with slightly different effects:

- Debilitated **SKILLS** render a character untrained in that skill, as if they have 0 ranks in it.
- Debilitated **ADVANTAGES** effectively remove the advantage and its benefits.
- Debilitated **POWERS** effectively remove the power and its benefits. The power does not function at all for that character until it is no longer Debilitated.

ABSENT ABILITIES

Rather than having a rank of –5 in an ability, some things or characters *lack* certain physical or mental abilities altogether. This is usually notated as a dash (–) next to the ability.

- Inanimate **OBJECTS** lack all abilities other than Toughness.
- Inanimate **CREATURES** have only Stamina and the resulting Toughness and Fortitude resistances. They may have mental abilities if they are intelligent or aware, and have Will resistance in that case.
- Animate, but non-living, **CONSTRUCTS** such as robots or zombies have no Stamina, but do have Strength and Agility. They may have ranks of Awareness and Presence if aware of their environment or capable of interaction and Attack and Defense if they are capable in combat. They may have Intellect if capable of independent thought, and Will resistance, although such constructs often have Will Immunity. Constructs are often—but not necessarily—immune to other things affecting living beings, up to and including having Environmental Immunity or Fortitude Immunity. See **Constructs** in **Chapter 7** for more information.

Characters automatically fail any check requiring the absent ability. The additional effects of an absent ability are as follows:

- **STRENGTH:** A character with no Strength is incapable of exerting physical force, either because they have no physical form (like an incorporeal ghost) or simply cannot move (like a tree).
- **STAMINA:** A character with no Stamina is a construct and not a living being. They have no Fortitude and cannot recover from damage conditions on their own. They treat the Dying condition as Incapacitated, but if they suffer further damage while Incapacitated, their condition becomes Destroyed.
- **AGILITY:** A character with no Agility is Paralyzed.
- **INTELLECT:** A character with no Intellect is an automaton, lacking thought and free will and operating entirely on simple instinct or pre-programmed instructions. Anything with no Intellect has Will Immunity and no Will resistance.
- **AWARENESS:** A character with no Awareness is completely Unaware and has no Presence. Anything with no Awareness has Will Immunity and no Will resistance.
- **PRESENCE:** Characters without Presence are unable to interact and have Immunity to Interaction. They have no Will resistance.

An absent ability is –10 Power Points; that is, it gives the character an additional 10 Power Points to spend elsewhere, like having a –5 rank in an ability, but with different effects. Player characters cannot be absent an ability without Game Master permission, as it has significant effects on the character and the game.

Absent abilities cannot be Lowered, Debilitated, or otherwise penalized since they do not exist in the first place!

CHARACTERISTICS

While abilities and their ranks define the basics of a character's capabilities, *Mutants & Masterminds* characters also have certain basic **characteristics** important to gameplay, particularly their size, the applications of their Strength, their movement speed, and their senses and ability to communicate, detailed in the following sections.

SIZE

Heroes come in all shapes and sizes, but most are generally within the human range of size, what can be called "medium" size, size rank 0. Other creatures or objects are larger or smaller, having a different size rank. Some characters even could *change* their size rank with the **Growth** or **Shrinking** effects. See **Chapter 6** for details on those.

The traits of varied sizes are shown on the **Size Chart**.

- **SIZE** is the distance rank of the character's overall height or length. Each size rank has a descriptor associated with it, from minuscule at size –5 to awesome at size 5. Feel free to come up with other size descriptors if you want.
- **SPACE** is the amount of maneuvering room in spaces the character needs around them to move unhindered at their size rank. See **Spaces** in **Chapter 1** and **Size and Movement**, following, for details. Space also determines the modifier for the character's ranged senses at that size. See **Ranged Senses** in the following **Senses and Perception** section for more.
- **REACH** is the range of the character's close attacks in spaces and the area around the character where they are considered adjacent to potential targets for close combat. It is 3/4ths of the character's space, rounded off to the nearest whole number, with 0.5 rounding down.

CHOOSING A SIZE

By default, *M&M* characters are size rank 0. You can choose another size for your character at no cost in Power Points, but this decision is *permanent*, and the character has all the noted traits for their size.

> **EXAMPLE:** A large alien is size rank 1, occupies an area 2 spaces across, has a reach of 1 space. A tiny fairy, on the other hand, is size rank –2, occupies only half a space with 0 reach.

For a character able to *change* their size, regardless of what their normal size is, use the **Growth** and **Shrinking** effects in **Chapter 6**.

SIZE AND TRAITS

A character's size can affect their traits in various ways: Smaller characters tend to be harder to detect and target, while larger characters tend to be stronger and tougher. Take the following into account when assigning traits to your character based on their size, or when choosing to include traits like Attack, Defense, and Toughness in the configuration of a size-changing power. A good guideline for trade-offs is +/–1 per size rank unless mentioned otherwise.

- **ATTACK AND DAMAGE:** Consider trading-off attack for damage for larger characters, who hit harder but have difficulty hitting relatively smaller targets, and damage for attack for smaller characters, who have an easier time hitting bigger targets, but don't hit as hard. Consider **Area Attacking Smaller Targets** and **Routine Attacking Larger Targets**, following, when you're making these trade-offs.
- **DEFENSE AND TOUGHNESS:** Larger characters tend to have more Toughness than Defense, while smaller targets are the reverse. Look at the Defense balance with Toughness in the **Trade-Offs** section of **Chapter 2**.
- **STRENGTH:** Larger characters tend to have greater Strength, while smaller characters have lower Strength, which also factors into attack and damage, previously, for the character's unarmed damage.
- **SPEED:** Larger characters may have greater ground speed, such as +1 speed rank per size rank, while smaller characters may have lesser speed, –1 speed rank per size rank.
- **INTIMIDATION:** Larger characters may have greater ranks in the Intimidation skill from **Chapter 4** based on their sheer size, while smaller characters have lowered ranks or a penalty on Intimidation skill checks due to being smaller and seemingly less threatening, typically a +2 bonus per size above medium and a –2 penalty per size below medium.
- **STEALTH:** Smaller characters may have greater ranks in the Stealth skill from **Chapter 4** based on being easily overlooked, while larger characters have lowered ranks or a penalty on Stealth skill checks due to being much easier to notice and having fewer things they can hide behind. This is typically a –2 Stealth penalty per size above medium and a +2 Stealth bonus per size below medium.

Note that all these trait adjustments are *optional.* As always in *Mutants & Masterminds,* assign your character the traits that make sense for them, and that you and the Game Master agree upon as suited to the character and the game.

AREA ATTACKING SMALLER TARGETS

If you are three or more size ranks larger than an opponent, your attacks effectively have the **Area Effect** extra against them! See the **Power Modifiers** section of **Chapter 6** for details but, essentially, your attacks cover an area three size categories smaller than your own: A size 3 character has hands and feet (and other attacks) large enough to encompass a size 0 character.

SIZE CHART

MINUSCULE	FINE	DIMINUTIVE	TINY	SMALL	MEDIUM	LARGE	HUGE	GARGANTUAN	COLOSSAL	AWESOME
size –5	size –4	size –3	size –2	size –1	size 0	size 1	size 2	size 3	size 4	size 5
1/16 space	1/8 space	1/4 space	1/2 space	1 space	1 space	2 spaces	3 spaces	4 spaces	6 spaces	8 spaces
reach 0	reach 0	reach 0	reach 0	reach 1	reach 1	reach 1	reach 2	reach 3	reach 4	reach 6

SIZE GRAPHIC

POWER LEVEL LIMIT

Like all area effects, those made by virtue of your size are limited to an effect rank no greater than the Power Level. Attacks with a normally higher effect must lower it to the Power Level limit for the area attack, which is "spread out" relative to the smaller target.

ROUTINE ATTACKING LARGER TARGETS

Conversely, if you are three or more size ranks smaller than an opponent, you can make attack checks against them as routine checks. See **Routine Checks** in **Chapter 1**. As with other routine checks, you do not roll the die and cannot score an added success with your attack, and you cannot use attack maneuvers with the routine attack.

SIZE AND GRABBING

A target's size affects attempts to grab them. See **Grab** under **Actions** in **Chapter 8** for details on the Grab action.

GRABBING SMALLER TARGETS

If you grab a target three or more size categories smaller than you, you gain the benefits of the **Grabbing Finesse** and **Improved Hold** advantages against them whether you normally have them or not, because you can grab them with one big hand! See **Chapter 5** for details.

GRABBING LARGER TARGETS

When grabbing a target more than one size rank larger than you, you cannot gain more than one degree of success unless you can encompass the target in some way—you're only grabbing and holding *part* of them, effectively.

TEAM GRABBING LARGER TARGETS

At the GM's option, multiple characters can take a Grab action as a team check against a target larger than them (see **Team Check** in **Chapter 1**). For every size rank larger, double the number of characters who can take part in the team check: So, two size 0 characters could try to grab a size 1 target, for example, four size 0 characters can grab a size 2 target, and so on. Such a team check can get two degrees of success on the opposed check because of the multiple characters holding the target.

SIZE AND MOVEMENT

Larger characters can be somewhat limited in their movement by obstacles that do not accommodate the space they require, while smaller characters can fit through smaller spaces. A character can move at their full speed rank through an area that accommodates the space they occupy. They are Hindered moving through a space one size rank smaller without an Acrobatics check and must make an Acrobatics skill check to maneuver through or around smaller, tighter spaces. See **Acrobatics** in **Chapter 4** for more.

SIZE AND FALLING

As they say: "The bigger they are, the harder they fall." Characters add their size rank to the distance rank when they fall to determine damage, which is a negative value for characters smaller than size 0. A size rank –5 character can fall up to distance rank 5 with no damage! A size rank 5 character falling from the same height, however, suffers 10 damage for the extra 5 ranks of size. Good thing they're often tougher! Falling damage is still limited to a maximum rank of 18, even for larger characters. See **Falling** in **Chapter 8** for details.

SIZE COMPLICATIONS

Being a size other than medium can constitute a complication, especially for extremely large or small sizes. Giant-sized characters do not fit inside buildings, vehicles, or the like, and draw attention wherever they go. They're massive, and easily crush things underfoot. Extremely small characters easily get overlooked or lost, even on a cluttered table- or counter-top, and might find ordinary house-pets, wildlife, or vermin comparatively gigantic threats: A size –5 character can be area attacked by a size –2 cat! Whenever the character's size poses a significant complication or setback, feel free to award their player a Hero Point for the complication. See **Complications** in **Chapter 2** for more.

Size-changing characters can avoid some of these complications and do not have to deal with being an unusual size permanently, just making use of the benefits when they are needed—a key part of the reason for the Power Point cost of those effects.

SIZE GRAPHIC

STRENGTH: LIFTING AND THROWING

The amount a character can lift and carry in *Mutants & Masterminds* is a mass rank equal to their Strength rank on the **Measurements Table**, referred to as their **Lifting Strength**.

- **EXTRA EFFORT:** A character can use Extra Effort to increase their effective Lifting Strength by +1 for one round.
- **LIFTING EFFECT:** Characters with the Lifting effect add the effect rank to their Strength rank to determine their Lifting Strength. See **Lifting** in **Chapter 6**.

THROWING

Characters can throw an object they're able to lift. To determine the distance they can throw it, subtract the object's mass rank from the character's Strength rank to get a distance rank:

THROWING DISTANCE RANK =
LIFTING STRENGTH RANK – MASS RANK

Characters cannot throw a mass rank greater than their Lifting Strength rank, merely drop it adjacent to them.

Throwing Attacks: For thrown objects and weapons used as attacks, see **Ranged Attack** in **Chapter 8**.

SPEED AND MOVEMENT

Characters in an *M&M* adventure may move around a lot, from rushing across the city (or the world, or even the *universe*) to the scene of a crisis to maneuvering around the battlefield in combat.

NARRATIVE MOVEMENT

The Game Master moderates the pace of a game session and determines when movement is important enough to be worth measuring and tracking. During narrative time, you usually don't have to worry about movement rates. If a hero arrives somewhere and moves around to get a feel for the place or look around, or is flying or swinging around town on patrol, there's no need to know exactly how fast the character goes, it just happens. For long distance movement during narrative time, use the guidelines given under **Using the Measurements Table** in **Chapter 1** to determine how long travel takes.

BASE MOVEMENT SPEEDS

MODE	SPEED RANK	SPACES
Walking	1	3
Dashing	2	6
Running	3	12
Climbing	0	1
Crawling	0	1
Jumping	0	1
Swimming	0	1
Movement Effect	effect rank	Varies

ACTION MOVEMENT

During action time, characters can take the Move action (a simple action) to move from place to place. They can also exchange their standard action for a simple action to Move twice on their turn. If they Move twice, they essentially move at speed rank +1, since they double their movement.

DASHING AND RUNNING

Characters move at a basic ground speed rank of 2, which is assumed to be dashing from place to place in an action scene. A walking pace is more speed rank 1 while an all-out run is speed rank 3, achievable with a DC 15 Athletics check, or by taking two consecutive Move actions.

Characters with the **Speed** effect can move faster, adding their effect rank to their ground speed rank.

CLIMBING

Climbing characters move at speed rank 0, normally requiring an Athletics skill check based on the Difficulty Class of the climb. See the **Athletics** skill in **Chapter 4** for details.

Characters with the **Wall-Walking** effect of **Enhanced Movement** can climb faster without the need for an Athletics check. Characters with the **Speed** effect also climb faster, but still require an Athletics check to do so.

CRAWLING

Characters with the **Prone** condition can only move by crawling at speed rank 0. Characters with the **Slithering** effect of **Enhanced Movement** can crawl at their normal ground speed.

JUMPING

Characters can jump distance rank 0 as a running long-jump, essentially moving speed 1 and then jumping the distance as one Move action. They can jump distance rank –1 as a standing long-jump with no initial movement and make a vertical jump of distance rank –2. Every degree of success on a DC 15 Athletics skill check increases jumping distance ranks by 1, to a maximum of +2.

Characters with the **Leaping** effect can jump greater distances without the need for an Athletics skill check, adding +1 to their jumping distance ranks per Leaping rank.

SWIMMING

Characters swim at speed rank 0, requiring a DC 10 Athletics skill check, with a higher DC for especially choppy or difficult waters. Each Degree of Success on a DC 15 Athletics skill check increases swim speed rank by 1 for one round, to a maximum of the character's ground speed rank.

Characters with the **Swimming** effect can swim at greater speeds, adding +1 to their swim speed rank per Swimming rank. They can make Athletics skill checks to swim as routine checks, regardless of conditions.

OTHER FORMS OF MOVEMENT

Characters with certain movement effects (see **Chapter 6**) may have forms of movement other than those listed, including:

- **BURROWING:** The character digs through the ground at a speed rank equal to their **Burrowing** effect rank.
- **ENHANCED MOVEMENT:** A variety of modifiers to existing movement modes. See the effect description in **Chapter 6**.
- **FLYING:** The character flies at a speed rank equal to their **Flight** effect rank.
- **PERMEATING:** The character passes through solid obstacles at a speed rank equal to their **Permeate** effect rank or their normal movement mode rank, whichever is less.
- **SWINGING:** The character swings on a line across a distance equal to their **Swinging** effect rank.
- **TELEPORTING:** The character instantly crosses a distance rank equal to their **Teleport** effect rank.

Characters lacking necessary movement effects cannot access these forms of movement. Movement effects like **Dimensional Travel** and **Space Travel** don't usually factor into movement during action time.

INCREASING MOVEMENT SPEEDS

Mutants & Masterminds characters can increase their movement speeds in the following ways:

- **DOUBLE MOVE:** During action time, taking two Move actions in a round increases the character's total speed rank by +1.
- **SKILL CHECK:** An **Athletics** skill check can increase some movement speed ranks. See the **Athletics** skill in **Chapter 4** for details.
- **EXTRA EFFORT:** Extra Effort can increase a character's speed rank by +1 with a chosen movement mode for one turn.
- **POWER EFFECTS:** Various movement effects (see **Chapter 6**) can *greatly* and permanently increase a character's movement speed ranks.

HINDERED MOVEMENT

Some situations result in a character having the Hindered condition, lowering all their modes of movement by –1 speed rank. In some cases, a character may have multiple Hindered conditions, each lowering speed rank by –1. In others, the Hindered condition may only affect particular movement modes. A mode of movement lowered below speed rank –5 effectively has no movement speed.

A character with the Immobile condition has no movement speed and cannot move from where they are, although the character can still take actions, unless they are also Stunned.

UNSTABLE MOVEMENT

Some types of movement are **unstable**, involving the risk of losing control. These include (but are not limited to): climbing and swim-

ming; crossing a narrow, uneven, or slippery surface; moving over unstable terrain; and improving movement speed using Athletics. Unstable movement requires a skill check, typically Acrobatics or Athletics, depending on the movement mode:

- **SUCCESS:** You move normally that turn.
- **FAILURE:** You make no progress and do not actually move that turn, although you do expend your simple action.
- **TWO DEGREES OF FAILURE OR MORE:** You also fall, which may mean falling Prone on a surface, falling from a height or off a narrow balancing surface, sinking if you are swimming, or going into a dive if you're flying.

See the **Athletics** skill description in **Chapter 4** and the **Vehicles** section of **Chapter 7** for more on the effects of unstable movement.

SENSES AND PERCEPTION

Characters use their senses, Awareness ability, and Perception and Insight skills to take in their surroundings. *Mutants & Masterminds* divides sensory capabilities into **sense types**, which include the standard five senses, along with a few additional types, as follows:

- **HEARING:** The sense of hearing, which is acute, radius, and ranged.
- **MENTAL:** The ability to sense psychic or other mental phenomena.
- **RADIO:** The ability to sense radio waves, which is radius, ranged, and acute.
- **SMELL:** The sense of smell, which is radius and ranged.
- **TASTE:** The sense of taste, which is acute.
- **TOUCH:** The sense of touch, which is accurate and radius.
- **VISION:** The sense of vision or sight, which is accurate, acute, and ranged.
- **SPECIAL:** All other sensory capabilities not given above, including unusual senses for things like gravity, magic, cosmic forces, or concepts, usually provided by the **Awareness** or **Detect** effects of **Enhanced Senses**.

Characters normally have the senses of Hearing, Smell, Taste, Touch, and Vision, with the other senses granted by the **Enhanced Senses** effect. See **Chapter 6** for details.

ACCURATE SENSES

An **accurate** sense can pinpoint something's location relative to you. You can use an accurate sense to target other effects, particularly attacks in combat. Vision and touch are normally accurate.

ACUTE SENSES

An **acute** sense can pick out specific details about a subject. Hearing, taste, and vision senses are normally acute, able to differentiate between individual people by hearing or seeing them, for example.

RADIUS SENSES

A **radius** sense can make Perception checks for any point around you. Hearing, smell, radio, and touch are normally radius.

RANGED SENSES

A **ranged** sense can make Perception checks for subjects at a distance, with a –1 modifier on your check result per twice the spaces for your size between you and the subject, a default of –1 per two spaces for a medium size character. See **Size**, previously, for the spaces a character occupies. Vision, hearing, and smell senses are normally ranged.

PERCEPTION

Characters use the Perception skill, based on Awareness, to determine how much their senses tell them. See the **Perception** skill in **Chapter 4** for details of things characters can notice and sense.

INSIGHT

Characters use the Insight skill, also based on Awareness, to assess other characters: their behavior, mood, and how they express themselves. While some unusual senses may play into Insight, their primary role is in allowing characters to perceive and interact with each other. See the **Insight** skill in **Chapter 4** for details of things characters can pick up with it.

ENHANCED SENSES

Characters with various **Enhanced Senses** effects may be able to use their senses in unusual ways or have additional sensory capabilities. See **Chapter 6** for details.

SENSORY DISABILITIES

Characters with various sensory disabilities typically have the Disability complication, and may rely on assistive technology or power effects to compensate. See **Complications** in **Chapter 2** and **Assistive Devices** in **Chapter 7** for more.

SPEECH AND LANGUAGE

Although the ability to speak isn't a "sense" as such, it is sometimes useful to treat is as one in terms of some game effects, in which case verbal speech can be considered its own sense type. The ability to verbalize is also influenced by hearing sensory effects: An Obscure Hearing area makes it difficult to speak, because no one can hear you! Other forms of linguistic communication like gestural (sign) language or writing can also be considered sense types for some effects.

In *Mutants & Masterminds*, all characters can speak and understand one or more languages as makes sense for their background and traits. The **Multilingual** advantage and the **Comprehend Languages** effect in **Chapter 5** and **Chapter 6**, respectively, greatly expand a character's linguistic capabilities.

Difficulties with a character's speech or language capabilities outside of a power effect are either a Disability complication, for something that regularly affects the character, or a plot complication, for situations where the language barrier becomes an issue, such as heroes stranded in a strange place with no knowledge of the local language. See **Complications** in **Chapter 2** for more.

4: SKILLS

Heroes sneak into the closely guarded lairs of criminal masterminds, infiltrate alien computer systems, and build devices beyond the understanding of modern science. They can piece together obscure clues to a villain's latest plot, run along tightropes, jump across rooftops, and pilot vehicles through obstacle courses—all in a day's work. In *Mutants & Masterminds*, they do so using various **skills**, described in this chapter.

SKILL BASICS

Skills are essentially focused areas of a character's abilities from the previous chapter, where they gain a bonus on certain checks. Each skill has a rank, used as a bonus to checks involving the skill. To make a skill check, roll:

D20 + SKILL RANK + ABILITY RANK + MISCELLANEOUS MODIFIERS

- **SKILL RANK:** Your rank in a skill, based on the Power Points invested in that skill. If you have ranks in a skill, you're considered **trained** in that skill. You can use some skills even if you don't have any ranks in them, known as using a skill **untrained**. Some skills may not be used untrained.
- **ABILITY RANK:** Each skill has an associated ability and its rank is applied to the skill's checks. Each skill's associated ability is noted in its description and on the **Skills** table. If you use a skill untrained, apply only the ability rank to the skill check.
- **MISCELLANEOUS MODIFIERS:** Miscellaneous modifiers to skill checks include modifiers for circumstances, and bonuses from advantages or powers, among others.

See **Chapter 1** for much more on checks and how they work.

ACQUIRING SKILLS

Give your hero skill ranks by spending Power Points: 2 skill ranks per Power Point. Skill ranks do not all need to be assigned to the same skill. You can split them between different skills. Characters can perform some tasks without any training, using only raw talent (as defined by their ability ranks), but skilled characters are better at such things. Those with the right combinations of skills and advantages can even hold their own against super-powered opponents!

SKILL COST = 1 POWER POINT PER 2 RANKS

SKILL BONUS LIMIT

The maximum total *bonus* you can have with a skill is limited by Power Level to no more than the Power Level + 10. This is the combination of skill *and* ability rank, and any increases provided by advantages and powers. See **Power Level** in **Chapter 2** for details.

SPECIALIZED SKILLS

Characters have the option to **specialize** with most skills, taking skill ranks limited to a narrow area of the skill. Specialized skill ranks are

half cost: 4 ranks per Power Point, although like regular skill ranks, all 4 ranks do not need to be assigned to the same skill. Specialized skill ranks can only be applied to specialized skills, stack with normal ranks in a skill, and are subject to the same Power Level limits as other skill bonuses, so having a specialized skill lowers the character's maximum rank in the overall skill.

SPECIALIZED SKILL COST = 1 POWER POINT PER 4 RANKS

CHOOSING SKILLS

There are a few factors to consider when choosing skills for your *Mutants & Masterminds* character.

TRAINING VS. TALENT

In game terms there's no difference between a character who has ranks in a skill because of extensive training and another whose skill represents a natural talent or aptitude. Both are considered "trained" in the skill in game terms. For example, one character might have a high Persuasion skill, based on the character's extensive training in negotiation, debate, and management. Another character's Persuasion skill may stem more from personal attractiveness or a knack for getting others to cooperate, while a third character may have a combination of the two. Feel free to decide for yourself what mix of training and talent your character's skill ranks represent.

LIFE SKILLS

When allocating skill ranks for your character, consider not just the character's role as a hero but also the various other skills the character may have picked up in day-to-day life. For example, most adults have some sort of Expertise as their occupation with at least 4 to 6 ranks, more if they're especially good at their job. Some people pick up ranks in Perception, although most get by using the skill untrained. Characters working with technology may have different technical skills even if they don't apply to their powers. A particularly well-educated person may have various Expertise skills for jobs they don't even hold. These additional skills help round out a character and provide some background color and—who knows? —they may turn out to be useful in an adventure at some point!

ADVENTURING SKILLS

Also give some thought to the skills your character needs to be effective during gameplay. Some are obvious, especially if they are part of your character concept. A scientist or engineer is likely to have technical skills. A pilot should have Piloting, while a doctor should have Medicine in addition to Physician Expertise. Beyond the obvious and life skills of your character consider "utility skills" like Insight, Perception, and Stealth, which many characters find useful. A few ranks in such skills may be a smart investment.

SKILL BENCHMARKS

You can get a general idea of just how good a particular character's skill bonus is using the general Difficulty Class guidelines given in **Chapter 1** along with the guidelines for **Routine Checks** in that chapter.

- A +5 total skill modifier means the character can routinely achieve a result of 15, a tough task. Safe to say the character is a pro, able to routinely handle tasks that would prove too difficult for someone less skilled.
- A +10 skill modifier achieves a DC 20 challenging task on a routine basis, a real level of expertise.
- A +15 modifier can routinely accomplish DC 25 formidable tasks.
- At the extremely high end, a +30 skill modifier can *routinely* accomplish nigh-impossible DC 40 tasks!

USING SKILLS

When you use a skill, make a skill check to see how you do. Based on the circumstances, your result must equal or exceed a particular Difficulty Class to use the skill successfully. The harder the task, the higher the number you need to roll.

UNTRAINED SKILL CHECKS

Generally, if you attempt a task requiring a skill you don't have, you make a skill check as normal. Skill rank doesn't apply because you don't have any ranks in the skill. You do get other modifiers, however, such as the skill's ability modifier.

TRAINED ONLY SKILL CHECKS

Some skills can *only* be used if you are trained in them. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on the **Skills** table and listed as "Trained Only" in their descriptions. Attempts to use these skills untrained automatically fail. In some cases, a skill may have both trained and untrained aspects; if you do not have any ranks in that skill, you can only use the untrained ones.

EXPERTISE SKILLS

Expertise is a broad class of skills encompassing knowledge and training in a variety of specialized fields, particularly professions, academics, and scholarship. Because the range of options for Expertise is so broad, specialization is generally required for it: So, 1 Power Point buys 4 ranks in Expertise skills, rather than just 2. As with all other skills, all 4 ranks don't have to be assigned to the same area of Expertise. Each Expertise is considered a separate skill and training in each is acquired separately, so a former police officer turned district attorney might have both Law Enforcement and Law Expertise, each with their own ranks, for example.

INTERACTION SKILLS

Interaction skills are aimed at dealing with others through social interaction and expression. Interaction skills allow you to affect the attitudes of others and get them to respond in a particular way.

INTERACTION REQUIREMENTS

Since interaction skills are intended for interacting and dealing with others socially, they have certain requirements:

- The subject(s) of the skill must be aware of you and able to understand you. If they cannot hear or understand you for some reason, you have a –5 penalty on your check.
- You cannot use interaction skills at all on subjects lacking one or more mental abilities, and interaction skill checks on subjects with extremely low mental abilities, like animals, may be Impaired or Disabled.
- The Immunity effect can render characters immune to some or all interaction skills or reduce their effects. See **Immunity** in **Chapter 6** for more.

GROUP INTERACTION

You can use some aspects of interaction skills on groups of subjects at once, but only to achieve the same result for *everyone*. You can attempt to use Deception or Persuasion to convince a group of something, or Intimidation to coerce a crowd, for example, but you cannot convince some individuals of one thing and the rest of another, or coerce some and not others. The GM decides whether a particular use of an interaction skill is effective against a group, and may apply modifiers depending on the situation. The general requirements for interaction still apply: those in the group must be able to hear and understand you, for example, or you have a –5 penalty on your check against them. Mindless subjects are unaffected, as usual.

ATTITUDES

Non-player characters have an initial **attitude** toward you, measured on a scale from Helpful to Hostile. The GM chooses an NPC's attitude based on circumstances. Most of the time, people are Favorable or Indifferent toward heroes, but a specific circumstance or complication may call for a different attitude.

ATTITUDES

ATTITUDE	ACTIONS
Helpful	Will take risks to help or protect you.
Favorable	Will chat, advise, and offer limited help.
Indifferent	Acts as socially expected toward you.
Unfavorable	Will insult, mislead, or otherwise cause you trouble.
Hostile	Will take risks to attack or interfere with you.

PLAYER CHARACTER ATTITUDE

Attitudes are for measuring player character interaction with non-player characters: Player characters have whatever attitude their players want and only change their attitude when the player chooses. Some effects can Compel or Control a player character or otherwise force a change in attitude, and player characters can lose an argument as an opposed check of interaction skills, but they're otherwise unaffected by attempts to change their attitude through anything other than roleplaying.

IMPRESSING

You can use the Impress action during action time to make interaction skill checks to influence targets, imposing certain conditions on them. See **Impress Checks** in **Chapter 8** and individual skill descriptions in this chapter for details.

MANIPULATION SKILLS

Manipulation skills require a degree of fine physical manipulation. You need an Agility and a Strength rank and use of manipulative limbs, or some suitable Precise effect to use manipulation skills effectively. See the **Precise** modifier in the **Power Modifiers** section of **Chapter 6** for more. If your physical manipulation capabilities are Impaired or Disabled in some fashion, such as having your hands tied or full use of only one hand, the GM may impose a penalty on your manipulation skill checks based on the condition. Characters lacking the ability to use manipulation skills can still have ranks in them and use them to oversee or assist the work of others in a team check.

TECHNICAL SKILLS

Technical skills relate to operating, constructing, and repairing items. Technical skills require the use of various tools. Without access to proper tools, you have a –5 penalty on technical skill checks.

Technical skills assume you are familiar with the technology. If that is not the case, you have a penalty on your skill checks, ranging from –2 for a known but unfamiliar technology to –5 for unknown technology, or even –10 for a completely alien technology. This is particularly relevant for dealing with technology from different time periods, civilizations, or alien worlds.

OPERATING

Most routine operations of items don't generally require a skill check and can be done untrained. Using an unfamiliar item does require an appropriate technical skill check, with the DC determined by how foreign or unusual the item is, from simple, DC 10, to highly advanced, DC 25 or more.

BUILDING

Characters can use technical skills to build items from scratch: The time involved depends on the item's complexity, as shown on the following table:

BUILDING AND REPAIRING ITEMS

COMPLEXITY	BUILD TIME RANK	REPAIR DC	REPAIR TIME RANK	EXAMPLES
Simple	10 (2 hours)	10	8 (30 minutes)	basic mechanical device or trap
Moderate	12 (8 hours)	15	10 (2 hours)	complex mechanical device, lock
Complex	14 (24 hours)	20	12 (8 hours)	electronic device, clockwork, engine
Advanced	16 (4 days)	25	14 (24 hours)	computer, vehicle

The complexity of any given item or technical task is up to the Game Master, based on setting, circumstances, and the examples given on the table. Generally, individual parts or components of a device are one degree of complexity less.

Each degree of complexity requires a DC 15 technical skill check:

- **SUCCESS:** You make progress on the construction, or complete it, if it is the last required check. Each additional degree of success lowers the time rank of the construction process by 1 to a minimum reasonable time rank set by the GM based on the effort and circumstances.
- **FAILURE (ONE DEGREE):** The construction attempt is not successful and you have to start over after expending the time rank required for the check.
- **FAILURE (TWO DEGREES OR MORE):** May result in an accident or other unfortunate side effect at the GM's discretion.

REPAIRING

You can use Technical skills to repair damaged items, with a base DC 10, +5 per degree of complexity above Simple and –2 to the time rank required to construct the item. For example, you can perform repairs on a Complex item in eight hours (time rank 12) with a DC of 20.

- **SUCCESS:** You accomplish the repair. Each degree of success after the first lowers the time rank to repair the item by 1.
- **FAILURE:** You spend the required time, but make no progress, although you can keep trying.
- **FAILURE (TWO DEGREES OR MORE):** May indicate further damage to the item or an accident, like constructing.

JURY-RIGGING

You can also attempt jury-rigged, or very quick and temporary, repairs of items. Doing this lowers the repair DC by 5 and allows you to make the skill check as a standard action. A jury-rigged repair can only fix a single problem, and the repair only lasts until the end of the scene. The jury-rigged item must be fully repaired thereafter, and cannot be jury-rigged again until it has been fully repaired.

DISABLING

You can use technical skills to disable, shut down, or otherwise deactivate items. This usually takes at least a minute (time rank 3) for a simple item, +1 time rank per degree of complexity, and the GM can adjust this as needed.

DISABLING DIFFICULTIES

DC	COMPLEXITY
10	Simple
15	Moderate
20	Complex
25	Advanced
	MODIFIERS
–5	No security
0	Moderate security
+5	Improved security
+10	Advanced security
+5	Hiding evidence of tampering

The GM makes your skill check secretly so you don't necessarily know right away if you have succeeded, depending on the technology and the task.

- **SUCCESS:** You disable or shut down the item without triggering any security measures. Added degrees of success can lower the time rank required by 1 each, at the GM's discretion.
- **FAILURE (ONE DEGREE):** You make no progress, but you can keep trying.
- **FAILURE (TWO DEGREES OR MORE):** May set off a security measure, or cause a mishap, if it is possible to do so.

IMPROVISED EFFECTS

If you have the Improvised Effect advantage for a technical skill, you can use that skill to create temporary, single-use power effects. See the **Improvised Effects** section of **Chapter 6** for details.

SKILL DESCRIPTIONS

This section describes the skills available to *Mutants & Masterminds* characters, including their common uses and modifiers. Characters may be able to use skills for tasks other than those given here. The GM sets the DC and decides the results in those cases.

The format for skill descriptions is given here. Line items that do not apply are omitted from the skill's description.

SKILL NAME

ABILITY • TRAINED ONLY • INTERACTION • MANIPULATION • TECHNICAL

SPECIALIZATIONS: Listed Here

The skill name line and the line below it contain the following information:

- **SKILL NAME:** What the skill is called. GMs may feel free to change the names of some skills to better suit the style of their game or setting if desired.
- **ABILITY:** The ability that applies a modifier to the skill check.
- **TRAINED ONLY:** If "Trained Only" is included on the line below the skill's name, see the **Trained Only Skill Checks** section previously in this chapter.
- **INTERACTION:** If "Interaction" is included on the line below the skill's name, it is an interaction skill.
- **MANIPULATION:** If "Manipulation" is included on the line below the skill's name, it is a manipulation skill.
- **TECHNICAL:** If "Technical" is included on the line below the skill's name, it is a technical skill.
- **SPECIALIZATIONS:** The following line lists the skill's common specializations.

The skill name and key information is followed by a description of the skill and how it is used.

ACROBATICS

AGILITY

SPECIALIZATIONS: Balancing, Contorting, Maneuvering, Standing, Tumbling

Use Acrobatics to flip, dive, roll, tumble, and perform other agile and acrobatic maneuvers.

BALANCING

You can make an Acrobatics check as a part of your Move action to keep your balance during unstable movement. See **Unstable Movement** in **Chapter 3**. Any time you fail a resistance check while balancing, make an immediate Acrobatics check against the balancing difficulty. Failure means you fall.

BALANCING DIFFICULTIES

DC	EXAMPLE SURFACE
0	Half a space or wider
5	Wide ledge
10	Narrow ledge
15	Balance beam
20	Tightrope
	Modifiers
+2	Surface slightly slippery
+5	Surface very slippery
+2	Surface slightly uneven
+5	Surface very uneven or angled

SKILLS

SKILL	ABILITY	UNTRAINED?	ACTION	SPECIALIZATIONS
Acrobatics	AGL	Yes	Varies	Balancing, Contorting, Maneuvering, Standing, Tumbling
Athletics	STR	Yes	Simple	Climbing, Jumping, Running, Swimming
Deception	PRE	Yes	Standard	Bluffing, Distracting, Impersonation, Innuendo, Resisting, Tricking
Dexterity	AGL	Yes	Standard	Catching, Concealing, Escaping, Planting, Sleight of Hand, Stealing
Expertise	INT	No	—	Area of Expertise, Animal Handling, Disguise, Riding
Insight	AWE	Yes	—	Avoiding Influence, Detecting Lies, Detecting Influence, Evaluating, Innuendo
Intimidation	PRE	Yes	Standard	Coercing, Demoralizing, Resisting
Investigation	INT	No	—	Analyzing Evidence, Gathering Evidence, Gathering Information, Searching, Surveillance
Leadership	PRE	No	—	Coordinating, Directing, Overcoming Impressions, Swaying
Medicine	INT	No	Standard	Diagnosing, Disease and Toxins, Providing Care, Reviving, Stabilizing, Medicine Expertise
Magic	INT	No	—	Building, Disabling, Magic Expertise, Repairing, Technique
Perception	AWE	Yes	Simple	Specific Sense Type
Performance	PRE	No	Standard	Type of Performance
Persuasion	PRE	Yes	—	Negotiating, Swaying, Type of Social Group or Environment
Stealth	AGL	Yes	Simple	Hiding, Sneaking, Tailing, Type of Environment or Terrain
Survival	AWE	No	—	Avoiding Hazards, Foraging, Navigating, Simple Building, Survival Expertise, Tracking, Type of Environment or Terrain
Technology	INT	No	—	Building, Computers, Disabling, Electronics, Operating, Mechanics, Repairing, Security, Technology Expertise
Vehicles	AGL	No	Standard	Driving, Sailing, Piloting, Vehicle Expertise

A "—" entry in the **Action** column means using the skill typically takes longer than a standard action and it is primarily used outside of action time. See the skill description for details.

CONTORTING

Make a DC 25 Acrobatics check as part of a Move action to fit through a space wide enough for your head but too narrow for the width of your shoulders, or to reach through an opening wide enough for your hand, but too narrow for your arm.

- **SUCCESS:** You fit and move or reach through the space.
- **FAILURE:** You make no progress that turn and don't move.
- **FAILURE (TWO DEGREES OR MORE):** You also cannot try again without Extra Effort and might become stuck and Immobile, at the GM's discretion, until you're able to make a DC 15 or greater Acrobatics check to get free.

MANEUVERING

A DC 15 Acrobatics check allows you to ignore the Hindered condition imposed by certain kinds of terrain, if you can flip, tumble, or otherwise acrobatically maneuver around or through it. A failed check means you spend your Move action making no progress, while two degrees or more of failure cause you to fall Prone.

An Acrobatics check against a foe's Defense Class allows you to slip past them, moving through their space unhindered. A foe larger than you grants a +5 bonus per added size rank to your check. Failure means you end your movement in your current space.

STANDING

A DC 20 Acrobatics check lets you take the Stand action, removing the Prone condition, without becoming Hindered that round. See **Stand** under **Actions** in **Chapter 8**.

TUMBLING

You can use your reaction to make a DC 5 Acrobatics check to lessen damage from a fall. See **Tumble** under **Actions** in **Chapter 8**.

ATHLETICS

STRENGTH

SPECIALIZATIONS: Climbing, Jumping, Running, Swimming

Use Athletics for physical feats like climbing, jumping, running, and swimming.

CLIMBING

With a successful Athletics check, you can climb along a slope, wall, or other steep incline at speed rank 0. See **Climbing** in **Chapter 2**. A perfectly smooth, flat, vertical surface cannot be climbed without the **Wall-Walking** effect of **Enhanced Movement** in **Chapter 6**.

A failed Athletics check indicates you make no progress, and two degrees or more of failure means you fall from whatever height you attained, unless you are secured with a safety harness or other equipment.

If you fall, you can make an Athletics resistance check to catch yourself with a DC equal to the initial check DC + 10. Someone else within arm's reach can also make an Athletics check to catch you with the same DC. If your attempt to catch someone else gets more than one degree of failure, you both fall! See **Falling** under **Environmental Hazards** in **Chapter 8** for the effects.

CLIMBING DIFFICULTIES

DC	EXAMPLE SURFACE
0	A ladder
5	A knotted rope
10	A rope
15	An uneven surface, like a rock-face
20	A rough surface, like a brick wall
	MODIFIERS
–10	A duct, chimney, or other area where you can brace against two opposite sides
–5	A corner where you can brace against perpendicular sides
–5	Climb of your size rank + 1 in distance or less
+2	Surface slightly slippery
+5	Surface very slippery
+5	per +1 speed rank (up to your full ground speed)
+5	Not Vulnerable while climbing

You are Vulnerable while climbing unless you accept a +5 increase in the DC. Any time you fail a resistance check while climbing, make an immediate Athletics check against the climb difficulty. Failure means you fall.

At the GM's discretion, certain types of climbs might require tools like ropes, pitons, harness, and so forth. Attempting such a climb without tools applies a –5 penalty to your Athletics check.

To greatly improve your climbing ability and speed, take the **Wall-Walking** effect of **Enhanced Movement** in **Chapter 6**.

JUMPING

You can jump distance rank 0 as a running long-jump, essentially moving speed 1 and then jumping the distance as one Move action. You can jump distance rank –1 as a standing long-jump with no initial movement and make a vertical jump of distance rank –2. Every degree of success on a DC 15 Athletics skill check increases jumping distance ranks by 1, to a maximum of +3.

To greatly improve your jumping ability, take the **Leaping** effect from **Chapter 6**.

RUNNING

You can make a DC 15 Athletics check as part of your Move action to move faster: success increases your ground speed rank by +1 until the start of your next turn, failure doesn't affect your speed, but two degrees or more of failure cause you to collide with an obstacle and become Prone, or simply trip and become Prone if there are no obstacles in your path. Normal ground speed is rank 2. To greatly improve your ground speed, take the **Speed** effect from **Chapter 6**.

SWIMMING

You can make a DC 10 Athletics check to swim at speed rank 0, higher DC for especially choppy or difficult waters. Each degree of success after the first on your Athletics check increases swim speed rank by +1 for one round, to a maximum of your ground speed rank (normally 2). With more than one degree of failure, you go under. While underwater, you must hold your breath to avoid drowning. See **Suffocation** under **Environmental Hazards** in **Chapter 8**. Make a successful Athletics check against the swim difficulty to surface.

To greatly improve your swimming speed, take the **Swimming** effect. To ignore the risks of drowning, take **Immunity** to Drowning. See **Chapter 6** for the details of these effects.

SWIMMING DIFFICULTIES

DC	MODIFIERS
+5	Supporting another character who cannot swim
+5	Rough or choppy water
+10	Stormy or turbulent water

DECEPTION

PRESENCE • INTERACTION

SPECIALIZATIONS: Bluffing, Distracting, Impersonation, Innuendo, Resisting, Tricking

Deception is the skill of getting others to believe what you want them to believe. It covers things like acting, bluffing, fast-talk, trickery, and subterfuge.

BLUFFING

Make a Deception check to tell a believable lie. A bluff is opposed by the target's Deception or Insight check and circumstances weigh heavily on the outcome. Two circumstances can work against you: the deception is hard to believe, or what you ask goes against the target's self-interest, nature, or personality.

BELIEVABILITY VS. RISK

If it's important, you can distinguish between a deception that fails because the target doesn't believe it and one that fails because it asks too much. For instance, if the target gets a +10 bonus to resistance because the deception demands serious risk, and the resistance check succeeds by 10 or less, then the target doesn't so much see through the deception as prove reluctant to go along with it due to the risks. If the target's resistance check succeeds by 11 or more, they have seen through the deception, and would have refused even if it had not placed unusual demands on them, that is, even without the +10 modifier.

DECEPTION MODIFIERS	
CIRCUMSTANCE	RESISTANCE MODIFIER
The target wants to believe you.	–5
The deception is believable and doesn't affect the target much either way.	+0
The deception is a little hard to believe or puts the target at some kind of risk.	+5
The deception is difficult to believe or entails a serious risk.	+10
The deception is way out there, almost too incredible to consider.	+20

DISTRACTING

You can use Deception for an impress check to distract an opponent in combat. See **Impress Checks** in **Chapter 8**. If your check succeeds, your target is Vulnerable to your attacks, Defenseless with three degrees or more of success. Targets get a new resistance check at the end of each of their turns to remove the condition.

You can also use Deception for an impress check to distract someone sufficiently to allow someone else, including you, to Hide from them. See the **Stealth** skill description. This is an opposed check against the higher of the target's Deception or Insight bonuses.

IMPERSONATION

You use Deception to pretend to be someone else. Most of the time this is like bluffing, previously: a check of your Deception against an observer's Deception or Insight. If you are impersonating a particular individual, anyone who knows them gets a bonus to their check: regular associates get a +2, while friends get a +5 and intimates a +10 and some circumstances may automatically give away your deception, such as not having a suitable disguise for your impersonation. See the **Disguise** specialization of the **Expertise** skill for more.

INNUENDO

You can use Deception to send covert messages using wordplay and double meanings in conversation while apparently talking about other things. The DC for a basic message is 10. Complex messages or messages trying to communicate new or detailed information have DCs of 15 or 20, respectively. The intended recipient of the message must make a Deception or Insight check against the same DC to understand it.

INNUENDO DIFFICULTIES	
DC	TASK
10	Basic message
15	Complex message
20	Message containing new or detailed information

Anyone listening in on your innuendo can attempt an Insight check against the message DC. If successful, the eavesdropper notices the message hidden in your conversation. If the eavesdropper gets at least two degrees of success, they also understand the message. Whether sending or picking up on a message, two or more degrees of failure on the Insight check means the receiver misinterprets the message in some fashion.

RESISTING

You can use your Deception skill to resist Deception checks against you, since you know and recognize the various tricks and techniques.

TRICKING

You can use Deception in combat to mislead an opponent into taking a potentially unwise action. See the **Trick** action in **Chapter 8** for details.

DEXTERITY

AGILITY • MANIPULATION

SPECIALIZATIONS: Catching, Concealing, Escaping, Planting, Sleight of Hand, Stealing

You can perform dexterous feats such as catching things in midair, palming small objects, picking pockets, and so forth. Stage magicians use Dexterity legitimately as a Performance skill, but it is most known for its technical and sometimes criminal applications. A character must be trained in this skill to use its Sleight of Hand specialization.

CATCHING

You use Dexterity for checks to catch free-falling objects. See the **Catch** action in **Chapter 8**.

CONCEALING

You can use Dexterity to conceal a small item, making your check result the DC of an Investigation or Perception check to find it.

ESCAPING

Make a Dexterity check to slip out of various restraints, including restraining effects imposing the Hindered or Immobile conditions. This takes a minute (time rank 3) per check, but each degree of success past the first lowers the time rank to escape by 1. You can also use a Dexterity check for an Escape action against a grab or similar effect. See the **Grab** and **Escape** actions in **Chapter 8**.

ESCAPING DIFFICULTIES	
DC	SAMPLE RESTRAINT
10	Ropes
15	Handcuffs
20	Straightjacket
Effect DC	Grab or power effect

PLANTING

A DC 20 Dexterity check lets you plant a small object on someone, slip something into their pocket, drop something into their drink, place a tiny radio tracer on them, and so forth. The target makes a Perception check and notices your attempt if their check result exceeds yours, whether you succeed in planting the item or not.

SLEIGHT OF HAND

Minor feats of "close-up magic" like making a coin or playing card seem to appear or disappear have a DC of 10 unless an observer is paying attention to what you are doing. When you perform this skill under observation, your Dexterity check is opposed by the observer's Perception check to see if they notice the trick. Planting (previously) is often used to make items "appear" inside of a pocket or on someone's person.

STEALING

To covertly steal something from someone's possession, make a DC 15 Dexterity check. The target makes a Perception check and notices your attempt if their check result exceeds yours, whether you succeed in taking the item or not.

EXPERTISE

VARIES, PRIMARILY INTELLECT • TRAINED ONLY

SPECIALIZATIONS: By area of expertise.

Expertise is a broad area of skills encompassing knowledge and training in a variety of specialized fields, particularly professional disciplines, and scholarship. Each is considered a separate skill and training in each is acquired separately, so a former police officer turned district attorney might have Law Enforcement Expertise and Law Expertise, each with their own ranks, for example.

The ability modifier for Expertise is usually Intellect, but some areas or uses of Expertise call for different abilities, particularly depending on the tasks involved. For example, an expert might rely on Intellect to answer questions and handle day-to-day procedures, but Agility to perform actual job functions involving coordination, and Awareness to notice certain details. The GM sets the ability modifier as needed for the specific Expertise check and the character's Expertise ranks are added to that ability for the check.

SPECIALIZATION

Because there are so many areas of Expertise, specialization is required for it: So, 1 Power Point buys 4 ranks in Expertise skills, rather than just 2. As with all other skills, all 4 ranks don't have to be assigned to the same area of Expertise.

In some cases, the GM may decide a particular Expertise skill is sufficiently broad to count as regular skill rather than a specialization, in which case it costs 1 Power Points per 2 ranks, like any other skill.

KNOWLEDGE

You can make Expertise checks to see if your character knows the answer to a particular question related to the area of expertise. The DC is 10 for easy questions, 15 for basic questions, and 20 or higher for difficult questions. You can usually answer questions as a routine check, and the GM may make a check for you in secret, so you won't know whether your character's skill is up to the task.

Expertise covers all areas *except* tasks specifically covered by other skills. So, for example, a police detective is likely trained in Investigation, and probably Insight and Perception as well, in addition to Law Enforcement Expertise, the same for an intrepid reporter with Journalism Expertise. A scientist might be trained in technical skills alongside Expertise in their field of science, a professional physician needs training in Medicine along with Physician Expertise, and a trial lawyer is going to want skill in Insight and Persuasion, and possibly Deception, along with the training in the law that comes with Law Expertise.

PROFESSION

If you are trained in an Expertise, you can practice it professionally. You know how to use the tools of that trade, perform the profession's daily tasks, supervise untrained helpers, and handle common problems. For example, someone trained in Sailor Expertise knows how to tie basic knots, tend and repair sails, and stand a deck watch at sea. The GM sets DCs for specific tasks using the guidelines provided in **Chapter 1** under **Checks**, keeping in mind that most job-related checks should be considered routine. See **Routine Checks** in that section for more.

Characters with Expertise in a profession are also assumed to be licensed or certified to practice it, if necessary. Licensing issues, professional rivalries, and similar problems can be handled as complications. See **Complications** in **Chapter 2**.

TECHNICAL EXPERTISE

Some Expertise skills count as technical skills: Requiring suitable tools and allowing characters to operate, construct, repair, and disable certain items. See **Technical Skills** previously in this chapter. As with other Expertise skills, a technical Expertise cannot replace an existing skill such as Magic or Technology but Cooking or Carpentry Expertise could be considered technical Expertise skills, for example.

UNTRAINED EXPERTISE

The GM may allow some Expertise checks to be made untrained, especially for "unskilled" areas, measuring broad general knowledge and life experience, but even then, an untrained Expertise check *cannot* be routine, and the character can only handle easy or basic tasks or questions, DC 10–15.

DEFAULTING TO RELATED AREAS OF EXPERTISE

On occasion, the GM may decide training in an area of Expertise provides some ability to deal with tasks covered by other, related, areas with a penalty to the skill check.

> **EXAMPLE:** Figuring out a particular clue involving a government conspiracy requires an Investigation or Politics Expertise check. However, the GM allows a hero to substitute a Law Expertise check with a –2 penalty, as the knowledge is related, but outside the character's specific field. Journalism Expertise might have a –5 penalty on the check, but could still be useful, especially if the character works a legal or political beat as a reporter, while Cooking Expertise is no help at all, and cannot be used for the check, unless the player comes up with a very clever explanation!

SAMPLE AREAS OF EXPERTISE

The following are examples of suitable areas of Expertise. This list is by *no* means exhaustive, the GM should feel free to add to or modify this list as needed to suit the game and the characters in it.

> Animal Handling, Art, Behavioral Sciences, Business, Carpentry, Civics, Cooking, Criminal, Current Events, Disguise, Earth Sciences, History, Journalism, Law, Law Enforcement, Life Sciences, Magic, Medicine, Military, Music (theory as opposed to Performance), Philosophy, Physical Sciences, Politics, Popular Culture, Riding, Social Sciences, Streetwise, Survival, Tactics, Technology, Theology, Vehicles

Some skills—Magic, Medicine, Performance, Survival, Technology, and Vehicles—include a theoretical Expertise aspect. That aspect is available as a separate Expertise specialization, reflecting theoretical knowledge of that skill, but none of its other specializations. Such Expertise ranks stack with the character's general ranks in the skill like other specializations.

ANIMAL HANDLING

This is Expertise in teaching animals to perform tricks and tasks as shown on the **Animal Handling Tasks** table. Animal Handling is also an interaction skill and based on Presence. It replaces the Vehicles skill when driving an animal-drawn vehicle.

ANIMAL HANDLING TASKS

DC	TASK
5	Simple tricks like fetch, sit, and stay
10	Complex tricks like attack, dance, get help, guard, or perform simple work like a draft animal
15	Performing complex work like a service dog, calm a panicked animal
20	Hold a predator at bay
	MODIFIERS
–2	Domesticated animal
+2	Exotic or feral animal
+5	Alien or supernatural animal
+5	Coaxing an animal to do a trick it doesn't know
+5	Coaxing an animal into combat

DISGUISE

Disguise is Expertise in using makeup, costumes, and other props to change someone's appearance, including your own. It is also a technical skill and based on Awareness. Your skill check result determines the effectiveness of the disguise, opposed by others' Perception check results. The skill check is modified based on circumstances: favorable ones include appropriate costuming and a disguise resembling the subject's normal appearance, while unfavorable circumstances include a disguise distinctly different from the subject's normal appearance, or not having sufficient props, the same as not having tools for another technical skill.

A disguise normally requires at least time rank 6 (8 minutes) of preparation and can be done as a routine check. You can lower the

UNDER THE HOOD: CHARACTER VS. PLAYER EXPERTISE

Expertise skills measure what your *character* knows about various things, whether you know anything about them or not. It's easy to measure what a hero knows by making the appropriate skill check or looking at the routine check result of 10 + skill bonus.

However, players may know things their characters do not, either because of the player's life experience or knowledge of the game, and its guidelines and source material. In this case the Game Master may prefer players limit themselves to only what Intellect and Expertise skills their heroes have rather than what they personally know about a given situation. The GM may bend this guideline by allowing a player to spend a Hero Point for a use of the Guidance advantage, allowing their character to act upon something they would otherwise have no way of knowing, calling it a "hunch" or a "lucky guess." See **Chapter 5** for the **Guidance** description. If there's a question as to how to handle an issue of player versus character expertise in the game, consult your Game Master.

time rank of the preparation by 1 per –5 penalty you take to your Disguise skill check.

See the **Impersonation** specialization of **Deception** to improve a disguise. To greatly enhance your disguise capabilities, see the **Morph** effect in **Chapter 6**.

KNOWLEDGE

This area of Expertise covers a wide range of general information, facts, and trivia. You get your rank in Knowledge Expertise for any check to know something, but can only answer easy and basic questions with it, as your knowledge isn't specialized. Knowledge Expertise costs 1 Power Point per 2 skill ranks.

RIDING

Riding is an Agility-based Expertise for riding an animal mount and substitutes for the Vehicles skill for that mode of transportation. Riding can also be used to control animal-drawn vehicles like Animal Handling, but with a –5 penalty. Controlling a mount is a simple action each turn and requires a hand free unless you guide the mount with your knees. The modifiers for Animal Handling checks apply to Riding checks as well.

RIDING TASKS

DC	TASK
5	Guide a mount with your knees
10	Complex tricks like attack, dance, get help, guard
15	Use your mount as Cover, ride an untrained mount
20	Mount or dismount as a free action, calm a panicked mount

SCIENCE

This area of Expertise covers all the Expertise specializations with "Science" in the name and costs 1 Power Point per 2 skill ranks, suited for comic book style scientists who seem to combine every field of scientific Expertise.

KNOW-IT-ALLS

For highly intelligent characters who seem to know *everything,* the best approach is a high Intellect rank or Knowledge or Science Expertise, coupled with the **Know-It-All** advantage, and possibly a few specialized lower-ranked Expertise skills. See **Chapter 5** for details.

INSIGHT

AWARENESS • INTERACTION

SPECIALIZATIONS: Avoiding Influence, Detecting Lies, Detecting Influence, Evaluating, Innuendo

You can tell someone's true intentions and feelings, and if they are trying to influence or manipulate you, by paying attention to things like body language, inflection, and your own intuition.

AVOIDING INFLUENCE

Make a resistance check using Insight when called to do so to avoid or overcome the effects of certain interaction skills. If you win the opposed check, you are unaffected by the attempt to influence or manipulate you.

DETECTING LIES

The GM makes a secret Insight check to determine whether you sense a particular statement or experience is false. This is essentially Avoiding Influence for Deception, but also applies to picking up on the true nature of an Illusion or Hallucination effect or seeing through a disguise with an opposed skill check or an Insight check against an Effect DC. Success means you sense something is deceptive or false, but you do not necessarily know what the truth is. Additional degrees of success may provide more information at the GM's discretion.

DETECTING INFLUENCE

You can make an Insight check to notice someone acting under an outside influence. The DC is 10 + the effect rank or skill affecting the subject. If you succeed, you notice the subject is not acting entirely of their own free will. Three degrees or more give you a general idea of what is influencing them and perhaps even who, depending on the situation and the Game Master's judgment.

EVALUATING

With an Insight check upon meeting someone, opposed by their Deception, you can tell whether they are trustworthy and honorable or not. You can also make a DC 20 Insight check to evaluate a social situation, getting a feel for the overall mood and prevailing attitudes. Two degrees or more of failure on either check mean you misinterpret the signs, so the GM may make these checks for you in secret.

INNUENDO

You can use Insight to pick up on hidden messages sent via the Deception skill. See **Innuendo** in the **Deception** skill description.

INTIMIDATION

PRESENCE • INTERACTION

SPECIALIZATION: Coercing, Demoralizing, Resisting

You know how to use threats, both real and implied, to get others to do what you want.

COERCING

You can use Intimidation as an impress check to coerce someone into cooperating.

- **SUCCESS:** You can treat the target's attitude as Favorable, Helpful with two degrees or more of success, but only for actions taken in your presence. That is, the target retains their normal attitude, but cooperates as if their attitude was improved while coerced.
- **FAILURE (ONE DEGREE):** No effect.
- **FAILURE (TWO DEGREES OR MORE):** The target may do the opposite of what you want!

Succeed or fail, a target's true attitude toward you generally becomes Hostile, or at least moves one more degree toward Hostile, after you have coerced them, even if they go along with you for the moment.

DEMORALIZING

You can use Intimidation as an impress check in combat to undermine an opponent's confidence. See **Impress Checks** in **Chapter 8**.

RESISTING

You can use your Intimidation for opposed checks to resist Intimidation attempts against you, since you know the various tricks and techniques.

INVESTIGATION

INTELLECT • TRAINED ONLY • TECHNICAL

SPECIALIZATIONS: Analyzing Evidence, Gathering Evidence, Gathering Information, Searching, Surveillance

You know how to search for and study clues, gather information through interviews and surveillance, and analyze evidence to help solve crimes. Gathering and analyzing evidence are technical and require tools, but the other uses of Investigation are not. The GM may make Investigation checks for you in secret, so you do not know exactly what you have found, or if you may have missed something.

SEARCHING

You can search an area for clues, hidden items, traps, and other details. Perception allows you to immediately notice things, while an Investigation check allows you to pick up on key details with some effort.

CONCEALED OBJECTS

The DC for Investigation checks to find something deliberately hidden is equal to the check result used to hide it.

SEARCH DIFFICULTIES

DC	SAMPLE SEARCH
10	Ransack an area to find a certain object.
20	Notice a secret compartment, simple trap, or an obscure clue.
25+	Find a well-hidden secret compartment or trap, or an extremely obscure clue.

SEARCH TIMES

As a guideline for how long it takes to search a given area, take the side length measurement for a square of that area, then find the time measurement for that distance rank. Searching an 8 ft. by 8 ft. room, distance rank 1, takes time rank 1, or 1 minute. Searching a square mile, distance rank 10, takes two hours, time rank 10.

GATHERING EVIDENCE

To collect a piece of evidence for analysis, make a DC 15 Investigation check.

- **SUCCESS:** The evidence can be analyzed normally, with a +5 bonus per additional degree of success.
- **FAILURE (ONE DEGREE):** An analysis can be done, at a –5 penalty.
- **FAILURE (TWO DEGREES OR MORE):** The evidence is ruined and no analysis can be done.

ANALYZING EVIDENCE

You can make an Investigation check to apply forensic knowledge to evidence. This function of Investigation does not give you clues where none exist. It simply allows you to extract useful information from the evidence and clues you have found.

Analysis is a DC 15 Investigation check, modified by the time elapsed since the evidence was left, and whether the scene was disturbed. Success gives you information based on the clue and determined by the GM. See the **Guidance** advantage in **Chapter 5**. Two degrees or more of failure may provide misleading or confusing evidence, also at the GM's discretion.

EVIDENCE DIFFICULTIES

DC	TASK
15	Analyze Evidence
15	Gather Evidence
	MODIFIERS
+2	Every day since event to a maximum of +10
+5	Crime scene is outdoors
+2	Crime scene disturbed
+5	Crime scene highly disturbed

GATHERING INFORMATION

You know how to make contacts, collect gossip and rumors, question informants, and otherwise get information from people.

By succeeding at a DC 10 Investigation check taking at least an hour, you get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The degree of the check result determines the completeness and detail of the information. Information ranges from General to Protected, and the DC increases accordingly for the type of information, as given on the table.

GATHER INFORMATION RESULTS

DC	TYPE OF INFORMATION
10	General
15	Specific
20	Restricted
25	Protected

- **General** information concerns local happenings, rumors, gossip, and the like.
- **Specific** information usually relates to a particular question.
- **Restricted** information isn't generally known and requires you to locate someone with access to the information.
- **Protected** information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answers.

Failure on the Investigation check means you waste time turning up nothing of value. Two degrees or more of failure mean you also alert someone who may be interested in your inquiries, perhaps even someone you are investigating!

SURVEILLANCE

You can establish surveillance of a particular area, watching from a stationary location. The DC of a Stealth check to evade your notice is equal to the result of your Investigation check. For actively following a subject, see **Tailing** in the **Stealth** skill description.

LEADERSHIP

PRESENCE • TRAINED ONLY • INTERACTION

SPECIALIZATIONS: Coordinating, Directing, Overcoming Impressions, Swaying

You are an effective leader, giving commands to a team in tactical situations. Most of this skill's functions are for those "under your leadership." Characters choose who they follow as a leader, if there's any question whether or not they are under a particular other character's leadership, but can only follow one leader at a time.

COORDINATING

You can use your Leadership to contribute to a Team Attack with characters under your leadership, making a skill check in place of your attack check. See **Team Attacks** in **Chapter 8**. Your check result cannot be the primary attack, so at least one of the other characters involved in the Team Attack must hit with an attack for your degrees of success to contribute. An added success on your Leadership check is considered a "critical hit" for purposes of the Team Attack.

You can also use your Leadership to contribute to a check sequence where your ability to coordinate and direct others under your leadership can add to the sequence's overall success. See **Check Sequences** in **Chapter 1** and the numerous examples in **Chapter 8**.

DIRECTING

Take the Command action and make a Leadership skill check to actively direct someone under your leadership. With a check result of 15 or more, they gain a +2 bonus for the action check you've directed them to perform. With a check result of 25 or more, they gain a +5 bonus. The subject must take the directed action on their next turn or the bonus is lost.

OVERCOMING IMPRESSIONS

You can use Leadership to overcome the effects of Impress actions on those under your leadership. See the **Overcoming Impressions** in **Chapter 8** for details.

SWAYING

You can change the attitudes of those under your leadership with a Leadership check like a use of Persuasion. See **Persuasion** for details. Unlike Persuasion, this only works on those who have already chosen to follow your leadership or who are likely to do so in the Game Master's opinion.

MAGIC

INTELLECT • TRAINED ONLY • TECHNICAL

SPECIALIZATIONS: Building, Disabling, Magical Expertise, Operating, Repairing

You are trained in the arcane arts and understand the secrets and ways of magic. This skill assumes magic exists in the setting as *some* sort of practical, technical skill. If that is *not* the case, or you are only familiar with occult lore, mythology, or other theoretical aspects of magic, take the Magic Expertise skill instead.

Otherwise, you can use Magic as a technical skill for studying, repairing, and disabling magical items or devices and performing magical rituals. Generally, the guidelines given for **Technical Skills** in this chapter apply, including the need for proper tools and the time involved. The GM sets the complexity of particular magic items and can decide whether you are able to create as well as repair and disable them.

This skill focuses on magic as a body of lore and practical technique. For a *far* more extensive range of magical abilities, take suitable powers, particularly an array of powers with magic and spell descriptors. See **Chapter 6** for details and options.

MAGICAL EXPERTISE

You can use your Magic skill to answer questions about magical or arcane lore, creatures, or phenomena like an Expertise skill—see **Expertise**, previously, for guidelines.

IMPROVISED EFFECTS

If you have the **Improvised Effects** advantage for your Magic skill you can use it to prepare and use magical rituals or magical items. See **Improvised Effects** in **Chapter 6** for details. Note that even if you do *not* have the Improvised Effects advantage, you can spend a Hero Point to gain it for the purpose of preparing and using *one* effect, so this option is technically open to all characters trained in Magic.

OPTION: MAGIC TYPE SPECIALIZATIONS

By default, the Magic skill is considered universal regardless of the "style" of magic involved. At the Game Master's option, the Magic skill may require a specialization in a specific type, style, or tradition of magic, such as Alchemy, Druidry, Necromancy, Shamanism, Sorcery, Witchcraft, Wizardry, or any number of other specializations, depending on the setting. This option suits settings where magic is prevalent and the distinction between magical practices or specialties is important. Characters dealing with a task outside of their Magic specialization have a –2 penalty on their checks, like using a related area of Expertise.

MEDICINE

INTELLECT • TRAINED ONLY • MANIPULATION • TECHNICAL

SPECIALIZATIONS: Diagnosing, Disease and Toxins, Medical Expertise, Providing Care, Reviving, Stabilizing

You're trained in treating injuries and ailments and generally helping patients back to health. The check DC and benefits of Medicine depend on the task:

MEDICINE TASKS

DC	TASK
10	Diagnose injuries and ailments.
15	Provide long-term care.
10	Revive Dazed characters.
15	Revive Stunned characters.
20	Revive Incapacitated characters.
15	Stabilize Dying characters.
15	Treat ailments like diseases or poisons.

If you do not have the appropriate medical equipment and supplies, you have a –5 penalty on your check. If your subject has a particularly unusual biology, such as an alien, for example, you may also suffer a penalty.

You can use the Medicine skill on yourself, but only to diagnose, provide care, or treat disease or poison. You have a –5 penalty on Medicine checks for yourself.

DIAGNOSING

You can diagnose injuries and ailments with an eye toward further treatment. This takes at least a minute and a DC 10 check result, higher for more unusual or obscure conditions. A successful diagnosis provides a +2 bonus on further Medicine checks for that condition, a +5 bonus with three degrees or more of success. A successful diagnosis tells you what damage conditions a character has, if any.

MEDICAL EXPERTISE

You can use your Medicine skill to answer medical questions like an Expertise skill—see **Expertise**, previously, for guidelines.

REVIVING

You can remove the Dazed, Stunned, or Incapacitated conditions from a subject. See **Conditions** in **Chapter 1**. This takes a standard action and a Medicine check: DC 10 for Dazed, DC 15 for Stunned, and DC 20 for Incapacitated. You are Vulnerable when making a Medicine check to revive until the start of your next turn.

- **SUCCESS:** A successful check removes the condition. Other conditions the patient may have remain. Reviving someone Incapacitated due to accumulating Fatigue conditions still leaves the patient Exhausted, for example, while awakening someone Incapacitated due to damage still leaves the patient with their remaining damage conditions.
- **FAILURE:** You do not remove the condition.

STABILIZING

As a standard action, a successful DC 15 Medicine check stabilizes a Dying character. See **Conditions** in **Chapter 1** for details.

TREAT AILMENTS

You can treat a character afflicted with a disease, poison, or similar ailment. Each time the character makes a resistance check against the affliction, you make a Medicine check. One degree of success provides the patient a +2 bonus to their resistance check, three degrees or more of success provides a +5 bonus.

IMPROVED REVIVE

If you have the **Improved Revive** advantage, you can provide additional benefits when you successfully revive someone. See **Chapter 5** for details.

PERCEPTION

AWARENESS

SPECIALIZATIONS: Specific sense type, such as Vision or Hearing. See Senses in Chapter 3.

Use this skill to notice and pick up on things using your senses. Acute perception—discerning details such as clearly hearing conversation or reading fine text—requires at least three degrees of success on the Perception check with an acute sense. See **Senses** in **Chapter 3** for details.

Your ranged senses have a –1 modifier on your Perception check result per twice the spaces for your size between you and what you are trying to perceive, a default of –1 per two spaces for a medium size character. Hearing a noise from ten spaces away is a –5 modifier to a medium size character's Perception check, for example.

The GM usually makes Perception checks secretly so you don't know whether there was nothing to notice or you simply failed to notice it. The common sorts of Perception checks are:

VISION

Make a check against a DC based on how visible the object is or against an opposed Stealth check. Something in plain sight is DC 0, while something subtle or easily overlooked may be DC 5, 10 or more. Vision Perception checks are also used to detect someone in disguise or to notice a concealed object. See the **Deception** and **Dexterity** skills for more information.

HEARING

Make a check against a DC based on how loud the noise is or against an opposed Stealth check. Normal conversation is DC 0, a soft noise DC 10, loud noises are –5 to –10 DC or more. Listening through a door is +5 DC, +15 for a solid wall. While you're Sleeping, hearing something well enough to wake up is +10 DC, or the equivalent of 3 DS against the original DC.

OTHER SENSES

You can make Perception checks involving other sense types as well. Noticing something obvious to a sense is DC 0. Less obvious things are DC 10 or so, hidden things DC 20 or more, and discerning details requires at least three degrees of success with an acute sense or DC +10, as usual.

NOTICING VS. OBSERVING

You can make a Perception check automatically as a non-action whenever you could notice something new unless you are Unaware. The GM may use your routine Perception check result as a guideline for what your character automatically notices. As a simple action, you can also observe and try to perceive something you failed (or believe you failed) to notice previously.

Various sensory effects, particularly **Enhanced Senses**, provide additional options and modifiers for Perception checks. See **Chapter 6** for details.

PERFORMANCE

PRESENCE • TRAINED ONLY • INTERACTION

SPECIALIZATIONS: Specific type of performance such as Acting, Comedy, Dance, Keyboards, Oratory, Percussion Instruments, Poetry, Singing, Stringed Instruments, Wind Instruments

Performance is a broad skill involving the performing arts. You can use your Performance skill as a professional skill and might earn a living with it. See the **Expertise** skill previously in this chapter.

Like Expertise, specialization is required for Performance: So, 1 Power Point buys 4 ranks in Performance skills, rather than just 2. As with all other skills, all 4 ranks don't have to be assigned to the same type of Performance. Choose a type of performance such as Acting, Comedy, Dance, Keyboards, Oratory, Percussion Instruments, Poetry, Singing, Stringed Instruments, Wind Instruments, or come up with a suitable type of Performance with the agreement of the Game Master.

SWAYING

You can use your Performance as an interaction skill to change attitudes like the Persuasion skill (following). The Difficulty Classes for your Performance skill check are the same as Persuasion, depending on your audience's attitude toward you or the subject you're trying to influence them about. If you roll a Performance check result of 20 or more, for example, you can make an otherwise Indifferent audience Favorable toward you.

PERFORMANCE USING DIFFERENT ABILITIES

The ability modifier for Performance is usually Presence, but some types of Performance might be based on another ability, at the Game Master's discretion, such as basing gymnastic forms of Dance or some musical instruments on Agility, for example.

ACTING

You can use Acting Performance for the Impersonation specialization of the Deception skill.

ART SKILLS

The Performance skill assumes an *active* type of performance. Other art forms, including Composition, Drawing, Painting, Sculpture, Writing, and so forth, may be considered technical Expertise skills that create works like constructing items. See **Technical Expertise** under the **Expertise** skill. The character's skill bonus and check result determine how impressive the given work is, and they can use their Expertise as a professional skill to earn a living.

PERSUASION

PRESENCE • INTERACTION

SPECIALIZATIONS: Negotiating, Swaying, a particular social group or environment

You're skilled in dealing with people, from etiquette and social graces to a charming way with words and public speaking, all of which helps to get your point across, make a good impression, negotiate, and generally win people over to your way of seeing things.

SWAYING

You can change others' attitudes with a Persuasion check. See **Attitudes** under **Interaction Skills** at the start of this chapter. The base DC is 10, +5 per degree that the subject's attitude toward you is worse than Helpful, as shown on the following table:

CHANGING ATTITUDE

DC	INITIAL ATTITUDE
10	Helpful
15	Favorable
20	Indifferent
25	Unfavorable
30	Hostile

Success lets you shift the subject's attitude by one step, while every two additional degrees of success can shift it another step: So two steps at three degrees, three steps at five degrees, and so forth. You can attempt to change the subject's attitude again from their new, current degree.

Generally, you improve a subject's attitude toward you, but you can *worsen* a subject's attitude, if you are deliberately trying to provoke to make them angry or alienate them, and you can change a subject's attitude toward others as well, such as trying to convince someone your friend is worth getting to know or swaying an underling to betray their boss by changing their attitude toward them to Unfavorable or Hostile. You still use the subject's attitude toward *you* to determine the Difficulty Class to sway them, however.

Failure means no change and you cannot attempt to change that character's attitude again in that scene; the subject is too set against your efforts. At the GM's discretion, you can use Extra Effort for a Renewed Attempt or try again when the situation changes in some way: you find a novel method, new evidence appears, and so forth. Even then the GM may consider you at a disadvantage, imposing a penalty on your Persuasion checks. Two degrees of failure or more undoes all your success and *worsens* the subject's *initial* attitude toward you by one step! In the case of an initially Hostile subject, they may outright attack or otherwise interfere with you if their attitude worsens.

Changing someone's attitude takes time and interaction. The GM decides whether you can change someone's attitude at all once a conflict has broken out! In general, if you're in a rush, you can lower the time rank the GM thinks the attempt should take by 1 per +5 you accept to the DC of the Persuasion check.

> **EXAMPLE:** The heroes must convince the imperious King of Atlantis the surface world is not responsible for recent attacks against his kingdom to avert a war. The king's attitude toward them is Unfavorable. The team's spokesperson makes a Persuasion attempt against DC 25 and gets a check result of 26, a success! That shifts the king's attitude one step, to Indifferent. He's inclined to continue negotiating with the heroes and willing to place the assault on the surface world on hold for the time being. The heroes try to convince the king further, with their DC now lowered to 20, to get his attitude to Favorable, where he is willing to call off the attack, but more than one degree of failure on the check moves his attitude to Hostile, where he orders the intruders arrested and the attack to begin at once!

NEGOTIATING

In negotiations, all participants roll opposed Persuasion checks to see who gains the best result. Opposed checks also resolve cases where advocates plead opposing cases before a third party or otherwise try to convince others to agree with their position. More advanced instances of negotiation may take the form of a check sequence. See **Negotiation** under **Interaction Sequences** in **Chapter 8** for more.

STEALTH

AGILITY

SPECIALIZATIONS: Hiding, Sneaking, Tailing, specific environment or terrain

You're skilled in going unnoticed. While using Stealth, you are Hindered, at –1 to your movement speed rank. You can remove the Hindered condition by taking a –5 penalty on your Stealth check.

CONCEALING

When you try to hide or otherwise conceal an object or cover up tracks or other evidence, the difficulty of Investigation, Perception, or other checks to find what you have concealed is generally equal to your Stealth check result.

HIDING

If you have Cover or Concealment, make a Stealth check, opposed by an observer's Perception check, to hide and go unnoticed. See **Concealment** and **Cover** in **Chapter 8** for more information.

HIDING WHILE OBSERVED

If others are aware of you, you cannot use Stealth to hide or remain hidden. You can run around a corner so you are out of sight and *then* use Stealth, but others know which way you went. You cannot hide if you have absolutely no Cover or Concealment, since that means you are standing out in plain sight. Of course, if someone isn't looking in your direction, such as if you're sneaking up from behind them, then you have Concealment relative to that person.

DISTRACTIONS

A successful Deception or Intimidation check can give you the momentary distraction needed to make a Stealth check while people are aware of you. When others turn their attention from you, make a Stealth check to see if you can reach Cover or Concealment of some kind nearby. The Stealth check has a –5 penalty because you must move quickly to hide.

HIDING IN PLAIN SIGHT

If you have the **Hide in Plain Sight** advantage, you can make a Stealth check to hide while others are aware of you without any sort of diversion, and without penalty to your Stealth check, so long as there is Cover or Concealment within range of your normal movement speed. See **Chapter 5** for details.

SNEAKING

You can limit or cover-up sounds and other signs of your presence or movement with a successful Stealth check against an observer's Perception check result, or their routine Perception result if they have no reason to be alert or expect someone sneaking by. The GM may modify either check result based on the conditions of the attempt, which might make it easier or harder to go unnoticed.

TAILING

You can use Stealth to tail someone—following them without being noticed—at your normal speed. This assumes you have some Cover or Concealment: crowds of people, building corners, shadows, fog, and such. Tailing is usually a check sequence of your Stealth against a subject's Perception. See **Investigation Sequences** in **Chapter 8** for details.

SURVIVAL

AWARENESS • TRAINED ONLY • TECHNICAL

SPECIALIZATIONS: Avoiding Hazards, Foraging, Navigating, Simple Building, Survival Expertise, Tracking, specific environment or terrain

You are trained to survive in the wilderness, including finding food and shelter, and safely navigating and guiding others.

AVOIDING HAZARDS

With a DC 15 Survival check, you gain a +2 bonus to resistance checks against the effects of severe weather and other natural hazards, or a +5 bonus if you are stationary and under shelter. You can grant the same bonus to an additional person per point your check result exceeds the DC. See **Environmental Hazards** in **Chapter 8**.

FORAGING

With a DC 10 Survival check, you can move at your ground speed rank –1 while hunting and foraging for sufficient food and water for yourself, plus an additional person per 2 points your check result exceeds the DC. See **Deprivation** under **Environmental Hazards** in **Chapter 8** for [the effects of going without water or food long-term.

NAVIGATING

You can use Survival to navigate outdoors. The DC is 10, 15 if you are also avoiding any potential hazards. If successful, you know roughly where you are and remain on-course to your intended destination.

SIMPLE BUILDING

You can use Survival as a technical skill to build shelters and similar useful items, make needed repairs to simple items, and to build and set traps for defense or hunting. You take a –5 penalty to checks of Survival as a technical skill if you have no tools available to you. See **Technical Skills** earlier in this chapter for details.

SURVIVAL EXPERTISE

You can use your Survival skill to answer questions about living and surviving in the wilderness, recognizing plants and animals, and so forth like an Expertise skill.

TRACKING

You can use your Survival skill to find and follow tracks as if you had a Tracking Enhanced Sense: base DC 10, modified by circumstances, including distance from the trail. You move at speed rank 1 while

tracking, each additional degree of success on your skill check lets you move +1 speed rank, up to your normal speed.

TECHNOLOGY

INTELLECT • TRAINED ONLY • MANIPULATION • TECHNICAL

SPECIALIZATIONS: Building, Computers, Disabling, Electronics, Operating, Mechanics, Repairing, Security, Technology Expertise

You are skilled with technology. Routine uses of common technological items or equipment do not require a skill check and may be done untrained. If you lack necessary tools, you take a –5 penalty on your skill checks to do anything other than operate technology.

Like other technical skills, you can use Technology to operate, construct, repair, and disable technology. You may also be called upon to make a skill check to operate an especially unusual or advanced piece of technological equipment. See the information under **Technical Skills** at the start of this chapter for details, as well as **Chapter 7**.

IMPROVISED EFFECTS

If you have the **Improvised Effects** advantage, you can use your Technology skill to prepare and perform such effects as limited-use technological devices. See **Improvised Effects** in **Chapter 6** for details. Note that even if you do *not* have the Improvised Effects advantage, you can spend a Hero Point to gain it for the purpose of preparing and using *one* effect, so this option is technically open to all characters trained in Technology.

TECHNOLOGY EXPERTISE

You can use your Technology skill to answer questions about technology like an Expertise skill.

VEHICLES

AGILITY • MANIPULATION

SPECIALIZATIONS: Driving, Sailing, Piloting, Vehicle Expertise

Use this skill to operate vehicles, from driving ground vehicles to sailing water vehicles or piloting air and space vehicles. Riding animal mounts involves the Riding Expertise skill under **Expertise**.

Routine tasks, such as ordinary operation of known vehicles, don't require a skill check and may be done untrained for some vehicles, particularly common ones like cars, but not for vehicles people in the setting don't use routinely like boats or aircraft. Make a Vehicles check only when operating the vehicle in a stressful or dramatic situation like being chased or attacked, or trying to reach a destination in a limited amount of time.

See **Vehicles** in **Chapter 7** for details on vehicle operation and the various checks involved.

VEHICLE EXPERTISE

You can use your Vehicles skill to answer questions about types of vehicles like an Expertise skill.

5: ADVANTAGES

Advantages are special benefits, tricks, or resources *M&M* characters can have. Unlike skills, advantages aren't focuses of the standard abilities, but provide some non-standard benefit, often in the form of modifying the guidelines for the character or offering a bonus in a specific area.

ACQUIRING ADVANTAGES

Advantages are acquired with Power Points, just like abilities, skills, and other traits. Advantages cost 1 Power Point each, while advantages that have ranks cost 1 Power Point per rank.

ADVANTAGE COST = 1 POWER POINT PER ADVANTAGE OR PER ADVANTAGE RANK

ADVANTAGES AND POWER LEVEL

All benefits, bonuses, or trait improvements provided by advantages are limited by Power Level unless the advantage description specifically says otherwise.

ADVANTAGE PARAMETERS

Advantages are defined by whether they are **ranked** or **focused** and are further grouped together by **type**.

RANKED ADVANTAGES

Some advantages have ranks, much like abilities or skills. These advantages are labeled as **Ranked** in their title, and the text describes the benefits of higher ranks. Advantage ranks on a character sheet are noted with a number after the advantage's name, such as "Defensive Roll 2" to note a character who has 2 ranks of the Defensive Roll advantage. If there is a maximum number of ranks available, it's listed after the word "Ranked" in the advantage's heading, such as "Ranked 2."

FOCUSED ADVANTAGES

Some advantages require a focus on a particular benefit or effect and can be selected multiple times, where each instance of the advantage has a different configuration. These advantages are labeled as **Focused** in their title. Each time you select the advantage, it applies to a different focus; its text describes the effects of selecting it multiple times. Focused advantages on a character sheet are noted with the focus after the advantage's name, such as "Benefit: Status" or with the focus part of the advantage's name changed, such as "Dazing Deception" as a type of Dazing Interaction.

TYPES OF ADVANTAGES

The following are the distinct types of advantages. Individual advantages can be of multiple types.

- **Combat Advantages** provide various combat benefits.
- **Command Advantages** provide leadership and direction to allies.
- **Fortune Advantages** require and enhance the use of Hero Points.
- **General Advantages** provide benefits not covered by the other categories.
- **Heroic Advantages** reflect luck, determination, and added resources.
- **Reaction Advantages** utilize your reaction in distinct ways.
- **Skill Advantages** offer bonuses to or special uses for skills.

COMMAND ADVANTAGES

Command advantages rely on leadership and interaction: The subjects of a command advantage must be able to see or hear you to receive the advantage's benefits. In situations where you cannot interact, the GM may decide you cannot use a command advantage. See **Interaction Skills** in **Chapter 4** for more.

HEROIC ADVANTAGES

Heroic advantages have a limit on their use: each player character can use them a number of times per session up to to half the series Power Level, rounded down, as detailed under **Power Level** in **Chapter 2**. A player character in a Power Level 9 series can use heroic advantages up to 4 times total: half of 9, rounded down to 4. This limit does not apply to heroic advantages acquired as heroic feats by spending Hero Points.

Note that this limit is separate from that imposed by the heroic advantages themselves. In the prior example, if a PL 9 player character has Determination 2, Luck 2, Guidance, and Ultimate Effort, they can use each of the first two advantages twice during a session, and each of the other two once, with a limit of four times total for all of their heroic advantages. Players may want to have a set of tokens or a counter measuring their total number of heroic advantage uses, discarding one after each use until they reach zero to more easily keep track.

Non-player characters do not operate according to this limit and can use heroic advantages as the GM sees fit, but an NPC use of a heroic advantage affecting the player characters is considered a plot complication for them. When it occurs, award the affected player or players a Hero Point. See **Plot Complications** in **Chapter 1** for details, particularly the **Adversary Advantage** section.

HEROIC FEATS

Players can spend Hero Points to give their characters one-time use of any advantage other than fortune advantages. In addition to choosing to spend Power Points on advantages, players should consider going through this chapter and noting non-fortune advantages that would be especially useful heroic feats for them to spend Hero Points on during gameplay. They can have that list handy as a reminder of their options. Heroic advantages acquired as heroic feats do not count against the limit of heroic advantages player characters can use during a session.

ADVANTAGE DESCRIPTIONS

Advantage are listed in alphabetical order by name, with each followed by its type(s) and whether the advantage is Ranked or Focused, then a description of the advantage's benefits. The benefits of additional ranks of the advantage, if any, are noted following the description. In some cases, an advantage's description mentions the normal conditions for characters who do not have the advantage for comparison.

ALTERNATE FEINT — COMBAT, FOCUSED

When you take the Feint action you can make the check using a trait other than your attack bonus, chosen when you configure this advantage. Examples include Acrobatics, Deception, Expertise, Intimidation, or a particular power effect rank, particularly movement effects like Flight or Speed. See **Feint** in the **Actions** section of **Chapter 8**.

NORMAL: The Feint action is normally an attack check.

FOCUSED: Each alternate trait you can use to make Feint checks is a separate advantage named for the alternate trait: Acrobatic Feint, Deceptive Feint, Intimidating Feint, and so on.

ALTERNATE INITIATIVE — COMBAT, FOCUSED

Your Initiative bonus is based on your Intellect, Awareness, or Presence. Choose which ability when configuring this advantage; the choice is permanent for as long as you have the advantage.

NORMAL: Initiative bonus is normally based on Agility.

FOCUSED: The individual advantages are named for their abilities: Intellect Initiative, Awareness Initiative, and Presence Initiative

ASSESSMENT — GENERAL, RANKED

You can size up an opponent's combat capabilities. Once per turn as a free action, choose a subject you can accurately perceive and have the GM make a secret Insight check for you, opposed by the subject's Deception check result, or 10 + their Deception, if they don't know you're assessing them.

- **SUCCESS:** The GM tells you the subject's Attack and Defense ranks relative to yours: lower, higher, or equal. With each degree of success after the first, you learn one of the target's bonuses of your choice *exactly*.
- **FAILURE:** You don't learn anything and cannot try again during that scene without Extra Effort for a Renewed Attempt. With more than one degree of failure, the GM may lie or otherwise exaggerate the subject's bonuses.

QUICK ASSESSMENT: You can choose to assess multiple opponents on the same turn, but this imposes a penalty to your Insight check equal to the total number of opponents assessed, starting at –2 for two, –3 for three, and so forth. A group of minions with the same traits counts as a single opponent for this purpose.

RANKED: For each additional rank in this advantage, you can assess an additional opponent per turn with no penalty.

ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Alternate Feint	Combat, Focused	You can Feint using a different trait
Alternate Initiative	Combat, Focused	Your Initiative bonus is based on a mental ability
Assessment	General, Ranked	You can use Insight to learn an opponent's combat capabilities
Beginner's Luck	Fortune	Gain a rank 5 with a rank 4 or less skill
Benefit	General, Focused, Ranked	Gain a significant perquisite or benefit
Blind Attack	Combat, Focused	Ignore Concealment penalties for close or ranged attacks
Connections	Skill	Call in assistance or favors with a Persuasion or Expertise check
Contacts	Skill	Make an initial Investigation check in one minute
Counterattack	Combat, Reaction	Use your reaction to Attack an opponent who attacked you if they move out of your range
Damaging Escape	Combat, Reaction	Follow an Escape with an Attack action
Damaging Grab	Combat, Reaction	Inflict damage with a successful grab check
Dazing Interaction	Skill, Focused	Make an impress check to Daze or Stun
Defensive Grab	Combat, Reaction	Use your reaction to grab an opponent who just missed you
Defensive Roll	Combat, Ranked	+1 to Toughness checks per rank and bonus die for damage below your rank
Defensive Throw	Combat, Reaction	Use your reaction to Trip an opponent who just missed you
Determination	Heroic, Ranked	Remove Dazed, Fatigued, or Stunned, or new resistance check
Diehard	General	Stabilize while Dying
Direct Action	Command	Take a standard action to allow an ally to perform a directed action as their reaction
Distracting Interaction	Skill, Focused	Use a skill other than Deception for an impress check to distract
Dive for Cover	Command, Reaction, Ranked 2	Command action for allies to drop Prone
Edit Scene	Heroic, Ranked	Make a minor change to the description of the scene
Eidetic Memory	General	Perfect recall, reduction in memory effects, potential Guidance
Elusive Target	Combat, Ranked	Gain Cover from ranged attacks while in close combat
Encourage	Command, Fortune, Ranked	Command action and a Hero Point to grant an ally an advantage or Extra Effort
Equipment	General, Ranked	Configure 5 points worth of equipment
Extraordinary Effort	General	Gain two benefits while using Extra Effort
Fallen Inspiration	Fortune, Ranked	Gain an additional Hero Point to distribute when you are Incapacitated
Fascinating Interaction	Skill, Focused	Use an interaction skill to Stun a target while out of combat
Fast Feint	Combat, Skill	Feint as a simple action with no penalty
Favored Environment	Combat, Focused	+2 to Attack or Defense in a particular environment
Favored Foe	Skill, Focused, Ranked 2	Bonus to skill checks with a particular type of opponent
Fearless	General, Ranked 2	(1) Reduction in or (2) Immunity to Fear effects
Fearsome Presence	Skill	Free Intimidation impress check when you first appear or act
Grabbing Block	Combat	Make an immediate Grab after successfully Countering a close attack
Grabbing Finesse	Combat	Grab with only one arm
Grabbing Throw	Combat, Reaction	After a successful Grab and hold, use your reaction to throw the target
Great Endurance	General	+5 for particular Fortitude and Stamina checks
Guidance	Heroic, Ranked	Gain a flash of insight or a key piece of information
Hide in Plain Sight	Skill	Use Stealth to hide while being observed
Holding Back	Fortune, Ranked	Temporarily increases your Power Level or traits at a cost
Immediate Team Attack	Combat, Command, Reaction, Ranked	Command action to allow allies to join a Team Attack as a reaction
Impressive Superiority	Combat, Reaction, Skill	Use your reaction for an impress check against a foe who fails
Improved Aim	Combat	When Aiming, gain Luck with your bonus die
Improved Critical	Combat, Focused, Ranked 4	+1 critical range per rank with an attack
Improved Defense	Combat	+2 to Defense with the Defend action
Improved Disarm	Combat	No attack penalty with Disarm action
Improved Evasion	Combat, Reaction, Ranked 2	(1) +5 for Dodge resistance checks vs. area effects; (2) move out of area effects
Improved Grab	Combat	Choose which trait targets use to resist your Grab action
Improved Hold	Combat	Use your reaction to impose a penalty die on Escape attempts
Improved Initiative	Combat	Bonus die for Initiative checks
Improved Interpose	Combat, Reaction, Ranked 2	(1) Displace ally, grant Cover, and retain full Defense when you Interpose (2) Grab an ally and move

ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Improved Revive	Skill	Provide additional benefits using Medicine to revive
Improved Smash	Combat	No attack penalty with Smash action
Improved Team Attack	Combat, Ranked	Contribute to a Team Attack even if not within 5 ranks
Improved Trip	Combat	Choose which trait targets use to resist your Trip action
Improvised Effect	Skill, Focused	Use a technical skill to prepare and use an effect
Improvised Tools	Skill	No penalty for using technical skills without tools
Inspiration	Command, Fortune, Ranked 5	Use Command to give allies a +1 bonus per rank for one round
Instant Up	General	Take the Stand action with no limitations
Jack-of-All-Trades	Skill	Use any skill other than Intellect-based Expertise untrained
Know-It-All	Skill	Use any Intellect-based Expertise untrained
Luck	Heroic, Ranked	Re-roll a die, adding +10 on a 1–10 roll
Menacing Attack	Combat, Reaction	Use your reaction for Intimidation after incapacitating a foe
Minion	General, Focused, Ranked	Gain a follower or minion with (rank × 15) Power Points
Multilingual	Skill	You know additional uncommon languages
Partner Bond	Fortune, Heroic, Focused, Ranked	Encourage a chosen partner once per session
Precise Attack	Combat, Focused	Ignore penalties for less than Total Cover for close or ranged attacks
Prepared Effect	Heroic, Ranked	One prepared Improvised Effect per rank per session
Prone Fighting	Combat	No penalties for fighting while Prone
Quick Counter	General, Focused, Reaction	Use your reaction to Counter a chosen effect
Ranged Pin	Combat	Use a ranged attack to make a target Immobile and Vulnerable
Redirect	Combat, Reaction	Use your reaction to redirect a missed attack at another target
Reverse Hold	Combat, Reaction	When you succeed on an Escape, you can Grab your opponent
Reviving Team Attack	Combat, Command	When you participate in a Team Attack, you can remove a condition
Ricochet	Combat, Focused, Ranked	You can "bounce" a ranged attack to make trick shots
Riposte	Combat, Reaction	Use your reaction to make a close attack when missed
Rush of Victory	Combat, Command, Fortune, Reaction	Spend a Hero Point for allies to remove a damage condition when you Incapacitate a foe
Seize Initiative	Fortune	Spend a Hero Point to go first in the Initiative Order
Set-Up	Combat, Command, Ranked	Transfer the combat benefits of a Feint or impress check to an ally
Sidekick	General, Focused, Ranked	Gain a sidekick with (5 × rank) Power Points
Skill Mastery	Skill, Focused	Make routine checks with a chosen skill
Sleeper Hold	Combat	Use a Grab to Incapacitate a target
Specialization Bonus	Skill, Focused	Gain a bonus die for checks with a skill specialization
Split Attack	Combat, Ranked, Focused	Split an attack into two smaller attacks
Stunning Strike	Combat	Use a close impact damage attack to Daze or Stun a target
Tactical Advance	Combat, Command, Reaction	When you Daze or Stun, allies can move toward the target
Takedown	Combat, Ranked 2	Free extra attack when you Incapacitate a minion
Taunting Interaction	Skill, Focused	Make an impress check to Impair or Disable an opponent
Team Code	Command, Skill	Tactical communication with teammates
Teamwork	General	+5 on team checks
Throwing Mastery	Combat, Ranked	+1 damage with thrown weapons per rank
Trance	General	Go into a deathlike trance and slow body functions
Ultimate Effort	Fortune, Focused	Spend a Hero Point to gain a 20 roll on a check
Uncanny Dodge	Combat	Not Vulnerable or Surprised when Unaware
Untapped Potential	Heroic	Gain +2 ranks from Extra Effort
Up and At 'Em	Combat, Command	Command action to allow allies to Stand with Instant Up
Variable Team Attack	Combat	Apply a Variable Descriptor to a Team Attack
Weapon Bind	Combat, Reaction	Use your reaction to Disarm when missed with a weapon attack
Weapon Break	Combat, Reaction	Use your reaction to Smash when missed with a weapon attack
Well-Equipped	Heroic, Ranked	Produce one item or 5 points of Equipment per session
Well-Informed	Skill	Immediate skill check for available information

BEGINNER'S LUCK — FORTUNE

By spending a Hero Point, you gain a rank of 5 in a skill of your choice for which you currently have 4 or fewer ranks, including skills you have *no* ranks in, replacing your normal skill rank for the duration of the scene.

BENEFIT — GENERAL, FOCUSED, RANKED

You have some significant benefit. The exact nature of the benefit is for you and the Game Master to determine. As a general guideline, it should not exceed the benefits of any other advantage, but should be sufficient to still be considered an advantage. The larger or more influential the benefit, the more ranks in this advantage are needed to reflect it. Here are a few examples of Benefits:

- **ALTERNATE IDENTITY:** You have an alternate identity, complete with legal paperwork (driver's license, birth certificate, etc.) per Benefit rank. This is different from a costumed identity, which doesn't necessarily have any special legal status.
- **DIPLOMATIC IMMUNITY:** You cannot be punished for crimes outside your native country. The more ranks you have, the more severe the crimes you can escape.
- **SECURITY CLEARANCE:** You have access to restricted information and secure facilities.
- **STATUS:** You have significant status or position within an organization, giving you influence and access to resources.
- **WEALTH:** You have enough money to enjoy luxuries and solve many mundane problems. Wealth 1 means you're very well-off, Wealth 3 a millionaire, and Wealth 5 a billionaire.

FOCUSED: Each Benefit is a separate advantage.

RANKED: Additional Benefit ranks mean a greater or more effective Benefit. Most Benefits should not have more than 5 ranks to them.

BLIND ATTACK — COMBAT, FOCUSED

Your close or ranged attack checks ignore penalties for Concealment.

FOCUSED: Ignoring Concealment penalties for close attacks and ranged attacks are separate advantages: Blind Strike and Blind Shot.

NORMAL: See **Concealment** in the **Range** section of **Chapter 8**.

CONNECTIONS — SKILL

You know people who can help you out sometimes, offering expert advice, information, legal help, or access to resources, among other things.

You can use your Connections by making a Persuasion check. A simple favor is DC 10, ranging up to DC 25 or higher for especially difficult, dangerous, or expensive favors, as set by the Game Master.

At the Game Master's discretion, you can link your Connections to a particular Expertise skill and use it instead of Persuasion for the check, but your Connections are limited to that skill, such as Business Connections, Political Connections, or Streetwise Connections. This choice is permanent once the advantage is configured.

The GM has the right to veto any request of your Connections if it is too dangerous, expensive, or may spoil the plot of the adventure. It takes at least a few minutes, and sometimes much longer, to call on your Connections, and you must have some means of contacting them.

CONTACTS — SKILL

You have a sufficiently extensive network of informants that you can make an initial Investigation check to gather information in only one minute, so long as you have some way of getting in touch with your contacts. Additional Investigation checks to gather information on the same subject require the normal amount of time, since you must search beyond your usual network. See **Investigation** in **Chapter 4** for more.

COUNTERATTACK — COMBAT, REACTION

When an opponent who attacked you since the end of your last turn would move out range of one of your attacks, you can use your reaction for an Attack action against them, which takes place just before they would move out of range of that attack. See **Reach** under **Size** in **Chapter 3** and **Range** in **Chapter 8**.

DAMAGING ESCAPE — COMBAT, REACTION

When you succeed on an Escape action against a hold from a grab, you can use your reaction for an immediate unarmed Attack action against the opponent who was holding you. If you escaped multiple opponents, choose one to attack.

DAMAGING GRAB — COMBAT, REACTION

When you grab and successfully hold a target, or increase the degree of your hold on a target, you can use your reaction to take the **Squeezing a Grabbed Target** option, inflicting your Strength damage on the held target.

NORMAL: Squeezing a target in a hold to damage them requires an Attack action. See the **Grab** action in **Chapter 8**.

DAZING INTERACTION — SKILL, FOCUSED

You can make an impress check using an interaction skill, chosen when you configure this advantage, to cause an opponent to hesitate, imposing the Dazed or Stunned condition. See **Impress Checks** in **Chapter 8** for details.

FOCUSED: Dazing with each interaction skill is a separate advantage, named for the skill: Dazing Deception, Dazing Intimidation, Dazing Leadership, Dazing Performance, or Dazing Persuasion.

DEFENSIVE GRAB — COMBAT, REACTION

If an opponent attacks you in close combat and misses, you can use your reaction for an immediate Grab action against them. See **Grab** in the **Actions** section of **Chapter 8**.

DEFENSIVE ROLL — COMBAT, RANKED

You avoid damage through agility, mobility, and "rolling" with a hit. Defensive Roll is common for adventurous characters who rely on agility or speed to avoid harm.

You have a +1 bonus to your Toughness resistance. Additionally, when resisting a damage rank equal to or less than your Defensive Roll rank, you make the resistance check with a bonus die, like Improved Toughness, except Penetrating Damage has no effect on it. Defensive Roll rank stacks with other ranks of Improved Toughness you have to determine the damage ranks you get a bonus die to resist. See the **Enhanced Resistance** effect and **Penetrating** extra in **Chapter 6**.

You lose the benefit of the bonus die when you are Defenseless, Surprised, or Unaware of an attack. You lose all the benefits of this advantage while you are Stunned or if you deliberately allow yourself to be damaged.

RANKED: Each additional rank in this advantage grants another +1 bonus to Toughness resistance, up to the Power Level limit.

DEFENSIVE THROW — COMBAT, REACTION

If an opponent attacks you in close combat and misses, you can use your reaction for an immediate Trip action against them. See the **Trip** action in **Chapter 8**.

DETERMINATION — HEROIC, RANKED

Once per session, you can immediately remove one of the Dazed, Fatigued, or Stunned conditions from your character, reduce the Exhausted condition to Fatigued, or immediately give your character a new resistance check against an ongoing effect, including overcoming an impression. See **Impress Checks** in **Chapter 8**. Using Determination to immediately remove the Fatigued condition effectively lets you perform a use of Extra Effort without becoming Fatigued. See **Extra Effort** in **Chapter 1**.

RANKED: You can use Determination an additional time per session per additional rank in this advantage. All your uses of Determination reset at the start of the next session.

DIEHARD — GENERAL

When you have the Dying condition, you automatically stabilize without any need for a Stamina check, although further damage can still kill you. See the **Dying** condition in **Chapter 1**.

DIRECT ACTION — COMMAND

You can direct allies into immediate action. Take a standard action to direct an ally to perform a standard, simple, or free action of your choice. Your ally can use their reaction to take the directed action immediately. If you are trained in the **Leadership** skill, you can combine a Directing use of it with this advantage.

DISTRACTING INTERACTION — SKILL, FOCUSED

You can use another interaction skill in place of Deception for an Impress action to Distract a target. See the **Deception** skill description in **Chapter 4** and **Impress Checks** in **Chapter 8**.

FOCUSED: Distracting with each interaction skill is a separate advantage, named for the skill: Distracting Intimidation, Distracting Leadership, Distracting Performance, or Distracting Persuasion.

DIVE FOR COVER — COMMAND, REACTION, RANKED 2

When an ally is targeted with an area effect or a ranged attack, you can use your reaction for a Command action that allows allies to immediately drop Prone, if they wish. This gives them the benefits of the Prone condition and may change the amount of Concealment or Cover they have against the attack. See the **Prone** condition in **Chapter 1** and **Cover** and **Concealment** in **Chapter 8** for more.

Allies benefiting from Dive For Cover can combine it with using their reaction to Evade. See the **Evade** reaction in **Chapter 8**.

RANKED: With 2 ranks in this advantage, allies can also immediately move up to distance rank 2 before dropping Prone, possibly allowing them to move out of an area or to reach Cover, for example.

EDIT SCENE — HEROIC, RANKED

Once per session, you can make a minor change to the description of the scene, adding some new detail that helps you or your allies. The Game Master must approve any edits, and generally edits can only help you, not automatically allow you to succeed.

For example, while you're fighting a plant-based foe, you could use Edit Scene for there to be some weedkiller or defoliant nearby, provided that would make sense for the locale. Similarly, you could use Edit Scene to say a thunderstorm just happens to knock out the power and the lights during a tense conflict, or that a stray attack allows sunlight to pour into an enclosed area, or punches a hole in a boat's hull and causes it to start sinking.

RANKED: You can use Edit Scene an additional time per session per additional rank in this advantage. All your uses of Edit Scene reset at the start of the next session.

EIDETIC MEMORY — GENERAL

You have perfect recall of everything you notice or observe. You have a Reduction in effects that alter or erase memories, halving their rank before your resistance check. The GM can also provide you with the benefits of the Guidance advantage whenever they feel it involves information your character would remember, although the GM does not need to provide any additional details or hints without an actual use of Guidance.

ELUSIVE TARGET — COMBAT, RANKED

When you are in close combat with one or more opponents, you gain the benefit of Partial Cover against ranged attacks: +2 to your Defense. See **Cover** in **Chapter 8** for details.

RANKED: With 2 ranks in this advantage, you gain Full Cover against ranged attacks while in close combat: A +5 bonus to your Defense.

ENCOURAGE

COMMAND, FORTUNE, RANKED

By taking the Command action and spending a Hero Point, you grant an ally the benefits of a single non-fortune advantage until the end of their next turn, or one of the benefits of Extra Effort at no cost in Fatigue for either of you. This can stack with the benefit of that character using advantages or Extra Effort themselves, or even the Extraordinary Effort advantage (following). For ranked advantages, subjects gain 1 rank. Determination, Guidance, and Luck are commonly granted advantages.

RANKED: For each additional rank, you can benefit an additional ally with the same Command action by spending an additional Hero Point. You can grant different benefits to different allies when you do so.

EQUIPMENT

GENERAL, RANKED

You have access to equipment you regularly have on-hand. For each rank in this advantage, choose or configure up to 5 Equipment Points worth of equipment from **Chapter 7**.

You can reconfigure your Equipment Points at the start of each session, or when you have appropriate access to your headquarters or other cache of equipment between scenes, at the GM's discretion, possibly including a use of the **Edit Scene** advantage (previously).

RANKED: Each additional rank in Equipment gives you 5 more Equipment Points to configure.

EXTRAORDINARY EFFORT

GENERAL

When using Extra Effort, you can gain two of the listed benefits, even stacking two of the same benefit. However, you also double the cost of the effort, acquiring two instances of the Fatigued condition, likely leaving you Exhausted. See **Extra Effort** in **Chapter 1**.

FALLEN INSPIRATION

FORTUNE, RANKED

Once per session, if you distribute your unspent Hero Points among your allies after being Incapacitated, you gain an additional Hero Point to distribute. See **Sharing Hero Points** in **Chapter 1** for more.

RANKED: Each additional rank in this advantage gives you an additional Hero Point to distribute. You can have a maximum rank in Fallen Inspiration equal to half the series Power Level, rounded up.

FASCINATING INTERACTION

SKILL, FOCUSED

One of your interaction skills, chosen when you configure this advantage, is so effective you can use it for an impress check to capture and hold someone's attention, keeping them from taking other actions. See **Impress Checks** in **Chapter 8** for details.

Make an impress check with your chosen skill. If you succeed, the target is **Stunned and cannot take actions other than paying attention to you**. You can maintain the effect with a Concentrate action on your turn, continuing your performance and giving the target a new resistance check at the end of their turn. The Stunned condition ends when you stop performing, can no longer interact, the target successfully resists, or any immediate danger presents itself, such as a conflict breaking out.

You can use Fascinating Interaction on a group, but must affect everyone in the group in the same way. You cannot use this advantage during a conflict.

FOCUSED: Fascinating with each different interaction skill is a separate advantage, named for that skill: Fascinating Deception, Fascinating Intimidation, Fascinating Leadership, Fascinating Performance, and Fascinating Persuasion.

FAST FEINT — COMBAT, SKILL

You can perform a Feint as a simple action without a penalty on your check. See the **Feint** action in **Chapter 8**.

NORMAL: Performing a Feint as a simple action imposes a –5 penalty on the check.

FAVORED ENVIRONMENT — COMBAT, FOCUSED

You have an environment you're especially at home in, chosen when you configure this advantage. While in your favored environment, you gain a +2 bonus to your Attack or your Defense. Choose at the start of your turn whether the bonus applies to one or the other. The choice remains until the start of your next turn. Power Level does not limit this bonus.

Favored Environment is meant to be at least somewhat limited, such as a particular kind of terrain (arctic, desert, jungle, etc.) or situation like aerial or underwater combat. If a character has traits allowing them to *always* be in their Favored Environment, the GM should consider limiting or disallowing this advantage, including its use as a heroic feat for "the environment I'm currently in."

FOCUSED: Each type of Favored Environment is a separate advantage.

FAVORED FOE — SKILL, FOCUSED, RANKED 2

You have a particular type of opponent you've studied or are especially effective against, chosen when you configure this advantage. You gain a +2 bonus on Deception, Intimidation, Insight, and Perception checks dealing with your Favored Foe. This includes impress checks and other actions based on those skills. Power Level does not limit this bonus.

Your Favored Foe may be a type of creature, such as aliens, animals, constructs, or undead, a profession like ninja, soldiers, police officers, Yakuza, and such, or any other category the Game Master approves. Some categories like "humans" or "villains" are too broad and should be disallowed. Favored Foe is likewise disallowed as a heroic feat for "the foe I am currently fighting."

RANKED: If you have 2 ranks in Favored Foe, you gain a +5 bonus on Deception, Intimidation, Insight, and Perception checks dealing with your Favored Foe.

FOCUSED: Each type of Favored Foe is a separate advantage.

FEARLESS — GENERAL, RANKED 2

You have a Reduction in Fear effects, including any effect imposing the Frightened condition, halving the effect's rank, rounding up, before making your resistance check.

RANKED: With 2 ranks of this advantage, you have Immunity to Fear effects.

FEARSOME PRESENCE — SKILL

When you first appear in a scene or at the start of your first turn during a conflict, you can make an immediate Intimidation impress check to demoralize as a free action. See **Impress Checks** in **Chapter 8** and the **Intimidation** skill description in **Chapter 4**.

GRABBING BLOCK — COMBAT

If you successfully counter a close attack, you can immediately perform an opposed grab check against the attacker. See **Counter** and **Grab** in **Chapter 8**.

GRABBING FINESSE — COMBAT

When you take the Grab action you only need to use one arm. You can also maintain a grab using only one arm. See **Grab** under **Actions** in **Chapter 8**.

NORMAL: Taking or maintaining the Grab action with one arm imposes a –2 penalty on grab checks and you cannot achieve more than a partial hold.

GRABBING THROW — COMBAT, REACTION

If you successfully grab a target and place them in a hold, you can use your reaction to throw them, either at a target or simply hurling them away, as detailed in **Throwing a Grabbed Target** under **Grab** in **Chapter 8**.

NORMAL: Throwing a target in a hold normally requires an Attack action on your turn.

GREAT ENDURANCE — GENERAL

You have a +5 bonus on checks to avoid becoming Fatigued, to hold your breath, avoid the effects of starvation or thirst, avoid the effects of cold or hot environments, and to resist suffocation and drowning. See **Hazardous Environments** in **Chapter 8** for details.

GUIDANCE — HEROIC, RANKED

Once per session, when you use this advantage, you gain a flash of insight, some helpful guidance, or an otherwise important clue. You might figure out the trick to escaping a villain's deathtrap, or find important evidence at a crime scene. The Game Master decides exactly what you find or what you learn, but it should help move the adventure along in the right direction.

RANKED: You can receive Guidance an additional time per session per additional rank in this advantage. Your uses of Guidance reset at the start of the next session.

HIDE IN PLAIN SIGHT — SKILL

You can use the Stealth skill to hide while others are aware of you without any sort of diversion, and without penalty to your Stealth check for doing so. You must still have some form of Cover or Concealment within range of your movement speed and be able to reach it to hide.

NORMAL: You cannot make a Stealth check to hide from someone able to accurately perceive you. See **Stealth** in **Chapter 4**.

HOLDING BACK — FORTUNE, RANKED



You're more powerful than you seem, capable of wielding power greater than normal at times, but you're Holding Back that extra power for a reason.

For each rank you have in Holding Back, you gain *either* a +1 increase in Power Level or an additional 5 Power Points worth of traits, chosen and configured when you configure this advantage.

To tap into your extra power, spend a Hero Point when the situation is appropriately dramatic, dire, or needful: You and the Game Master should agree on this. Generally, you cannot stop Holding Back more than once per session.

HOLDING BACK — COMPLICATION

When you stop Holding Back, you trigger a particular complication, which is usually the reason *why* you are Holding Back most of the time. Choose one of the following or create a suitable complication with the approval of the Game Master. Note that you do *not* earn Hero Points for triggering your Holding Back complication.

- **BERSERK:** You fly into a berserker rage, attacking whatever provoked you to stop Holding Back, followed by any other perceived threat.
- **CONTROLLED:** You lose your free will to the control of some outside force or entity, which might possess your body or direct your actions, giving you the Controlled condition.
- **HUNTED:** When you stop Holding Back, you essentially send up a flare for someone (or something) that is hunting you. If you're lucky, you'll recover and slip away before they show up. Maybe.
- **INERT:** You crash, hard, after using your added power. You are Incapacitated for an hour per Holding Back rank thereafter.
- **MONSTROSITY:** Your added power transforms you into something terrible and terrifying. For a week per Holding Back rank after your transformation, most people have at best an Indifferent attitude toward you, often worse, and you have a –5 penalty on interaction skill checks other than Intimidation with anyone who knows that you are that … *thing*.
- **UNLEASHED:** No longer contained, your added power lashes out. At the end of the scene, your largest offensive power attacks random targets each turn until you are Incapacitated or spend a Hero Point (which automatically incapacitates you).

Your added power lasts for the remainder of the scene. You can spend an additional Hero Point to prevent your drawback from causing you to cross a line you *really* don't want to cross, such as killing someone, or setting off a truly terrible disaster, pulling yourself back from the brink. Doing so immediately ends both the drawback and the benefits of this advantage.

RANKED: Each additional rank you have in Holding Back gives you either an additional 5 Power Points worth of traits or +1 Power Level when you stop Holding Back. Your maximum rank in Holding Back is limited to the series Power Level and may be additionally limited by the GM as best suits the series, particularly Power Level increases.

IMMEDIATE TEAM ATTACK — COMBAT, COMMAND, REACTION, RANKED

Once per session, you can use the Command action on your turn to initiate a Team Attack. You must use your standard action to participate in the attack. One ally able to participate in the Team Attack may use their reaction to do so. Otherwise, the Team Attack resolves normally: See **Team Attacks** in **Chapter 8**.

NORMAL: Characters have to Ready and wait until the initiative of the slowest contributing character in a Team Attack.

RANKED: Each additional rank in this advantage allows another ally to use their reaction to participate in the Immediate Team Attack.

IMPRESSIVE SUPERIORITY — COMBAT, REACTION, SKILL

If an opponent misses you with an attack, fails a skill check against you, or you completely resist one of their effects, you can use your reaction for an immediate Impress action against that opponent. See **Impress Checks** in **Chapter 8**.

IMPROVED AIM — COMBAT

When you take the Aim action, if one of your two dice roll a 10 or less, you can add 10 to it, like a use of the **Luck** advantage. If both dice roll 10 or less, choose one and add 10 to it.

NORMAL: When you Aim you gain a bonus die for your attack check. See **Aim** under **Actions** in **Chapter 8**.

IMPROVED CRITICAL — COMBAT, FOCUSED, RANKED 4

One of your attacks is especially dangerous. Choose the attack when you configure this advantage. You gain the benefit of a Critical Hit with the chosen attack with a successful hit on a die roll of 19 or 20: A +5 increase to the attack's effect rank. Only a natural 20 is an added success. See **Critical Hits** under **Attack** in **Chapter 8**.

FOCUSED: Each specific attack requires a separate Improved Critical advantage.

RANKED: Each additional rank increases your chance of a Critical Hit with that attack by one more, to a maximum range of 16–20 with 4 ranks.

IMPROVED DEFENSE — COMBAT

When you take the Defend action, you gain a +2 to your Defense rank until the start of your next turn in addition to the action's normal benefits.

NORMAL: When you take the Defend action, attack checks against you have a penalty die until the start of your next turn.

IMPROVED DISARM — COMBAT

When you attempt a Disarm action, you have no penalty on your attack check.

NORMAL: A Disarm action has a –2 penalty to the attack check.

IMPROVED EVASION — COMBAT, REACTION, RANKED 2

When you take the Evade reaction you gain a +5 bonus to your Dodge resistance check. See the **Evade** reaction in **Chapter 8**.

RANKED: With 2 ranks of this advantage, if you succeed on your Dodge resistance check, you can move your normal speed out of the area effect, up to your full speed or until you are outside the area, whichever comes first. If this moves you outside the area, it has no effect on you.

NORMAL: Evade grants a +2 bonus to Dodge resistance checks against area effects.

IMPROVED GRAB — COMBAT

When performing the Grab action, you choose the trait your target uses for the opposed check—Dodge or Strength—rather than the target choosing.

NORMAL: The target of a Grab chooses the trait they use for the opposed check. See **Grab** under **Actions** in **Chapter 8**.

IMPROVED HOLD — COMBAT

When a target you have in a hold attempts an Escape action, you can use your reaction to force them to make their attempt with a penalty die until the start of your next turn. See **Escape** and **Grab** under **Actions** in **Chapter 8**.

IMPROVED INITIATIVE — COMBAT

When making Initiative checks, you roll a bonus die.

IMPROVED INTERPOSE — COMBAT, REACTION, RANKED 2

When you take the Interpose reaction you can move directly into your ally's space, displacing them up to one space in the direction of their choice. You have your full normal Defense and Dodge against the incoming attack; compare the original attack check result against your Defense to see if it hits you, or make a normal Dodge resistance check, if called for by the attack.

RANKED: With 2 ranks in this advantage, when you move into your ally's space, you have the option to grab them, if they are willing. After the resolution of the triggering attack, you can move your remaining speed, carrying your ally, if you have sufficient lifting Strength to do so. If you have both this advantage and Improved Evasion, you can grab an ally and carry them when you move outside of an area effect when you succeed on your Dodge resistance check.

NORMAL: See **Interpose** under **Actions** in **Chapter 8**. When you Interpose, you move in front of your ally and you're hit by the triggering attack.

IMPROVED REVIVE — SKILL

When you use the Medicine skill to revive a subject, you can provide additional benefits. With a successful revive effort against the following Difficulty Classes, you can:

- **DC 10:** Remove one of the Dazed, Hit, or Impaired conditions. For each additional degree of success, you can remove an additional one of those conditions. You can also choose to eliminate the effects of the Fatigued condition, but the condition itself remains until the character has rested.
- **DC 15:** Remove one of the Disabled or Stunned conditions. You can also choose to eliminate the effects of the Exhausted condition, but the condition itself remains until the character has rested.

NORMAL: See **Reviving** under the **Medicine** skill in **Chapter 4**.

IMPROVED SMASH — COMBAT

When taking the Smash action against an object held by another character, you have no penalty on your attack check. See **Smash** under **Actions** in **Chapter 8**.

NORMAL: You have up to a –5 penalty on your attack check with a Smash action.

IMPROVED TEAM ATTACK — COMBAT, RANKED 2

You can contribute to a Team Attack even if your attack's effect rank is not within 5 of the other attacks or if your attack does not have the same effect or resistance as the other attacks in the Team Attack, but only one of the two options per Team Attack.

NORMAL: You can only contribute to a Team Attack if your attack has the same effect and resistance as the other attacks and its rank is within 5 ranks of the other contributing attacks.

RANKED: If you have 2 ranks in this advantage, you get both benefits at once.

IMPROVED TRIP — COMBAT

When performing the Trip action, you choose the trait your target uses to resist—Dodge or Strength—rather than the target choosing.

NORMAL: The target of a Trip action chooses the trait they use to resist. See **Trip** under **Actions** in **Chapter 8**.

IMPROVISED EFFECT — SKILL, FOCUSED

You can use a technical skill to prepare and use Improvised Effects. See **Technical Skills** in **Chapter 4** and **Improvised Effects** in **Chapter 6**. Magic and Technology are the most common technical skills used with this advantage, but others may be available with the Game Master's approval, particularly technical Expertise skills.

FOCUSED: Each different skill you can use for Improvised Effect is a separate advantage, named for the skill: Improvised Magic Effect, Improvised Technology Effect, and so forth.

IMPROVISED TOOLS — SKILL

You ignore penalties for using technical skills without proper tools, since you can improvise sufficient ones with whatever you have at hand. If you're forced to work without *any* tools for some reason, you still suffer only a –2 penalty.

NORMAL: You have a –5 penalty while attempting technical skill checks without proper tools.

INSPIRATION — COMMAND, FORTUNE, RANKED 5

You can inspire allies to greatness. Once per scene you can take a Command action and spend a Hero Point to grant every ally a +1 bonus on all checks until the start of your next turn. Power Level does not limit this bonus. You do not gain the bonus, only your allies do. Multiple uses of Inspire from different characters do not stack, only the highest bonus applies and characters can only benefit from one use of Inspiration per scene.

If you have the **Fallen Inspiration** advantage and this one, you can choose to use your Inspiration automatically when you are Incapacitated, provided you have not used it yet that scene and spend the necessary Hero Point.

RANKED: The bonus granted to your allies improves by +1 for every additional Inspire rank you have, to a maximum of 5 ranks.

INSTANT UP — GENERAL

When you take the Stand action you are not Hindered and can move at your full speed rank. See **Stand** under **Actions** in **Chapter 8**.

JACK-OF-ALL-TRADES — SKILL

You can use any skill other than Intellect-based Expertise skills untrained, but you do not gain the benefits of having ranks in a skill in which you are untrained. See **Untrained Skills** in **Chapter 4**.

KNOW-IT-ALL — SKILL

You can use any Intellect-based Expertise skill untrained, including answering difficult questions. See **Untrained Skills** and **Expertise** in **Chapter 4**.

LUCK — HEROIC, RANKED

Once per session, you can re-roll a d20 result you just rolled. If the die result on your re-roll is a 1-10, add +10 to the result, so the re-roll is always an 11–20. If you rolled multiple dice on a check due to bonus or penalty dice, choose just one to re-roll.

RANKED: You can use Luck an additional time per session per additional rank in this advantage. Your uses of Luck reset at the start of the next session.

MENACING ATTACK — COMBAT, REACTION

If you render a non-minion opponent Incapacitated—including Dying or Dead, at the GM's discretion—you can use your reaction for an immediate Impress action using Intimidation to Demoralize. See **Impress Checks** in **Chapter 8**.

MINION — GENERAL, FOCUSED, RANKED



You have a non-player character minion who assists you. This minion has a Power Point total of (Minion advantage rank × 15) and the traits given in the **Minions** section at the end of **Chapter 1**. Minions are subject to the normal series Power Level limits, and cannot have minions themselves, either through this advantage or otherwise.

Your minion automatically has a Helpful attitude toward you and is considered your ally. Minions do not have or gain Hero Points, although you can use command advantages to benefit them, particularly Encourage. Any lost minions are replaced in between adventures with others with similar abilities at the Game Master's dis-

LIMITING MINIONS

Player character minions, especially multiple minions, can complicate gameplay, so Game Masters may wish to limit access to this advantage and the number of ranks characters can have in it. Note the advantage is intended for allies who are helpful in challenge and conflict scenes. For characters who simply have networks of informants and assistants primarily for investigation and interaction scenes, consider the **Connected** and **Contacts** advantages from **Chapter 5**, as well as the **Personnel** feature of an installation, detailed in **Chapter 7**.

cretion. Game Masters may limit or even prohibit player characters from having this advantage.

RANKED: Minions do not earn Power Points. Instead, you must spend your own earned Power Points to increase your rank in this advantage to improve the minion's Power Point total and traits.

MULTIPLE MINIONS: Rather than increasing Power Points available, you can allocate additional ranks of this advantage to double your number of minions per rank: 2, 4, 8, 16, and so forth. Your minions should be all the same general type, such as human agents, infernal demons, undead, and so forth.

FOCUSED: Each type of minion you have is a separate advantage, named for the type of minions, such as Criminal Minions, Cultist Minions, Demon Minions, Soldier Minions, and so forth.

MULTILINGUAL — SKILL

You speak many languages, including at least some that aren't common in the setting, meaning you may be able to overcome some language barriers and possibly communicate in a language others won't understand. If an unusual language comes up as a potential plot complication, you can refuse the Hero Point and say your character knows the language, if it would be reasonable for them to do so.

NORMAL: Characters speak languages based on their background and traits. For characters able to speak *all* languages, see the **Comprehend** effect in **Chapter 6**.

PARTNER BOND — FORTUNE, HEROIC, FOCUSED, RANKED

When you configure this advantage, choose one other character as your partner or teammate. Once per session, you can use the Encourage advantage, but only with your designated partner, and without the need to spend a Hero Point. Characters often have reciprocal Partner Bond advantages with each other, but this is not required. Since Partner Bond is a Fortune advantage, it cannot be acquired as a heroic feat.

RANKED: You can use your Partner Bond an additional time per session per additional rank in this advantage. Your uses of Partner Bond reset at the start of the next session.

FOCUSED: You can have a Partner Bond with more than one character. Each Partner Bond is a separate advantage named for the character, such as "Partner Bond with [Name]."

PRECISE ATTACK — COMBAT, FOCUSED

Your attack checks ignore penalties for less than Total Cover.

FOCUSED: Ignoring Cover penalties for close attacks and ranged attacks are separate advantages: Precise Strike and Precise Shot.

NORMAL: See **Cover** in **Chapter 8**.

PREPARED EFFECT — HEROIC, RANKED

You must have the **Improvised Effect** advantage to take this one. Once per session you can skip the preparation step of creating an Improvised Effect and have an already-prepared effect you can define and use during the session with just the use check. See **Improvised Effects** in **Chapter 6** for details. The improvised effect lasts for a scene, as usual, and then stops working. Your use of Prepared Effect renews at the start of each session.

NORMAL: You must take time and make a skill check to prepare an improvised effect.

RANKED: For each additional rank in this advantage, you have another already-prepared improvised effect, all of which renew at the start of each session.

PRONE FIGHTING — COMBAT

You do not have a penalty to your close attack checks from the Prone condition, and opponents do not gain a bonus on attack checks against you while adjacent. See the **Prone** condition in **Chapter 1**.

NORMAL: While Prone you have a –5 penalty to close attack checks and opponents gain a +5 bonus to attack checks against you while they are adjacent to you.

QUICK COUNTER — GENERAL, FOCUSED, REACTION

You can use your reaction to take the Counter action against a chosen focus using your reaction as if you had Readied to do so. See the **Counter** action in **Chapter 8** for details.

NORMAL: You must Ready a Counter action to Counter immediately using your reaction.

FOCUSED: Each different focus you can counter as a reaction is a separate advantage, named for the focus you can Quick Counter, such as Quick Counter Damage, or Quick Counter Fire.

RANGED PIN — COMBAT

You can use a ranged weapon attack to pin an opponent to a nearby surface. The target must be adjacent to a suitable surface like a wall, tree trunk, vehicle, or the like. Take the Attack action and make an attack check against the target's Defense Class. If the attack succeeds, the target is Immobile and Vulnerable. To break free, the target must take an Escape action against a DC of 10 + the attack's rank. Success removes the conditions.

REDIRECT — COMBAT, REACTION

If an attack check against you results in a miss, you can use your reaction to direct the missed attack at another target you can accurately perceive, including the attacker. The new target must be within range of the original attack. The Game Master rolls a new attack check using the attacker's check modifier against the new target.

REVERSE HOLD — COMBAT, REACTION

When you succeed on an Escape action against a Grab, you can use your reaction for an opposed grab check against the opponent from whom you just escaped to try and put them into a hold. If you escaped from multiple opponents, choose one to attempt to Grab.

REVIVING TEAM ATTACK — COMBAT, COMMAND

Your teamwork lends support and inspires your allies. When you successfully contribute to a Team Attack, rather than adding a bonus to the attack's rank, you can choose to remove one of the Dazed or Stunned conditions from an ally. You can remove one condition per degree of success on your Team Attack check, and can choose a different ally or condition for each.

RICOCHET — COMBAT, RANKED, FOCUSED

You can "bounce" a ranged attack, chosen when this advantage is configured, off surfaces, even other characters, to make trick shots, avoid Cover, or change its direction. Your attack can bounce once before hitting your target. Determine Cover from the last bounce to the target. The bounce doesn't significantly harm the surface it hits, and an attack with Ricochet cannot damage multiple targets at once.

FOCUSED: Each different ranged attack you can Ricochet is a separate advantage, named for the attack, such as Ricochet Blast or Ricochet Shot (for guns).

RANKED: For each additional rank in this advantage, you can bounce your attack an additional time before it hits its target.

RIPOSTE — COMBAT, REACTION

If an opponent misses you with an attack while within your reach, you can use your reaction to make an immediate close attack against them.

RUSH OF VICTORY — COMBAT, COMMAND, FORTUNE

If you render a non-minion opponent Incapacitated you can spend a Hero Point to allow all allies to remove their most severe damage condition. A character can benefit from this advantage only once per scene.

SEIZE INITIATIVE — FORTUNE

When making an Initiative check, you can spend a Hero Point to automatically go first in the Initiative Order. See **Initiative** in **Chapter 8**. If more than one character uses Seize Initiative at the same time, everyone who used it makes Initiative checks normally and acts in Initiative Order *before* everyone else, then all the remaining characters who did not use this advantage act in Initiative Order.

SET-UP — COMBAT, COMMAND, RANKED

You can transfer the benefits of a successful Feint or Impress action to one of your allies, as if they had performed it. See those actions in **Chapter 8** for details. For example, you can Feint and have your target Vulnerable to your ally's next attack, rather than yours, or Demoralize and have your target be Frightened of an ally rather than you.

RANKED: Each additional rank in Set-Up lets you simultaneously transfer the benefit to an additional ally, including yourself, meaning both you and one or more allies gain the benefit of the Feint or Impress action.

SIDEKICK — GENERAL, FOCUSED, RANKED

You have a Sidekick, a non-player character serving as your ally, partner, or aide. Create your Sidekick as an independent character with (Sidekick advantage rank × 5) Power Points, and subject to the series Power Level. Your Sidekick's attitude is automatically Helpful toward you. Game Masters should generally allow you to control your Sidekick, although Sidekicks remain NPCs and the GM has final say in their actions.

Sidekicks do not have Hero Points, but you can spend your own Hero Points on the Sidekick's behalf as if you had the **Encourage** advantage solely for them. Sidekicks are not minions, but full-fledged characters, so they are not subject to the **Minion** guidelines in **Chapter 1**.

FOCUSED: You can have multiple Sidekicks, in which case each one is a separate instance of this advantage.

RANKED: Sidekicks do not earn Power Points. Instead, you must spend earned Power Points to increase your rank in this advantage to improve the Sidekick's Power Point total and traits; each additional rank grants the Sidekick 5 additional power points.

SKILL MASTERY

SKILL, FOCUSED

Choose one of your trained skills. You can make routine checks with that skill even while under pressure. See **Routine Checks in Chapter 1**. This advantage does not allow you to make routine checks with skills that do not normally allow them.

FOCUSED: Skill Mastery with each skill is a separate advantage, named for that skill, such as Acrobatics Mastery, Stealth Mastery, and so on.

SLEEPER HOLD

COMBAT

With a successful Grab action, you can put a target into a hold intended to knock them out. See **Grab** in **Chapter 8**. After winning an opposed grab check, you can take the Concentrate action on your next turn to maintain the grab and force the held target to make a Fortitude resistance check against a DC of 10 + your Strength rank:

- **SUCCESS:** No effect.
- **FAILURE (ONE DEGREE):** The target is Dazed.
- **FAILURE (TWO DEGREES):** The target is Stunned.
- **FAILURE (THREE DEGREES OR MORE):** The target is Sleeping.

On subsequent turns, you can continue to take the Concentrate action to maintain the sleeper hold, requiring a new resistance check from the target: Success means no additional effect. Failure means the effect increases by one degree. When the sleeper hold ends, targets can roll a new Fortitude resistance check at the end of each of their turns to remove the Dazed or Stunned condition. Sleeping targets get a Fortitude resistance check each minute to wake up unless they're deliberately awakened.

Sleeper Hold has no effect on targets with Fortitude Immunity or with Impervious Toughness equal to or greater than your Strength rank.

SPECIALIZATION BONUS

SKILL, FOCUSED

Choose a skill specialization for one of your trained skills. You get a bonus die when making skill checks with that specialization. Increase your routine check bonus with that specialization by +5.

Focused: Specialization Bonus with each skill specialization is a separate advantage, including the different specializations of the same skill, named for that specialization, such as Bluffing Bonus, Climbing Bonus, Piloting Bonus, Swimming Bonus, and so forth.

SPLIT ATTACK

COMBAT, RANKED, FOCUSED

Choose a specific attack you have. When you take the Attack action, you can divide that attack's effect ranks between two different targets. This usually represents rapid, but less forceful, attacks to hit more than one target. Divide the attack's effect rank between the two targets as you wish and make an attack check for each target. The attack works on each target normally at its lower rank. An attack's effect cannot split to less than 1 rank per target, and cannot attack the same target more than once per Attack action.

RANKED: Each additional rank of this advantage allows you to split an attack an additional time, so rank 2 lets you split an attack among three targets, then four at rank 3, and so forth.

FOCUSED: Each specific attack you can use Split Attack with is a separate advantage and named for the attack, such as Split Blast, Split Punch, or Split Shot (for guns), and such.

STUNNING STRIKE

COMBAT

When you make an impact damage attack in close combat, instead of inflicting damage you can choose to have your target make a Fortitude resistance check against a DC of 10 + your Strength rank:

- **SUCCESS:** No effect.
- **FAILURE (ONE DEGREE):** The target is Dazed.
- **FAILURE (TWO DEGREES):** The target is Stunned.
- **FAILURE (THREE DEGREES OR MORE):** The target is Incapacitated.

Targets can roll a new Fortitude resistance check at the end of each of their turns to remove the Dazed or Stunned condition. Incapacitated targets get a Fortitude resistance check each minute to recover and remove the condition. Stunning Strike has no effect on targets with Fortitude Immunity.

TACTICAL ADVANCE

COMBAT, COMMAND, REACTION

When you impose the Dazed or Stunned condition on an opponent, allies you can interact with can use their reaction for a Move action to move toward that opponent.

TAKEDOWN

COMBAT, RANKED

If you Incapacitate a minion with an attack, you can take an immediate extra Attack action against another minion adjacent to the previous target and within range of your attack as a free action. The extra attack uses the same attack and check modifier as the first. If you continue to Incapacitate minions, you can continue making extra attacks as free actions until you fail to Incapacitate a target or there are no more valid targets you can attack.

RANKED: An additional rank in this advantage allows you to attack non-adjacent minion targets, including moving between attacks if necessary to do so. You cannot move more than your total movement speed in the round, regardless of the number of attacks you make. Non-adjacent targets cannot be further apart than your Takedown rank in spaces. You stop attacking once you fail to Incapacitate a target or there are no more valid targets you can attack.

TAUNTING INTERACTION — SKILL, FOCUSED

You can use an interaction skill for an Impress action to inflame an opponent's emotions so they make mistakes and are less effective. See **Impress Checks** in **Chapter 8**.

FOCUSED: Taunting with each interaction skill is a separate advantage: Taunting Deception, Taunting Intimidation, Taunting Leadership, Taunting Performance, and Taunting Persuasion

TEAM CODE — COMMAND, SKILL

You and any other members of a team with this advantage share a knowledge of various code words, pre-planned maneuvers, and so forth, allowing you to quickly and easily communicate tactical plans without being overheard. In play, you can make tactical plans with other players and sum up those plans as a code word or phrase like "Maneuver 14" or "Orbital Strike." You also gain a +5 bonus for Deception and Insight checks to use Innuendo to communicate tactical information with other members of your team and can do so as a routine check.

TEAMWORK — GENERAL

You're especially effective at helping your teammates. When you support a team check, take the Aid action, or support a Team Attack, you have a +5 bonus on your check. See **Team Checks** in **Chapter 1** and **Aid** and **Team Attack under Actions** in **Chapter 8** for details.

THROWING MASTERY — COMBAT, RANKED

You have a +1 bonus to damage rank with thrown weapons. See **Thrown Weapons** in **Chapter 7**. You can also throw normally harmless small objects—playing cards, pens, paper clips, and so forth—as damage 1 thrown weapons. Your maximum damage bonus with any given weapon or attack is still limited by Power Level.

RANKED: Each additional rank in Throwing Mastery increases your damage bonus by +1.

TRANCE — GENERAL

With a minute of meditation and a DC 15 Awareness check, you can slip into a deep trance. While in the trance add your Awareness rank to your Stamina rank to determine how long you can hold your breath and you use the higher of your Fortitude or Will for resistance checks against suffocation, disease, poison, and other biological hazards. Poison and disease effects can also be suspended for the duration of the trance. See **Environmental Hazards** in **Chapter 8** for more.

It requires a Perception check opposed by your Awareness check result to determine you're not actually dead. You are aware of your surroundings while in trance and can come out of it at any time at will as a simple action. You cannot take any actions while in the trance, but your GM may allow conversation via Mental Communication. See the **Communication** effect in **Chapter 6**.

At the Game Master's discretion, you can substitute an appropriate Expertise skill, such as Magic or Meditation, for the Awareness checks required for this advantage.

ULTIMATE EFFORT — FORTUNE, FOCUSED

You can always do your best at some task when it really matters. Pick a specific type of check: attack checks with a specific attack, resistance checks with one Defense, or skill checks with one skill, approved by the GM. You can spend a Hero Point on your chosen check to skip rolling the die and just treat the result as a 20 plus your check modifier. This is not a natural 20, and so does not count as an added success or critical hit. This advantage *must* be used *before* you choose to roll the die for a check.

The following are some example Ultimate Efforts. Your Game Master may approve others.

- **ULTIMATE AIM:** When you take the Aim action with *any* attack, you can spend a Hero Point to apply a 20 result to the attack check.
- **ULTIMATE ATTACK:** When you make an attack check with a specific attack, you can spend a Hero Point to apply a 20 result to the attack check.
- **ULTIMATE RESISTANCE:** You can spend a Hero Point to apply a 20 result to a resistance check with one resistance, such as Ultimate Toughness or Ultimate Will.
- **ULTIMATE SKILL:** You can spend a Hero Point to apply a 20 result to a check with one Skill, such as Ultimate Investigation or Ultimate Stealth.

FOCUSED: You can take Ultimate Effort multiple times to apply it to different specific checks, choosing a different check each time, with the individual advantage named for the check to which it applies.

UNCANNY DODGE — COMBAT

You are especially attuned to danger. You are not Vulnerable when **Surprised** or otherwise caught off-guard, such as by a Feint action. You can still be made Vulnerable by effects or situations that limit your mobility.

UNTAPPED POTENTIAL — HEROIC

When you use Extra Effort to increase an effect's rank, you gain 2 ranks rather than 1. As with other uses of Extra Effort, this rank increase is not subject to Power Level limits. See **Extra Effort** in **Chapter 1**. This advantage stacks with the **Extraordinary Effort** advantage, allowing you to gain 4 ranks when you double it up.

UP AND AT 'EM — COMBAT, COMMAND

You can take a Command action to allow all allies to immediately Stand as if they had the **Instant Up** advantage. See the **Stand** action in **Chapter 8** and **Instant Up** in this chapter.

VARIABLE TEAM ATTACK — COMBAT

When you successfully contribute to a Team Attack, rather than adding a bonus to the attack's rank, you can apply a 1-point Variable Descriptor to the attack's effect. If your Team Attack check has three degrees of success or more, you can apply a 2-point Variable Descriptor instead. See **Variable Descriptor** in the **Power Extras** section of **Chapter 6**.

WEAPON BIND — COMBAT, REACTION

If a close attack with a weapon misses you, you can use your reaction for an immediate Disarm action against the attacker. See the **Disarm** action in **Chapter 8**.

WEAPON BREAK — COMBAT, REACTION

If a close attack with a weapon misses you, you can use your reaction for an immediate Smash action against the attacker's weapon. See the **Smash** action in **Chapter 8**.

WELL-EQUIPPED — HEROIC, RANKED

You are well-equipped and prepared for every situation. Once per session, you can have a single piece of Equipment "on-hand" so long as it is within your allotment of Equipment Points, or worth 5 Equipment Points or less if you do not have the Equipment advantage. See **On-Hand Equipment** in **Chapter 7** for more.

RANKED: For each additional rank in this advantage, you can use it an additional time per session. Your uses of Well-Equipped reset at the start of the next session.

WELL-INFORMED — SKILL

You are exceptionally well informed. When encountering an individual, group, or organization for the first time, you can make an immediate Investigation or Persuasion check to see if your character has already heard something about them. You can do this as a routine check if you wish. Use the guidelines for gathering information from the **Investigation** skill in **Chapter 4** to determine the level of information you know. You receive only one check per subject when you first encounter them. Your Game Master may allow another check if you encounter the subject again after a significant amount of time has passed, or if you choose to spend a Hero Point to gain an additional check.

FIGHTING STYLES

You can use combinations of advantages—particularly combat advantages—to create different "fighting styles" for characters, ranging from martial arts to superhero combat techniques. For example, a "soft" fighting style focusing primarily on defense might include the advantages Improved Defense, Improved Trip, and Instant Up. A "hard" fighting style focused on offense might include Improved Critical, Improved Smash, and Dazing Intimidation for a fierce *kiai* shout! Examples include:

BOXING: Grabbing Block, Improved Critical: Unarmed, Stunning Strike, Takedown

FENCING: Improved Disarm, Improved Initiative, Precise Strike, Riposte, Taunting Interaction, Weapon Bind

JUDO: Defensive Throw, Grabbing Throw, Improved Disarm, Improved Grab, Improved Hold, Improved Trip

KUNG FU: Dazing Intimidation, Improved Critical: Unarmed, Improved Smash, Improved Trip, Instant Up

WRESTLING: Damaging Grab, Grabbing Finesse, Improved Hold, Reverse Hold, Sleeper Hold

LEADERSHIP STYLES

You can likewise use combinations of command and other advantages to create "leadership styles" for characters who serve as field leaders, tactical coordinators, or team cheerleaders, using some of their actions to assist and augment their allies in distinct ways. Such characters often also have ranks in the Leadership skill, with their selection of advantages based on the style of leader or coordinator you want to play.

HELPER: Encourage, Improved Team Attack, Improved Revive, Reviving Team Attack, Set-Up, Teamwork, Up and At 'Em

INSPIRING: Encourage, Extraordinary Effort, Fallen Inspiration, Inspiration, Seize Initiative, Teamwork

MASTERMIND: Guidance, Intellect Initiative, Know-It-All, Tactical Advance, Team Code

TACTICIAN: Assessment, Dive for Cover, Improved Team Attack, Inspiration, Rush of Victory, Set-Up, Tactical Advance, Team Code, Up and At 'Em

TERROR: Dazing Intimidation, Distracting Intimidation, Menacing Attack, Rush of Victory

6: POWERS

Although some heroes and villains rely solely on their skills and advantages, and perhaps some special equipment—as detailed in **Chapters 4**, **5**, and **7**—most are set apart by their super-human **powers**. *Mutants & Masterminds* characters can lift tanks, fly, throw lightning from their hands, shoot lasers from their eyes, or any number of other amazing things. This chapter describes these and many more powers and how you can create your own.

ACQUIRING POWERS

Players spend Power Points on various powers for their heroes, just like acquiring skills or other traits.

A power is made up of one or more **effects**, possibly with different **modifiers** that increase the cost and scope of the effect or decrease them.

Effects can be used to create any number of different powers. A hero with the Concealment effect could use it to create a power called Blending, Blur, Cloak, Invisibility, Shadow, Silence, or anything else appropriate to the character you wish to play. It's all a matter of how powerful the effect is and what modifiers have been placed on it.

EFFECT TYPES

Power effects fall into categories or **effect types**. Effects of the same type follow similar guidelines. The following are the different power effect types and the guidelines governing them.

ALTERATION

Alteration effects alter or transform the user in various ways to grant them certain benefits. Characters have the Transformed condition while an alteration effect is in use, unless the effect is continuous or permanent, in which case it may be considered their "natural" state. Alteration effects typically require a free action to use and can be sustained thereafter. Some Alteration effects are permanent, requiring no action to use as they are always in effect.

The alteration effects are Elongation, Extra Limbs, Growth, Insubstantial, Morph, and Shrinking.

ATTACK

Attack effects are used offensively. They require an attack check and impose various conditions on their targets. Attack effects require a standard action to use, typically the Attack action. Their duration is usually instant although the conditions they impose linger until the target recovers. Attack effects always allow for a resistance check.

The attack effects are Affliction, Damage, and the damage aspect of Enhanced Strength.

CONTROL

Control effects grant the user influence over something, from the environment to the ability to move objects or even create them out of thin air. Control effects require a standard action to initiate, but can then usually be sustained. Control effects used against unwilling

targets usually require an attack check and allow a resistance check, the same for the hazards they cause, such as creating intense cold or dropping a heavy object on someone.

The control effects are Counter, Create, Environment, Fortune Control, Move Object, Summon, and Transmute.

DEFENSE

Defense effects protect characters, typically offering a bonus to resistance checks, or granting outright immunity to effects or conditions. Most Defense effects work only on the user and are subtle and permanent, always functioning. Some are activated, typically as a free action, and sustained, meaning they can switch on or off, and perform stunts, but can potentially leave the user unprotected.

The defense effects are Enhanced Resistance, Immortality, Immunity, and Regeneration.

GENERAL

General effects don't fit into any other category. They are not governed by any special guidelines other than those given in the effect's description.

The general effects are Enhanced Trait, Feature, Healing, Lifting, Quickness, and Variable.

MOVEMENT

Movement effects allow characters to move around in many ways, improving or adding to the **Speed and Movement** capabilities given in the **Characteristics** section of **Chapter 3**. Some provide a speed rank with a particular form of movement—such as ground, air, or water—while others offer different modes of movement, like walking on walls or slithering along the ground like a snake.

Although activating a movement effect is typically a free action, the character must still take a Move action to move using the effect. So, for example, the action of the Flight effect is listed as free and activating it grants the character a Flight speed rank while the effect is sustained. Moving using that speed rank still requires a Move simple action, however.

The movement effects are Burrowing, Dimensional Travel, Enhanced Movement, Flight, Leaping, Permeate, Space Travel, Speed, Swimming, Swinging, and Teleport.

SENSORY

Sensory effects enhance, alter, or influence the senses. As detailed in the **Senses and Perception** section of **Chapter 3**, senses in *M&M* are grouped into **sense types**, descriptors for how different sensory effects work and interact. Some sensory effects improve the user's senses while others grant entirely new senses or even fool the senses in some way. Sensory effects that improve senses are typically a free action to activate and sustained, or are permanent and always apply, while sensory effects that fool senses are usually a standard action to activate and sustained.

The sensory effects are Communication, Comprehend, Concealment, Enhanced Senses, Illusion, Mind Reading, Obscure, Postcognition, Precognition, and Remote Sensing.

POWER COSTS

Power effects are acquired in **ranks**, like ranks for other traits. The more ranks an effect has, the more it can do or the harder it is to resist, among other things. Each effect of a power has a standard cost per rank in Power Points.

POWER MODIFIERS

Modifiers change how an effect works, making it more effective (an **extra** or **feature**) or less effective (a **flaw** or **drawback**). Extras increase a power's cost per rank while flaws decrease it. Features and drawbacks apply an unchanging cost to the power's overall total. For more information see the **Power Modifiers** section later in this chapter.

The final cost of a power is determined by base effect cost, modified by extras and flaws, multiplied by the power's rank, with the point values of any features or drawbacks of that effect applied to the total cost at the end.

POWER COST = ((BASE EFFECT COST + EXTRAS – FLAWS) × RANK) + FEATURES – DRAWBACKS

In the case of a power with multiple effects, this process is repeated for each effect in the power, and then their total Power Points are summed to get the total cost of the power.

CONFIGURING POWERS

Some effects offer choices or options in terms of how they work. If a choice must be made when the character acquires the effect, it is referred to as "configuring" that effect. For example, the conditions imposed by an Affliction effect is a choice made when the effect is configured.

Effect configurations are permanent once chosen and the character only has access to other configurations of that effect through things like Alternate Effects or power stunts. At the Game Master's discretion, circumstances in a session's gameplay may lead to a reconfiguration of a character's power effects, or even a complete restructuring of that character's powers or traits. If an effect can be reconfigured during play, its description specifies when and how.

POWER CONTAINERS

The basic configuration of a power is one or more effects, with associated extras and flaws, grouped together in a **container**. The container is given a name and descriptors to make it a power. For example:

Glider Cape: *Flight 4, Safe Landing, Gliding, Removable • 4 points.* A cape that folds out into a glider or parachute with a free action or reaction.

"Glider Cape" is the name of the power and describes it. Flight, costing 2 Power Points (or PP) per rank is the power's effect. Safe Landing is feature of the Flight effect and adds a flat cost of +1 PP to the total cost of the power, not per rank: The cape acts like a parachute to lower the wearer safely to the ground when they can no longer fly.

The Flight effect has the Gliding flaw and the Removable drawback: Gliding lowers cost by 1 point per rank, while Removable lowers cost by 1 point per 5 points of total cost. The cape's Rank 4 Flight costs 8 PP (2PP/rank), +1 PP (static) for Safe Landing, –4 PP for Gliding (–1PP/rank), resulting in a 5 PP cost which give a –1 PP adjustment for Removable, for a final cost of 4 Power Points. The power's game effects are followed by a brief description.

SINGLE-EFFECT CONTAINERS

A single-effect power is straightforward, as seen in the previous example: The power has one effect chosen from the effects given in this chapter, and that effect may have various modifiers applied to it, or none at all. Examples include a Damage effect with the Ranged extra for an "Energy Blast" power, or a character who has the Flight effect, with or without modifiers.

MULTI-EFFECT CONTAINERS

Some powers consist of multiple effects—and their modifiers—grouped together under a single theme or descriptor. There are numerous possible examples, such as an "Invulnerability" power consisting of Enhanced Toughness with the Impervious extra and various ranks of the Immunity effect.

> **INVULNERABILITY:** Enhanced Toughness 8, Impervious 10 · Environmental Immunity 10 · 38 points. Your body is extraordinarily tough and immune to common physical needs and environments.

"Invulnerability" is the name of the power, although it could be "Impervious Form" or "Enduring Body" or something else descriptive. Note that despite the *name* "Invulnerability" the power doesn't technically make the character invulnerable to *everything,* just especially tough and immune to some things.

The power has two effects: An increase in the character's Toughness with the Impervious extra added on to it as part of the power. It also has 10 ranks of Immunity for Environmental Immunity, also called Immunity to Environmental Hazards. The Impervious extra applies to the character's Toughness, and 10 ranks of it show that 2 ranks apply to the character's Toughness rank from outside of this power container as well.

SEPARATE AND LINKED EFFECTS

Multi-effect powers still use and apply their various effects separately, unless those effects have the **Linked** modifier, requiring they be used simultaneously with the same action. A multi-effect attack that does Damage and potentially Dazzles the target at the same time is made up of two Linked effects that both happen when the character takes the Attack action, for example. See the **Linked** modifier in the **Power Modifiers** section of this chapter.

POWER ARRAYS

A single or multi-effect power with the **Alternate Effect** modifier has another configuration for that power's Power Points. A power with one or more Alternate Effects creates an **array** of powers, also known as a **power array**. See the **Alternate Effect** modifier in the **Power Modifiers** section of this chapter. Alternate Effects are abbreviated "**AE**."

> **EXAMPLE:** A "laser beam" Blast power might have the Alternate Effect of Dazzle Vision: the same beam can be used to damage or to blind a target, but not both at once.

Think of Alternate Effects as different "settings" for a power, usable one at a time. Alternate Effects cannot normally be used or maintained at the same time as other Alternate Effects of the same array. They are mutually exclusive, unless they are also **Dynamic** or the array is **Wide**, as described in the following sections. Alternate Effects cannot have Alternate Effects themselves, which is to say that an array cannot go "inside" another array as one of its Alternate Effects.

CONFIGURING ALTERNATE EFFECTS

An Alternate Effect can have a total cost in Power Points no greater than the base power the Alternate Effect feature is applied to, not counting the feature's value. A power that costs 20 Power Points can have Alternate Effects with a cost of 20 Power Points or less each.

The powers in an array can have any rank, or combination of modifiers, within the Power Level limits of the series. Like any power, an Alternate Effect is made up of one or more effects, with their own modifiers, but their total cost cannot exceed the Power Point cost of the prima-

ry power. Alternate Effects may have different descriptors from each other, but are usually thematically linked. This allows you to have two versions of a Damage effect, such as a fire blast and an ice blast, for example. Permanent effects such as Enhanced Resistance, Enhanced Trait, Extra Limbs, or Regeneration cannot be included in an array since they cannot be turned on and off. The effects must be made sustained or continuous in duration to be added as Alternate Effects.

EXAMPLE: A battlesuit has a power array of weapons drawing on a common power source, and therefore not usable all at the same time.

The suit's gauntlet blasters (Blast) are the primary power, and the blinding strobe beam (Dazzle Vision) and the sonic "screamers" (Stun) are Alternate Effects of it. Since the suit's artificial "musculature" also draws on the same power source, the Enhanced Strength it provides the wearer is an Alternate Effect as well, not usable at the same time as any of the weapons. The battlesuit's wearer can switch between "modes" (Alternate Effects) in the weapons array as a free action once per turn.

DYNAMIC ALTERNATE EFFECTS

For 2 ranks in the Alternate Effect feature, the Alternate Effect is **Dynamic**; it can share Power Points with other Dynamic Alternate Effects, allowing them to operate at the same time, but at lower ranks. Dynamic Alternate Effects are abbreviated **"DAE**." You need at least two Dynamic Alternate Effects for this option to be useful. You decide how many Power Points are allocated to the effects once per turn as a free action. Making the primary power of an array Dynamic requires 1 Alternate Effect rank.

EXAMPLE: Empyrean can create a variety of effects with his "cosmic power" limited only by his imagination and concentration in terms of what he can maintain all at once. Some effects, like Immunity to the rigors of space and alien environments, or his protective Force Field, are automatic, but others, like energy bolts (Blast) or energy constructs (Create) are Dynamic Alternate Effects. The base power (Create) has a 1-point modifier to make it Dynamic, and each additional Dynamic Alternate added to the array costs 2 points (1 for the Alternate Effect, 1 to make it Dynamic as well). So Empyrean can, for example, put some Power Points into an energy construct and still put points into an offensive bolt at the same time.

WIDE ARRAYS

While power arrays typically share only the Power Points of the base effect, an array can have more allocatable Power Points by applying the **Wide Array** modifier, potentially allowing for more than one of its Alternate Effects to be active at a time, and allowing more options for Dynamic Alternate Effects. A wide array still cannot assign more Power Points to any one alternate than its base cost.

EXAMPLE: Empyrean's Cosmic power array Alternate Effects each cost no more than 30 Power Points, but his array has the Wide Array modifier for +20 Power Points, a total of 50 to allocate. Since the Alternate Effects are all Dynamic, Empyrean can divide those 50 PP among them each turn as a free action, from one AE at full (30-points) effect and another at 20 PP, or 10 PP to each of five different DAEs, or any other combination he wants.

USING ARRAYS

The following parameters apply to the use of power arrays:

ACTION

Switching between Alternate Effects in an array requires a free action and can be done once per turn. The action to switch between Alternate Effects is separate from, and in addition to, any actions required to use those effects. The **Activation** drawback and **Reaction** feature can apply to the action to switch between Alternate Effects in an array, increasing it or allowing it as a reaction. See their descriptions in the **Power Modifiers** section of this chapter.

MAINTENANCE

Powers in an array are maintained in the usual way. If a character switches to a different Alternate Effect in the array, they can no longer maintain inactive Alternate Effects: They immediately switch off. So, for example, if a character has a Flight power in an array, and switches to a different Alternate Effect, the Flight effect ends when the switch takes place. This generally means including non-instant effects in an array limits their utility. Effects with the **Independent** modifier are effectively instant in duration and continue even after an array is switched to a different alternate.

DYNAMIC MAINTENANCE

A Dynamic Alternate Effect an be maintained so long as it has a minimum number of Power Points assigned to it to allow it to function, although it does so at a lower rank of effect. A character can maintain the Dynamic Alternate Effect for their Flight so long as at least 2 Power Points are assigned to it, but their Flight speed is limited to 1 rank of Flight.

LOWERING ALTERNATE EFFECTS

If any of the Alternate Effects of an array are Lowered they are all affected equally. A Lowered (–2) effect that lowers one of an array's Alternate Effects by 2 ranks lowers them all by 2 ranks. Lowered Alternate Effects all recover at the same time as well.

CREATING ARRAYS

Arrays are one of the more complex and important power configurations in *Mutants & Masterminds* and require some care in terms of their creation. Take the following into account when creating characters with arrays—and approving them for Game Masters.

The main reason for arrays is to allow a degree of flexibility in terms of a character's power effects within the cost restrictions laid down by having a finite number of Power Points. It's based on the assumption that a wide range of powers has a diminishing return in terms of value, since characters can only use so many effects at once. A power with various "settings," usable one at a time, is more valuable than a power with only one, but not necessarily as valuable as various effects all usable at the same time or during the same turn.

However, arrays can be abused to try and squeeze the most "efficiency" out of a character's Power Points, gaining the most effects for the lowest cost. The guidelines for Alternate Effects are intended to help limit this somewhat, but there is no way they can eliminate the possibility entirely and still provide all the benefits of flexibility

they are intended to offer. Some Game Master oversight is therefore necessary when it comes to the creation and use of arrays.

It is wise to ask, "Is an array *really* needed for this concept?" Some concepts, such as a variety of different attacks or instant effects, clearly call for an array. Others, like a power with a few rarely used stunts, may not call for an array. Such a power may be better served by acquiring occasional stunts through Extra Effort and the spending of Hero Points rather than the creation of a permanent set of Alternate Effects. That is what the power stunt guidelines are for, after all: You do not have to fill up character sheets with long lists of minor Alternate Effects a hero will rarely ever use. Likewise, the **Improvised Effects** guidelines, following, provide flexibility for characters with a wide range of potential effects without needing an array.

If you decide an array is appropriate, the first thing to determine is its overall theme and associated descriptors. Is it an array of different attacks, like a "weapons array" of a battlesuit? Is it a collection of regular power stunts or applications for a themed power like "earth control," or spells for magic? Is it a series of Alternate Forms for a metamorph? And so forth. Arrays should have some unifying theme beyond just "all the powers I want my hero to have," and Game Masters should feel free to veto inappropriate arrays lacking a suitable theme.

IMPROVISED EFFECTS

Characters with the **Improvised Effect** advantage from **Chapter 5** can use certain technical skills to create and use temporary effects. The most common examples of improvised effects include using Technology to build temporary technological devices and Magic to perform arcane rituals or make temporary magical devices, but other sorts of improvised effects are possible with the Game Master's permission, depending on the powers and descriptors available in the series.

IMPROVISED EFFECT CONFIGURATION AND COST

To create an improvised effect, the character configures chosen effects and modifiers and determines their cost in Power Points as detailed under **Acquiring Powers** at the beginning of this chapter. The Removable modifier does *not* apply to Improvised Effects, as they are "one use" by nature, and the GM may restrict or ban other modifiers that limit an Improvised Effect's number of uses, or that don't really limit it, given the circumstances. The final, modified Power Point cost is used for the necessary skill checks, and determines the time required to improvise the effect. Improvised effects are subject to the same Power Level limits as other effects in the series.

IMPROVISED EFFECT PREPARATION

An improvised effect must be prepared for use. This requires a time rank equal to the Power Points of the effect's cost, with a minimum of time rank 3 (one minute). You can lower the time rank of the preparation by –1 per +5 to the skill check DC, down to the minimum of time rank 3, and you can extend the preparation time to gain a bonus on the skill check: a +2 check bonus per +1 time rank. Quickness and other time-reducing effects do not affect the preparation time of Improvised Effects.

When the preparation time is complete, the GM makes a secret check using the appropriate skill. The base DC is 10 + the effect's Power Point cost +5 per decrease in time rank.

PREPARATION CHECK = DC 10 + EFFECT'S POWER POINT COST + 5 PER –1 DECREASE IN TIME RANK

Characters can cooperate on a team check to prepare an improvised effect, but the leader of the team check must have the Improvised Effect advantage and be trained in the skill being used. In this case, all the characters' checks are secret checks.

The preparation check for an improvised effect cannot be done as a routine check unless the character has the **Skill Mastery** advantage with the appropriate skill. If the character is unable to succeed at a routine check, they know it and can choose to roll instead.

Success means the preparation is complete and the effect is ready to be used. Failure means the preparation is not successful and the effect doesn't work. Three degrees of failure or more may result in a mishap, at the GM's discretion, a complication involving the improvised effect chosen by the GM that does not award the player a Hero Point.

PREPARED EFFECTS

A player can choose to spend a Hero Point to skip the preparation step of an improvised effect, for when it is needed *right now*. This is essentially the **Prepared Effect** advantage as a heroic feat. The player just needs to make the improvised effect's use check to use it. This is the best option for large, improvised effects that are needed quickly.

IMPROVISED EFFECT USE

The player must roll a check using the skill used to prepare the effect to use it for the first time. The DC is 10 + the improvised effect's Power Point cost:

USE CHECK = DC 10 + EFFECT'S POWER POINT COST

If the check is successful, the effect can be used normally. If it fails, the effect does not work, but the character expends the action required to use it. The player can try the use check again, until they succeed, or until the end of the scene.

The use check for an improvised effect cannot be done as a routine check unless the character has the **Skill Mastery** advantage with the appropriate skill.

A prepared improvised effect requires whatever action is normally required to use the effect, including any modifiers that have changed the usual required action. So, an improvised attack effect, for example, takes the usual standard action to use.

A prepared improvised effect is good for one scene, after which it stops working. If the character wishes to use the effect again, there are three options:

- Start the process of preparing the effect over again to prepare it for another use.
- Spend a Hero Point to "reset" the improvised effect to prepared once again, essentially the **Prepared Effect** advantage as a heroic feat. See **Chapter 5** for details.

- Spend the necessary Power Points to acquire the effect as a regular power, part of the character's traits; in this case, the effect may qualify for Removable and other flaws or drawbacks. Once purchased, it can be used like any other power and is no longer an improvised effect.

Although it's possible to prepare various improvised effects in advance, the GM should generally limit player characters to one prepared improvised effect at a time without either the **Prepared Effect** advantage or spending a Hero Point to use it as a heroic feat.

IMPROVISED EFFECT EXAMPLES

The following are some examples of improvised effects based on the **Improvised Effect** and **Prepared Effect** advantages from **Chapter 5**.

ARCANA: Irish mystic Thomas Rhymer knows he's going to be dealing with some Unseelie types, so he makes sure to go under-the-hill prepared. True Thomas comes up with an Immunity to Faerie Afflictions charm, which the GM says is worth 5 ranks of Immunity. To be on the safe side, he tacks on Vision Counters Illusion from Enhanced Senses as well. That's 7 Power Points worth of effects. It will take Rhymer fifteen minutes (time rank 7) to prepare the charm. Well, sod it, he doesn't have that kind of time! He could cut that down with an increase in the difficulty, but even that is too long. He decides to fast-prep: Rhymer's player spends a Hero Point to prepare the charm immediately. He just needs a DC 17 (10 + 7 Power Points) Magic skill check to use it. Good thing he's skilled at Magic! He succeeds on the check and should be protected from at least some faerie mischief during his negotiations for the scene.

ARTIFICING: Seven, student witch at the Claremont Academy, needs to brew a polymorph potion to grant her Next-Gen teammate an effective disguise. Seven goes with the simplest effect: a sustained Morph for any humanoid appearance. It has an Activation of a simple action (to drink the potion) for –1 point and a total cost of 4 Power Points. It takes Seven time rank 4 (two minutes) to prepare the potion. The GM rolls a Magic skill check for her against DC 14 (10 + 4 Power Points) and Seven easily succeeds. She then just needs another DC 14 Magic check to activate the potion. The magic potion gives her teammate the ability to look and sound just like someone else for the duration of a scene.

INVENTING: The immortal inventor Daedalus is preparing for another encounter with Mindfire. He adds an improvised circuit to his helm, giving him a Reduction in Mental Effects, which is 10 ranks for 1 point per 2 ranks, or 5 Power Points. It takes him time rank 5 (four minutes) to prepare, with a DC 15 Technology skill check. Next time he goes up against Mindfire, Daedalus can activate the circuit with another DC 15 Technology check and lower the DC of his resistance checks against her powers.

POWER DESCRIPTORS

The guidelines in this chapter explain what various effects *do,* that is, what their game mechanics are, but it is left up to the player and Game Master to apply various **descriptors** to define exactly what a power *is* and what it looks and sounds and feels like to observers beyond just a collection of game mechanics.

A power's descriptors are primarily for color. It's more interesting and clearer to say a hero has a "Flame Blast" or "Lightning Bolt" power than a generic "Damage effect." "Flame" and "lightning" are descriptors for the Damage effect. Descriptors do have some impact on the game since some effects work only on or with other effects of a particular descriptor. A hero may have Immunity to Fire, for example, so any effect with a "fire" or "heat" descriptor doesn't affect that character.

A descriptor is part of what a power is called beyond its game system name and how it is described beyond its game mechanics. For example, a weather-controlling hero has the effects Damage, Environment, and Obscure. Her Damage effect is the power to throw lightning bolts, so it has the descriptor "lightning." If a villain can absorb electricity, then his power works against the hero's Damage, since lightning is electrical in nature. Her Environment is the power to control the weather, giving it the descriptor "weather." Obscure creates thick banks of fog, giving it the "fog" or "mist" descriptor. If an opponent transforms into mist, with the ability to regenerate in clouds or fog, he can regenerate inside the hero's Obscure area, their descriptors intersect. If the hero's power comes as a gift from the gods, it may also have the descriptor "divine" or "magical." On the other hand, if it comes from her mutant genetic structure, then it has the descriptor "mutant." A villain able to Counter Mutant Powers could potentially nullify any or *all* the hero's powers!

Descriptors come in many different forms. The breakdown in this section is inexact, and deliberately so; some descriptors fall into more than one category, while others might not fall into any of these categories, being unique to that character or power. Still, the following are the major types of descriptors suited to *Mutants & Masterminds* powers, and things to consider when creating or choosing powers for a character.

ORIGIN DESCRIPTORS

A descriptor may relate to the origin of a power, where it comes from or what granted it to the character. For example, did they gain super-speed in a scientific accident or from years of focused meditation at a secret temple to the God of Motion? A power's origin may determine how it interacts with other powers. Some powers with the same origin might be better suited to counter each other, for example, or to work in conjunction for a team check. Examples of origin descriptors include:

- **ACCIDENTAL** powers are the result of random chance or accident: being struck by lightning, doused in chemicals, exposed to exotic radiation, and so forth. The circumstances of an accidental origin may or may not be something others can duplicate, although some are sure to try!
- **BESTOWED** powers are granted by an outside agency of some sort, such as a deity, a technology, an alien entity, or another su-

perhuman. The process that bestows the powers can be transitory or effectively permanent, barring some sort of plot device or GM-created complication.

- **INHERENT** powers are simply a part of the character's nature, perhaps because of their species, heritage, or circumstances of birth. Removing or countering some inherent powers may not make sense, depending upon their nature.
- **INVENTED** powers are designed and created by someone, either the inventor of a particular piece of technology or the designer of a technique or technology for bestowing powers on others.
- **MUTANT** powers are inborn, but not inherent to the character's species. They are the result of a genetic quirk or mutation of some sort, possibly due to environmental influences like chemical mutagens or radiation. Since they involve a change in the subject's DNA, mutant powers—or at least the potential for them—may be inheritable.
- **TRAINING** powers are gained from study and practice. While many training powers are "super-skills" or esoteric abilities learned from trained masters, this origin covers any power that is learned rather than acquired in another way. It's not necessarily limited to "skill-based" powers or advantages. For example, magical or psionic powers might be acquired through training and study.

SOURCE DESCRIPTORS

A power's source differs from its origin in that the origin is where the ability to use the power comes from, while source is where the power's *effect* comes from, or where the power draws its energy.

Comic book style super-powers answer this question with vague descriptors, since the kind of real-world energy required for many powers is staggering, requiring all super-humans to be living fusion reactors! While this may well be the case in your own setting, the assumption is that power source is just another descriptor in most *M&M* games.

Source descriptors influence the effects of certain powers, such as Counter Magic Powers, which can counter powers with a magical source, whether or not their effects are magical. Examples of power sources include:

- **BIOLOGICAL** powers come from the user's own physiology, drawing power from stores of bio-chemical energy or perhaps from specialized organs, like a squid's ink or a skunk's musk, which are generated biologically.
- **COSMIC** powers draw upon the fabric of the universe itself or "cosmic" power sources like quasars, white holes, or the background radiation of the Big Bang. Cosmic powers are close to divine in many respects in that they transcend earthly sources of power.
- **DIVINE** powers come from a higher being, essentially a god or gods. Divine power is generally limited to the god(s) areas of influence and may be morally aligned, available only to wielders with belief in that divinity. Indeed, in some cases, divine powers come solely from *belief* or faith in a higher being or power, whether they exist or not.
- **EXTRADIMENSIONAL** powers originate outside the home dimension of the setting, from other planes or dimensions of existence. Some extradimensional powers are scientific while others are downright mystical, or even beyond into realms "mortals were not meant to know" edging into divine.
- **MAGICAL** powers draw upon magical energies; no matter how they might be defined in the setting. Typically, there is some sort of "magical energy" magicians and magical creatures draw upon for their powers. Note that powers with a magical source are not necessarily "spells," although they might be; a dragon's breath might use magic to power it, or it might be biological, depending on the descriptors applied to it and how it's defined in the setting.
- **MORAL** powers come from devotion to an abstract morality or ideal. Whether or not the moral power is aware and capable of interaction is up to the GM and the specifications of the setting; it's the character's *belief* that matters so far as the power is concerned. "Good" and "evil" are common abstract moral sources of powers, but others may include chaos, law, anarchy, order, justice, liberty, balance, neutrality, reason, and so forth.
- **PRETERNATURAL** powers are from some source outside of the "natural" world, however that is defined in the setting. They are often alien and disturbing and may be detrimental even to their wielders. Such powers may also be extradimensional and confused with divine, magical, psychic, or even technological powers.
- **PSIONIC** or **PSYCHIC** powers come from the mind or psyche of the wielder, or perhaps from the Collective Unconscious, which acts as a "wellspring" of psionic power. This power source is associated with classic "mental" powers like telepathy and telekinesis, although effects like Mind Reading and Move Object can also come from other sources.
- **TECHNOLOGICAL** powers are the result of technology: machines and technological devices. Although technological power sources often involve devices or equipment, they don't have to; a technological power may be a bionic implant, for example, without the Removable drawback, but still technological and affected by things keyed to the technological descriptor.

MEDIUM DESCRIPTORS

A power's medium is what it uses to accomplish its effect(s). Often, a power's source and medium are the same: a psionic power uses psionic energy to power and accomplish its effects, likewise, a divine power often uses divine energy to power and accomplish its effects.

In some cases, however, source and medium differ and the distinction may be significant. For example, the power to throw fireballs granted by the God of Fire is a bestowed origin with a divine source, using fire as the medium to cause its Damage effect.

Medium descriptors generally fall into either material or energy:

- **MATERIAL** mediums are substances, ranging from things like air (or other gases), water (or other liquids), earth (soil, rock, sand, etc.) or metal, through to biological materials like acids, bone, blood, and so forth.
- **ENERGY** mediums include electromagnetic (electricity, light, radio, radiation, etc.), gravity, kinetic energy, or exotic sources like divine, magical, psionic, or cosmic energy, given under **Origin** descriptors.

RESULT DESCRIPTORS

Finally, a power's result is what happens when the power is used, beyond just the game mechanics of its effect. For example, the guidelines of the **Affliction** effect describe the penalties suffered by the target, but they don't describe the result, the nature of the Affliction itself. Is it glowing bonds of energy, sticky webbing, sudden fever and dizziness, a curse of misfortune, a life-sapping vapor, or any number of other things?

Result descriptors tend to be broad, given the potential range of results available to effects in the game. Some powers may not have or need result descriptors; after all, "Mind Control" is a clear description of a result. However, "an induced trance where the human brain becomes capable of accepting neurolinguistic programming inputs" is also a valid descriptor for the same effect.

Like medium descriptors, result descriptors may or may not match others the power already has. Take a taser-like weapon able to stun the nervous system of its target: it has an invented origin (someone designed and built it), a technological source (it's a technological device with a battery), uses an energy medium (an electrical shock), and results in an electrical overload of the target's nervous system (the result descriptor for its Stun effect). This tells us a lot about that power and ways it might interact with other effects.

REQUIRED DESCRIPTORS

In some settings, the Game Master may require certain descriptors for all powers. Usually, a required descriptor reflects some common element of the setting. For example, if all characters with powers are mutants, then all powers have the "mutant" origin descriptor, unless the player comes up with a good explanation why they should not. If all super-humans are psychic mutants, then all powers have both the "psychic" and "mutant" descriptors. Likewise, if all powers derive from quantum forces in some way, "quantum" might be a required descriptor. The GM sets the guidelines as far as what descriptors are required (or restricted) in the series. A character who breaks this guideline—say the one alien in a setting where all powers are otherwise mutant in origin—might have an Unusual Origin Benefit advantage because they defy expectations or they might have to deal with certain complications, possibly both.

NOTICING POWER EFFECTS

Descriptors have some influence over how a power appears as well:

- Instant, concentration, or sustained duration effects must be noticeable in some way. For example, a Blast might have a visible beam or make a loud noise (ZAP! WOOSH!) or both.
- Continuous or permanent duration effects are not noticeable by default.
- If an instant, concentration, or sustained effect's duration is changed using modifiers, the effect remains noticeable. A continuous or permanent effect made instant, concentration, or sustained also *becomes* noticeable.
- The Subtle modifier can make noticeable powers difficult or impossible to detect. The Insidious modifier can make the results of powers difficult to detect. Conversely, the Noticeable modifier makes a normally not noticeable effect noticeable.

See **Insidious**, **Noticeable**, and **Subtle** in the **Power Modifiers** section of this chapter.

POWERS THAT AREN'T

"Powers" in *Mutants & Masterminds* refer to all extraordinary traits based on the game effects in this chapter other than abilities, skills, and advantages and sometimes includes those as well. Whether a character with powers is "super-powered" or not is largely a matter of opinion and the descriptors used. There are lots of comic book characters with superhuman traits and other effects who are still considered "normal humans." See the **Beyond Human** sidebar in **Chapter 3** for more on this.

Characters' effects may come from talent, training, luck, self-discipline, devices, or similar sources, with appropriate descriptors. They are still "powers" in the context of the game, but they don't necessarily mean the character is something other than human. Similarly, there are "non-superhuman" characters at nearly every Power Level, although it means they have some impressive traits, usually combat abilities and skill bonuses.

Ultimately, it's up to the GM to decide whether having certain effects makes a character "superhuman" or something "other than human," and what that means, depending on the nature of powers in the setting.

CREATIVE USES OF DESCRIPTORS

Players may come up with creative uses for their characters' descriptors. This should be encouraged and allowed freely so long as those uses don't spoil the game. If a fire-using character wants to use a tiny amount of their Blast power to light some candles, or the electrical-controlling character wants to use some of their power output to jump-start a car, go for it. In the latter case you *might* want to call for a Technology: Electronics skill check to make sure the character gets the voltage right, but most of the time it's better to just let the trick go through and give the character a chance to shine.

Creative uses of descriptors with no real game effect are freebies: characters can just do them. Situations where creative uses of descriptors have a significant game effect can be handled as power stunts: pick the effect that best suits the desired outcome and treat it as an Alternate Effect of the power the hero wants to use, with descriptors assigned as appropriate. If an electrical-controlling hero wants to use their power like a living defibrillator to save a heart-attack victim, for example, that can be a Healing power stunt. The hero uses Extra Effort, and possibly a Hero Point, and gets one single-shot use of a Healing effect to stabilize the dying victim.

Temporarily changing a descriptor can also be a use of Extra Effort. For example, a hero might change the result of an electrical Damage effect to a magnetic Move Object effect as a power stunt. This is like any other power stunt and the changed or additional descriptors are a part of the stunt. Sometimes a power stunt may change nothing *but* an effect's descriptor(s), such as changing a Damage effect from laser-light to a gamma-ray "graser" or from heat to cold. The GM decides what constitutes a reasonable change in descriptors for a power stunt, based on the power's existing descriptors and effects. For the ability to change descriptors without a power stunt, see the **Variable Descriptor** feature.

USING POWERS

Some power effects work automatically. Others—particularly those affecting other people—require some effort to use, typically an action and some type of check. Powers affecting others allow resistance checks against them.

EFFECT PARAMETERS

Each effect has certain **parameters** describing the time needed to use the effect, the subject or target, the distance it works at, and so forth. The basic effect parameters are Action, Range, Duration, Check, and Resistance.

ACTION

Using or activating an effect requires a particular amount of time. See **Chapter 8** for details about the types of actions. Modifiers may change the action needed to use an effect.

- **STANDARD:** Using the effect requires a standard action.
- **SIMPLE:** Using the effect requires a simple action.
- **FREE:** Using or activating the effect requires a free action. As with all free actions, the GM may limit the total number a hero can perform on their turn.
- **REACTION:** Using the effect requires the character's reaction that round but it can be used outside of the character's turn, including possibly interrupting another character's turn.
- **NONE:** Using the effect is a non-action on the character's part. It is always active or operates automatically in response to something else.

RANGE

Each effect has a default Range, which may be changed by modifiers.

- **PERSONAL:** The effect works only on you, the user.
- **CLOSE:** The effect can target anyone or anything you touch. Touching an unwilling subject requires a close attack check against the target's Defense Class. Touching an inanimate or Helpless subject is DC 5.
- **RANGED:** The effect works at a distance, limited by Concealment and Cover and requiring a ranged attack check against the target's Defense Class. A ranged effect has a short range of (rank × distance value 1), a medium range of (rank × distance value 2) and a long range of (rank × distance value 3). Note the use of distance values in these formulas. Ranged attack checks at medium range suffer a –2 penalty, while ranged attacks at long range have a –5 penalty.
- **PERCEPTION:** The effect works on any target you can perceive with an accurate sense, without any need for an attack check. See **Accurate Senses** under **Senses and Perception** in **Chapter 3**. Perception range is unaffected by Cover, but is affected by Concealment, since if you cannot accurately perceive the target, you cannot target it. In some cases, a Perception check may be required to determine whether you can accurately perceive a subject well enough to target them. General perception

POWER EFFECTS

NAME	EFFECT TYPE	ACTION	RANGE	DURATION	CHECK	RESISTANCE	BASE COST
Affliction	Attack	Standard	Close	Instant	Attack vs. Defense	Resistance vs. Effect	1 per rank
Burrowing	Movement	Free	Personal	Sustained	—	—	1 per rank
Communication	Sensory	Free	Rank	Sustained	—	—	2 per rank
Comprehend	Sensory	Free	Personal	Permanent	—	—	2 per rank
Concealment	Sensory	Free	Personal	Sustained	—	—	2 per rank
Counter	Control	Standard	Close	Instant	Attack vs. Defense	Effect vs. Effect	1 per rank
Create	Control	Standard	Ranged	Sustained	Attack vs. Defense	Defense vs. Effect	2 per rank
Damage	Attack	Standard	Close	Instant	Attack vs. Defense	Toughness vs. Effect	1 per rank
Dimensional Travel	Movement	Standard	Personal	Instant	—	—	2 per rank
Elongation	Alteration	Free	Personal	Sustained	—	—	1 per rank
Enhanced Movement	Movement	Free	Personal	Sustained	—	—	1 per rank
Enhanced Resistance	Defense	None	Personal	Permanent	—	—	1 per rank
Enhanced Senses	Sensory	None	Personal	Permanent	—	—	1 per rank
Enhanced Strength	General	None	Personal	Permanent	—	—	2 per rank
Enhanced Trait	General	None	Personal	Permanent	—	—	As trait
Environment	Control	Free	Rank	Sustained	—	—	1 per rank
Extra Limbs	Alteration	None	Personal	Permanent	—	—	1 per rank
Feature	General	None	Personal	Permanent	—	—	1 per rank
Flight	Movement	Free	Personal	Sustained	—	—	2 per rank
Fortune Control	Control	None	Perception	Instant	—	—	3 per rank
Growth	Alteration	Free	Personal	Continuous	—	—	1 per rank
Healing	General	Standard	Close	Instant	Effect vs. DC 10	—	2 per rank
Illusion	Sensory	Standard	Ranged	Concentration	—	Perception vs. Effect	1–5 per rank
Immortality	Defense	None	Personal	Permanent	—	—	1 per rank
Immunity	Defense	None	Personal	Permanent	—	—	1 per rank
Insubstantial	Alteration	Free	Personal	Sustained	—	—	10 per rank
Leaping	Movement	Free	Personal	Instant	—	—	1 per rank
Lifting	General	Free	Personal	Sustained	—	—	1 per rank
Mind Reading	Sensory	Standard	Perception	Sustained	Effect vs. Will	Will vs. Effect	2 per rank
Morph	Alteration	Free	Personal	Sustained	—	—	5 per rank
Move Object	Control	Standard	Ranged	Sustained	Attack vs. Defense	Strength vs. Effect	2 per rank
Obscure	Sensory	Standard	Ranged	Sustained	—	—	1+ per rank
Permeate	Movement	Free	Personal	Sustained	—	—	3 per rank
Postcognition	Sensory	Standard	Personal	Concentration	—	—	1 per rank
Precognition	Sensory	None	Personal	Permanent	—	—	1 per rank
Quickness	General	Free	Personal	Sustained	—	—	1 per rank
Regeneration	Defense	None	Personal	Permanent	—	—	2 per rank
Remote Sensing	Sensory	Free	Rank	Sustained	—	—	5–10 per rank
Shrinking	Alteration	Free	Personal	Continuous	—	—	1 per rank
Space Travel	Movement	Free	Personal	Sustained	—	—	2 per rank
Speed	Movement	Free	Personal	Sustained	—	—	1 per rank
Summon	Control	Standard	Close	Sustained	—	—	2 per rank
Swimming	Movement	Free	Personal	Sustained	—	—	1 per rank
Swinging	Movement	Free	Personal	Sustained	—	—	1 per rank
Teleport	Movement	Simple	Rank	Instant	—	—	2 per rank
Transmute	Control	Standard	Close	Sustained	Attack vs. Defense	Dodge	2–5 per rank
Variable	General	Standard	Personal	Continuous	—	—	8 per rank

range is what a character can sense with a routine Perception check, meaning the average perception range is 20 spaces for DC 10 to notice someone or something that isn't hidden, plus or minus 2 spaces per +/–1 the character's Perception modifier is above or below +0. This can be modified by a character's size as well, as described under **Ranged Senses** under **Senses and Perception** in **Chapter 3**.

- **RANK:** The effect's Range or Area is determined by its rank, as given in its description.

DURATION

Each effect lasts for a particular amount of time, which may be changed by modifiers.

- **INSTANT:** When used, the effect occurs and ends instantly, although its results may linger, particularly any conditions it causes.
- **CONCENTRATION:** You can maintain a concentration effect by taking the Concentrate action, a standard action, on each of your turns. If you do not take the necessary action, the effect ends.
- **SUSTAINED:** You can maintain a sustained effect by taking the Sustain action, a free action, on each of your turns. If you do not take the necessary action, the effect ends.
- **CONTINUOUS:** Once active, the effect lasts without any action required on your part to maintain it until you choose to deactivate it as a free action on your turn or a reaction at any time.
- **PERMANENT:** The effect is always active and *cannot* be deactivated, even if you want to. A permanent effect cannot be improved using Extra Effort or used to counter. See **Countering Effects**, following.

CHECK

In some cases, you may be asked to make an **effect check** or **power check** to determine how well your power works. An effect check is just like any other check: d20, plus the effect's rank, plus any applicable modifiers, against a Difficulty Class set by the Game Master. The results of various effect checks are described in this chapter.

EFFECT CHECK = D20 + EFFECT RANK + CHECK MODIFIERS VS. DIFFICULTY CLASS

ROUTINE EFFECT CHECKS

Many power effects allow for routine checks involving their use, generally specified in the effect's description. See **Routine Checks** in **Chapter 1**.

OPPOSED EFFECT CHECKS

In some cases, usually when one effect is used directly against another, or against a particular trait, an opposed check is called for. See **Opposed Checks** in **Chapter 1**.

RESISTANCE

Effects targeting other characters allow them a resistance check. The resistance used for the check and the Difficulty Class depend on the effect and its modifiers. Typically, the DC of a resistance check is 10 + the effect's rank, also known as the **Effect DC** or **EDC**.

FORGOING RESISTANCE

Willing characters can often forgo their resistance check against an effect if they wish. This includes characters who *think* they're receiving a beneficial effect, even if they're not! In that case, you achieve the highest degree of the effect automatically. You cannot forgo damage resistance checks, but you may choose to discontinue the use of effects that grant bonuses to your damage resistance checks to lower your resistance.

REDUCTION AND IMMUNITY

The **Reduction** flaw of Immunity reduces the difficulty of certain resistance checks. The **Immunity** effect allows characters to ignore certain effects altogether, removing the need for a resistance check against them. See the **Immunity** effect in this chapter for more.

COUNTERING EFFECTS

Characters can use the Counter action and a suitable power effect to counteract or negate another power effect. See the **Counter** effect in this chapter for details. Generally, for two effects to counter each other they must have suitable—often opposed—descriptors. The GM is the final arbiter as to whether an effect with a particular descriptor can counter another. The **Counter** effect in this chapter can counter *any* effect of a particular descriptor! The Game Master may decide some effects simply cannot be countered, particularly if they are an innate part of a character or object and countering them would not make sense.

POWER EFFECTS

This section describes the various power effects available in *Mutants & Masterminds,* in alphabetical order by the effect's name. Here is the format for effect descriptions:

EFFECT NAME

- **EFFECT TYPE:** The type of effect as detailed under **Effect Types** at the start of this chapter.
- **ACTION:** The action required to use the effect: standard, simple, free, reaction, or none.
- **RANGE:** The range at which the effect operates: personal, close, ranged, perception, or rank.
- **DURATION:** The effect's duration: instant, concentration, sustained, continuous, or permanent.
- **CHECK:** The type of check the effect calls for, if any, and its Difficulty Class.
- **RESISTANCE:** The type of resistance check the effect allows, if any, and its Difficulty Class.
- **BASE COST:** How many Power Points the effect costs per rank.

A description of the effect and what it does in game terms follows.

- **EXTRAS:** A listing of extras relevant or unique to the effect.
- **FEATURES:** A listing of features relevant or unique to the effect.
- **FLAWS:** A listing of flaws relevant or unique to the effect.
- **DRAWBACKS:** A listing of drawbacks relevant or unique to the effect.

- **CONFIGURATIONS:** A listing of some common configurations for the effect, including modifiers and descriptors, to provide worked examples and quick-reference power selection. These standard configurations are used as shorthand in character write-ups as well.

OMISSIONS

If any of these entries do not apply, they are omitted from the effect listing. If an effect does not call for a check or allow a resistance check, then the **Check** or **Resistance** entries will be omitted. Likewise, if the effect doesn't have any extras associated with it, the **Extras** section is omitted.

AFFLICTION

EFFECT TYPE: Attack **ACTION:** Standard **RANGE:** Close
DURATION: Instant **CHECK:** Close Attack vs. Defense Class
RESISTANCE: Resistance vs. Effect DC
BASE COST: 1 point per rank

Afflictions can impose various conditions on a target. See **Conditions** in **Chapter 1**. An Affliction imposes a mild condition if the target fails their resistance check by only one degree, and more serious conditions if they fail by more degrees. Select which conditions the Affliction imposes and the resistance used to resist and overcome it when configuring the effect.

USING AFFLICTION

Make a close attack check against the target's Defense Class. If successful, the target makes a resistance check against the Effect DC. The resistance check results are:

- **SUCCESS:** No effect.
- **FAILURE (ONE DEGREE):** Imposes a **minor** condition: one of Dazed, Deafened, Disabled (one trait), Fatigued, Figment, Hindered, Impaired, Indifferent, Lowered (–2, one trait), Prone, Unaware (one non-accurate sense), or Vulnerable.
- **FAILURE (TWO DEGREES):** Imposes a **moderate** condition in addition to the minor condition: one of Blinded, Compelled, Defenseless, Disabled, Exhausted, Favorable attitude, Frightened, Immobile, Lowered (–5, one trait), Phantasm, Stunned, Susceptible to a particular effect or descriptor, Unaware (one accurate sense), or Unfavorable attitude. Many moderate conditions supersede minor conditions.
- **FAILURE (THREE DEGREES OR MORE):** Imposes a **major** condition in addition to the minor and moderate conditions: one of Controlled, Debilitated (or Lowered to 0 ranks), Delusion, Helpful attitude, Helpless, Hostile attitude, Incapacitated, Paralyzed, Sleeping, Susceptible in general, Transformed, Unaware, or Weakness to a particular effect or descriptor.

Generally, a limited version of a condition is one degree less, such as Unaware limited to a non-accurate sense or Susceptible to a particular effect, as shown in the check results.

Rather than imposing a major condition, three or more degrees can instead extend the interval to overcome the first and second degree conditions to one minute. See **Overcoming Afflictions**, following.

Degrees of failure against separate uses of an Affliction effect are not normally cumulative: Only the highest degree of failure from multiple uses of the same Affliction applies, and higher degrees replace lower ones. A target hit with an Affliction three times for 1 DF, 2 DF, and 1 DF, is only affected by two degrees of failure, The **Cumulative** extra makes an Affliction's results cumulative.

OVERCOMING AFFLICTIONS

A target affected by an Affliction makes a new resistance check at the end of each of their turns for first and second degree conditions. A target affected by a third degree condition must wait a full minute (ten turns) between new resistance checks without using Extra Effort for Resistance. A successful resistance check removes the Affliction's conditions. Failure means the ongoing effect remains.

By default the same resistance used to resist the Affliction effect is also used to overcome it, but the check to overcome can use a different resistance, chosen when the effect is configured. So, for example, an Affliction might be initially resisted by Dodge, but overcome by Fortitude or Will. The trait for the overcome check can even be a countering trait, like Damage for a Snare Affliction that can be physically torn or broken.

IMPOSED ATTITUDES

If an Affliction imposes an attitude, the target acts in accordance with that attitude while the condition lasts. See **Attitudes** under **Interaction Skills** in **Chapter 4**. Once they overcome the Affliction, they are aware their attitude was altered and may react accordingly, usually by their attitude worsening at least one degree, if not simply shifting to Hostile. Similarly, if an Affliction imposes the Compelled or Controlled conditions, the subject is aware their actions were dictated to them, and may react accordingly once they overcome the condition. The **Subtle** modifier makes it more difficult to determine where the outside influence comes from, while the **Insidious** modifier means the subject is *not* aware they were influenced by an outside agency, and have no explanation for their changed behavior. See **Insidious**, **Noticeable**, and **Subtle** in the **Power Modifiers** section of this chapter.

IMPOSED EFFECTS

The Transformed condition can be configured to impose a particular Personal Range effect on the target, such as Morphing them, Shrinking them, or having them Teleport elsewhere, chosen when the effect is configured. The imposed effect must have a Power Point cost equal to or less than the total cost of the Affliction and require a standard action or less to activate.

If the Affliction imposes the Transformed condition, then the imposed effect occurs as a part of it. The target's resistance to the effect is part of their resistance check against the Affliction. An instant duration effect like Teleport occurs and then ends, along with the condition, while a longer duration effect like an Alteration lasts for as long as the Transformed condition does: One resistance check per minute to overcome it.

Some Transform effects essentially leave the target both Incapacitated and Transformed, such as turning the target to stone, for example. This doesn't count as a modifier or extra condition, just a descriptor of the power.

LOWERED TRAITS

The Lowered or Debilitated conditions can lower the rank of one trait, chosen when the Affliction is configured. A minor condition lowers the trait by 2 ranks. A moderate condition lowers it by 5 ranks, and a major condition lowers the trait to 0 or leaves it Debilitated if that is possible. The trait operates at its lowered rank while the condition persists. Traits lowered to 0 ranks no longer function, except for abilities, which function until they are lowered below –5 ranks and Debilitated. See **Debilitated Abilities** in **Chapter 3** for details.

A Lower Affliction with the Broad or Simultaneous extras (following) can potentially affect different or even multiple traits.

A Lower Affliction can affect the traits of objects such as Lower Toughness, or a specific effect, like Lower Flight, for example. The object generally resists using Toughness or the affected trait rank, whichever is higher. Objects don't recover their Lowered traits on their own: They have to be repaired, rebooted, or the like between scenes.

EXTRAS

BROAD: A Broad Affliction imposing the Lowered or Debilitated conditions can affect any of a broad set of traits, one at a time, suited to your effect's descriptors. You might be able to Lower Abilities, for example, or Lower Mental Effects. You choose which trait from the set is affected when you use the Affliction. ***+1 point per rank***.

CONCENTRATION: The Affliction's duration parameter becomes concentration. So long as you take a Concentrate action on your turn to maintain the effect, the target is subjected to a new Affliction effect, with no attack check required. If the target overcomes the Affliction, they are still subject to a new effect on your next turn so long as you continue to maintain the effect. ***+1 point per rank***.

CONTAGIOUS: When another potential target comes into contact with a target affected by an ongoing Contagious Affliction, they must make a resistance check or also be affected by the Affliction. They in turn become Contagious, and the Affliction effect lingers until all targets affected by it have overcome it or its duration expires. ***+1 point per rank***.

CUMULATIVE: Each time a target fails to resist a new use of a Cumulative Affliction, it intensifies. Add up all the target's degrees of failure to resist the Affliction to determine the effective degree. This does not include failures on resistance checks to overcome the Affliction, but see **Progressive**, following. ***+1 point per rank***

EMPOWERING: The Affliction's major condition can Transform the subject into a form with a Power Point total equal to (effect rank × 15) Power Points, limited by Power Level, although you can always choose a form worth fewer Power Points. ***+2 points per rank***

EXTRA CONDITION: The Affliction imposes a second condition at the first and second degree, chosen when the effect is configured. ***+1 point per rank***.

INCREASING DIFFICULTY: When applied to a **Cumulative** or **Progressive** Affliction, this extra increases the DC of the effect's resistance checks by +1 per check after the initial check. This continues until the target either succeeds on a resistance check, ending the effect, or the DC exceeds the target's applicable resistance + 20, at which point the DC stops increasing, but they only succeed on a roll of 20 on the die. ***+1 point per rank***.

PROGRESSIVE: If the target fails a resistance check to overcome the Affliction, it not only continues, but increases by one degree. A successful resistance check still ends the Affliction, as usual. ***+2 points per rank***.

PROLONGED: Additional resistance checks against the third degree of the Affliction occur at the end of each scene, rather than per minute. Characters can still use Extra Effort to gain a new immediate resistance check and the Affliction effect can still be Countered. ***+1 point per rank***.

SIMULTANEOUS: If applied to a Broad Affliction, this extra allows it to affect all the traits in its set simultaneously. Each trait is affected by the result of the resistance check. A Simultaneous Lower Fire Effects can lower the rank of every fire effect the target has with a single attack. The effect must be Broad to apply this modifier. ***+1 point per rank***.

SUSTAINED: The effect's duration parameter becomes sustained. So long as you take a Sustain action on your turn to maintain the effect, the target is subjected to a new Affliction effect, with no attack check required. If the target overcomes the Affliction, they are still subject to a new effect on your next turn so long as you continue to maintain the effect. ***+2 points per rank***.

VARIABLE CONDITIONS: An Affliction with this extra can vary the conditions it imposes, within reason for its descriptors. Choose the conditions imposed when the Affliction is *used* rather than when it is configured. The Affliction is still limited to the target's degree of failure on the resistance check. A Variable Transformed condition lets the user choose the form the target is transformed into when the Affliction is used. ***+2 points per rank. +1 point per rank if only one degree of the Affliction (first, second, or third) is Variable, chosen when the effect is configured.***

FEATURES

PRECISE: If you have a Lowered or Debilitated Affliction affecting more than one trait, you can choose which traits are affected and by how much, up to the maximum effect of your Affliction. This includes choosing which advantages are lowered by an Affliction that does so. See **Lowered Abilities** in **Chapter 3**. ***1 point***.

REVERSIBLE: You can remove any conditions imposed by your Affliction automatically as a free action or reaction, so long as the subject is within your effect's Range. For 2 ranks of this extra, you can remove the Affliction's conditions regardless of distance. ***1 or 2 points***.

FLAWS

INSTANT RECOVERY: Targets of the Affliction automatically overcome it and remove its conditions at the end of the round when its duration expires. For instant Afflictions that is when the target would normally get their first resistance check to overcome the Affliction. For concentration and sustained Afflictions, it is when the effect is no longer being maintained. ***–1 point per rank***.

LIMITED DEGREE: A Limited Degree Affliction does not impose a condition for one of its degrees (first, second, or third). With two applications of this flaw, the Affliction does not impose a condition

for two of its degrees. Those degrees don't do anything other than determine the Affliction's total degree, including when resistance checks to overcome it occur. So a Limited Degree Affliction that imposes three or more degrees of effect extends the time to overcome it to one minute, whether it imposes a major condition or not. ***–1 point per rank***.

ONSET: Although the target makes their resistance check against the Affliction immediately as usual, the effect does not impose its conditions right away. Instead, they occur after a specific onset time. The Affliction's conditions are either imposed in one round, at the start of the user's next turn, or at the start of the next scene. Resistance against the ongoing effect then proceeds normally. This flaw is often combined with the Prolonged extra for slow, long-lasting Afflictions. ***–1 point for one round, –1 point per rank for one scene*.**

DRAWBACKS

DECREASING DIFFICULTY: Each successive resistance check to overcome the Affliction after the first gains a cumulative +1 bonus. ***–1 point***.

CONFIGURATIONS

If a resistance is not specified in one of the following configurations, choose it when adding the power, as usual. Specified resistances are suggested configurations and can be changed.

AFFLICTION AURA: ***Affliction, Aura · 4 points per rank*.** You surround your body with an effect, causing an Affliction to anyone touching you, including any of the following configurations with the Aura extra applied to them, such as a Stun Aura or a Toxin Aura. See the **Aura** extra for details.

DAZZLE: ***Affliction, Ranged · 2 points per rank***. Dazzle overwhelms one of the target's senses, chosen when the effect is configured. Ranged attack check vs. Defense. The degrees of effect are: 1) Disabled (accurate sense) or Unaware (non-accurate sense), 2) Unaware (one accurate sense), 3) Extend Interval for Unaware. Descriptors include blinding light or chemicals, deafening sound, or other effects targeting a sense. Dazzle often has an Area Effect extra and may have Limited Degree for effects that don't extend the interval at three or more degrees.

FATIGUE: ***Affliction · 1 point per rank*.** Tires or enervates a target. The degrees of effect are: 1) Fatigued, 2) Exhausted, 3) Incapacitated. Descriptors are typically an energy drain, anesthetic gas, or mental fatigue. Ranged and Area Effect are common extras.

HALLUCINATION: ***Affliction, Perception Range · 3 points per rank*.** Hallucination influences a target's perceptions. Resistance is Will against Effect DC. The degrees of effect are: 1) Figment, 2) Phantasm, 3) Delusion. Descriptors are usually some type of mental projection; Hallucinations involving biochemicals may be close or ranged instead and resisted by Fortitude.

LOWER [TRAIT]: ***Affliction · 1 point per rank*.** Lowers, limits, or inhibits one of the target's traits, chosen when the effect is configured. The degrees of effect are: 1) Lowered (–2 ranks), 2) Lowered (–5 ranks), and 3) Lowered (lowered to 0 ranks) or Debilitated. Descriptors include life-force or energy drain, interference fields, or depleting drugs or toxins. See **Lowered Abilities** in **Chapter 3** for details.

MIND CONTROL: ***Affliction, Perception Range · 3 points per rank*.** This effect can control a target's mind and actions. Resistance is Will against Effect DC. The degrees of effect are: 1) Dazed, 2) Compelled, 3) Controlled. You can issue an initial command to a Compelled or Controlled target as part of your action when using Mind Control. Changing commands thereafter takes a Command action on your turn. If you are Limited to Only One Command, chosen when the power is configured, it has a –1 flaw. Descriptors include divine presence, hypnosis, telepathic compulsion, or will-numbing drugs. This is not a particularly heroic power, and the Game Master may prohibit it for player characters in some games.

PARALYZE: ***Affliction · 1 point per rank.*** Paralyze slows a target, even rendering them unable to move at all. The degrees of effect are: 1) Hindered, 2) Immobile, 3) Paralyzed. Descriptors include a numbing energy field, nerve strikes, or paralyzing venom. A paralyzing ray or chemical mist adds the Ranged extra.

SLIP: ***Affliction, Ranged, Limited Degree · 1 point per rank.*** Slip causes a target to fall and become unable to move. Ranged attack vs. Defense. Dodge resistance vs. Effect DC. The degrees of effect are: 1) Prone, 2) Immobile. Overcoming the Slip is also a Dodge check against the Effect DC. Once it is overcome, the target must take the Stand action to remove the Prone condition. Descriptors include friction control, greased or non-stick surfaces, or kinetic energy control. Slip often has the Area Effect extra to create a "slip-and-fall" area.

SNARE: ***Affliction, Extra Condition, Ranged, Limited Degree · 2 points per rank***. Snare restrains a target. Ranged attack check vs. Defense. Initial resistance is Dodge vs. Effect DC. The degrees of effect are: 1) Hindered and Vulnerable, 2) Defenseless and Immobile. Overcoming the Snare is Dexterity or Damage (including their Strength damage) against the Effect DC. Descriptors include bonds of energy, ice, rock, or other material, or chains, ropes, or webbing. Snare is often Cumulative, allowing it to be "layered" for greater effect.

STUN: ***Affliction · 1 point per rank***. This effect temporarily stuns a target. The degrees of effect are: 1) Dazed, 2) Stunned, 3) Incapacitated. Descriptors include nonlethal energy attacks or weapons, targeted strikes, neural shocks, and the like. Stun is often Cumulative or Ranged, and a "Sleep" configuration swaps Sleeping for the Incapacitated condition.

SUFFOCATION: ***Affliction, Ranged, Concentration Duration · 3 points per rank.*** Suffocation renders a target unable to breathe. Ranged attack check vs. Defense. Resistance is Fortitude vs. Effect DC. The degrees of effect are: 1) Dazed, 2) Stunned, 3) Incapacitated. If you take the Concentrate action each turn to maintain the effect, the target must make a new resistance check at the start of your turn, with no attack check required. Descriptors include a suffocating medium like dirt or water, creating a vacuum, or interfering with the target's autonomic nervous system.

TOXIN: ***Affliction · 1 point per rank***. This effect introduces a debilitating toxin or drug into the target's system. Resistance is Fortitude vs. Effect DC. The degrees of effect are: 1) Impaired, 2) Disabled, 3) Incapacitated. Toxins are often Progressive or Prolonged and might have the Onset flaw. Toxins delivered by injection have the Resistible flaw, allowing the target a Toughness resistance check against the Effect DC prior to the Fortitude check. Descriptors include pathogens or allergens as well as toxins.

TRANSFORM: ***Affliction, Progressive, Limited Degree: Third Only · 1 point per rank.*** This effect can transform a target into a different form, chosen when the power is configured. The first two degrees of effect only add to the total where the target is Transformed at three degrees. The target makes an initial resistance check and another at the end of each of their turns until they either succeed or are Transformed. Descriptors include magical curses, genetic reconfiguration, or reality alteration. Transform is often Ranged and might have the Empowering or Variable Condition extras. Like Toxin, it may be Prolonged or have the Onset flaw.

BURROWING

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You can burrow through the ground, leaving a tunnel behind you, if you wish.

BURROWING MOVEMENT

You move through soil and sand at a speed rank equal to your Burrowing rank. Burrowing through hard clay or packed earth lowers speed by 1 rank, while Burrowing through rock or concrete lowers it by 2 ranks. The tunnel behind you is wide enough to accommodate your size and either stable and semi-permanent or collapses immediately, your choice each turn you burrow.

BURROWING AND SENSES

Burrowing does not grant the ability to perceive through solid materials, so many burrowers also acquire Enhanced Senses like Direction Sense, Distance Sense, Vision Penetrates Concealment, or Ranged Touch Penetrates Concealment, to help them navigate while burrowing. See the **Enhanced Senses** effect for details.

BURROWING VS. BARRIERS

Burrowing is not useful as an attack, even to damage objects, although the GM can decide—depending on its descriptors—if it can "dig" through solid walls or other, similar barriers. Generally, this should be treated as using your Burrowing rank as Damage against the barrier. See **Damaging Objects** in **Chapter 8**.

EXTRAS

PENETRATING: Normally, the hardness of the ground affects only the speed at which you burrow. At the GM's discretion, some super-hard materials may be considered Impervious to Burrowing, in which case this extra allows you to dig through them at your Penetrating rank. ***+1 point per rank***.

RANGED: This extra either allows you to dig tunnels at a distance, without having to be at the endpoint of the tunnel as it forms, or in conjunction with the Affects Others extra it allows you to bestow a Burrowing effect on someone else at a distance. Doing both requires two application of this extra. ***+1 or +2 points per rank***.

FLAWS

LIMITED: Burrowing may be limited to certain circumstances or materials, such as only loose sand and soil, leaving the character unable to burrow through dense clay or solid rock, or only snow and ice, being unable to burrow through earth and soil at all. ***–1 point per rank***.

DRAWBACKS

NO COLLAPSE: You cannot choose to collapse your burrowed tunnels and always leave one behind you as you burrow. ***–1 point***.

NO TUNNEL: Your burrowed tunnels always collapse behind you. You cannot leave a tunnel behind when you burrow. ***–1 point.***

COMMUNICATION

EFFECT TYPE: Sensory **ACTION:** Free **RANGE:** Rank
DURATION: Sustained **BASE COST:** 2 points per rank

You can communicate at a distance using a medium other than normal means. Choose a sense type as your Communication medium:

COMMUNICATION MEDIUM

SENSE TYPE	EXAMPLES
Vision	laser, infrared, or fiber optic link
Hearing	ultrasonic or infrasonic beam, super-ventriloquism
Smell	pheromones or chemical markers
Touch	vibratory carrier wave
Radio	radio frequency transmissions
Mental	telepathy, psychic link, mystical sending
Special	neutrinos, tachyons, gravity waves, and others

COMMUNICATION DISTANCE

Your effect rank determines the maximum range of your Communication:

COMMUNICATION DISTANCE

RANK	COMMUNICATION RANGE
1	**Short Range**: Within the same city
2	**Medium Range**: Within the same geographic area
3	**Long Range**: Within the same continent
4	**Worldwide**: Anywhere in the world
5	**Unlimited**: Effectively anywhere

USING COMMUNICATION

Activating your Communication effect is a free action. Communicating, however, takes the normal amount of time. You can apply the Rapid extra to speed things up, provided your recipient is also capable of processing Communication at that speed.

RECEIVING COMMUNICATION

The recipient of your Communication must be within range and have a means of receiving, either an Enhanced Sense or suitable equipment. A conscious mind is all that is needed to receive Mental Communication, but equipment capable of receiving or recording Mental Communication is generally quite limited. You can receive and respond to Communication that uses the same medium as your own.

Receivers can choose to ignore your Communication if they wish. Communication is normally language-dependent; you and the receiver must share a common language to communicate. Your Communication is normally point to point, sent to a single receiver within your range, and two-way, allowing receivers to respond along the communications channel you create.

DETECTING COMMUNICATION

Others with an acute sense able to detect your Communication medium can "tap into" your transmissions with a DC 10 + Communication rank Perception check. In some cases, this might be an appropriate skill check such as Expertise, Magic, or Technology, or a power effect check, such as Mind Reading. The eavesdropper must be within their normal sensory range of you or the receiver. With two degrees of success, the eavesdropper can also understand your transmission, "listening in" on your Communication. Sensory effects targeting your Communication medium can "jam" or block your transmissions.

EXTRAS

BROADCAST: You can broadcast simultaneously to every receiver within your Communication range at once. Note this extra is only strictly necessary to communicate with *everyone* over a wide area simultaneously—since using and maintaining Communication is a free action, you can normally establish and maintain Communication separately with multiple receivers, such as the members of a team, all in the same turn. ***+1 point per rank***.

SELECTIVE: If you have the Broadcast extra you can choose which receivers within range get your Communication, excluding everyone else. This allows you to go from a single receiver to all potential receivers within range or anywhere in between. ***+1 point per rank***.

FEATURES

DIMENSIONAL: This modifier allows you to extend your Communication into other dimensions with range proximate to your location in that dimension. One rank of Dimensional allows you to communicate with a single other dimension, two for a group of related dimensions, and three for any dimension in the setting suitable to your Communication descriptors. ***1 point per rank of Dimensional***.

RAPID: Your Communication occurs faster than normal speech. Each rank of this feature increases Communication speed by +3 time ranks. This is useful for high-speed computer links or "deep sharing" psychic connections and the like. ***1 point per rank of Rapid***.

SUBTLE: Your Communication cannot be "overheard," it is encrypted, scrambled, or otherwise protected. With 2 ranks, your Communication cannot even be *detected*; no one can tell you are transmitting, much less what you're saying. ***1 or 2 points***.

FLAWS

LIMITED: Communication may be limited to only members of a particular group, such as a species, family, members of an organization, and so forth. This is in addition to limitations imposed by medium, requiring receivers to have some means of perceiving your Communication. ***–1 point per rank, possibly more for more significant limits***.

ONE-WAY: You can only transmit communication, but cannot receive replies unless the receiver also has a Communication effect with sufficient range to reach you. ***–1 point per rank***.

SENSE-DEPENDENT: Communication is already sense-dependent, in that the subjects must be able to sense your Communication medium, and so it cannot have this flaw. However, other effects can be Communication Dependent, meaning you must be in Communica-

tion with your subject for them to work, using your Communication as a "carrier" for the other effect. If your Communication is blocked, the other effect doesn't work either. This is common for Mental Communication and some mental powers. ***–1 point per rank for the other effect.***

CONFIGURATIONS

COMMLINK: ***Radio Communication, One-Way, Removable • 1 Equipment Point per rank.*** This is a concealable radio earpiece used for team communication, usually over short ranges, further with a booster or satellite network. See **Chapter 7** for details.

INTERFACE: ***Electromagnetic Communication • 2 points per rank.*** You can establish communication with electronic devices within your range, usually to extend the effect of Comprehend Computers and similar powers to a network of devices.

PSYCHIC CONNECTION: ***Mental Communication, Limited to One Person • 1 point per 2 ranks.*** You have a psychic connection with one other person, usually a loved one, twin, or the like. Sometimes this connection is One-Way, requiring the other person to have a psychic connection with you as well for two-way communication.

TELEPATHIC LINK: ***Mental Communication • 2 points per rank.*** You can establish mind-to-mind communication with willing characters in range. This configuration often adds Comprehend Languages to transcend any language barriers.

COMPREHEND

EFFECT TYPE: Sensory **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** 2 points per rank

You can communicate beyond normal linguistic capabilities. Allocate ranks in Comprehend to the following options. Some options require more than 1 rank, noted in their descriptions.

In some situations, the GM may treat your Comprehend effect as an opportunity to use the **Guidance** advantage, either with a Hero Point for a heroic feat or just as a benefit of the information you receive from communicating with your subjects.

ANIMALS

- **1 RANK:** You can either comprehend animals or they comprehend you.
- **2 RANKS:** You can both comprehend animals and they comprehend you.

You can use interaction skills on animals able to understand you, although they are no more cooperative than normal. Wary or cunning animals may be terse and evasive, while especially stupid ones may make communication difficult. If an animal is Favorable or Helpful toward you, it may assist you.

COMPUTERS

- **1 RANK:** You can either send or receive information from digital devices like computers.
- **2 RANKS:** You can both send and receive information with digital devices.

Most computers are limited by their programming and function in terms of what they "know" and some may not be able to answer some inquiries with anything other than "unknown" or "not found." At the GM's discretion, you can use technical skills, particularly the Computers specialization of Technology, in place of interaction skills when communicating with digital devices.

LANGUAGES

- **1 RANK:** You can speak, understand, and read *all* languages. The rare instance when you cannot understand a language counts as a plot complication for you. This includes and supersedes the benefits of the **Multilingual** advantage.
- **2 RANKS:** You can understand all languages and listeners all perceive your communication in their native or best-known language, meaning you can simultaneously communicate with an audience that does not share a common language.

OBJECTS

- **2 RANKS:** You can communicate with inanimate objects, granting them the ability to speak to you. Objects only "know" about events directly affecting them or occurring in their immediate area. For more extensive "object reading" abilities, see the **Postcognition** effect.

PLANTS

- **2 RANKS:** You can communicate to and comprehend both normal plants and animate plant creatures. A plant's sense of its surroundings is limited, so it cannot give or recognize detailed descriptions or answer questions about things outside of its immediate vicinity.

SPIRITS

- **1 RANK:** You can comprehend spirit beings, such as ghosts or certain supernatural or extradimensional entities, perceiving their communication and relaying what you perceive to others, like a spirit medium.
- **2 RANKS:** The denizens of the spirit world clearly understand you as well. The GM defines what spirit beings are affected by this, depending on the setting. In some cases, additional ranks may be required for the ability to Comprehend all spirits in the setting.

FEATURES

SUBTLE: Comprehend effects with Animals, Objects, Plants, and Spirits allow your subject to "speak aloud" and for you to understand them. With 1 rank of this extra *only* you or another character with a suitable effect like Comprehend or Enhanced Senses can "hear" you communicate with your subject. With 2 ranks, you cannot be "overheard" at all. ***1 or 2 points.***

DRAWBACKS

LIMITED TYPE: You can only Comprehend a broad category of subject, such as avians, canines, sea creatures, or ancestral spirits or you can only Comprehend a narrow category of subject, such as dogs, falcons, or dolphins. ***–1 point for broad, –2 points for narrow.***

CONCEALMENT

EFFECT TYPE: Sensory **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 2 points per rank

When this effect is active, you gain Full Concealment from a particular sense, although you remain detectable to other senses, even other senses of the same type, so you could have Concealment from normal vision, for example, but not Infra-Vision or other senses in the Vision Sense Type.

Each additional rank gives you Concealment from another sense; 2 ranks give you Concealment from an entire sense type. Concealment from vision senses costs double: 2 ranks for one vision sense, 4 ranks for all vision senses. You cannot have Concealment from touch senses since that requires being incorporeal. See the **Insubstantial** effect. With Concealment 5, you can have Full Concealment from all vision senses (4 ranks) as well as normal hearing (1 rank), for example. With Concealment 10, you have Full Concealment from all sense types other than touch.

To conceal an area, see the **Obscure** effect.

CONCEALMENT EFFECTS

Full Concealment from all an attacker's accurate senses applies a –5 penalty against any attacks against you, and attackers need a Perception check against your Stealth check result to guess your current position. If they fail, any direct attacks they make against you automatically miss. You cannot be targeted by perception range attacks using a sense from which you are totally concealed. If you attack a target Unaware of your presence, it is considered a Surprise Attack: they are Vulnerable to your attack, but you give away your location. See **Surprise Attacks** under **Attack Checks** in **Chapter 8**.

EXTRAS

AFFECTS OTHERS: You can grant Concealment to others while you are touching them, or at range, if you also apply the Ranged extra. ***+1 point per rank***.

FEATURES

PRECISE: You can vary your Concealment at will as a free action, going from Total to Partial to no Concealment, concealing some parts of yourself and not others, or anywhere in between. If your Concealment affects multiple senses, you can also choose to affect some of those senses and not others. Concealment is normally all-or-nothing: either you are concealed the full amount of the effect or you're not. ***1 point***.

FLAWS

BLENDING: You blend into the background like a super-chameleon. Your Concealment only functions so long as you move no faster than speed rank 1, since the effect cannot adapt faster than that. ***–1 point per rank***.

LIMITED: Your Concealment only works under certain conditions, such as in fog, shadows, or in urban areas. One example is Limited to Machines, where Concealment only fools senses with a technological descriptor. ***–1 point per rank***.

PARTIAL: Your effect provides only Partial Concealment, applying a –2 penalty to attack checks against you, and allowing others a Perception check versus your Stealth check result to perceive you. ***–1 point per rank***.

PASSIVE: Your Concealment only lasts until you take a standard action requiring a check, at which point it stops working until you reactivate it, which you can do on your next turn. Routine checks do not deactivate Passive Concealment. ***–1 point per rank***.

RESISTIBLE: Anyone aware of your presence or actively looking for you can make a resistance check against DC 10 + Concealment rank to overcome your Concealment. Choose the resistance used for the check when you configure this flaw. Concealment Resistible by Will may represent some type of mental illusion or compulsion, for example. ***–1 point per rank*.**

CONFIGURATIONS

INAUDIBILITY: ***Hearing Concealment 1 · 2 points.*** You emit no sound and have Full Concealment to normal hearing. For an additional rank (and 2 Power Points) you are concealed from all hearing senses and cannot be detected by sonar, ultra hearing, or similar powers.

INVISIBILITY: ***Vision Concealment 2 · 4 points.*** You can become invisible to normal vision at will. This power often extends to rank 4 to encompass all vision senses, for 8 Power Points. The Blending flaw is common for a "chameleon cloak" type of effect.

COUNTER

EFFECT TYPE: Control **ACTION:** Standard **RANGE:** Close
DURATION: Instant **CHECK:** Effect Rank vs. Effect Rank
BASE COST: 1 point per rank

This effect can counter other effects of a particular descriptor, such as damaging attacks, fire effects, magical effects, mental effects and so forth, called the **focus** of the effort. You can counter one effect of your chosen focus per use of Counter. You cannot counter Personal range effects and the GM may decide some effects are too inherent to a subject to counter.

When you initiate a counter attempt against another character, it is an **active counter**. If you attempt to counter an effect being used against you or another target you are protecting, it is a **defensive counter**. An active counter target, or a defensive counter target other than yourself, must be within range of your effect. A defensive counter for yourself or a target adjacent to you requires only the effect's default Close range.

INNATE COUNTERING

All characters can attempt to counter one effect with another based on their descriptors, as described in **Countering Effects** previously in this chapter. Treat this like a power stunt: a Counter Alternate Effect of the effect used to counter, but with no Fatigue cost—it's just something all characters can do.

For example, you might counter the damage of an incoming attack with a damaging attack of your own, or counter fire powers with your water or ice powers, or counter a mental or magical power with your own mental or magical power. Some narrative flexibility and sensibility play into it. Find a reasonable combo that works for the style of your game. Plenty of super-strong heroes have countered a Blast with another Blast or even a punch with their Strength, for example, but Game Masters should look skeptically at an attempt to counter a Blast with Communication or Morph without a *really* good story behind it!

Innate countering uses just the base Counter effect. You must have a Counter effect or perform a regular power stunt, costing Fatigue, to apply any effect modifiers to it.

MANEUVERS AND COUNTERING

You can apply the Accurate Attack and Power Attack maneuvers to your counter attempt if it involves an attack check:

- **ACCURATE ATTACK:** Lower your Counter rank by up to –5 to increase your attack check by the same amount, up to +5.
- **POWER ATTACK:** Lower your attack check with Counter by up to –5 to increase your Counter rank by the same amount, up to +5.

See **Attack Maneuvers** under the **Attack** action in **Chapter 8**. In this case, the maneuver affects only your bonuses for countering attempts and you can choose a different maneuver, or none, with each countering attempt, even during the same round. You can also more than double your attack or counter rank with the maneuver modifier, although you still cannot lower a rank to less than 0 with it.

ACTIVE COUNTER

Take the Counter standard action and make an attack check against the originator of the focus within range. If successful, make an opposed check of your Counter rank against the rank check of the focus as the opposing DC:

- **SUCCESS:** You counter the focus. It has no effect and turns off if it is a sustained or continuous duration effect.
- **FAILURE (ONE DEGREE):** Your attempt to counter has no effect.
- **FAILURE (TWO DEGREES OR MORE):** Your attempt to counter has no effect and trying to counter the same focus again in that scene requires Extra Effort for a renewed attempt.

DEFENSIVE COUNTER

To counter an effect that occurs outside of your turn, you need to Ready a Counter action then use your reaction to counter when the opportunity arises. See **Ready** under **Actions** in **Chapter 8**. You can also spend a Hero Point for the **Quick Counter** advantage as a heroic feat or Extra Effort for the **Reaction** feature as a power stunt to use your reaction to counter at any time.

MULTIPLE DEFENSIVE COUNTERS

When you make a defensive counter, you can defensively counter the same focus multiple times during the same round, but each successive counter check after the first has a cumulative –2 penalty, which is removed at the start of your next turn.

EXAMPLE: Raven's player decides to counter attacks using her unarmed damage on her turn, taking her standard action to do so. It serves her well when Orion hurls a knife at her on his turn. Raven's player rolls an attack check against Orion's Defense, choosing a –2 Power Attack maneuver. She succeeds and rolls a check of her rank 2 unarmed damage as a Counter Alternate Effect with a +2 bonus from her maneuver. That's rank 4 versus Orion's rank 4 knife damage. Raven wins the opposed check, batting the knife aside.

When one of Orion's minions attacks her teammate, Raven can try to counter again. The GM asks how she does so and Raven's player says she scoops up Orion's fallen knife and flings it in between the attacker and her teammate, throwing them off target. That's within throwing range, so the GM agrees, but asks Raven's player for an attack check against the minion's Defense Class, which is 15.

If she uses her full Ranged Attack bonus of +16, she'll have a rank 4 effect check, the knife's damage as a Counter Alternate Effect. Fortunately, she doesn't need anywhere near that attack bonus for DC 15, choosing to lower her bonus to +11, and easily rolling the 4 or higher needed. That adds 5 to the knife's damage rank, giving Raven a +9 bonus for the Counter check, at –2 since this is her second Counter of the round, +7 against the minion's effect rank of 5. Still, she beats the minion in the opposed check, countering their attack.

COUNTERING ONGOING EFFECTS

You can also actively Counter an ongoing effect. This requires the same action and range, but an effect rank check against the ongoing Effect DC of 10 + rank. Subtract the Counter check's degrees of success from the degrees of effect of the ongoing or lingering effect. If it is lowered to 0 or less, the effect ends.

EXAMPLE: Mindfire has placed Johnny Rocket under her Mind Control with three degrees of effect. Lady Liberty has the power to break such bonds, a Counter Bindings effect. She takes the Counter action to shine the light of liberty upon her teammate and makes an effect check with her Counter rank against Mindfire's Effect DC. "C'mon, Johnny, shake it off!" If Lady Liberty succeeds, each degree of success lowers the degree of effect of the Mind Control. If she fails, the Freedom League has to come up with another plan to neutralize their super-fast teammate without hurting him.

EXTRAS

AREA EFFECT: Your effect can counter all focuses in its area with one use; check separately against each potential focus. The effect is limited to Power Level rank since Area Effects do not require an attack check. ***+1 point per rank***.



AURA: Your effect defensively counters its focus automatically when it would come into contact with you, without any action on your part, unless you deliberately deactivate it. It is limited to Power Level rank since Aura does not require an attack check. You have no cumulative penalty for defensively countering multiple times per turn. ***+3 points per rank***.



BROAD: Broad Counter has a wide focus like all attacks, magical, mutant, or technological effects. This modifier is available only with the Game Master's permission and may depend on the types of effects available in the setting. Note that even a Broad Counter is still limited by descriptor and cannot counter *everything*. ***+1 point per rank***.

CONCENTRATION: Your Counter's duration parameter becomes concentration. Any successfully countered effect is suppressed and cannot be re-activated so long as you take the Concentrate action on each of your turns. The user of the countered effect may use Extra Effort to gain another opposed check. If successful, the Counter effect ends and the suppressed effect can be reactivated. ***+1 point per rank***.

CONTINUOUS: Your Counter's duration parameter becomes continuous. Any successfully countered effect is suppressed and cannot be re-activated until you choose to end the effect as a free action. The user of the countered effect may use Extra Effort to gain another opposed check. If successful, the Counter effect ends and the suppressed effect can be reactivated. ***+3 points per rank***.

EFFORTLESS: Countering again after two degrees or more of failure does not require Extra Effort. ***+1 point per rank***.

FREE ACTION: You can Counter your focus or Ready an attempt to do so as a free action. If you choose to Counter as a simple action, you have no cumulative penalty for defensively countering multiple times per turn. ***+2 points per rank***.

IMPOSE FLAW: Rather than being countered, the effect targeted by your Counter gains a flaw of your choice, up to –1 point per rank in value, affecting its current or next use and lasting until your Counter duration expires. ***+0 points per rank***.

MULTIATTACK: A Multiattack Counter effect can be focused on a single target for an active counter, imposing a –2 or –5 penalty to the target's opposed check, or can be used to counter multiple potential focuses with one active use, taking the usual Multiattack penalty against the number of targets. Multiattack does not benefit defensive uses of Counter. ***+1 point per rank***.

NULLIFY: You can Counter Personal range effects with an active counter attempt. The target can use their Will resistance for the opposed check if it is higher than the targeted effect's rank. ***+1 point per rank***.

PERCEPTION RANGE: You can counter your focus at perception range. Your Counter rank is limited to Power Level since perception range effects don't require an attack check. ***+2 points per rank***.

RANGED: You can make a ranged attack check to counter your focus at range. ***+1 point per rank***.

REFLECT: When you successfully Counter a focus targeting a character, including yourself, you can use the Redirect advantage as a non-action to direct it at a new target. The new target must be within range of the original attack. The Game Master rolls a new attack check using the original attack check modifier, against the new target. ***+1 point per rank***.

SELECTIVE: If you have an Area Effect Counter, this modifier allows you to choose which targets in the area are affected, countering some and not others. You must be able to accurately perceive a focus to exclude it from the effect. ***+1 point per rank***.

SIMPLE ACTION: You can Counter your focus or Ready an attempt to do so as a simple action. If you choose to Counter as a standard action, you have no cumulative penalty for countering multiple attacks per turn. ***+1 point per rank***.

SIMULTANEOUS: You can Counter *all* effects of your focus at once for the target or area you affect. ***+1 point per rank***.

SUSTAINED: Your Counter duration parameter becomes sustained. Any countered effect is suppressed and cannot be re-activated so long as you take the Sustain action on each of your turns. The user of the countered effect may use Extra Effort to gain another opposed Power Level check. If successful, the Counter effect ends and the suppressed effect can be reactivated. ***+2 points per rank***.

FEATURES

ACCURATE: Ranks in this feature add +2 to your attack checks with Counter, limited to Power Level, as usual. ***1 point per rank of Accurate***.

AFFECTS INSUBSTANTIAL: Counter does *not* require this modifier to affect insubstantial targets, or the Insubstantial effect itself. You can attempt to counter the effects of insubstantial targets, including the Insubstantial effect itself, if you have the Nullify extra.

PRECISE: If you have a Simultaneous Counter, this modifier allows you to choose which effects of a focus are affected and which are not. ***1 point***.

QUICK COUNTER: You can use your reaction for a defensive counter as if you had readied the effect without needing a Ready action. ***1 point***.

REDIRECT: When you defensively counter a focus, you can use your reaction for the Redirect advantage to direct it at a new target. The new target must be within range of the original attack. The Game Master rolls a new attack check using the original attack check modifier, against the new target. ***1 point***.

FLAWS

LIMITED TO [EFFECT]: Your Counter may be limited to a narrower focus, a particular type of action or effect, such as only thrown weapons, ballistic weapons, energy attacks, and so forth. Each of these or similarly limited categories is worth a –1 point per rank, more limited categories may be worth more, while less limited ones are just a 1- or 2-point drawback. ***–1 point per rank or by category***.

LIMITED TO ACTIVE OR DEFENSIVE: It is up to the GM whether a particular Counter configuration being usable only actively or defensively constitutes a flaw, since some configurations have that limit implicitly and flaws have to reduce an effect's utility. For example, Counter Damage with the default range of Close is primarily useful defensively, since active uses of Counter only turn off a targeted effect, and Damage is Instant duration. So the configuration wouldn't qualify for an additional Limited to Defensive flaw. Conversely, a Broad, Ranged Counter Powers configuration *could* qualify, since it has clear active and defensive uses, and would lose utility from the flaw.

CONFIGURATIONS

BANISH: ***Counter Summon Magical Beings, Ranged, Sphere Area Effect · 3 points per rank***. You force summoned beings of a magical or extradimensional nature to return whence they came, ending the Summon effect and causing the beings to disappear.

DEFLECTOR FIELD: ***Counter Attack, Aura, Broad · 5 points per rank***. You surround yourself with a field that automatically counters any effect aimed at you requiring a resistance check while it is active. For area effects, your Deflector Field may only Counter the effect for you, depending on descriptors.

POWER NULLIFICATION: ***Counter Powers, Broad, Nullify, Ranged, Simultaneous · 5 points per rank***. You can make a ranged attack to counter all a target's powers, turning them off until they are re-activated. Power Nullification often has concentration or sustained duration to make it Power Suppression that continues to suppress the nullified powers, and it is up to the GM if "Powers" constitutes too Broad a focus for this effect, in which case it should be focused on a Broad *type* of powers, such as Magical, Mutant, and such. This is a common effect for power-restraining devices.

REFLECTION FIELD: ***Counter Attack, Aura, Broad, Reflect · 6 points per rank***. Like a Deflector Field (previously) but it also lets you Redirect attacks it counters at other targets, including the attacker.

CREATE

EFFECT TYPE: Control **ACTION:** Standard
RANGE: Ranged **DURATION:** Sustained
CHECK: Ranged Attack vs. Defense (sometimes)
RESISTANCE: Dodge vs. Effect DC (sometimes)
BASE COST: 2 points per rank

You can form solid objects essentially out of nothing. They may be made from solidified energy, "hard" water or air, transmuted bulk matter, nanotech or "smart" matter, ice, stone, or some other medium, depending on the effect's descriptors and modifiers.

CREATED OBJECT CHARACTERISTICS

You can create an object with the following characteristics:

- Volume rank up to your effect rank. If you create a hollow rather than solid object, it can be up to 2 ranks larger.
- A created object typically has a mass rank up to its volume rank, not including any modifiers for being hollow.
- Toughness rank up to your effect rank.
- The object can be in the form of a simple geometric shape or common object. The GM has final say whether a particular object is too complex to create.
- The object cannot have moving parts more complex than a hinge.
- Objects are either opaque, translucent, or transparent, providing Total, Partial, or no Concealment, chosen when you configure the effect. If you can vary this, apply the **Variable Opacity** feature. For an object to look entirely real or to be entirely invisible, apply the **Subtle** feature.
- The object is stationary once created, although other effects can move it.

Placing the created object accurately is a ranged attack check, but you can make it as a routine check against DC 5 unless you're specifically using creating the object as an attack. See **Trapping With Objects** and **Dropping Objects**, following.

MAINTAINING CREATED OBJECTS

Maintaining created objects requires a Sustain action each turn. If not maintained, the objects disappear, or crumble or collapse into dust or the like.

You can only maintain your Create effect rank in total volume rank of objects at once, not including any modifiers for being hollow, whether one object or multiple objects. If you take the Concentrate action, you can maintain up to your effect rank +1 in total object volumes, but your ability to create more will likely be limited without Extra Effort.

Continuous and permanent Create effects do not need maintenance and can create an unlimited number of objects, although continuous effects can still be countered. You can dismiss continuous Create effects, essentially "uncreating" the object as a free action. Permanent Create effects can neither be dismissed nor countered, as they are essentially real objects.

DAMAGING CREATED OBJECTS

Created objects can be damaged and broken like other objects. See **Damaging Objects** under the **Damage** effect for more. You can repair all damage to a created object by using your effect again, essentially "re-creating" the object intact once again.

OBJECT COVER & CONCEALMENT

A created object can provide Cover as well as Concealment if the object is not transparent. See **Cover** and **Concealment** in **Chapter 8**. Cover provided by a created object blocks incoming attacks, but blocks outgoing attacks as well. Attacks hitting the covering object damage it normally. Effects with the **Indirect** modifier can bypass the Cover provided by a created object like any other Cover. The **Se-**

lective extra allows you to vary both the Cover and Concealment your objects provide.

TRAPPING WITH OBJECTS

You can trap a target inside a hollow object larger than them, such as a cage or a bubble. This requires a successful attack check against the target's Defense and the target gets a Dodge resistance check against your Effect DC to avoid being trapped. Create's Effect DC in this case is limited to the Power Level limit for the attack check bonus used, even if it is normally higher. A trapped character can break the object normally. Imposing conditions on the target other than just trapping them requires a separate effect, such as an Affliction, which may be a suitable Alternate Effect of Create.

ATTACKING WITH OBJECTS

While a created object could potentially be wielded as an improvised weapon, the effect cannot otherwise create attacks or other effects. You must acquire those separately, possibly as Alternate Effects of Create.

DROPPING OBJECTS

Simply dropping a created object onto a target is handled like a ranged attack, treating the object as an area effect, if it is larger than the target. See **Area Effect** in the **Power Extras** section. The object inflicts damage equal to its effect rank and targets get a Dodge resistance check against the Effect DC to evade the falling object, with success resulting in *no* damage. Create's Effect DC in this case is limited to the series Power Level, as with other Area Effects.

SUPPORTING WEIGHT

If the created object needs to support weight, such as with a bridge or column, it has an effective Strength equal to its effect rank. You can "shore up" a created object by taking the Concentrate action, increasing its effective Strength by 1 until the end of your next turn. You can also use Extra Effort to increase a created object's Strength by 1 for one turn, and these modifiers are cumulative.

CREATE AND OTHER EFFECTS

Depending on its descriptors and modifiers, Create can range from forming simulations of physical objects out of energy to creating nearly real physical things. Create is not intended for animate *characters;* for that effect, see **Summon**. Create also doesn't transform existing things; for that see **Transmute**. With the **Equipment** extra, Create can form working versions of equipment within its rank. For just the ability to summon up different types of equipment, consider a **Variable** effect instead.

EXTRAS

CONTINUOUS: Continuous Create makes objects that do not require maintenance; they remain until they are destroyed, nullified, or you choose to dismiss them, even when you switch effects in an array. ***+1 point per rank***.

EQUIPMENT: You can Create fully functional equipment, up to 1 Equipment Point per rank of Create. The equipment has its normal Toughness rank and other traits. See **CHAPTER 7** for details. If the duration of the Create effect expires, the equipment vanishes. ***+1 point per rank***.

MOVABLE: You have a Move Object effect at your Create rank that only works on your created objects. ***+1 point per rank***.

PERMANENT: Your created objects do not require maintenance; they remain until they are destroyed or countered. Unlike continuous Create, you cannot choose to dismiss such objects. You cannot

repair permanent created objects or otherwise alter them once they're created. You cannot use Extra Effort with your Create effect. ***+0 per rank***.

IMPROVED, **IMPENETRABLE, AND IMPERVIOUS:** You can apply these extras to your Create at their normal cost, in which case they apply to the Toughness of your created objects. See the **Enhanced Resistance** effect in this chapter for details.

SELF-REPAIRING: At the start of each of your turns, any object you are maintaining with Create that is damaged removes all its damage conditions, restored to Normal condition. ***+1 point per rank***.

SELECTIVE: You can make your created objects selectively "transparent" to attacks, blocking some while allowing others to pass through them. You can also selectively make your objects solid to some creatures and incorporeal to others, such as allowing one person to walk through a created wall, while blocking another. It takes a free action to change the selective nature of an object; permanent Create cannot have this extra. ***+1 point per rank***.

STATIONARY: Your created objects can hang immobile in the air. They resist being moved with a Strength rank equal to your Create rank. Unless you have the Movable extra, you cannot move a stationary created object any more than anyone else. ***+0 points per rank***.

FEATURES

INCREASED VOLUME: Each rank of this modifier adds to your Create rank in determining the maximum volume rank of objects you can create, without changing their maximum Toughness rank. ***1 point per rank of Increased Volume***.

PRECISE: You can create more precise and detailed objects. The exact parameters are up to the GM, but generally, you can create objects with moving parts and considerable detail. ***1 point***.

SUBTLE: With 1 rank of this feature, your created objects are not noticeable as such. They look just like real objects. For 2 ranks, your created objects are not noticeable at all, such as objects composed of invisible force. ***1 or 2 points***.

TETHER: You have a connection to your created objects, allowing you to exert your Strength to move them. ***1 point***.

VARIABLE OPACITY: You can choose if your created objects are opaque, translucent, or transparent when you create them. ***1 point***.

FLAWS

FEEDBACK: When your created objects are damaged, you suffer a Feedback effect. See **Feedback** in the **Power Flaws** section for details. ***–1 point per rank***.

PROPORTIONAL: You apply ranks of Create to the volume and Toughness of objects separately, rather than simultaneously. You can apply 0 ranks to the object's volume and all ranks to Toughness, vice versa, or anywhere in between, so long as the sum of the two ranks applied does not exceed your Create rank. ***–1 point per rank***.

DRAWBACKS

FRAGILE: Your created objects have a lower maximum Toughness; subtract the rank of this drawback from your effect rank to determine it. You cannot have more ranks in Fragile than your Create rank. ***–1 point per Fragile rank***.

SMALL: Your created objects have a lower maximum volume rank; subtract the rank of this drawback from your effect rank to determine it. You cannot have more ranks in Small than your Create rank. ***–1 point per Small rank***.

CONFIGURATIONS

FORCE CONSTRUCTS: ***Create Construct, Movable · 3 points per rank***. You form objects out of solidified energy. The Selective and Variable Opacity extras are common for this power, and the Subtle 2 modifier suits constructs of invisible force.

MATTER SHAPING: ***Create Object, Permanent · 2 points per rank***. You create or shape some type of material into different forms, such as earth, ice, metal, stone, or wood, to name a few. The shaped forms are stable and permanent once created.

DAMAGE

EFFECT TYPE: Attack **ACTION:** Standard **RANGE:** Close
DURATION: Instant **CHECK:** Close Attack vs. Defense Class
RESISTANCE: Toughness vs. Effect DC
BASE COST: 1 point per rank

You can inflict damage conditions on a target by making a close attack check against the target's Defense. If your attack hits, the target makes a resistance check against your Damage Effect DC:

- **SUCCESS (TWO DEGREES OR MORE):** The target receives no damage conditions, completely shrugging off the damage.
- **SUCCESS (ONE DEGREE):** Hit by the attack, the target receives the **Hit** condition. A Hit condition imposes a cumulative –1 penalty on further resistance checks against damage; the more Hits a target has, the lower their resistance and the more likely they are to suffer a more severe result from damage. Enough Hits can wear almost any target down over time.
- **FAILURE (ONE DEGREE):** The target receives the **Dazed** condition, which lasts until the end of their next turn, or the target is knocked **Prone**, and must take the Stand action to get back up. The attacker chooses which result occurs.
- **FAILURE (TWO DEGREES):** The target receives the **Staggered** condition. If a character receives a second Staggered condition, they are **Incapacitated** instead.
- **FAILURE (THREE DEGREES OR MORE):** The target receives the **Incapacitated** condition. Incapacitated characters are Helpless, which affects how they take further damage. See the **Helpless condition for details.**

The effects of a damage resistance check are cumulative, so a character who fails their resistance check by two degrees takes the Hit, Dazed or Prone, and Staggered conditions. See the **Conditions** section of **Chapter 1** for details on the various damage conditions. See the **Damage** section of **Chapter 8** for additional details on Damage in play.

STRENGTH DAMAGE

STRENGTH PROVIDES A "BUILT-IN" DAMAGE EFFECT: the ability to hit things! You can apply extras and flaws to the damage your Strength

UNDER THE HOOD: DAMAGE

Descriptors for the Damage effect can have an impact on how it interacts with other effects, especially Immunity and Reduction. See the **Immunity** effect for some examples of descriptors for different types of damage, but feel free to come up with your own as well.

The Damage effect—and damage in general in *Mutants & Masterminds*—is intended to be "super-heroic" in nature: Characters get Dazed or Staggered by powerful hits, but effects are limited and they generally bounce back and are fine by the next scene. It's difficult to inflict the Dying condition on most characters and, even then, there are opportunities to save them before they perish.

The main exception to this is minions, who can be Incapacitated—or even killed—by any damage condition, and any instances where the GM feels its dramatically appropriate for a non-player character to suffer more severe conditions from damage, as best suits the adventure. For Game Masters and groups looking to modify the damage system to their taste, see the *Mastermind's Manual* for a variety of options.

inflicts. You can also have Alternate Effects of your Strength damage; see **Alternate Effect** in the **Power Modifiers** section of this chapter for details. A character's Strength damage has the same parameters as the Damage effect by default.

EXTRAS

STRENGTH-BASED: Your Damage effect is Strength-based—something like a handheld or thrown weapon—in which case you add your Strength and Damage ranks together when determining the rank of the attack. However, lower Strength also lowers the amount you can add to your Damage: Impaired Strength is –2 to its rank for Damage, while Disabled Strength is –5. Likewise, anything that prevents you from exerting your Strength also stops you from using your Damage effect. If you cannot swing your fist, you cannot swing a sword or use claws, either. On the other hand, a laser, acid, or lightning does the same damage whether you can exert your Strength or not. ***+0 points per rank***.

CONFIGURATIONS

BLAST: ***Damage, Ranged • 2 points per rank*.** This is a Ranged Damage effect that uses ranged attack vs. Defense.

DAMAGE AURA: ***Damage, Aura • 4 points per rank***. You can surround your body with an effect that causes damage to anyone touching you, like acid, electricity, fire, sharp spikes or spines, and so forth. See the **Aura** extra for details.

MENTAL BLAST: ***Damage, Perception Range, Resisted by Will • 3 points per rank***. This Damage effect does not require an attack check, affecting any target you can accurately perceive and they resist using Will, bypassing Toughness, but meaning it cannot damage targets Immune to Will Effects.

STRIKE: ***Damage, Strength-Based • 1 point per rank*.** This is the standard Damage effect that adds to your Strength damage, usually representing enhanced striking power, natural weapons like claws, horns, or teeth, or a damaging energy field or other effect that accompanies your unarmed strikes. May be Linked with another effect like an Affliction. See **Linked** in the **Power Extras** section of this chapter.

WEAPON: ***Damage, Strength-Based, Removable • 1 point per rank, -1 point per 5 points*.** This is a handheld weapon of some type, usually a Strength-Based close combat weapon, from brass knuckles or a knife to a sword, hammer, or staff, to name a few. Throwing weapons have the **Thrown** modifier while ranged weapons have the **Ranged** extra, like the Blast configuration. See **Chapter 7** for various weapons with the Equipment degree of the Removable drawback.

DIMENSIONAL TRAVEL



EFFECT TYPE: Movement **ACTION:** Standard
RANGE: Personal **DURATION:** Instant
BASE COST: 2 points per rank

You can shift from one dimension to another as a standard action, carrying up to mass rank 0 of additional material with you, with the effect's rank determining the range of possible destinations:

- **1 RANK:** You can move between your home dimension and one other.
- **2 RANK:** You can move between your home dimension and a related group of dimensions: mystical dimensions, dreams, parallel earths, and so on.
- **3 RANK:** You can travel to any other dimension known to you.

The Game Master determines the range of possible dimensional destinations in the setting, if any.

CARRYING PASSENGERS

You can bring willing passengers with you, so long as you are in physical contact with them and can carry their mass rank, which may require ranks in the **Increased Mass** modifier. At the GM's discretion, willing passengers can just be adjacent to you, or all touching, such as holding hands in a circle.

You can also bring unwilling "passengers" with you, but only if you successfully grab them first. See the **Grab** action in **Chapter 8** for details. So long as you can carry their mass, a character in a hold can be carried along during your dimensional travel.

TIME TRAVEL



A version of this effect is the ability to travel through *time* rather than other dimensions and is only allowed with *extreme* caution. Its ranks are:

- **1 RANK:** You can move between your home time and one other point in time, such as 55 years into the past or 1,000 years into the future.
- **2 RANK:** You can move between your home time and any point in one of the future or the past.
- **3 RANK:** You can travel to any other point in time known to you.

Consult with your Game Master and obtain their permission, if you want a character who has this version. The game guidelines do not

define anything about the physics or implications of time travel in the setting, which are decided by the GM, if this option is even available. Generally, Time Travel is better reserved to non-player characters under the Game Master's control.

EXTRAS

PORTAL: Rather than simply disappearing when you Dimension Travel, you open a portal or gateway between the two dimensions as a free action. The portal is distance rank 0 across. Anyone stepping through, a Move action, is transported to the other dimension. The portal remains open as long as you take a Concentrate action each turn to maintain it. ***+2 points per rank, +1 additional point per rank if you can maintain the portal as a Sustain action, +1 additional point per rank if your Portal is one-way, chosen when you create it. 1 point feature per distance rank you can enlarge your dimensional portal.***

FEATURES

CHANGE DIRECTION: You can change your direction or orientation when you arrive at your destination. ***1 point***.

CHANGE VELOCITY: You can Dimensional Travel "at rest" to your destination. Among other things, this means you can use Dimensional Travel while falling and arrive at rest and not falling. ***1 point***.

INCREASED MASS: You can carry additional mass when you use Dimensional Travel equal to your rank in this extra. ***1 point per rank in Increased Mass***.

FLAWS

MEDIUM: You require a medium for your Dimensional Travel, such doorways, waterways, shadows, flames, mirrors, and so forth. You can only Dimension Travel to and from locations where your medium exists. ***–1 point per rank.***

ELONGATION

EFFECT TYPE: Alteration **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You can elongate your body and limbs to extend your reach or length. You can extend up to a maximum of (rank × distance value 3). Actions performed at an extension of (rank × distance value 1) have no modifier, those at (rank × distance value 2) have a –2 check penalty, while those at full extension (rank × distance value 3) have a –5 penalty. If performing actions with your limbs in an area you cannot accurately sense, you also take a –5 penalty on any associated checks due to Concealment. See **Concealment** in **Chapter 8**.

By elongating your body, you can use your increased height to see over or around obstacles, increasing the range of your Perception checks, or to reach high places you might not otherwise be able to **reach.**

ELONGATING ATTACKS

You can use Elongation to make "close" attacks at a greater distance by elongating your limbs, effectively making attacks using your elongated limbs ranged, with the usual modifiers for distance and Concealment given previously.

ELONGATING CLIMBS

Elongating your arms and pulling yourself up allows you to substitute your Elongation rank for your Strength for Athletics checks to climb. You also get a –5 to Athletics check difficulties to climb a distance rank equal or less than your Elongation rank + 1. See **Athletics** in **Chapter 4** for details.

ELONGATING GRABS

Elongation allows you to wrap your limbs or body around an opponent when taking the Grab action, so you can substitute your Elongation rank for your Strength for the effect rank of your grab. Your rank is limited by Power Level in this instance, like your Strength rank. Using your Elongation to grab gives you the benefits of the **Grabbing Finesse** advantage and allows you to grab opponents with a size rank equal to or less than the total distance rank you can elongate.

ENHANCED MOVEMENT

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You have an enhanced or special form of movement. Allocate ranks in Enhanced Movement to the following options. Some options require more than 1 rank, noted in their descriptions.

ENHANCED MOVEMENT TYPES

ENVIRONMENTAL ADAPTATION: You're adapted to a particular environment, such as underwater, zero gravity, and so forth. You suffer none of the movement penalties associated with that environment, moving and acting normally, although you still need the **Immunity** effect to survive hazardous environments. ***1 rank per Environment***.

SAFE FALL: As a free action or reaction, you can fall any reasonable distance without harm. You can also stop your fall at any point along a distance so long as there is a handhold or projection for you to grab onto. ***1 rank***.

SLITHERING: You can move at your normal ground speed while you have the Prone condition. ***1 rank***.

STABLE: Unstable movement for a particular movement mode does not affect you and you do not need to make checks for it. See Unstable Movement in **Chapter 3** for details. ***1 rank per mode of movement***.

TRACKLESS: You leave no trail and cannot be tracked using one sense type, usually vision. Each additional sense type requires another rank. ***1 rank per sense type***.

WALL-WALKING: With 1 Enhanced Movement rank applied to this effect, you can climb walls and ceilings at your ground speed rank –1 with no chance of falling and no need for an Athletics check. With 2 ranks, you climb at your ground speed rank. You are still Vulnerable while climbing, however. For an additional 2 ranks, you are not Vulnerable while climbing. ***1–4 ranks***.

WATER-WALKING: For 1 rank, you can stand or move at your normal ground speed across the surface of liquids without sinking. If you fall Prone for any reason, you sink normally. For 2 ranks, you can also lie Prone on a liquid surface without sinking; you only sink if you choose to. The effects of touching the liquid still affect you in the case of hazardous surfaces like acid or molten lava. ***1–2 ranks***.

ENHANCED RESISTANCE

EFFECT TYPE: Defense **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** 1 point per rank

Resistances can be treated as power effects to apply power modifiers to some or all of their ranks. Your total rank in a resistance is limited by Power Level as detailed in **Chapter 2**.

EXTRAS

IMPROVED: When you resist an effect with a rank equal to or less than your Improved Resistance, make the resistance check with a bonus die. Ranks of Improved Resistance stack with ranks of Impervious Resistance (following). ***+1 point per rank***.

IMPERVIOUS: Applied to ranks of an Improved Resistance, when you resist an effect with a rank equal to or less than your Impervious Resistance rank, no resistance check is needed. You are simply unaffected, as if you had **Immunity** to that effect. See the **Immunity** effect in this chapter. The Impervious modifier cannot apply to more ranks of a resistance than your Power Level, regardless of trade-offs or the resistance's full rank value. ***+1 point per rank****, resistance must already be Improved.*



IMPENETRABLE: Applied to an Improved or Impervious Resistance, this extra allows the resistance to ignore Penetrating effects that would overcome it. See **Penetrating** in the **Power Extras** section of this chapter. ***+1 point per rank, resistance must already be Improved or Impervious.***

SUSTAINED: Resistances are normally permanent, but ranks in them can be sustained in duration instead, requiring you to activate them, and turning off if no longer maintained with a Sustain action. This may represent a focused act of enhancing your resistance through concentration, maintaining a force field, a controlled hardening or transformation of your body, deploying nanotech armor, or similar descriptors. You can use Extra Effort with sustained Resistance, including performing power stunts. ***+0 points per rank***.

FLAWS

FADING: This flaw can represent resistance that is damaged, worn away, or used up. Each time the character makes a resistance check with it, their Fading Resistance rank is lowered by 1, whether the check succeeds or fails. Lost Resistance is regained between scenes. See the **Fading** flaw description for details. ***–1 point per rank***.

LIMITED: The most common version of this flaw is a Resistance Limited to only certain effects or descriptors, such as Toughness Limited to Energy Damage, or Will Limited to Mental Powers, both suitable for –1 point per rank. More Limited options may be worth –2 or more points per rank, while less Limited options are usually drawbacks. See the **Limited** flaw description for cost modifiers and the **Immunity** effect for some examples of the commonality of certain descriptors.

UNRELIABLE: Unreliable ranks of a resistance don't always work, perhaps due to some flaw, partial coverage, or an inherent weak point. ***–1 point per rank***.

BEING BULLETPROOF

Lots of superheroes bounce bullets off their chests or are otherwise immune to things like gunfire. How do you ensure that is the case for your hero in *Mutants & Masterminds?* As detailed in **Chapter 7**, most handguns, including rifles, inflict damage 5 at most, so 5 ranks of Impervious Toughness are enough to make a character effectively "bulletproof" unless subjected to an attack that increases their damage rank. Impervious Toughness 10 means they could take a rocket launcher hit with no damage! The **Immunity** effect defines ballistic damage as a common descriptor, so 10 ranks of Immunity to Ballistic Damage can also make a hero bulletproof. It doesn't provide protection against any other sort of damage but things like damage rank bonuses cannot overcome it. Either way, being "bulletproof" in *M&M* runs around 10 Power Points.

DRAWBACKS

NOTICEABLE: Resistances are not normally noticeable as effects. This drawback makes an Enhanced Resistance noticeable, such as having armored scales or metallic skin, for Enhanced Toughness, for example, or glowing field around your head for Enhanced Will. Note that sustained Resistance (previously) is automatically noticeable with no cost decrease from this flaw. ***–1 point***.

CONFIGURATIONS

ARMORED SKIN: ***Enhanced Toughness, Noticeable · 1 point per rank – 1 point.*** Your Toughness is particularly noticeable because your body or skin *look* tough, as detailed in the **Noticeable** drawback.

FORCE FIELD: ***Enhanced Toughness, Sustained · 1 point per rank.*** You surround your body with a protective field. You can turn your Force Field on or off at will as a free action. Unlike regular Toughness, your Force Field has a Noticeable effect by default unless you apply the Subtle modifier. You can further improve it with Extra Effort, and use it for powers stunts and Counter actions. This power commonly has the Improved, if not Impervious, extra.

IMPERVIOUS SHIELD: ***Enhanced Toughness, Impervious, Sustained · 3 points per rank.*** You have a shield, set of bracers, or similar device granting you increased Toughness so long as you have a free action to bring it into play. You can also Ready an action to counter damaging attacks with your shield, or use the Quick Counter advantage to do so as a reaction.

MENTAL RESISTANCE: ***Enhanced Will, Limited to Mental Powers · 1 point per 2 ranks.*** You can better resist attempts to affect or touch your mind.

PARTIAL ARMOR: ***Enhanced Toughness, Removable, Unreliable · 1 point per 3 ranks.*** This is partial-coverage body armor of some sort that provides a bonus to your Toughness about half of the time while wearing it if you make the reliability roll.

PRECOGNITIVE REFLEXES: ***Enhanced Dodge · 1 point per rank.*** Your subconscious ability to perceive what will happen improves your reaction time and reflexes.

ENHANCED SENSES

EFFECT TYPE: Sensory **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** 1 point per rank

You have one or more enhanced sensory abilities or added sensory abilities beyond the normal senses. See **Senses and Perception** in **Chapter 3**. Allocate ranks in Enhanced Senses to the following effects. Some options require more than 1 rank, noted in their descriptions.

Enhanced Senses effects are non-actions and always available, but using them for Perception or more detailed examination of things may require an action, at the GM's discretion. See **Noticing vs. Observing** under the **Perception** skill description in **Chapter 4**. In addition to the listed benefits, having an Enhanced Senses effect can be a good opportunity for a use of the **Guidance** advantage, including as a heroic feat from spending a Hero Point.

SENSE TYPES

ACCURATE: An Accurate Sense can pinpoint something's exact location. You can use an Accurate Sense to target something in combat. Vision and touch senses are already Accurate. ***2 ranks for one sense, 4 for an entire sense type.***

ACUTE: You can sense specific details about anything you can detect with a particular sense, allowing you to distinguish between and identify different subjects. Vision and hearing senses are already Acute. ***1 rank for one sense, 2 for an entire sense type.***

ANALYTICAL: Beyond Acute, you can perceive specific details about anything you can detect with a particular sense, such as chemical composition, exact dimensions or mass, frequency of sounds and energy wavelengths, and so forth. No normal sense is Analytical. You can only apply this to an already Acute sense. ***1 rank for one sense, 2 for an entire sense type.***

AWARENESS: You can sense the use of effects of a particular descriptor at a distance in one direction, usually in front of you, with a DC 10 ranged Perception check. Examples include Cosmic Awareness, Divine Awareness, Magical Awareness, Psionic Awareness, and so forth. Choose a sense type your Awareness belongs to. A form of Awareness is a common means of noticing effects that have 1 rank of the **Subtle** modifier. See **Power Modifiers** later in this chapter. ***1 rank.***

COUNTERS CONCEALMENT: For 2 ranks, a sense type with this effect ignores the Concealment from a particular descriptor; you sense as if the Concealment was not there. If you have Vision Counters Invisibility, for example, then invisible beings are visible to you. For 5 ranks, the sense type ignores *all* Concealment effects, regardless of descriptor. Concealed subjects seem slightly "off" to you, enough to know they are concealed to others. This effect does not work on the Concealment provided by opaque objects; for that, see **Penetrates Concealment**. ***2 ranks for one Concealment effect for a sense type, 5 ranks for All Concealment effects for a sense type.***

COUNTERS ILLUSION: A sense type with this effect ignores the **Illusion** effect; you automatically sense the illusion isn't real. Note that this effect does not work against the **Hallucination** effect, which occurs in the subject's mind. ***2 ranks.***

DANGER SENSE: You can sense potential danger. When you would gain the Surprised or Vulnerable conditions due to being Unaware of something, make a DC 10 Perception check: One degree of success means you're not Vulnerable, even while Surprised, negating the Defense penalty of a Surprise Attack. See **Surprise Attacks** under **Attack Checks** in **Chapter 8**. Two degrees of success mean you are not Surprised at all. Choose a sense type for your Danger Sense. Concealment from that sense allows you to be Surprised or Vulnerable. ***2 ranks.***

DARK-VISION: You can see in complete darkness as if it were normal lighting, the equivalent of Vision Counters Concealment from darkness. ***2 ranks.***

DETECT: You can sense a particular item, quality, or effect by touch with a Perception check, usually DC 10, but set by the GM. Choose a sense type your Detect belongs to. Detect only indicates the presence or absence of something and is not Acute, Accurate, Radius, or Ranged, although you can apply those and other Enhanced Senses effects to it. ***1 rank.***

DIRECTION SENSE: You always know what direction magnetic north lies in and can retrace your steps through any place you've been. ***1 rank***.

DISTANCE SENSE: You can accurately and automatically judge distances you can accurately perceive. ***1 rank***.

EXTENDED SENSE: Each rank in Extended Sense multiplies the distance value for a –1 penalty to your Perception checks with a ranged sense by 10. ***1 rank for one sense, 2 ranks for an entire sense type***.

INFRA-VISION: You can see in the infrared portion of the spectrum, allowing you to perceive heat patterns. Darkness does not provide Concealment for objects, such as people, which differ in temperature from their surroundings. Note that unlike normal vision, Infra-Vision is not Acute, although it is Accurate. ***1 rank***.

LOW-LIGHT VISION: You ignore penalties to vision Perception checks for poor lighting, so long as it is not completely dark. ***1 rank***.

MICRO-VISION: You can see tiny things. You can see dust-sized objects for 1 rank, cellular-sized for 2 ranks, DNA and complex molecules at 3 ranks, and individual atoms at 4 ranks. This may allow you to gather information unavailable to others, especially with an Investigation or Expertise skill check to interpret it. ***1 to 4 ranks***.

PENETRATES CONCEALMENT: A sense with this effect ignores Concealment from obstacles. Vision Penetrates Concealment sees right through opaque objects, for example, and Hearing Penetrates Concealment is unaffected by sound-proofing or intervening materials. ***5 ranks for an accurate sense, 2 ranks for a non-accurate sense***.

RADIO: You can perceive radio frequencies and "listen-in" on their broadcasts as if you were a receiver. This sense is Ranged, Radius, and Acute by default. ***1 rank***.

RADIUS: You can make Perception checks with a sense at any point around you. Hearing, smell, radio, and touch senses are normally Radius. ***1 rank for one sense, 2 ranks for an entire sense type.***

RANGED: You can use a sense that normally has no range, such as normal taste or touch, to make Perception checks at a distance. See **Ranged Senses** under **Senses and Perception** in **Chapter 1** for more. ***1 rank for one sense, 2 ranks for an entire sense type***.

RAPID: You can take in information from a sense faster than normal: 1 rank increases your perception speed by a factor of +3 time ranks with a single sense, +2 ranks for an entire sense type. You can use Rapid Vision to speed-read, pick up on flickering between frames of a film, watch video replays in fast-forward speeds, and such, Rapid Hearing to listen to time-compressed audio "blips," and so forth. If you also have **Quickness**, your Rapid Sense ranks apply on top of your Quickness ranks. ***1 or more ranks***.

TIME SENSE: You always know what time it is relative to your location and can time events as if you had an accurate stopwatch. ***1 rank***.

TRACKING: You can follow trails and track using a particular sense. The DC to follow a trail is 10, modified by circumstances, including your distance from the trail, and is set by the GM. You move at up to speed rank 1 while tracking. For 2 ranks, you can move at your normal speed rank while tracking. ***1 or 2 ranks***.

ULTRA HEARING: You can hear extremely high and low frequency sounds, like dog whistles or ultrasonic signals. ***1 rank***.

ULTRA-VISION: You can see ultraviolet light, allowing you to see normally at night by the light of the stars as if it were daylight and potentially pick up other information visible to the ultraviolet spectrum. ***1 rank***.

EXTRAS

AFFECTS OTHERS: You can grant the benefits of one or more Enhanced Senses to another character. Apply Affects Others only to the ranks of the chosen Enhanced Senses. *+0 or* ***+1 point per rank****, if both you and your subject can use the senses.*

AREA: The Area Effect modifier only applies to Enhanced Senses that Affect Others, and only to extend their benefits to everyone in the Area. Apply the Selective modifier for the ability to choose who in the area does and does not benefit from the Enhanced Senses. To affect the area a sense itself extends to, use the Extended and Radius effects of Enhanced Senses. ***+1 point per rank***.

RANGED: The Ranged extra only applies to senses that Affect Others, extending the distance at which you can grant their benefits. To extend the range of a sense itself, use the Extended, Radius, and Ranged effects of Enhanced Senses. ***+1 point per rank***.

FLAWS

LIMITED: Some Enhanced Senses may be Limited to sensing certain things or only under certain circumstances. As usual, the sense must lose about half its utility to qualify for this flaw, less than that is more likely a particular descriptor associated with the sense and may constitute a complication or a drawback at the GM's discretion. See the **Power Drawbacks** section of this chapter for more. ***–1 point per rank***.

UNRELIABLE: Some Enhanced Senses may be Unreliable; the GM makes checks for reliability when the sense is used. Two variations of this flaw may apply: In the first, the Enhanced Senses effect is unreliable, when it doesn't work, the character perceives nothing with that enhancement. In the second, the character's *perceptions* are unreliable, the sense appears to work, but the character gets the incorrect information. For this reason, the GM should make all reliability checks for Enhanced Senses in secret, just informing the player of what the character does or does not notice. ***–1 point per rank***.

DRAWBACKS

NOTICEABLE: Enhanced Senses with this flaw are noticeable in some way when they're in use: your eyes may glow, for example, or you may emit a noticeable sound, vibration, energy, or the like for use as a sensor. ***–1 point***.

CONFIGURATIONS

RADAR: ***Accurate Radio, Noticeable · 2 points***. You can accurately perceive your surroundings by bouncing radio waves off solid objects and perceiving their return echoes.

SONAR: ***Accurate Hearing, Noticeable · Ultra Hearing · 2 points***. You can accurately perceive your surroundings using echolocation, bouncing sounds off solid objects, and perceiving their echoes. "Passive" sonar relying on ambient sound removes the Noticeable drawback.

SPATIAL SENSE: ***Ranged Touch, Subtle 2 · 3 points***. You can "feel" your surroundings at a distance as if you could touch them, but without actually doing so.

TREMOR SENSE: ***Ranged Touch, Subtle 2, Drawback · 2 points***. Like **Spatial Sense**, Tremor Sense feels vibrations through solid surfaces and has the drawback of requiring the character and whatever they're sensing be in contact with the same surface, such as the ground. Penetrates Concealment is a common addition to this configuration.

TRUE VISION: ***Vision Counters All Concealment and Illusion · 7 points***. You can see through all forms of Concealment and illusion.

X-RAY VISION: ***Vision Penetrates Concealment · 5 points***. You can see through opaque objects as if they were transparent. Often has a drawback for being unable to penetrate a particular type of material.

ENHANCED STRENGTH

EFFECT TYPE: Attack/General **ACTION:** Standard
RANGE: Personal **DURATION:** Permanent
BASE COST: 2 points per rank

Strength can be a power effect as well as an ability, especially at ranks greater than 5, allowing extras and flaws to apply to the ability, or aspects of it. Your Strength rank is limited by the Power Level limits on damage and skills. See **Power Level** in **Chapter 2** for details.

Strength is essentially a combination of the ability to lift and move things (lifting) and the ability to hit and break things (damage). The Damage and Lifting effects can stack with your Strength to improve those aspects of it. You can likewise apply extras and flaws to some or all of your Strength ranks, or to the damage or lifting aspects of it. The enhancement to your Strength is permanent in duration, but its uses—damage and lifting—are still instant and sustained, respectively, as with normal Strength.

EXTRAS

SUSTAINED: Your Enhanced Strength requires a free action each turn to maintain it, but it can be included in an array and can have Alternate Effects. ***+0 points per rank.***

FEATURES

STILL STRENGTH: You can exert your Strength on something simply by touching it, but without needing to move otherwise, which can occasionally be advantageous. This usually represents a kind of "tactile telekinesis" or some other physics-defying ability. ***1 point.***

CONFIGURATIONS

BERSERKER RAGE: ***Enhanced Advantage: Fearless 2 · Strength, Sustained · Lowered Defense 1 · 2 points per rank of Strength.*** You fly into a berserk rage as a free action, gaining additional Strength and Immunity to Fear at the cost of losing some of your ability and willingness to defend yourself.

FURIOUS STRENGTH: ***Strength, Limited to While Angry, Only Increases 1 Rank Per Round · 1 point for 2 ranks, +1 point per additional rank***. You have added ranks of Strength only accessible to you when you're mad, at which point your Strength increases by 1 rank per round until you reach the total of added ranks. When you're no longer angry, the added Strength ranks disappear and your Strength returns to its normal rank. For truly furious Strength, apply the **Holding Back** advantage on top of this.

ENHANCED TRAIT

EFFECT TYPE: General **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** As Trait

Traits other than Resistances and Strength can also be treated as power effects. The cost of Enhanced Trait is the same as acquiring the chosen trait normally. The key differences are the Enhanced Trait is an effect and as such it can be combined with other effects as well as potentially countered. See **Enhanced Abilities** in **Chapter 3** for more.

EXTRAS

SUSTAINED: Your Enhanced Trait has a sustained duration. Its action changes to free since it needs to be activated and then maintained. Your Enhanced Trait is still subject to Power Level limits, so your normal rank must be below the limit by at least the amount of the enhancement in accommodate it. A sustained Enhanced Trait can be turned on and off and Extra Effort can be applied to it. See **Extra Effort** in **Chapter 1**. ***+0 points per rank***.

FLAWS

LIMITED: Enhanced Traits are often Limited in some way, like Nighttime or Daytime Only, While Angry or experiencing some other emotion, Underwater or in some other environment, and so forth. A limit that rarely comes into play—like losing your Enhanced Trait during the new moon—is either worth just 1 or 2 points as a drawback or may be handled as a Power Loss complication. See **Complications** in **Chapter 1** for details. ***–1 point per rank (typically)***.

DRAWBACKS

LOWERED TRAIT: One or more of your traits are lowered while others are enhanced. This drawback is worth as many points as the amount the trait is lowered. So, for example, if you lose Intellect while you gain Strength, treat the value of the lost Intellect ranks as the value of the drawback. As with all drawbacks, the final effect must cost at least 1 Power Point. ***–1 × (the cost of the lowered trait) points*.**

CONFIGURATIONS

TRAIT BOOST: ***Enhanced Trait, Fading · Trait Cost –1 point per rank***. An Enhanced Trait may be configured as a "boost," activated with a free action, but then losing 1 rank of effectiveness per round until it is gone. See the Fading flaw later in this chapter. This is common with Trait Boosts that follow resisting an effect like Damage, which may represent the character "absorbing" the energy and redirecting it to their trait, in which case the effect is also Limited to the lesser of its rank or the resisted effect rank, an additional –1 flaw.

ENVIRONMENT

EFFECT TYPE: Control **ACTION:** Free
RANGE: Rank **DURATION:** Sustained
BASE COST: 1 or more points per rank

You can change the environment in an area: raising or lowering the temperature, raising or lowering the illumination or visibility, creating areas of hindered and unstable movement, and so forth. See **Environmental Hazards** in **Chapter 8** for details on environmental conditions and their effects.

ENVIRONMENT AREA

Choose one of the following options for the area your Environment occupies:

- **CONE:** The effect fills a cone with a distance rank length and width equal to the effect rank.
- **CUBE:** The effect fills a cube with a distance rank on each side equal to the effect rank.
- **CYLINDER:** The effect fills a cylinder with a distance rank in diameter and height equal to the effect rank.
- **SHAPEABLE:** The effect fills one cube distance rank 0 (1 space) on each side at rank 1, doubling the number of cubes per additional rank. You can arrange the volume of these cubes as you wish, so long as they all remain contiguous.
- **SPHERE:** The effect fills a sphere with a distance in diameter equal to the effect rank. Sphere Areas on a level surface create a hemisphere, decreasing their height distance rank by 1.

Environment effects with different shapes can be acquired as Alternate Effects.

ENVIRONMENT EFFECTS

Each of the following is a separate Environment effect. You can acquire others as Alternate Effects of the first, but you can then only use and maintain one at a time. To use or maintain multiple Environment effects at once, add their costs together for the effect's total cost per rank or apply the Variable extra, allowing you to mix-and-match effects for a total point value. See the **Extras**, following.

You are affected normally by your own Environment, but can have Environmental Adaptation from **Enhanced Movement** or Personal Immunity from the **Immunity** effect.

COLD: You can lower the temperature in the area. For 1 point per rank, you create intense cold. For 2 points per rank, you create extreme cold. Characters in a cold environment have to make a Fortitude resistance check (DC 10, +1 per previous check) to avoid gaining a Fatigued condition. The check is once per 10 minutes for intense cold, once per minute for extreme cold.

HEAT: You can raise the temperature in the area. For 1 point per rank, you create intense heat. For 2 points per rank; you create extreme heat. Characters in a hot environment have to make a Fortitude resistance check (DC 10, +1 per previous check) to avoid gaining a Fatigued condition. The check is once per 10 minutes for intense heat, once per minute for extreme heat.

HIGH GRAVITY: You increase the pull of gravity in the area, increasing falling damage by the cost per rank of the effect, 1 or 2, and applying both Hazardous and Hindered movement to anyone with a Strength rank less than the Environment's cost per rank. It is at the Game Master's discretion whether you can increase the cost of this Environment effect to more than 2 points per rank. Stronger high gravity effects can be configured as Area Effect Move Object, Limited to Pulling Downward. See **Move Object** later in this chapter.

HINDERED MOVEMENT : You can impede movement through the area with high winds, icy or wet surfaces, or similar descriptors. For 1 point per rank, movement through the area is Hindered, reduced by 1 rank. For 2 points per rank, it is Hindered 2, and reduced by 2 ranks.

ILLUMINATION: You can raise the light level in the area, countering the Concealment of darkness. For 1 point per rank, you can create enough light to shift Full Concealment to Partial and Partial Concealment to none. For 2 points per rank, you can shed light as bright as a sunlit day, eliminating all Concealment provided by natural darkness. Power effects with the darkness descriptor may be countered with a successful effect check. See **Countering Effects** previously in this chapter and the **Counter** action in **Chapter 8**.

LOW GRAVITY: For 1 point per rank, you lower gravity in the area, increasing effective lifting and jumping ranks by +1, but leaving characters Impaired on all action checks unless they have Environmental Adaptation: Low Gravity or succeed on a DC 10 Acrobatics check as a free action each turn. For 2 points per rank, you increase the benefits to lifting and jumping to +2 but increase the DC of the Acrobatics check to 15.

UNSTABLE MOVEMENT: You create unstable movement conditions in your area with high winds, icy or wet surfaces, tremors, or similar descriptors. For 1 point per rank, the hazard check is DC 10, for 2 points per rank, the DC is 15.

VISIBILITY: You impose a –2 penalty to vision Perception checks for 1 point per rank, and a –5 penalty for 2 points per rank. For more significant obscuring of senses see the **Obscure** effect later in this chapter.

EXTRAS

SELECTIVE: You can exclude targets of your choice you are able to accurately perceive from the any or all of the effects of your Environment. ***+1 point per rank*.**

VARIABLE: You can vary the environment within your affected area, choosing how the Environment effect's points are configured among different effects, so long as the total cost of the conditions doesn't exceed the per rank total of your Environment effect and they all fit your power's descriptors. ***+1 point per rank*.**

CONFIGURATIONS

FLASHLIGHT: ***Environment 1: Illumination, Cone Area · 1 point.*** A basic light source that projects a cone-shaped area of illumination. A similar lantern has a Sphere Area instead.

MIST: ***Environment, Visibility, Sphere Area · 1 point per rank.*** An area around you fills with a light, obscuring mist. For 2 points per rank, it is a thicker fog. For completely obscuring vision, see the **Obscure** effect.

WEATHER CONTROL: ***Environment, Sphere Area, Variable up to 4 points per rank · 5 points per rank.*** You can control the weather in an area, creating Cold, Heat, Hindered Movement, Unstable Movement, and Visibility in differing amounts, depending the conditions you cause.

EXTRA LIMBS

EFFECT TYPE: Alteration **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** 1 point per rank

You have extra manipulative limbs, such as arms, tentacles, or even prehensile feet, hair, or a tail.

NUMBER OF EXTRA LIMBS

Rank 1 in this effect grants you one extra limb, with each additional rank doubling your maximum number of extra limbs: 2, 4, and 8. At 5 or more ranks, you could have any number of extra limbs that suits your descriptors, but the benefits of the effect are capped at +5.

You can choose to have fewer Extra Limbs than your effect rank provides if you wish. The game benefits remain the same. So Extra Limbs 3 could be three rather than four, or Extra Limbs 4 could be five or six, rather than eight.

EXTRA LIMBS AND GRABBING

Extra Limbs do not allow you to take additional actions on your turn, but they do provide the option of grabbing with two limbs and still having one or more free. If you apply more than the required number of limbs to a Grab action, rather than taking the option to leave some of them free, you gain a +1 bonus to the opposed grab check per Extra Limbs rank, up to a maximum of +5. See **Grab** in the **Actions** section of **Chapter 8**.

EXTRA LIMBS AND STABILITY

If you wish, some or all of your Extra Limbs can be allocated to your stability, acting as extra legs or support limbs, chosen when you configure this effect. In this case, you gain a +1 bonus per Extra Limbs rank so allocated to checks to resist being tripped and checks dealing with unstable movement along a solid surface up to a maximum of +5. See **Trip** in **Chapter 8** and **Unstable Movement** in **Chapter 3** for more.

EXTRAS

In general, modifiers for attack effects, such as Affects Corporeal, Area, or Multiattack, should apply to the Strength of the character with Extra Limbs rather than to the Extra Limbs effect itself. Such modifiers generally apply to all the character's limbs.

CONTINUOUS: Continuous Extra Limbs is an effect you can turn on or off at will, but that remains until you choose to deactivate them, without requiring maintenance. ***+1 point per rank***.

PROJECTION: Your Extra Limbs are a projection of your power rather than an extension of your body. Therefore, any harm directed solely against your Extra Limbs has no effect on you. So, for example, one of your Extra Limbs could reach into a container of acid or a blast furnace to pull out an object without any harm to you. ***+1 point per rank***.

SUSTAINED: Sustained Extra Limbs can be turned on or off, but the limbs disappear or stop working if you are unable to maintain the effect with a Sustain action each turn. ***+0 points per rank***.

FEATURES

VARIABLE: You can decide whether your Extra Limbs ranks are allocated to grabbing or stability as a free action at the start of each of your turns, rather than when the effect is configured, but both benefits are still limited to a maximum bonus of +5. ***1 point***.

FLAWS

DISTRACTING: Coordinating the action of your Extra Limbs is difficult, so you are Vulnerable while applying your Extra Limbs to an action, until the start of your next turn. ***–1 point per rank***.

LIMITED TO EXTRA LIMBS: You may have additional effects or modifiers Limited to Extra Limbs. The value of this flaw depends on how limiting it is: In general, to qualify for –1 point per rank, the effect or modifier should lose about half its effectiveness. If it is less Limited than that, a drawback is more likely, based on total Power Point value. ***Varies*.**

CONFIGURATIONS

QUADRUPED: ***Extra Limbs 2 · 2 points.*** You have four legs rather than two, giving you a +2 bonus to stability.

PREHENSILE HAIR: ***Extra Limbs 5 · Elongation 2, Limited to Hair · 6 points.*** Your long hair can stretch and act like multiple manipulative tendrils. This power often adds Enhanced Strength Limited to Hair, along with Multiattack Strength, Selective Area Damage, or both.

PREHENSILE TAIL: ***Extra Limbs 1 · 1 point.*** You have a flexible tail long enough to manipulate things within your normal reach.

FEATURE

EFFECT TYPE: General **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** 1 point per rank

You have one or more minor useful Features, granting you an occasionally useful ability. This is essentially an effect version of the Benefit advantage or the Feature modifier, but a power rather than a virtue of skill, talent, or social background. For example, Diplomatic Immunity or Wealth are Benefits. Fur, the ability to mimic sounds, or a hidden compartment in your hollow leg are all Features.

It is up to the Game Master what capabilities qualify as Features. Generally, if something has no real mechanical effect, it is considered a descriptor. See **Descriptors** earlier in this chapter. If it has an actual game benefit, it may be a Feature. There's no need to define every possible Feature a character may have down to the last detail: If nothing else, very rarely used or encountered Features may be power stunts, temporarily acquired through Extra Effort. See **Extra Effort** in **Chapter 1**.

Typically, a Feature requires 1 rank of this effect, but the GM may decide some especially useful Features require or allow for more than 1 rank.

EXTRAS

SUSTAINED: Some Features may be sustained duration rather than permanent. This suits active Features a character has to activate and maintain rather than having them as passive traits requiring no effort. ***+0 per rank.***

CONFIGURATIONS

The following are just a few possible Features. There are many other possibilities! Feel free to create your own with the GM's approval. Each Feature requires 1 rank in this effect unless specified otherwise.

ANIMAL HARMONY: Natural animals have an initial Favorable attitude toward you unless circumstances dictate otherwise. Predators tend not to perceive you as prey and prey animals tend not to perceive you as a threat.

BATTERY: You can power or recharge small electrical devices by touch, as if you were a regular outlet or battery.

BUILT-IN EQUIPMENT: You have a "built-in" or inherent capability like a 1-point piece of equipment, such as a cell phone, calculator, stopwatch, or similar technology. Your body or mind may mimic the equipment's capabilities, or you may literally have it installed as part of your body, such as a cybernetic implant or a feature of an artificial body.

CHARMED LIFE: You're largely unaffected by routine "bad luck." You never get a flat tire, have something spilled on you, run into delays because of traffic, or otherwise have the deal with the minor misfortunes of life. Essentially, the GM is prohibited from troubling you with complications related to such misfortunes. On the other hand, you're denied the Hero Point awards that may come with them.

CHILL: You can generate a small, immediate drop in temperature, enough to give people "chills" and to fog their breath in your immediate area for a round, good for a bonus on some interaction skill checks.

DIMENSIONAL POCKET: You have some sort of "extradimensional" space where you can store and retrieve objects. Your Dimensional Pocket can hold up to mass rank –1. Each additional rank in this Feature increases the mass rank it can hold by 1. You cannot place creatures into your Dimensional Pocket; trapping a creature in an extradimensional space is an Affliction effect rather than a Feature.

DISPLAY: You can create a harmless, but entertaining or showy display like flashing colored lights, minor and obvious illusions, or things like that. The display is useful for showing off and maybe a minor interaction or Performance check bonus, but not much else.

HIGHER GUIDANCE: You occasionally receive visions, messages, or other useful guidance from a higher being or power, the spirits of your ancestors, or the like. This is an Enhanced Advantage version of the **Guidance** advantage and uses of it count toward your limit of heroic advantages. See **Chapter 5**.

INSULATING FUR: You have a layer of fur that protects you from intense heat and cold, giving you a Reduction in the effects those environments. See **Environmental Hazards** in **Chapter 8** and **Reduction** under **Immunity** in this chapter.

INTERNAL COMPARTMENT: You can carry a portion of your carrying capacity inside your body! You have a pouch or compartment of some sort, able to hold objects with a size rank 3 less than your own and with a mass rank no more than your Strength rank –2.

IRON STOMACH: You can eat anything that is not toxic without any ill effects, no matter how unpleasant it may be: spoiled or particularly gross or spicy food, for example.

LIGHT SLEEPER: You only need one degree of success on a Perception check to awaken from the Sleeping condition, rather than three.

LUCID DREAMER: When you sleep, you can control what you dream and you remain conscious and aware that you are dreaming. Additionally, each rank grants you one use of the Edit Scene advantage but only while you are dreaming.

MASSIVE: Your bodily mass is +1 rank per rank in this Feature, with no effect on your Strength, carrying capacity, or other characteristics. The added weight may make it difficult to lift and move you and the Feature gives you a +1 bonus per rank to resist effects that use force to move you against your will. As a rough guideline, +1 rank in size equates to +3 ranks in Massive.

MEGAPHONE: You can amplify your voice like a living microphone or megaphone, making yourself clearly audible over a greater distance and negating up to a –20 penalty to hear you due to distance.

MIMICRY: You can imitate almost any sound you've heard, giving you a +10 bonus to Deception checks to convince others your mimicked sounds are genuine, including Impersonation checks for subjects you've been able to study.

QUICK-CHANGE: You can change into or out of a particular outfit or set of clothes, such as your costume, instantly as a free action. With 2 ranks, you can change into any outfit at will.

REMOTE: You can function like a "universal remote" for machines and equipment that include such capabilities, turning them on or off or controlling them like a regular remote would.

SHADE: You have some inherent protection from intense light. You never sunburn or worry about glare, as if you were always wearing sunblock and a pair of sunglasses. This doesn't protect you from light-based power effects, however.

SPECIAL EFFECT: You have some special effect, like a gust of wind at the right dramatic moment, or ideal spotlighting, or personal theme music. The GM may give you a bonus, particularly with interaction skill checks, when your special effect is likely to impress people or otherwise aid you.

TEMPORAL INERTIA: You are somehow uniquely "anchored" in the space-time continuum, making you immune to changes in history. You recall the "true" version of historical events when history changes, even if no one else does.

WEATHERPROOF: No matter the weather conditions, you remain dry, your hair and clothing never mussed by the wind, although you have no resistance to weather hazards.

FLIGHT

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 2 points per rank

You can move through the air, including hovering in place. While this effect is active you have a flight speed rank equal to your effect rank. You can lift and carry the normal mass for your Strength while flying.

Flight ranks of 10 or less are sub-sonic, while Flight 11 breaks the sound barrier. Flight 20 can reach anywhere on Earth within a couple of minutes (time rank 4 or less). Flight 30 is the speed of light! The GM sets Flight rank limits for the series, if any. For faster-than-light flight speeds in space, see the **Space Travel** effect.

PUSHING WITH FLIGHT

In appropriate circumstances, a character can use the propulsion of their Flight effect to push against an object. In such instances, the character can divide their Flight ranks between effective Strength to push the object and ranks devoted to movement speed. Using their full Flight ranks to push means the character moves at speed rank 0.

EXTRAS

CONTINUOUS: Continuous Flight operates without needing to maintain it. When not actively moving, you remain hovering in the air, maintaining your relative position to the ground. ***+1 point per rank***.

FEATURES

SAFE LANDING: If you are unable to maintain your Flight, you float safely to the ground whenever the effect ends. ***1 point***.

SUBTLE: By default, the Flight effect is noticeable, whether from the rush of air, the roar of jets, a glowing contrail or aura, or other descriptor of your choice. This modifier mutes, and then eliminates, these traces. If your Flight is completely unnoticeable, you do not need to make Stealth checks to move silently while flying, you do so automatically. You may still need a Stealth check to go unseen or unnoticed by other senses, however. ***1 or 2 points***.

FLAWS

CONCENTRATION: Your Flight requires a Concentrate action each turn to maintain, meaning you cannot do much else while you are flying. ***–1 point per rank***.

DISTRACTING: You are Vulnerable while flying, perhaps due to a lack of maneuverability. ***–1 point per rank***.

GLIDING: You can only gain altitude occasionally by catching thermal updrafts or winds in a favorable direction at the Game Master's discretion, and perhaps requiring an Acrobatics check. Otherwise, your maximum Flight distance is equal to the vertical distance rank where you began your movement, plus your Flight speed rank. You must land at the end of your maximum distance. ***–1 point per rank***.

LEVITATION: You can only move vertically, straight up and down, while flying and not side to side, although you can allow yourself to be carried along in the direction of the wind horizontally. ***–1 point per rank***.

PLATFORM: Your Flight is reliant on some type of platform you stand or sit on. If you fail a resistance check while flying and then fail a subsequent DC 15 Acrobatics check, or you are grabbed by someone, knocked Prone, or pulled off your platform, you are no longer flying. You can regain the use of your Flight by reactivating the effect on your next turn. ***–1 point per rank***.

RESTRAINABLE: If you are Immobile, you cannot maintain your Flight effect. This may represent having restrainable wings or some other limit requiring you to have freedom of movement to fly. You can regain the use of your Flight by reactivating the effect on your next turn once your freedom of movement is restored. ***–1 point per rank***.

ROCKET: You can only fly in a straight line from point to point while your Flight effect is active. Changing direction requires an additional simple action. ***–1 point per rank*.**

DRAWBACKS

CANNOT HOVER: You must move at least distance rank 0 per turn while flying, otherwise you fall until you can take a Move action again. ***–1 point***.

CONFIGURATIONS

WINGS: ***Flight, Restrainable · 1 point per rank.*** You have wings—bird-like, bat-like, or bug-like—that allow you to fly, but only if you can flap your wings.

FORTUNE CONTROL

EFFECT TYPE: Control **ACTION:** None
RANGE: Perception **DURATION:** Instant
BASE COST: 3 points per rank

You can use Hero Points and heroic advantages to affect others in additional ways. See **Hero Points** in **Chapter 1** and the advantage descriptions in **Chapter 5** for details. For each rank you have in Fortune Control, choose one of the following things you can do, configured when you acquire this effect:

- **BENEFIT:** You can spend a Hero Point or use a heroic advantage on behalf of another character in range, granting them its benefits instead of yourself. You can do this once for any given character in a round.
- **BESTOW:** You can give a Hero Point or use of a heroic advantage to another character in range. You can do this once for any given character in a round, and the recipient can use the bestowed Hero Point or advantage normally.
- **NEGATE:** You can spend one of your Hero Points, a use of a heroic advantage, or an Additional Use of Fortune Control to negate someone else's use of a Hero Point or heroic advantage within range. A heroic advantage can only counter itself, while Hero Points or uses of Fortune Control can counter all three.
- **AVOID:** You can spend one of your Hero Points or an Additional Use of Fortune Control to avoid a complication, in which case no Hero Points are awarded for it.
- **JINX:** You can spend one of your Hero Points or an Additional Use of Fortune Control to force another character to re-roll a die roll and take the worse of the two rolls. This can happen after the die has been rolled but before the result has been announced. The target of this last effect may spend a Hero Point or a use of the Luck advantage or Fortune Control to avoid having to re-roll.

Fortune Control is a non-action, so you can use its effects even when it is not your turn during a round, within the restrictions for a given effect. So, for example, you can spend as many Hero Points as you have on behalf of other characters within range during a round.

NPC uses of Fortune Control are considered plot complications for the player characters, awarding the players Hero Points. See **Plot Complications** in **Chapter 1** for details.

FEATURES

ADDITIONAL USE: Each rank in this advantage gives you an additional use of Fortune Control for instances where it has "an Additional Use of Fortune Control" in the effect description. Ranks in this advantage count against the limit of heroic advantages used during the adventure. See **Power Level** in **Chapter 2** for more. ***1 point per Additional Use***.

ENHANCED ADVANTAGES: You can acquire fortune and heroic advantages from **Chapter 5** as features of your Fortune Control. ***1 point per advantage***.

FLAWS

ACTION: If the action required for Fortune Control is increased, it is only usable during your turn each round unless you Ready an action, which limits its usefulness in responding to the actions of others. See **Ready** under **Actions** in **Chapter 8**. ***–1 point per rank for free action, –2 points per rank for standard action or reaction, chosen when the effect is configured.***

ATTACK CHECK: Your Fortune Control requires a ranged attack check against your target's Defense to use its effects on them. ***–1 point per rank.***

RESISTIBLE: Targets of your Fortune Control get a resistance check—usually Dodge or Will—against a DC of 10 + your Will rank to avoid its effects. ***–1 point per rank.***

SIDE EFFECT: As a particular side effect of Fortune Control, if your effort to alter fortune fails, you suffer a complication of the Game Master's choice without earning a Hero Point. For –2 points per rank, you *always* suffer a complication for using your Fortune Control, whether the effort succeeds. ***–1 or –2 points per rank.***

CONFIGURATIONS

MASTER PLANNER: ***Fortune Control · 3 points per rank.*** You always have a plan, which seems to others like extraordinarily good fortune.

PROBABILITY CONTROL: ***Fortune Control, Action: Free, Attack Check · 1 point per rank.*** You can shape and weave the threads of probability in your favor, but it takes conscious effort and focus.

GROWTH

EFFECT TYPE: Alteration **ACTION:** Free **RANGE:** Personal
DURATION: Continuous **BASE COST:** 1 point per rank

You can temporarily increase your size, gaining all the modifiers of that size. See **Size** under **Capabilities** in **Chapter 3**. Each rank in Growth allows you to assume one larger size rank as a free action, chosen when you configure this power. If you have multiple larger sizes you can assume, you choose one when you activate your Growth effect. So, for example, if you have Growth 3 for size ranks 1, 3, and 5, you can assume any of those size ranks when you activate your Growth effect. When your Growth effect ends, you return to your normal size.

Growth effects are typically limited to no greater than size rank 5. The Game Master may permit greater size ranks in some settings or under some circumstances, but such ranks involve truly *enormous* characters!

If you are permanently a larger size than rank 0, simply change your size rank, applying the new size's modifiers, at no cost, and take appropriate traits for your concept and size. See **Size** under **Capabilities** in **Chapter 3.**

If you can reduce your size, other than simply returning to your normal size rank, see the **Shrinking** effect in this chapter.

FEATURES

GROWTH MOMENTUM: If you increase in size on your turn and also make a damaging close attack against a target with a size larger than your initial size rank, your target has a penalty on their damage resistance check against your attack equal to the number of size ranks you grow, up to 5. ***1 point.***

FLAWS

SUSTAINED: Your Growth effect requires a Sustain action each round to maintain it, otherwise it stops working and you return to your normal size. ***–1 point per rank.***

DRAWBACKS

ACTIVATION: A container of effects including Growth can have this drawback to reflect the time the character needs to achieve full size and power. See **Activation** under **Drawbacks** for details. ***–1 or –2 points.***

ADDED GROWTH EFFECTS

In addition to the normal modifiers for increased size, you can take other effects in the same container as your Growth effect, including:

- Strength, Stamina, Fortitude, or Toughness, and possibly other abilities.
- Fortitude or Toughness modifiers like Improved, Impervious, or Impenetrable.
- Immunity or Reduction against some effects.
- Advantages, particularly combat advantages, are associated with your increased size.
- Features like Massive reflect the character's greater mass and weight.
- Lowering or trade-offs for some of your existing traits, like Lowered Attack or Defense at increased size.

Added effects should be approved by the Game Master and are limited by Power Level.

PROPORTIONATE EFFECTS

At the Game Master's discretion, other effects that are a part of a Growth power may apply proportionately lower ranks if you grow to less than your full size. For example, if you have Growth 5 and +10 Strength as part of it, the GM may decide you gain +2 ranks of Strength per size rank you increase. Similarly, if you have –2 Defense, the GM can apply –1 at 3 ranks of size, and the full –2 at size rank 5.

CONFIGURATIONS

GIANT-SIZE: ***Growth 3 · Feature: Massive 10 · Improved 12, Impervious 6 on Toughness · Stamina +11 · Strength +11 · Fearsome Presence, Great Endurance, Improved Smash, Ultimate Toughness · Close Attack –1 · Fortitude –5 · Ranged Defense –1 · 78 points total.*** You can increase in size up to 3 ranks. The GM and player agree that all the traits associated with Growth are proportionate, except for the advantages, which kick-in at size 1.

HEALING

EFFECT TYPE: General **ACTION:** Standard **RANGE:** Close
DURATION: Instant **CHECK:** Effect vs. DC 10
BASE COST: 2 points per rank

You can heal damage conditions by touching a voluntary or Incapacitated subject and taking a standard action to make a DC 10 Healing check. Both you and your subject are Vulnerable while healing or being healed, until the start of each character's next turn. Healing checks are never routine.

REMOVING DAMAGE CONDITIONS

Each degree of success on the Healing check removes one damage condition the subject has, in the following order: Dying, Incapacitated, Hits, Dazed, Staggered. If a subject has three Hits and is Staggered and Incapacitated, it requires five total degrees of success (DC 30) to eliminate all the conditions, starting with Incapacitated, then all the Hits, then Staggered.

COUNTERING AFFLICTIONS

You can use Healing to counter Afflictions and other effects with disease, toxin, or other suitable descriptors. A successful Healing check against the Effect DC removes one degree of effect per degree of success, removing the entire effect if it is lowered to 0 degrees or less. See **Countering** in **Chapter 8** for more.

HEALING LIMITS

You can make one Healing check per subject per scene. Additional uses on the same subject in that scene require Extra Effort for a Renewed Attempt. You can use Healing on yourself, provided you are still capable of taking the necessary action.

Healing does not work on subjects unable to recover on their own, such as those with no Stamina rank, unless you have the Repair modifier.

EXTRAS

AREA EFFECT: Healing with t[[[]n have this extra, allowing you to choose who benefits in the area and who does not. ***+1 point per rank***.

FLAWS

EMPATHIC: When you successfully use Healing on someone else, you take on the damage conditions you remove from them and must recover from them yourself. You can use Healing on yourself or Regeneration to recover. You can have the Resurrection extra, but if you successfully use it, you die! This may not be as bad as it seems if you have ranks of Immortality to recover from being Dead. ***–1 point per rank***.

LIMITED: Your Healing is Limited in its effect, such as One Type of Damage, like energy or impact, Others Only, meaning you cannot use Healing on yourself, or Self Only, meaning you cannot use Healing on others. ***–1 point per rank***.

TEMPORARY: The benefits of your Healing are temporary, lasting for one hour (time rank 9). The subject then regains any damage conditions you removed. These conditions combine with any the subject currently has, which may result in more severe damage or even death. ***–1 point per rank*.**

ILLUSION

EFFECT TYPE: Sensory **ACTION:** Standard **RANGE:** Ranged
DURATION: Concentration (see description)
RESISTANCE: Insight or Perception vs. Effect DC
BASE COST: 1–5 points per rank

You can generate realistic sensory impressions that aren't real. Your illusions have no effect on the real world: You cannot walk on an illusion of a bridge, or eat a brick with the illusionary smell and taste of food, and so forth, but illusions may fool the people experiencing them into reacting as if they were real.

ILLUSION COST AND SCOPE

For 1 point per effect rank, you can create an illusion affecting one sense type. Each additional sense type increases cost per rank by +1 up to 5 points per rank, which can affect all sense types. Visual illusions count as two sense types, requiring a minimum of 2 points per rank in cost.

ILLUSION SIZE

Your illusions can fill an area with a maximum total volume rank equal to your Illusion rank as given on the **Measurements Table**.

RECOGNIZING ILLUSIONS

People experiencing your Illusions can recognize they are not real with a successful Insight or Perception check against your Effect DC but only if they interact with the illusion directly or otherwise have some reason to believe it might be fake.

A failed check means the character does not notice anything amiss, so the GM may wish to make the check in secret. A character faced with clear proof an illusion isn't real does not need a check to recognize it as such. Enhanced Senses with the Counters Illusion effect automatically recognize illusions as such. If a character who has recognized an illusion communicates that to others, they gain a +5 bonus on their checks to recognize the illusion.

Anyone who has recognized an illusion knows it is not real and can still perceive the illusion, but it is ephemeral and clearly unreal to their senses, no longer providing Concealment or any other effects.

MAINTAINING ILLUSIONS

Maintaining an active illusion, such as that of a moving and fighting creature, requires a Concentrate action, but maintaining a static illusion that doesn't move or interact is only a Sustain action. Extras can change these requirements.

EXTRAS

ACTIVE: Even your active Illusions can be maintained with nothing more than a Sustain action on each of your turns. ***+1 point per rank***.

CONTINUOUS: Once created and set in motion, your active Illusions require no maintenance and last until you choose to end the effect as a free action or it is countered. ***+2 points per rank***.

SELECTIVE: You can choose who perceives your Illusion and who does not. ***+1 point per rank***.

FEATURES

INCREASED VOLUME: Each rank in this feature adds to the volume rank your illusions can fill, without changing their rank or other properties, including Effect DC. ***1 point per rank of Increased Volume***.

FLAWS

FEEDBACK: Although your Illusions do not have substance, when one of them is hit with a damaging attack, you suffer a Feedback effect. See **Feedback** in the **Power Flaws** section for details. ***–1 point per rank***.

LIMITED TO MINDS: Only subjects with mental ability ranks can perceive your illusions. Mindless machines, including cameras, microphones, and other sensor devices, don't pick them up at all. ***–1 point per rank***.

LIMITED TO ONE SUBJECT: Only a single subject at a time can perceive your illusions. ***–1 point per rank***.

RESISTIBLE: Observers get a resistance check, usually Will, against your Effect DC upon first encountering your illusions. If they succeed, they perceive the illusion isn't real. This is in addition to other checks to detect the illusion. ***–1 point per rank***.

ILLUSION VS. HALLUCINATION

The Illusion effect creates actual sensory images whereas effects imposing hallucinating conditions create increasingly effective hallucinations within the subject's own mind. Illusions are detectable by everyone who perceives them, including machines, by default, whereas Hallucination affects only specific subjects. Illusion has rank-based limits on its size and area while Hallucination is limited by its degree of success against the subject. The player and GM should decide which effect best suits a given power concept in the game, particularly with the application of the appropriate modifiers to fine-tune it.

IMMORTALITY

EFFECT TYPE: Defense **ACTION:** None
RANGE: Personal **DURATION:** Permanent
BASE COST: 1 point per rank

You can recover from being Dead! With 1 rank in this effect, after one month (time rank 19) you remove the Dead condition and your condition becomes Incapacitated and Staggered.

Each additional rank in Immortality lowers the time rank of your recovery from the Dead condition by 1. At rank 19, you recover from the Dead condition one round after you gain it. At rank 20, whenever your condition becomes Dead, you immediately remove the condition and become Incapacitated and Staggered instead.

If you also recover quickly from other damage conditions, take the **Regeneration** effect or see the **Total Recovery** extra, following.

IMMORTALITY LIMITS

You must specify a reasonably common situation or descriptor that prevents you from recovering from death, such as beheading, a stake through the heart, being killed by fire, and so forth.

EXTRAS

REINCARNATION: When you recover from death, it is in an entirely new body and identity! Create a new character of the same Power Level as before, with the same total number of Power Points as before. Given the complexity of this effect, the Game Master may require some new identities prepared in advance for when your character reincarnates, or may prefer to limit or ban this extra from the series. ***+0 points per rank***.

TOTAL RECOVERY: When you recover from being Dead you remove *all* your damage conditions, returning to life in Normal condition. You don't recover more quickly otherwise unless you also have Regeneration. ***+1 point per rank*.**

FLAWS

LIMITED: In addition to the inherent limit of something that prevents you from recovering from death, your Immortality may be further limited, such as Only When Killed by Empathic Healing, Only When Killed by a Relative, or Only When Killed in a Specific Place. ***The GM sets the value of the flaw based on the frequency of the limitation, from –1 to –2 points or more per rank***.

IMMUNITY

EFFECT TYPE: Defense **ACTION:** None
RANGE: Personal **DURATION:** Permanent
BASE COST: 1 point per rank

You are immune to certain effects or descriptors, and do not need to make resistance checks against them; they simply do not affect you. Immunity to different things requires multiple ranks, with more extensive Immunity requiring more ranks. You assign ranks of Immunity separately when you configure the effect, and they cannot normally be changed later. Three rank 1 Immunities plus a rank 5 Immunity is a total of 8 ranks of the effect. The GM adjudicates how common a given effect or descriptor for Immunity in the context of the series is, based on the guidelines given here.

IMMUNITY EXAMPLES

Examples of Immunity include the following:

- **1 RANK:** Aging, Sleep, a specific Environmental Hazard including Cold, Deprivation (starvation and thirst), Disease, Heat, Poison, Pressure, Radiation, Suffocation of one type (such as breathing underwater or in a non-oxygen atmosphere), or Vacuum. See **Environmental Hazards** in **Chapter 8** for more information. An exceedingly rare descriptor, such as your own powers or another specific character's powers.
- **2 RANKS:** Critical Hits, all Suffocation effects (no need to breathe at all), or a rare Affliction or Damage descriptor, such as Chemical, Disease, Fear, Gravitic, Holy, Poison, or Slamming Damage (that you inflict on yourself with a Slam Attack).

UNDER THE HOOD: DEGREES OF IMMUNITY

Some Immunity effects are a matter of degree. For example, "Cold Immunity" can range from cold environments described under **Environmental Hazards** in **Chapter 8** to cold damage, to complete immunity to all cold effects. The first requires only 1 rank, and provides no immunity to other sorts of cold effects. The second requires 5 ranks and only provides immunity to cold Damage effects. The third requires 10 ranks and provides complete immunity to all effects with the "cold" descriptor, whatever they may be.

The Game Master sets the commonality of effect descriptors for Immunity based on the setting and chooses the degrees (and ranks) of Immunity available to player characters. It's generally not recommended for player characters to have an Immunity requiring more than 30 ranks. By way of comparison, Immunity to Physical or Energy Damage is 40 ranks, and Immunity to All Damage is 80 ranks, potentially useful for NPCs, but options the GM should be *extremely cautious* about allowing for player characters!

- **5 RANKS:** An uncommon Affliction or Damage descriptor, such as Dazzle effects, Emotion effects, Entrapment effects (grabs, snares, or bonds), Fatigue effects, Cold, Electricity, Falling, Fire, Magic, Radiation, Sonic, and so forth. Slam Damage (that you inflict on yourself or that is inflicted on you by a Slam Attack).
- **10 RANKS:** A common descriptor, such as Ballistic Damage, Interaction, or both Affliction and Damage effects with an uncommon descriptor, all Environmental Hazards (listed under 1 rank). Environmental Immunity is sometimes referred to as "Life Support."
- **20 RANKS:** A very common descriptor like Impact, Piercing, or Slashing Damage.
- **30 RANKS:** All effects resisted by Fortitude or all effects resisted by Will.
- **40 RANKS**: Descriptors like Physical Damage or Energy Damage.

EXTRAS

AFFECTS OTHERS: This extra allows you to grant the benefits of your Immunity to others by touch as a sustained duration effect. ***+1 point per rank. +0 per rank if Affects Others Only.***

AREA EFFECT: Affects Others Immunity can have this extra, granting its benefits to everyone in the affected area, such as an Environmental Immunity Sphere Area "life-support bubble." ***+1 point per rank***.

SUSTAINED: Sustained duration Immunity may be suitable for certain types of powers, particularly force fields or similar protective abilities requiring maintenance. ***+0 points per rank***.

RANGED: Affects Others Immunity may have this extra, allowing it to grant its benefits at a distance. ***+1 point per rank***.

REDIRECT: When subjected to an attack you are Immune to, you can use your reaction for the Redirect advantage to direct it at a new target. The new target must be within range of the original attack. The Game Master rolls a new attack check using the attacker's check modifier, against the new target. For +1 point per rank,

you can Redirect as a sustained effect, redirecting as a non-action while you maintain the effect. For +2 points per rank, you can use Redirect as a continuous effect requiring no maintenance on your part. ***Reaction: 1 point feature, Sustained: +1 point per rank, Continuous: +2 points per rank.***

FLAWS

CONCENTRATION: Your Immunity has a duration of concentration, requiring you to take a Concentrate action each turn to maintain it. ***–1 point per rank.***

REDUCTION: Instead of being unaffected by a particular effect or descriptor, you reduce the effect's rank, halving it and rounding up, before making your resistance check. Thus, you *can* be affected by things you have a Reduction in, but you're less likely to be, and more likely to suffer a lesser degree of effect. Reductions in effects that lack a resistance check may simply affect you half as much or half as often. For example, a character with Reduction in Aging simply ages slowly in comparison to everyone else. ***–1 point per rank.***

CONFIGURATIONS

ABSORPTION: ***Immunity to a Damage Descriptor, Enhanced Trait with Fading.*** This configuration is for an Absorption power where a character is not only immune to a damage descriptor, but attacks from it make them *stronger,* activating a Boost Trait power, such as Boost Strength. See the **Trait Boost** configuration under **Enhanced Trait** for more.

AGELESS: ***Immunity 1 · 1 point.*** You don't age and cannot be aged by outside effects. You can die from other causes, however, and cannot recover from being Dead without the Immortality effect.

REDUCTION IN [EFFECT]: ***Immunity, Reduction · 1 point per 2 ranks.*** You have Reduction of a particular effect, such as halving the cost of Environmental, Fortitude, and Will Immunity and taking them as Reductions instead, as given in the **Reduction** flaw previously.

ENVIRONMENTAL IMMUNITY: ***Immunity 10 · 10 points.*** You have Immunity to Environmental Hazards, as if you were wearing a protective environment suit.

FORTITUDE IMMUNITY: ***Immunity 30 · 30 points.*** You're immune to all effects calling for a Fortitude resistance check, including Environmental Hazards. This type of Immunity is common for characters who are not living beings, or are simply beyond such concerns.

INTERACTION IMMUNITY: ***Immunity 10 · 10 points.*** You are immune to the effects of interaction skills, including Impress actions. This is a limited version of Will Immunity (following) and doesn't include mental powers or all effects resisted by Will.

LIFE-SUPPORT BUBBLE: ***Immunity 10, Affects Others, Sphere Area Effect, Sustained · 30 points.*** You create a sphere where environmental hazards have no effect, protecting those inside of it.

MENTAL IMMUNITY: ***Immunity 10 · 10 points.*** You are immune to mental powers acting directly on your mind. This is a limited version of Will Immunity (following) and doesn't include all effects resisted by Will.

PERSONAL IMMUNITY: ***Immunity 1 · 1 point.*** You are immune to the effects of any of your own powers you choose when this effect is configured. For 2 points, you can choose whether or not to be affected by your own powers when you use them.

WATER BREATHING: ***Immunity 1 · 1 point.*** You can breathe normally under water and cannot drown. This power is often accompanied by the Aquatic Adaptation effect of Enhanced Movement and ranks of the Swimming effect.

WILL IMMUNITY: ***Immunity 30 · 30 points.*** You're immune to all effects calling for a Will resistance check. This type of Immunity is common for characters who lack minds or have especially unusual or impenetrable psyches.

INSUBSTANTIAL

EFFECT TYPE: Alteration **ACTION:** Free
RANGE: Personal **DURATION:** Sustained
BASE COST: 10 points per rank

You can assume a less solid form. You do not gain the ability to assume lower-ranked Insubstantial forms at higher ranks, you're either solid or insubstantial at your rank, but you can acquire a lower-ranked form of Insubstantial as an Alternate Effect of a higher-ranked one, giving you an array of insubstantial forms. See **Power Arrays** earlier in this chapter.

You can switch between normal and Insubstantial form as a free action once per round. The default is that substantial is your "normal" form, but see **Normally Insubstantial** and **Permanent** under **Extras**.

Insubstantial offers four ranks of effect:

- **RANK 1 - FLUID:** You become a fluid, able to flow through any sort of opening, under or around doors, through keyholes and pipes, and so forth. You cannot pass through watertight seals. You can automatically flow out of any restraint—such as a snare or grab—that is not watertight. You cannot flow out of a container completely enclosing you, for example, but anything less cannot hold you. You can exert your normal Strength and can still push or carry objects, although your ability to manipulate things may be limited in fluid form at the GM's discretion.
- **RANK 2 - CLOUD:** You become a cloud of gas or fine particles. You have no effective Strength in cloud form, but have Immunity to Direct Physical Attacks. Energy and Area Attacks still affect you normally and you can be pushed by winds or pressure or enclosed in an airtight container. You can move through any opening that is not airtight. You can use your various other effects normally.
- **RANK 3 - ENERGY:** You become a field of energy. You have no effective Strength, but have Immunity to Physical Attacks. Energy attacks damage you normally, *except* for the energy making up your form, to which you also have Immunity. You can pass through solid objects permeable or conductive to your type of energy, but energy resistant barriers, like heavy shielding or force fields, block your movement.
- **RANK 4 - INCORPOREAL:** You become an incorporeal phantom. You can pass through solid matter at your normal speed and you have Immunity to attacks targeting a physical form. Sensory effects and those targeting Will still work on you, as do

effects with the Affects Insubstantial modifier. When you configure this effect, choose one reasonably common effect or descriptor that works on you while you are incorporeal. You have no effective Strength and cannot affect the physical world, except by using effects with the Affects Corporeal modifier. Your sensory effects work normally.

Unless you have Immunity to Suffocation, you must hold your breath while passing through a solid object, and you can suffocate. If you revert to solid form while inside a solid object, you suffer damage equal to the object's Toughness, resisted by your Fortitude. If not Incapacitated by the damage, you're immediately ejected from the object into the nearest open space. If you are Incapacitated, you're trapped inside the object and your condition worsens to Dying on the following round, making it difficult for aid to reach you.

INSUBSTANTIAL DESCRIPTORS

The Insubstantial rank names are essentially descriptors themselves. A character with Insubstantial 1 might be a stretchable, doughy, or rubbery form rather than a liquid, for example, while one with Insubstantial 2 could transform into a swarm of tiny creatures or nanobots or a cloud of dust, rather than a gas or a mist.

INSUBSTANTIAL MOVEMENT

The Insubstantial effect itself offers no special forms of movement other than the ability to pass through certain barriers. Insubstantial characters otherwise move at their normal speed along surfaces, or through spaces they can pass through. Characters with Insubstantial effects often have various movement effects as well, possibly Limited to While Insubstantial.

EXTRAS

AFFECTS CORPOREAL: An incorporeal being can use an effect with this extra on the corporeal world. When an effect is used against a corporeal target, the effect's rank is equal to the rank of this extra, up to a maximum of the effect's full rank. Characters with ranks 1–3 of Insubstantial do not require this extra for their effects to work on the physical world, although rank 2 and 3 Insubstantial can apply it to their Strength rank to allow them to use it while Insubstantial. ***+1 point per rank***.

AFFECTS OTHERS: This modifier allows you to extend your Insubstantial effect to another willing character by touch, taking them Insubstantial with you. If you ever withdraw the effect while someone is inside a solid object, see the effect's description for the unpleasant results. *+0 or* ***+1 point per rank***.

CONTINUOUS: Extending the effect's duration to continuous allows you to remain Insubstantial until you choose to return to your corporeal form as a free action. ***+1 point per rank***.

LINKED: Characters often have other effects Linked to Insubstantial, particularly Immunity and movement effects, having those effects activate when the character becomes insubstantial and work only in conjunction with that effect. ***+0 points per rank***.

NORMALLY INSUBSTANTIAL: The character is normally insubstantial at their rank and *becoming substantial* has a sustained duration for them, requiring a Sustain action each turn they wish to remain substantial. ***+0 points per rank***.

PERMANENT: The character is permanently Insubstantial, possibly making it their "natural" form. They cannot become substantial without something countering their Insubstantial effect, but it is always in effect without any need for maintenance. ***+0 points per rank***.

FEATURES

PRECISE: This modifier allows you to selectively make some portions of your body substantial while keeping the rest insubstantial as a free action. Solidified parts lose all the benefits of your Insubstantial effect. This allows you to do things like reach through a wall, solidify your hand to pick up an object or tap someone on the shoulder—or punch them in the face—and become insubstantial again to withdraw it on the following round. You can still only change the status of your Insubstantial effect once per round. ***1 point***.

REACTION: You can use your reaction to activate or deactivate your Insubstantial effect, meaning you can turn Insubstantial in response to being attacked, for example, or facing some hazard, and you can change the status of your Insubstantial effect up to twice per round with a combination of a free action and your reaction. ***1 point***.

SUBTLE: This modifier makes your Insubstantial effect less noticeable. Rank 1 requires a DC 20 Perception check to notice that you are Insubstantial, while 2 ranks mean you seem entirely normal in Insubstantial form, which may cause opponents to waste effort on you, not knowing you are immune to their attacks, for example. ***1 or 2 points***.

FLAWS

LIMITED TO WHILE INSUBSTANTIAL: This flaw is sometimes applied to other effects an Insubstantial character gains or can use while they are Insubstantial. As with other applications of this flaw, it must be limiting to the other effect. ***–1 point per rank***.

DRAWBACKS

NO STRENGTH: This modifier applies only to rank 1 Insubstantial and removes your effective Strength while in fluid form, leaving you with limited ability to affect the physical world like the higher ranks of the effect. ***–5 points***.

LEAPING

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Instant **BASE COST:** 1 point per rank

You can make prodigious leaps, far more than even a skilled athlete. Your Leaping rank adds to the distance rank you can jump as detailed under **Jumping** in **Chapter 3**. You do not suffer any falling damage from landing after a jump, including jumping straight down, so long as it is within your maximum Leaping distance.

LEAPING AND SPEED

If you can jump further than your ground speed rank, you can travel faster with leaps and bounds, as if you had the **Speed** effect. The maximum speed you can achieve through Leaping is rank 10. If your jump distance would take you farther than this, subtract 10 from the distance rank to determine the time rank you spend in the air with each leap. For example, a hero with Leaping 14 makes a standing

long-jump of distance rank 13, meaning they will be in the air for (distance rank 13 – 10) or time rank 3, which is 30 seconds.

FEATURES

RICOCHET: You can "ricochet" or "bounce" off a surface to change direction while leaping as a free action. Your total jump distance during a round cannot exceed your Leaping rank, but you can change direction by ricocheting off a surface once per rank in this feature. ***1 point per rank in Ricochet***.

DRAWBACKS

FULL POWER: With this flaw, you can only leap your maximum distance; you can make shorter leaps only by not using your Leaping effect at all, just the normal jumping distance you can achieve with an Athletics skill check. This may represent uncontrollable "leaping" effects like rocket boosters, kinetic blasts, and the like. ***–1 point***.

LIFTING

EFFECT TYPE: General **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

The lifting capability of your Strength is improved. Each rank of Lifting increases your effective Strength by 1 rank for purposes of lifting, carrying, and throwing objects. See **Strength: Lifting and Throwing** in **Chapter 3**.

MIND READING



EFFECT TYPE: Sensory **ACTION:** Standard
RANGE: Perception **DURATION:** Sustained
CHECK: Effect vs. Will **RESISTANCE:** Will vs. Effect Check Result
BASE COST: 2 points per rank

You can read another character's mind. To use Mind Reading choose a target you can accurately perceive and make an opposed effect check against the target's Will check result. The degree of success determines the degree of contact:

MIND READING RESISTANCE CHECK

DS	DEGREE OF CONTACT
1	**Surface thoughts:** You can read what the target is now thinking. Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a common language.
2	**Personal thoughts:** You can probe deeper into the target's mind for information. You can essentially ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that as well.
3	**Memory:** You can read the subject's memories and recollections. This allows you to perceive them exactly as the target recalls them, one memory per round.
4	**Subconscious:** You can read memories from the target's subconscious, things even the target does not consciously know. This might mean repressed or hidden memories, deep-seated psychological traumas, or even other personalities.

If you lose the opposed check, you cannot read the target's mind. With two degrees of failure or more, any renewed attempt in that scene requires Extra Effort. If you desire a greater degree of contact, you must take another standard action and make a new opposed check.

The target gets a new Will check against your Effect DC at the end of each of their turns to shut you out; success ends the effect.

MIND READING AND DECEPTION

If you can interact with your subject, a successful Deception check against the target's Deception or Insight check causes the subject to consciously think about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's mind with surface thoughts level contact.

EXTRAS

CUMULATIVE: Your Mind Reading adds any further degrees of success to the existing degree on the target, rather than using just the result of the new opposed check. For example, if you have one degree of contact and make another Mind Reading check, getting one degree, you now have two degrees of contact. ***+1 point per rank***.

EFFORTLESS: Trying again after two degrees of failure or more does *not* require Extra Effort for you. You can retry a Mind Reading attempt an unlimited number of times. ***+1 point per rank***.

SENSORY LINK: You can "tap into" the senses of your subjects with two or more degrees of contact, perceiving what they perceive like a **Remote Sensing** effect so long as you have at least one degree of contact. Your own senses are Unaware while you are using your sensory link and you can only perceive through the senses of one subject at a time. ***+1 point per rank***.

FEATURES

SUBTLE: As a mental sensory effect, Mind Reading has a degree of subtlety, only noticeable to the subject or to characters with an appropriate mental sense, such as Mental Awareness. Subtle Mind Reading is less detectable, requiring a DC 20 Perception check for either type of character to sense it, while two ranks of the Subtle modifier make your Mind Reading completely undetectable. This does not affect your subject's resistance check, which happens automatically as an unconscious response to the mental intrusion. ***1 or 2 points***.

FLAWS

CLOSE: Close Mind Reading requires a close attack check to touch an unwilling target and you must maintain physical contact throughout the effect's duration; breaking contact ends the effect. ***–2 points per rank***.

FEEDBACK: If a subject you are reading is harmed or if you read or experience particularly traumatic or emotionally charged thoughts of memories from the subject, you suffer a Feedback effect. See **Feedback** in the **Power Flaws** section for details. ***–1 point per rank***.

LIMITED TO EMOTIONS: You can only read or probe for emotions and emotional associations, not coherent thoughts or memories. ***–1 point per rank***.

LIMITED TO SENSORY LINK: If you have the Sensory Link extra and this flaw, you can *only* tap into a subject's senses, you cannot read their thoughts or memories. ***–1 point per rank***.

LIMITED TO SURFACE: You can only read surface thoughts and cannot achieve higher than one degree of contact. ***–1 point per rank***.

SENSE-DEPENDENT: Mind Reading with this flaw is dependent on an additional sense other than just having to accurately sense the target, such as needing to see their expressions (Vision-Dependent), hear them speak (Hearing-Dependent), smell changes in their biochemistry (Scent-Dependent), and so forth. Alternately, it may be dependent on first being in Mental Communication with the target. See the **Communication** effect. ***–1 point per rank***.

MORPH

EFFECT TYPE: Alteration **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 5 points per rank

You can alter your appearance. Your traits do not change, merely your appearance. You gain a +20 bonus to Disguise Expertise checks to look like the form you assume and you have the Transformed condition while in another form.

Your Morph rank determines what form(s) you can assume:

- **RANK 1:** A narrow group of forms, such as people of roughly your size, or a particular type of animal like birds or reptiles, and so forth.
- **RANK 2:** Any of a broad group of forms like humanoids, animals, machines, and so forth.
- **RANK 3:** Any form of roughly the same mass as your own.

For the ability to change size as well as appearance see the **Growth** and **Shrinking** effects. To take on the traits of forms you assume, see the following.

FEATURES

ALTERNATE APPEARANCE: This feature allows you to assume *one* alternate appearance, gaining the Disguise Expertise bonus from Morph and switching between this appearance and your normal one at will as a free action. ***1 point***.



ALTERNATE FORM: Morph only changes appearance; you still have all the traits of your normal form. At the Game Master's discretion, you can pay 1 Power Point for this feature to treat one specific other form as an alternate set of traits you assume, essentially an Alternate Effect for *all* of your traits. When you Morph into your Alternate Form, your traits change to the alternate set. Each Alternate Form costs 1 Power Point. This feature also includes the benefits of Alternate Appearance, as your Alternate Form may look different.

Your Alternate Form(s) must have the same Power Point total as you and are subject to the same Power Level limits. They must also have traits suitable to the form you assume. For example, if you Morph into an animal Alternate Form, the alternate traits must be those of that animal. The GM may require certain additional common traits for all of your forms, particularly mental abilities and skills, if you retain them in all forms.

This feature is best suited to characters with one or more defined alternate forms. For a character able to transform into a virtually *unlimited* number of forms with different traits, see the **Variable** effect. ***1 point per Alternate Form***.

FLAWS

RESISTIBLE: A Morph effect Resistible by Will is most likely a mental illusion of some sort. Observers who succeed on the Will resistance check see you as you truly are rather than in your Morph guise. This is in addition to the usual Perception check to penetrate your disguise. If you have the Alternate Form feature, then targets who successfully resist your effect also treat you as if you had your normal traits, and not those granted by your Alternate Form. ***–1 point per rank***.

MOVE OBJECT

EFFECT TYPE: Control **ACTION:** Standard
RANGE: Ranged **DURATION:** Sustained
CHECK: Ranged Attack vs. Defense Class
RESISTANCE: Strength vs. Effect DC **BASE COST:** 2 points per rank

This effect lets you lift and move objects at a distance without touching them, whether using telekinesis or something like a tractor beam, or control over air, gravity, or magnetism.

This effect can move objects, but cannot perform tasks of fine manipulation like tying or untying knots, typing, or using manipulation skills without the **Precise** feature and cannot directly inflict damage without the **Damaging** extra, although the objects it moves may do so.

Move Object's effect rank is its Strength rank for lifting and moving objects. When lifting, but not throwing, you can take a Concentrate action to increase your effective Strength rank for lifting with Move Object by +1 for 1 round.

GRABBING AND MOVING OBJECTS

Move Object requires a Grab action against a target as part of the action to use it. See **Grab** under **Actions** in **Chapter 8**. Grab attempts with Move Object are limited by the mass rank you can move, rather than size, and you're not Hindered or Vulnerable while grabbing with Move Object.

If the Grab action is successful, you can move the object as part of that same standard action, up to a distance rank of your Move Object rank minus the object's mass rank within your effect's range. You can also throw or wield a successfully grabbed target as detailed under **Grab** in **Chapter 8**. Grabbed characters can be dragged as detailed under **Dragging a Grab Participant** but cannot drag you. They can also be thrown or wielded as described under the **Grab** action.

Move Object is not considered "physical contact" or "touch" for effects requiring it and you cannot move yourself with it, for that see the **Flight** effect. There is no action-reaction through your Move Object effect: You can grab something and make it Immobile, but you cannot, for example, grab a moving object and be pulled along by it.

MOVE OBJECT AND ATTACKS

Move Object cannot inflict damage directly; you cannot "punch" or "crush" objects with it without the **Damaging** extra. You can use it for actions like Disarm, Grab, and Trip. See **Chapter 8** for their descriptions. Disarm and Trip actions using Move Object require a ranged attack check and you use your Move Object rank in place of your Strength rank. Objects thrown or slammed into targets as attacks base their damage off your power rank as if it were your Strength rank.

AREA MOVE OBJECT

Move Object with the **Area Effect** extra can work on all the objects in the area. Targets in the area are each considered separately for the Move Object effect's rank: A rank 5 Area Move Object can move every object in the area with a mass rank of 5 or less, and the distance it can move each object is determined by its individual mass rank. The effect user must move all the affected objects in the same way unless the effect has the **Selective** extra, in which case the user can choose to affect some objects and not others in the area.

Targets in a Move Object area effect roll a Dodge resistance check as usual against the Effect DC, gaining a reduction in the effect if they succeed: one-half the effect rank, rounded up.

> **EXAMPLE:** Johnny Rocket pinwheels his arms to unleash a cyclone of wind, a Cone Area Move Object 10 effect, Limited to Pushing, for a Trip action. Four criminal minions and a heavy robot are in the area. The minions and the robot all roll Dodge resistance checks against DC 20, the Move Object's Effect DC. The GM rolls for the minions as a group and they fail, and the robot fails as well. Now they must make an opposed check of their Dodge or Strength against the Move Object rank: The minions choose Dodge, which is 5, rather than their Strength of 2, but they still lose with a 13 to Johnny's 19, giving him two degrees of success. They're all Prone and Johnny can choose to throw them up to 8 spaces because his rank 10 effect is 7 more than their mass rank of 3, plus his added degree of success. If he does, they take damage 4 (one-half of 8 spaces). The robot resists with its Strength 9 and scores a 24 against Johnny's 22, meaning it stands its ground against the raging wind. Even if it had failed, the robot is mass rank 6, meaning the whirlwind could only throw it 4 spaces plus any added degrees of success on the opposed check.

EXTRAS

AREA EFFECT: See **Area Move Object**, previously, for applying this extra to Move Object. ***+1 point per rank***.

DAMAGING: You *can* directly inflict damage with your Move Object effect; make a ranged attack check against a target's Defense Class. If you hit, the damage rank equals your effect rank. You can also squeeze grabbed targets to damage them. ***+1 point per rank***.

PERCEPTION RANGE: Perception Range Move Object can affect any object you can accurately perceive without need for an attack check. ***+1 point per rank***.

FEATURES

INCREASED MASS: Your Move Object can lift or throw +1 mass rank per rank in this feature, but it doesn't change the effect's rank for resistance, range, or other purposes. Like the **Lifting** effect, the GM may want to set reasonable limits on this feature. ***1 point per Increased Mass rank***.

PRECISE: Move Object with this extra can be used for tasks involving fine manipulation, as if with a pair of hands, including using manipulation skills at your normal rank. ***1 point***.

SUBTLE: Move Object normally involves some noticeable manifestation like a "tractor beam," a glow around your head or hands along with a corresponding glow around the affected object, big glowing hands, blazing "energy talons," a lasso, tendril, or the like. Apply the Subtle modifier for a less noticeable Move Object effect. ***1 or 2 points***.

FLAWS

CLOSE RANGE: This flaw can be combined with an Area extra, making a Move Object effect that originates at you and extends outward to fill a space. Close Range Move Object with no other modifiers is essentially the same as the **Lifting** effect, although you might want to add an extra like Still Strength to represent things like "tactile telekinesis." ***–1 point per rank***.

CONCENTRATION: It requires a Concentrate action on each of your turns to use or maintain Move Object. You cannot concentrate to increase your lifting capacity. ***–1 point per rank***.

LIMITED DIRECTION: You can only move objects in a particular direction or path, such as only up and down (toward and away from the ground), only directly toward or away from you (attraction and repulsion), only toward you and in an arc (as if you were pulling on or swinging them at the end of a tether) and so forth. You can still use this effect for Disarm or Trip actions in the direction you're capable of moving things. This is useful for gravitic, magnetic, tether, and wind versions of the effect. ***–1 point per rank***.

LIMITED MATERIAL: You can only move a particular type of object or material, such as only metals, plants, rock, water, and so forth. ***–1 point per rank, –2 for a particularly limited types of material, such as only precious metals, leaves, sand, or petroleum***.

CONFIGURATIONS

CYCLONE: ***Move Object, Cone Area, Limited Direction · 2 points per rank***. You unleash a wave of force that pushes things away from you or pulls them toward you with a Trip action in a cone extending out from you.

ENERGY TENDRILS: ***Move Object · 2 points per rank***. You can extend tendrils or constructs of energy out from you to grab and manipulate objects. This is just a visible descriptor for a Move Object effect.

GRAVITY FIELD: ***Move Object, Sphere Area, Limited Direction · 2 points per rank***. Your effect pulls down in the affected area, essentially grabbing and holding characters in it. Add the Damaging extra and the field can even crush characters with intense weight!

[MATTER] MOVING: ***Move Object, Limited Material · 1 point per rank***. You can control and move a type of object or material, as given in the Limited Material flaw. Put the material's name in place of [Matter] for Metal Moving, Plant Moving, Water Moving, and so on. Some prefer the fancier suffix "-kinesis" (moving) with an appropriate prefix like "ferrokinesis" (moving magnetic metals) or "hydrokinesis" (water moving). This configuration often has Perception Range added to it.

POLTERGEIST: ***Move Object, Perception Range, Indirect 4, Precise, Subtle 2 · Enhanced Senses 10: Radius Vision Counters and Penetrates All Concealment, Limited to Targeting · 12 points plus 3 points per rank***. You have an "unseen helper" of sorts causing things to move around you, possibly seeming like "random accidents" or "bad luck" or an actual haunting! Poltergeist still requires a standard action to use, unless you apply the Triggered modifier, allowing it to act "on its own" in response to specific circumstances, such as when you are threatened.

PSYCHOKINESIS: ***Move Object, Perception Range · 3 points per rank***. You can move objects with the power of your mind, only needing to accurately perceive your subject to affect it. Ranks of Subtle are also common if your power is undetectable apart from its effects.

TETHER: ***Move Object, Limited Direction · 1 point per rank***. You grab and pull or swing objects at a distance using a line or tether, from an actual rope or cable to a projection of energy, or something else you create. You can exert Strength on your Tether up to its rank for lifting and moving objects. Exerting Strength greater than the Tether's rank on it requires a resistance check of its rank against your Strength; failure means the Tether breaks. Your Tether has Toughness equal to its rank and if it is broken anything grabbed by it is released.

OBSCURE

EFFECT TYPE: Sensory **ACTION**: Standard **RANGE**: Ranged
DURATION: Sustained **BASE COST**: 1–10 points per rank

You can block one or more senses in an area, creating Full Concealment from that sense. See **Concealment** in **Chapter 8**. One sense costs 1 point per rank, an entire sense type costs 2 points per rank. Vision senses cost double: 2 points per rank for one vision sense, 4 points per rank for all vision senses. You can create Concealment against touch senses, preventing others from perceiving anything using them, but they still notice physical surfaces and objects by their inability to move through them. For 10 points per rank, your Obscure affects all senses.

OBSCURE AREA

Choose one of these options for the area your Obscure occupies:

- **CONE:** The effect fills a cone with a distance rank length and width equal to the effect rank.
- **CUBE:** The effect fills a cube with a distance rank on each side equal to the effect rank.
- **CYLINDER:** The effect fills a cylinder with a distance rank on each side equal to the effect rank in diameter and height.
- **SHAPEABLE:** The effect fills one cube distance rank 0 (1 space) on each side at rank 1, doubling the number of cubes per additional rank. You can arrange the volume of these cubes as you wish, so long as they all remain contiguous.
- **SPHERE:** The effect fills a sphere with a distance in diameter equal to the effect rank. Sphere Areas on a level surface create a hemisphere, decreasing their height distance rank by 1.

Obscure effects with different shapes can be acquired as Alternate Effects.

OBSCURE TARGETING

An Obscure effect can be centered on you or any point within your range. It does not move once created, although you can reposition an existing Obscure effect as a simple action on your turn. Characters perceiving within or through the obscured area experience the effects of Full Concealment for the affected senses. You are affected normally by your own Obscure, but can have **Enhanced Senses** able to perceive through it, or Personal Immunity from the **Immunity** effect.

EXTRAS

CONTINUOUS: Your Obscure effect lasts without maintenance once it is established, until it is countered or you choose to dismiss it with a free action. A Continuous Obscure Alternate Effect continues to function even when its array is switched to a different effect. ***+1 point per rank***.

INDEPENDENT: Your Obscure effect lasts for 1 round per rank without the need for maintenance. You cannot move the Obscure area once it is placed. It can still be nullified or countered. An Independent Obscure Alternate Effect continues to function even when its array is switched to a different effect. *+0 points per rank*.

SELECTIVE: You choose who is and is not affected by your Obscure effect. You must be able to accurately perceive a target to exclude them from the effect. ***+1 point per rank***.

FLAWS

CLOSE RANGE: Your Obscure effect is either centered on you or its outermost edge is adjacent to you, chosen when you use it. ***–1 point per rank.***

CONFIGURATIONS

DARKNESS: ***Obscure Normal Vision, Sphere Area · 2 points per rank.*** A sphere-shaped area of complete darkness, creating Full Concealment for vision. Similar powers involve mist, smoke, dust, or similar things that block vision in an area.

SILENCE: ***Obscure Normal Hearing, Sphere Area · 1 point per rank.*** A sphere where no sound can be heard, nor can enter or leave, useful for stealth as well as blocking verbal interaction or traits reliant on sound or speaking.

STATIC: ***Obscure Radio, Sphere Area · 1 point per rank.*** A sphere that blocks radio signals within it or from crossing it. A similar power produces "mental static" and is an Obscure Mental effect instead of radio, blocking mental senses.

WARDS: ***Obscure Detect and Remote Sensing · 1 point per rank.*** This power is a magical or psychic "ward" that blocks the Detect effect of Enhanced Senses and Remote Sensing effects with the same or similar descriptors, preventing spying or eavesdropping using those powers.

PERMEATE

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 3 points per rank

You can pass through solid obstacles as if they were not there, with your movement speed the lower of your ranks in Permeate or your movement mode speed. So, a character with Permeate 4 and Flight 6, for example, cannot move faster than speed rank 4 while passing through objects, the lower of their Permeate and Flight ranks.

You cannot breathe while completely submerged inside a solid object, so you either need Immunity to Suffocation or must hold your breath. You may also need Penetrates Concealment or other Enhanced Senses to know where you're going, since you cannot see inside solid objects, either.

If your Permeate effect ends while you are passing through a solid object, you suffer damage equal to the object's Toughness, resisted by your Fortitude. If not Incapacitated by the damage, you're immediately ejected from the object into the nearest open space. If you are Incapacitated, you're trapped inside the object and your condition worsens to Dying on the following round, making it difficult for aid to reach you.

Permeate provides no protection against attacks, other than grabs and restraints, which you can escape from automatically as a free action while Permeating. You do gain Cover while inside an object. For the ability to allow things, including attacks, to pass through *you*, see the **Insubstantial** effect.

FLAWS

LIMITED: Permeate is often Limited to passing through a particular substance like soil, ice, or plants, for example. ***–1 point per rank or more.***

POSTCOGNITION

EFFECT TYPE: Sensory **ACTION:** Standard
RANGE: Personal **DURATION:** Concentration
BASE COST: 1 point per rank

You have a limited ability to gain glimpses or visions of events that happened in a place in the past. You have one use of Postcognition per rank in the effect per session.

You can spend a use of your Postcognition to "replay" events at your location, as if you were present at that time, specifying a time when you want the playback to begin and "scanning" through the playback at any speed. You can only perceive past events in your immediate surroundings. If you want to review the past of a place, you have to physically go there. You are Unaware of your normal senses while using Postcognition, immersed in the vision of the past. You can move around and perceive with all your sensory abilities, but you cannot physically interact or affect anything that happened.

The vision lasts as long as you Concentrate to maintain the effect, although you cannot view more than a scene of time per use. The GM may ask for an Investigation or Perception check to determine what you learn from your vision.

Generally, the Game Master should treat a use of Postcognition like the **Guidance** advantage based on looking into the past. As with Guidance, the GM decides exactly how much you learn, although you can ask for a specific benefit or insight, and the effect should be beneficial to you to be worth a use of your effect. Uses of Postcognition, like uses of Guidance, count toward your limit on uses of heroic advantages, as given in **Chapter 5**.

Even within its limits, Postcognition can easily solve certain mysteries by simply looking at past events, so the Game Master may choose to limit or even prohibit this effect in their game, if it's likely to spoil too many adventures.

POSTCOGNITIVE SENSES

A character can use all their senses in conjunction with their Postcognition as if they were present in the scene. If they gain extra senses while using it, take Enhanced Senses, Linked and Limited to Postcognition. If they *lose* senses while using it—such as only being able to see and not hear past events—apply an appropriate Limited flaw.

EXTRAS

AFFECTS OBJECTS: With this extra, you can touch or hold an object and gain visions of events that happened around that object in the past as if you were the object, but with your normal senses, an ability often called "Object Reading." ***+1 point per rank, +0 if Affects Only Objects***.

PRECOGNITION

EFFECT TYPE: Sensory **ACTION:** None
RANGE: Personal **DURATION:** Permanent
BASE COST: 1 point per rank

You have a limited ability to get glimpses or visions of the future. You have one use of Precognition per rank in the effect per session. You can use this effect in two ways:

PRECOGNITIVE GUIDANCE

You can spend a use of your Precognition to gain the benefits of the **Guidance** advantage based on receiving a glimpse of the future. As with Guidance, the GM decides exactly what you learn, although you can ask for a specific benefit or insight, and the effect should be beneficial to you.

PRECOGNITIVE WARNING

You can spend a use of your Precognition to move a scene back to an earlier point in the game. Everything that happened after that point becomes a precognitive vision or premonition you experienced, rather than actual events that played out, and effectively never happened. Game play resumes from the earlier point, but you are the only one aware of the events from your vision, unless you share the information with others.

EXAMPLE: Bowman opens a door, setting off a trap that causes an explosion! Foreshadow's player spends a use of his Precognition to declare the opening of the door a precognitive warning. The action moves back to just before that and Foreshadow calls out "No!" telling Bowman the door is trapped. It was never opened and the explosion, and its effects, never happened. The game picks up from that point, allowing the heroes to make a different choice.

Generally, a precognitive warning should reset the game no further than to the start of the current scene, and the GM can set suitable guidelines as needed.

SPONTANEOUS VISIONS

The Game Master may also choose to use your Precognition to give you hints, visions, or other guidance as part of the game's narrative, just like any other Enhanced Sense, but not costing any uses of the effect.

Uses of Precognition are like uses of the **Guidance** advantage, and count toward your limit of uses for heroic advantages, as given in **Chapter 5.**

QUICKNESS

EFFECT TYPE: General **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You can think and perform tasks quickly, though you cannot necessarily move or attack faster. You can only use Quickness to speed up tasks that have no penalty for failure on the check required, if any, or non-combat tasks you can perform as a routine check.

Subtract your Quickness rank from the time rank normally needed to perform a task to determine how long it takes you. So, for example, if you have Quickness 7, a task normally requiring an hour (time rank 9) takes you (9 – 7 = time rank 2) 30 seconds! If you lower the time rank of a task to 0, you can do it during your turn in action time as a standard action, at time rank –1 as a simple action, and at time rank –2 as a free action, if the Game Master agrees, although you're still limited to a reasonable number of free actions per turn.

For moving faster, see movement effects like **Flight** and **Speed** in this chapter. For acting sooner during action time, see **Initiative** in **Chapter 3** and the **Improved Initiative** and **Seize Initiative** advantages, and see extras you can apply to your **Strength** damage like **Area Effect**, **Multiattack**, or **Split** in the **Power Modifiers** section, along with the **Takedown** advantage, to attack multiple opponents at once.

FLAWS

LIMITED TO ONE TASK: Your Quickness applies to only one task, such as reading, mathematical calculations, and so forth. ***–2 points per rank***.

MENTAL QUICKNESS: Your Quickness only applies to tasks involving your mental processes, such as mathematics, designing schematics, composing music, listening, or reading. ***–1 point per rank***.

PHYSICAL QUICKNESS: Your Quickness only applies to physical tasks not requiring much mental attention, like repetitive labor, rote hobbies, and other actions with no penalty for failing a check. ***–1 point per rank***.

REGENERATION

EFFECT TYPE: Defense **ACTION:** None **RANGE:** Personal
DURATION: Permanent **BASE COST:** 2 points per rank

You recover quickly from damage conditions. See **Recovery** in **Chapter 8** for details. You can recover without the need for rest. With rank 1 Regeneration, you recover automatically once every 10 rounds (1 minute, time value 3). Each additional rank adds another recovery, spread evenly over 10 rounds.

REGENERATION TIERS

The simplest approach to Regeneration's recoveries is to take ranks evenly divisible by 10 rounds:

- **RANK 1 – STEADY REGENERATION:** You recover every 10 rounds. This is the same as most characters, except you do not have to rest during that time, and you can recover during action time.
- **RANK 2 – SLOW REGENERATION:** You recover every 5 rounds.
- **RANK 5 – FAST REGENERATION:** You recover every 2 rounds.
- **RANK 10 – VERY FAST REGENERATION:** You recover every round at the start of your turn.
- **RANK 20 – INSTANT REGENERATION:** You recover twice per round, at the start of your turn and halfway through the Initiative Order to your next turn.

DYING

If a character gets a Regeneration recovery while they have the Dying condition, they automatically stabilize and remove the Dying condition for that recovery. If the character's condition becomes Dead before their next Regeneration recovery, they remain Dead unless they also have the **Immortality** effect.

REGENERATION ABSENT STAMINA

Characters lacking a Stamina rank can recover from their damage conditions if they have Regeneration. The effect works normally for them and can represent a type of "self-repair system" or similar effect.

FEATURES

DIEHARD: When you gain the Dying condition, you automatically stabilize, although further damage can still kill you. See the **Dying** condition in **Chapter 1** for details. ***1 point***.

FLAWS

NOT AGAINST [DESCRIPTOR]: Your Regeneration cannot remove damage conditions caused by a certain damage descriptor or type of attack, such as fire, holy or blessed weapons, or impact damage, to name a few. You have to recover from the associated conditions normally. ***–1 point per rank, possibly more, or a 1- or 2-point drawback for some especially rare descriptors***.

ONLY WHEN INCAPACITATED: Your Regeneration doesn't start working until you are Incapacitated. Once it has removed all your damage conditions, it stops working until you're Incapacitated again. ***–1 point per rank***.

SOURCE: Your Regeneration only works when you have access to a particular source of nourishment, energy, or raw material during your recovery time to replenish yourself, such as blood, electricity, protein, sand, scrap metal, sunlight, etc. Cut off from your source, your Regeneration doesn't work. At the GM's discretion, a weak or partial Source may allow your Regeneration to operate at a lower rank. ***–1 point per rank***.

REMOTE SENSING



EFFECT TYPE: Sensory **ACTION:** Free
RANGE: Rank **DURATION:** Sustained
BASE COST: 5–10 points per rank

You can displace one or more of your senses over a distance, perceiving as if you were at that location. You make Perception checks normally using your displaced senses, taking the normal actions to do so. Remote Sensing overrides your normal sense(s), leaving you Unaware with them while using it.

Remote Sensing costs 5 points per rank for one sense type and +1 point per rank per additional sense type, 10 points per rank for all your senses. Vision counts as two sense types, so Remote Vision is 6 points (5 + 1) per rank.

REMOTE SENSING RANGE

Your effect rank determines the range of your Remote Sensing as shown on the **Remote Sensing Range** table. You sense things in real time within your effective range, regardless of distance.

REMOTE SENSING RANGE

RANK	REMOTE SENSING RANGE
1	**Short Range**: Within the same city
2	**Medium Range**: Within the same geographic area
3	**Long Range**: Within the same continent
4	**Worldwide**: Anywhere in the world
5	**Unlimited**: Effectively anywhere

NOTICING REMOTE SENSING

Remote sensing is noticeable: Subjects observed via the effect can notice it with an Insight check (DC 10 + rank) getting the sensation they are being observed.

SEARCHING REMOTELY

To search an area for someone or something, use the **Searching** guidelines given in the description of the **Investigation** skill. Searching a large area is difficult and time-consuming. In that case, you may want to use the **Guidance** advantage—including gaining a use as a heroic feat by spending a Hero Point—to find what you're looking for.

SENSORY EFFECTS

Sensory effects targeting the area where you have displaced your senses affect you normally, so you cannot, for example, see in an Obscure area that blocks your vision remote senses, and a Dazzle

attack against your remote senses can still affect them. See **Dazzle** under the **Affliction** effect in this chapter.

You cannot target perception range effects using Remote Sensing without the **Targeting** extra.

EXTRAS

COMMUNICATION: You can also communicate with subjects over your Remote Sensing range, effectively adding the Communication effect to this one. ***+2 points per rank***.

PROTECTED: Sensory attacks targeted where you have displaced your senses do not affect you, but sensory effects blocking your remote senses still do so. ***+1 point per rank***.

SIMULTANEOUS: You can use both Remote Sensing and your normal senses at the same time, perceiving two locales like "translucent" overlays of each other. You are not Unaware while using your Remote Sensing. ***+1 point per rank***.

TARGETING: You can use perception range effects with suitable descriptors on targets you can accurately perceive using Remote Sensing. However, characters able to notice your Remote Sensing can likewise target *you* with perception range effects with suitable descriptors. ***+1 point per rank***.

FEATURES

DIMENSIONAL: This modifier allows you to extend your Remote Sensing into other dimensions with range proximate to your location in that dimension. One rank of Dimensional allows you to sense into a single other dimension, two for a group of related dimensions, and three for any dimension in the setting suitable to your Remote Sensing descriptors. Dimensional Remote Sensing for an accurate sense is especially useful for targeting other Dimensional effects. ***1 point for a single other dimension, 2 for a group of related dimensions, 3 for any dimension.***

SUBTLE: Remote Sensing already has a degree of subtlety. Applying 1 rank of Subtle to Remote Sensing increases the DC to notice the effect to 20 + rank or makes it noticeable only to a particular unusual sense, with the usual DC 10 + rank Perception check. Subtle 2 makes Remote Sensing completely unnoticeable, as usual. ***1 or 2 points.***

FLAWS

FEEDBACK: Damaging attacks directed at where you displaced your senses can cause you to experience a Feedback effect. See **Feedback** in the **Power Flaws** section for details. ***–1 point per rank***.

MEDIUM: You require a medium for your Remote Sensing, such as shadows, flames, mirrors, open water, television screens, and so forth. You can only perceive locations where your chosen medium exists. ***–1 point per rank***.

SENSE-DEPENDENT: Remote Sensing is already Sense-Dependent and cannot apply this flaw. At the GM's option another effect can have the flaw Remote Sensing-Dependent, working only through the "link" of your Remote Sensing, regardless of the sense(s) involved. Since Sense-Dependent effects already work on Remote Sensing users displacing the effect's targeted sense(s), the modifier is of limited use, but may apply to some unusual mental or magical powers aimed specifically at remote sensors.

DRAWBACKS

NOTICEABLE: Remote Sensing with this flaw has an easily noticeable display, like a glowing set of eyes or a phantom image of your face, head, or body at the location you are observing. This manifestation cannot be used for communication, however. For that, take the **Communication** extra, previously. ***–1 point***.

CONFIGURATIONS

ASTRAL PROJECTION: ***Remote Sensing, Vision, Hearing, and Mental, Side Effect: Paralyzed While Projecting (-3) · 5 points per rank.*** The magical or psychic power to separate your astral body, your mind or spirit—from your physical body and send it out to observe. Communication and Targeting are common extras for this power.

SCRYING: ***Remote Sensing, Vision and Hearing · 7 points per rank***. Another common magical power, involving casting out the senses to perceive at a distance. Scrying sometimes relies on a Removable device like a crystal ball or magic mirror, or has the Medium flaw.

TELEPRESENCE: ***Remote Sensing, Vision and Hearing, Medium: Technology · 6 points per rank***. You can see and hear through cameras, screens, microphones, and other technology within your range.

SHRINKING

EFFECT TYPE: Alteration **ACTION:** Free **RANGE:** Personal
DURATION: Continuous **BASE COST:** 1 point per rank

You can temporarily decrease your size rank, gaining all the modifiers of that size. See **Size** under **Capabilities** in **Chapter 3**. Each rank in Shrinking allows you to assume one smaller size rank as a free action, chosen when you configure this power. If you have multiple smaller sizes you can assume, choose which one when you activate your Shrinking effect. So, for example, if you have Shrinking 2 for size ranks –1 and –5, you can assume either of those size ranks when you activate your Shrinking effect, but not other size ranks between them. When your Shrinking effect ends, you return to your normal size.

Shrinking effects are typically limited to no less than size rank –5, but see the **Microscopic** and **Atomic** features for *extremely* small size options.

If you are permanently a smaller size than rank 0, simply change your size rank, applying the new rank's modifiers, at no cost, and take appropriate traits for your concept and size. See **Size** under **Capabilities** in **Chapter 3**.

If you can increase your size, other than simply returning to your normal size, see the **Growth** effect in this chapter.

FEATURES

ATOMIC: You can shrink down to molecular or atomic size. You're effectively Immune to Damage and many effects from larger sources at this scale, since you are essentially shifted out of the ordinary universe. The GM decides whether a particular effect can reach you at this scale. You can pass through solid objects by moving between their molecules. It takes at least a full turn to do so, possibly longer

for larger objects. If you have this feature, you might also acquire a **Dimensional Travel** effect allowing you to shift into a separate sub-atomic "universe" or similar quantum reality. ***1 point***.

GROWTH MOMENTUM: If you increase in size on your turn and also make a damaging close attack against a target with a size larger than your initial size rank, your target has a penalty on their damage resistance check against your attack equal to the number of size ranks you grow, up to 5. ***1 point***.

MICROSCOPIC: You can shrink down to microscopic size. You effectively shift out of the normal world into a realm where single cells are as large or larger than you. You can do things like enter a living body or even cell or view things at a microscopic scale, like the **Micro-Vision** effect of **Enhanced Senses**. ***1 point***.

FLAWS

SUSTAINED: Your Shrinking effect requires a Sustain action each round to maintain it, otherwise it stops working and you return to your normal size. ***–1 point per rank***.

ADDED SHRINKING EFFECTS

In addition to the normal modifiers for increased size, you can take other effects in the same container as your Shrinking effect, including:

- Defense
- Concealment from vision or hearing
- Flight or other movement effects like Leaping or Speed
- Immunity to or Reduction in some effects
- Advantages, particularly those associated with the agility of your smaller size like Defensive Roll, Evasion, Hide in Plain Sight, Improved Defense, Improved Initiative, or Set-Up

Added effects should have Game Master approval and are limited by Power Level.

PROPORTIONATE EFFECTS

At the Game Master's discretion, other effects that are part of a Shrinking power may apply proportionately at lower ranks if you shrink to less than your full Shrinking rank. For example, if you have Shrinking 5 and +5 Defense as part of it, the GM may decide you gain +1 rank of Defense per size rank you shrink. Similarly, if you have –5 Strength, the GM may have it apply –1 rank per size rank you shrink.

CONFIGURATIONS

ANT-SIZE: ***Shrinking 1 (size rank –5), Growth Momentum · Defense +8 · Stealth +10 · Elusive Target 2, Improved Evasion 2, Hide in Plain Sight, Improved Defense, Improved Trip, Redirect, Set-Up · 24 points***. You can shrink down to minuscule size, gaining in Defense and advantages while retaining your full-sized Strength and speed.

SPACE TRAVEL

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 2 points per rank

You can travel at tremendous speeds through the vacuum of space to cross the distances between celestial bodies, star systems, even *galaxies*, but you *cannot* use Space Travel in a planetary atmosphere! You can carry your normal capacity with you while you travel. Rather than determining exact speed, effect rank determines how far you can travel in the context of a normal scene.

- **1 RANK:** About the speed of light. You can travel from the Earth to the Moon in a round or two, a nearby planet in a scene.
- **2 RANKS:** You can travel anywhere within a solar system.
- **3 RANKS:** You can travel to other nearby star systems.
- **4 RANKS:** You can travel to distant star systems.
- **5 RANKS:** You can travel to other galaxies!

You're assumed to be able to navigate to your destination, so long as it is known to you. The Game Master may place additional requirements on this, such as an appropriate skill check or use of an Enhanced Sense. This effect does not provide protection from the rigors of outer space; for that, see the **Immunity** effect, particularly Environmental Immunity.

EXTRAS

HYPER-JUMP: Rather than traveling *through* space, you effectively "jump" through hyperspace or a similar means to your destination. Space Travel with this extra is usable for extremely extended teleportation effects as well as hyperspace travel but is still only for movement between celestial bodies across space, rather than on a planetary surface. ***+1 point per rank***.

SPEED

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You can move *fast*. Add your Speed rank to your ground speed and climbing speed ranks, but not your jumping distance or swimming speed. If your jumping or swimming movement is also greater, you can take the **Leaping** and **Swimming** effects as well, possibly as Alternate Effects of your Speed.

Speed does not allow you to perform any actions other than moving faster than normal. For quickly performing routine tasks, see the **Quickness** effect. For acting sooner during action time, see **Initiative** and the **Improved Initiative** and **Seize Initiative** advantages, and see extras you can apply to your **Strength** damage like **Area Effect**, **Multiattack**, or **Split** in the **Power Modifiers** section, along with the **Takedown** advantage, to attack multiple opponents at once.

SUMMON

EFFECT TYPE: Control **ACTION:** Standard
RANGE: Close **DURATION:** Sustained
BASE COST: 2 points per rank

You call upon a non-player character "agent" to appear and aid you. Create the agent with (effect rank × 15) Power Points. They are subject to the normal Power Level limits, have the minion characteristics, and cannot have minions of their own. For more information and guidelines see the **Minions** section at the end of **Chapter 1**.

SUMMONING AND COMMANDING MINIONS

When you use the Summon effect, your agent appears in the nearest open space beside you. Agents have their own initiative and act starting on their next turn after you summon them. See **Initiative** in **Chapter 8**. Directing an agent to do something is a Command action, but agents generally do as they are ordered until a task is completed.

MINION TRAITS AND CONDITIONS

You always summon the same agent unless you apply modifiers, allowing you to summon different or even multiple agents. Your agent automatically has a Helpful attitude and does their best to aid you and obey your commands.

Incapacitated agents disappear. They recover normally and you cannot summon an Incapacitated agent until they have completely recovered. Your summoned agents also vanish if the Summon effect is not maintained, or if it is countered.

EXTRAS

CONTINUOUS: Your agents remain without any further action from you until you dismiss them, they are Incapacitated, or your Summon effect is countered. ***+1 point per rank***.

CONTROLLED: Your agents all have the Controlled condition. They have no free will of their own and are completely under your direction. ***+1 point per rank***.

HEROIC: The agents you summon are not subject to the minion guidelines, but are normal non-player characters. Game Masters

UNDER THE HOOD: SUMMON

Summon is a useful effect, so useful, in fact, that Game Masters may want to restrict its use. It doesn't cost much to summon up a gang of minions, giving you a *lot* of effective actions per round! Game Masters may wish to limit large numbers of minions, summoned or otherwise, to non-player characters. Player character minions are subject to the series Power Level limits. There are also practical matters limiting just how much your minions can do at once.

First, directing your minions to do something is a Command action. If you want to issue different commands to different minions, then it's one simple action per command. It's easier to tell all your minions "attack!" than it is to issue complex commands to each during combat.

Second, Game Masters may want to have groups of minions use team checks rather than rolling their actions separately. For example, instead of making eight attacks for eight different minions, the GM has seven minions aid the eighth, giving that minion a bonus. This makes groups of minions more effective and efficient overall, but keeps the number of die rolls to a minimum. GMs should keep in mind the limits on the number of opponents that can team up on a character at once. See **Team Checks** in **Chapter 1** and **Team Attacks** in **Chapter 8** for more.

Finally, Game Masters may wish to limit the use of the Heroic extra for Summon. Treating minions the same as heroes can greatly slow down combat, especially if there are more than a couple of them, since it becomes that much harder to take them out of a fight.

MINIONS AS DESCRIPTORS

Some effects might *seem* to be "summoning," calling up minions to do things for the character, but are better treated as descriptors of other effects. Take for example a character able to "summon" various spirits to perform magical tasks. By calling on spirits of the winds, he can attack a foe with an Affliction that "steals" their breath. Is the "wind spirit" a minion? Technically, no, it's just a personified effect, since it cannot be attacked, interacted with, or do anything other than create the Suffocation power. It can be countered, but so can any effect. The same is true of a character summoning a "minion" that acts as a shield, providing Counter or Resistance, but doing nothing else.

Consider carefully whether or not the particular effect a player wants really *needs* Summon, or if the "minion" in question is just a descriptor for another effect, no different from "heat ray" is a descriptor for a Damage effect or "sticky webbing" is a descriptor for a Snare; in neither case does the character need Summon Heat Ray or Summon Webbing to create the desired powers!

GROUP MINIONS

In some cases, the GM may prefer to treat some minions as a single "character," such as if a character can Summon a swarm of insects or a flock of bats: It may be easier to treat the entire group as one "character" with appropriate effects like Insubstantial to reflect it is actually made up of many smaller creatures. See the *Mastermind's Manual* for more on creating these types of creatures.

should be cautious about allowing this extra for Summon effects used by player characters, especially ones summoning more than one agent. ***+1 point per rank***.

HORDE: If you have the **Multiple** extra, you may take a standard action to summon any number of agents up to your maximum amount at once. You are Vulnerable until the start of your next turn when summoning a horde. ***+1 point per rank***.

MULTIPLE: You can summon more than one agent at a time. Each application of this extra doubles your total number of agents. So, for example, with Summon 6, you summon a single 90-point agent. With Multiple 1, you can summon two 90-point agents, with Multiple 2, four agents, and so forth. It requires a separate use of Summon for each agent unless you also have the **Horde** extra. ***+2 points per rank***.

RESPONSIVE: You can take the Command action to issue orders to your summoned agents as a free action once per round. ***+1 point per rank***.

VARIABLE TYPE: Summoned agents are normally identical in terms of traits, although they may differ cosmetically. With this modifier you can summon different agents of a general type like elementals, birds, fish, and so on, or even a broad type like animals, demons, humanoids, and such with different traits. ***+1 point per rank for General Type, +2 points per rank for Broad Type.***

FEATURES

MEMORY MERGE: When a summoned agent vanishes, you gain all its memories as if you had experienced them. ***1 point***.

MENTAL LINK: You have Mental Communication with your agents like the **Communication** effect. ***1 point per Communication rank***.

SACRIFICE: When you are hit with an effect requiring a resistance check, you can spend a Hero Point to shift the effect to one of your summoned agents instead. The agent must be within range of the effect and a viable target. An NPC using this extra is a plot complication, awarding the players a Hero Point, except for menaces, who can use one of their uses of Extra Effort in place of the plot complication. Sacrifice is not a particularly heroic ability, so the GM may wish to restrict this feature to non-player characters. ***1 point***.

FLAWS

ATTITUDE: Your summoned agents are less cooperative: Indifferent or even Unfavorable toward you. You can use interaction skills and other effects to get your summoned agents to cooperate, but success is by no means assured! Summon with this flaw cannot have the **Controlled** extra. ***–1 point per rank for Indifferent, –2 points per rank for Unfavorable***.

HOSTILE: When summoned, minions get an appropriate resistance check, typically Will, against your Summon Effect DC. If they successfully resist, they become Hostile toward you! You lose control of them and cannot end the Summon effect, although you can still attempt to counter it to send the Hostile minions away. ***–2 points per rank***.

RESISTIBLE: Your minions get an appropriate resistance check, typically Will, against your Summon Effect DC to avoid being summoned. If they successfully resist, you cannot attempt to summon them again in that scene without using Extra Effort. ***–1 points per rank***.

SELF-POWERED: The summoned agent(s) do not appear near you but must instead travel to you from wherever they are using their own movement capabilities. ***–1 point per rank.***

CONFIGURATIONS

DEMON SUMMONING: ***Summon Demons, Broad Type, Controlled, Horde, Multiple, Hostile · 5 points per rank***. The classic evil sorcerer power of summoning demonic agents to do their bidding, but with the potential for said demons to turn against their summoner! A more focused Demon Summoning drops the Horde and Multiple extras for less expensive ranks to Summon a more powerful individual demon.

DUPLICATION: ***Summon Duplicate · 2 points per rank***. You Summon another character who is an exact duplicate of you: They can have any traits you have, up to your ranks, but don't have this power. This usually means you need Summon ranks equal to your own Power Point total, minus the cost of this power, and divided by 15 to create a true duplicate—essentially a Summon rank equal to your Power Level. All the Summon extras are common for this power, particularly Heroic and Multiple Minions.

SWIMMING

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You can swim quickly. Add your Swimming rank to the base speed rank you swim, generally meaning you swim at Swimming rank speed. You can make Athletics checks to swim as routine checks. See **Swimming** under **Athletics** in **Chapter 4**.

CONFIGURATIONS

AQUATIC: ***Enhanced Movement: Aquatic Adaptation · Enhanced Senses: Dark-Vision · Immunity to Cold, Drowning, and Pressure 3 · Swimming 1 · 7 points***. You're adapted to function underwater, able to breathe and move normally, see in the dark depths and resist the cold and pressure there, and swim easily. Added ranks of Swimming are common for this power.

SWINGING

EFFECT TYPE: Movement **ACTION:** Free **RANGE:** Personal
DURATION: Sustained **BASE COST:** 1 point per rank

You can swing through the air at a speed rank equal to your effect rank, using a swing line you provide or available lines and projections like tree limbs, flagpoles, vines, telephone and power lines, and so forth. As a free action or reaction, you can also use a swing line to arrest a fall, so long as there is a place to attach it.

SWINGING AND SPEED

If you can swing further than your ground speed rank, you can travel faster by swinging, as if you had the **Speed** effect. Since Swinging requires high points to attach a swing line, its effective maximum rank is equal to the height rank of such points, and the effect is largely useless without them. This typically means Swinging is limited to a maximum rank of 8 or less in most areas with tall structures or swing-points available.

TELEPORT

EFFECT TYPE: Movement **ACTION:** Simple **RANGE:** Rank
DURATION: Instant **BASE COST:** 2 points per rank

When you use this effect, you move instantly from place to place without crossing the distance in between. You can teleport yourself and up to mass rank 0 of additional mass you are wearing or carrying a distance rank equal to your effect rank.

You can only teleport to places you can accurately sense or that you have memorized with the Known Location feature. You retain your position and relative velocity when you teleport. If you are falling when you teleport, you are still falling at the same speed as you arrive at your destination.

TELEPORTING INTO OBJECTS

If you teleport into a solid object, you suffer damage equal to the object's Toughness, resisted by your Fortitude. If not Incapacitated by the damage, you're immediately ejected from the object into the nearest open space. If you are Incapacitated, you're trapped inside the object and your condition worsens to Dying on the following round, making it difficult for aid to reach you.

CARRYING PASSENGERS

You can bring willing passengers with you when you teleport, so long as you are in physical contact with them and can carry their mass rank, which may require ranks in the **Increased Mass** modifier. At the GM's discretion, willing passengers can just be adjacent to you, or all touching, such as holding hands in a circle.

You can also bring unwilling "passengers" with you, but only if you successfully grab them first. See the **Grab** action in **Chapter 8** for details. You can carry a character you have in a hold with you when you teleport, so long as you can carry their mass.

EXTRAS

ACCURATE: You don't need to know or accurately sense your destination to teleport there, just be able to generally describe it, such as "inside the capitol building lobby" or "onto the roof of our headquarters." If the destination isn't in your Teleport range, nothing happens. ***+1 point per rank***.

EASY: You are not Dazed or Vulnerable when making **Extended** teleports. ***+1 point per rank***.

EXTENDED: You can take two consecutive simple actions to make an extended teleport with a distance rank equal to your effect rank +10. You are Dazed and Vulnerable after an extended teleport, until the start of your next turn. ***+1 point per rank***.

PORTAL: Rather than simply disappearing when you Teleport, you open a portal or gateway between two places as a free action. The portal is distance rank 0 across. Anyone stepping through the portal, a Move action, is transported to the other location. The portal remains open as long as you take a Concentrate action each turn to maintain it. ***+2 points per rank, +1 additional point per rank if you can maintain the portal as a Sustain action. +1 additional point per rank if your Portal is one-way, chosen when you create it. 1 point feature per distance rank you can enlarge your portal***.

FEATURES

CHANGE DIRECTION: You can change your direction or orientation after a teleport. ***1 point***.

CHANGE VELOCITY: You can teleport "at rest" to your destination. Among other things, this means you can teleport out of a fall and suffer no damage. ***1 point***.

INCREASED MASS: You can carry an additional mass rank when you teleport equal to your rank in this feature. ***1 point per rank in Increased Mass***.

KNOWN LOCATION: You have memorized a particular place well enough so you can teleport to it without being able to accurately perceive it. ***1 point per Known Location***.

TURNABOUT: You can teleport as a simple action, take a standard action—including an Attack or Grab—and then teleport back to your starting point as a free action, so long as the total distance moved that turn doesn't exceed your Teleport range. ***1 point***.

FLAWS

EXTENDED ONLY: You can only make extended teleports. You must have the Extended extra, and this flaw effectively makes it a +0 modifier. ***–1 point per rank***.

LIMITED LOCATION: You can only teleport to specific locations such as sites with dedicated teleport platforms, shrines or temples associated with a deity, or other limits in line with the Medium flaw (following). For a –2 flaw, you can only teleport to one location, a kind of "homing" teleport back to an installation or safe-haven, for example. ***–1 or –2 points per rank***.

MEDIUM: You require a medium for your teleportation, such as electrical or telephone wires, root structures, waterways, shadows, flames, mirrors, and so forth. You can only teleport from and to locations where your medium exists. ***–1 point per rank***.

DRAWBACKS

TRANSIT TIME: You don't teleport instantly. Each rank in this drawback increases the time it takes to reach your destination by 1 rank, starting from time rank 0, where you teleport and arrive on the start of your next turn. ***–1 point per rank of Transit Time***.

TRANSMUTE



EFFECT TYPE: Control **ACTION:** Standard
RANGE: Close **DURATION:** Sustained
CHECK: Close Attack vs. Defense Class (see description)
BASE COST: 2-5 points per rank

You can change objects into other objects, altering their shape or material composition in the process. You must touch the chosen object, which requires a close attack check if the object is held or worn by another character.

What you can transmute affects cost per rank:

- **2 POINTS:** Transmute one thing or substance into one other thing or substance, such as metal into wood, iron into glass, water into wine, or broken objects into repaired ones.
- **3 POINTS:** Transmute a broad group of things into a single result (any metal into gold, for example) or a single target into any of a broad group (one type of metal, such as lead, into any other metal, water into other liquids, and so forth).
- **4 POINTS:** Transmute a broad group of targets into one of a broad group of results (solids into other solids, for example).
- **5 POINTS:** Transmute any material into anything else.

You can affect (Transmute rank –6) rank mass, so Transmute 1 can affect up to mass rank –5, then mass rank –4 at rank 2, and so forth, on up to mass rank 14 at Transmute rank 20. Your Transmute rank is limited by Power Level.

Transmute requires a Sustain action each round to maintain. When you stop maintaining it, the target reverts to normal.

DESTRUCTIVE TRANSMUTATIONS

It is possible for Transmute to effectively destroy objects: turning a steel door into water, air, or even rust certainly removes it as a barrier. However, keep in mind that Transmute is normally sustained and even continuous Transmute effects may be reversible. For an effect capable of wearing down and eventually destroying objects, use **Damage** or a **Lower** Affliction effect instead.

TRANSMUTING DEVICES AND EQUIPMENT

Transmuting someone's devices or equipment requires targeting them first: characters can make Dodge resistance checks for their held or worn items, with a +5 bonus for handheld and similar-sized objects. Transmuting a handheld weapon like a gun requires an attack check and permits the wielder a Dodge resistance check with a +5 bonus. Targeting a worn suit of armor requires an attack check and allows the wearer a Dodge resistance check, with no modifier for a large item.

Transmute is generally just another way of "removing" a device or equipment, considered a part of their discount in cost from the Removable drawback, although transmuted devices should eventually be restored or replaced.

TRANSMUTING CONSTRUCTS

Transforming creatures, as opposed to objects, requires the **Transform** configuration of Affliction rather than Transmute. When dealing with constructs, those absent Stamina, the GM may permit Transmute to function like a Transform of the same rank, resisted with Will, Toughness, or another suitable trait, rather than Fortitude.

EXTRAS

CONTINUOUS: Your Transmute's duration parameter becomes continuous, making it irreversible except by using another Transmute

UNDER THE HOOD: TRANSMUTE

Transmute is a powerful effect, particularly in the hands of a cunning player. To some degree, Transmute could duplicate certain other effects, such as trapping a target by transforming air into a solid material or turning oxygen into a suffocating gas for Snare or Suffocate Afflictions. This is perfectly allowable; use the guidelines for other effects to handle these situations, using Transmute rank to determine resistance DCs.

Keep in mind, however, that Transmute has a sustained duration, which may affect how such "tricks" work: The trap disappears if the character is stunned, the suffocating gas dissipates unless the character concentrates each round to continue transforming it, and so forth. As always, the GM should use common sense and good judgment. Asking for Extra Effort for a power stunt for unusual applications of Transmute is perfectly reasonable.

If characters use continuous Transmute to acquire material resources, you may want to require them to spend Power Points on ranks of the Benefit advantage to reflect their Wealth, assuming such things matter in your series. Otherwise, the goods fade or remain impermanent in some way.

effect to turn the target back into its previous form, or otherwise countering the initial effect, at the GM's discretion. ***+1 point per rank***.

EQUIPMENT: You can transmute material into fully functional equipment, up to 1 Equipment Point per rank of Transmute, so long as your effect can create the materials the equipment is made of. The equipment has its normal Toughness rank and other traits. See **Chapter 7** for details. If the duration of the Transmute effect expires, the equipment vanishes. ***+1 point per rank***.

FLAWS

CONCENTRATION: Your Transmute's duration parameter becomes concentration. You must take the Concentrate action on each of your turns to maintain the effect. ***–1 point per rank***.

VARIABLE



EFFECT TYPE: General **ACTION:** Standard
RANGE: Personal **DURATION:** Continuous
BASE COST: 8 points per rank

This effect grants access to potentially *any* effect of an appropriate type and descriptor! A Variable effect provides you with (rank × 5) Variable Power Points you can allocate to different effects. Take a Concentrate action on your turn and choose how to configure your Variable Power Points. It is a handy idea to have a "menu" of commonly used options written down in advance to help speed up this process during play. You can think of a Variable effect as a dynamic power array with *every* possible power appropriate for its descriptors.

VARIABLE AND POWER LEVEL

The effects that you gain from your Variable effect are subject to the normal Power Level and series limits. You cannot, for example, acquire Enhanced Trait with a Variable effect to improve a trait beyond its Power Level limit, or acquire effects or descriptors the Game Master has specifically banned from the series. The GM has final say as to whether a particular use of a Variable effect is appropriate and may veto your configurations, if necessary.

VARIABLE DESCRIPTOR LIMIT

You must place descriptors on your Variable effect that limit its scope, such as:

- The Variable effect mimics other's traits and is limited to the traits its subjects possess.
- The Variable effect provides you with traits suitable to different forms you assume.
- The Variable effect provides adaptations limited to the stimulus to which it adapts.
- The Variable effect provides you with different devices, which can potentially be removed.

This descriptor does *not* lower the effect's cost unless it's especially narrow or limiting, and the GM is the final arbiter of what constitutes a suitable descriptor and which descriptors are narrow enough to qualify for a Limited flaw.

UNDER THE HOOD: VARIABLE EFFECTS

Powers based off the Variable effect are obviously *very* flexible. Responsibility for controlling Variable effects in the game is placed largely in the hands of both the Game Master and responsible players. To do otherwise would require weighing the effect down with numerous game system limitations that would keep it from doing what it is supposed to do: create a wide range of effects.

Keep in mind a Variable effect is *not* an "any effect I want" trait. That kind of unlimited power doesn't belong in the hands of player characters. A Variable effect *can* be "any effect within a given set of parameters," but it's up to you and the GM to define those parameters. The limits of power flexibility in *Mutants & Masterminds* are deliberately set by Variable effects, the use of Extra Effort, Hero Points, and Improvised Effects.

Many comic book heroes who *appear* to have the power to "do anything" are using one of these options in *Mutants & Masterminds* game terms. For example, a super-sorcerer can do *practically* anything with magic. However, generally speaking, these characters have certain abilities they use all the time, typically an array of powers they have acquired with Power Points, things they only do occasionally, essentially power stunts performed with Extra Effort, and more complex rituals, created using the **Improvised Effect** advantage from **Chapter 5**. The "variability" of magic seen in the comics is already built-in to the system, with some costs to control it, without having to give players the unlimited ability to duplicate *any* effect in the game at will.

Variable effects are better reserved for things where it is difficult to assign a specific number of Power Points and define everything about a given power in advance. For example, the ability to transform into any animal *could* be an application of the Morph effect with a *very* large array of Alternate Forms, but listing out every single possible animal form, one at a time, would be tedious to say the least, especially when a good number of those forms would be superfluous. A Variable effect with the descriptor "animal forms" is easier to manage. The player can pre-build certain commonly used animal forms for use during play, but also has the option for new configurations that fit into the power's descriptors.

Similarly, the ability to mimic or duplicate other characters' traits is only effectively handled by a Variable effect where its points can be configured for the duplicated traits, with power modifiers defining the other parameters of the power.

In short, Variable is a "last resort" in power design, and the GM should treat it as such.

VARIABLE DURATION

The configuration of your Variable Power Points is continuous, so it remains as you last set it until it is changed again. If your Variable effect is countered, your configured Variable Power Points "reset" to a "null" state: You lose any traits those points were configured for and must take the action necessary to reconfigure your Variable Points again on your turn to regain them. A Variable effect cannot be permanent duration. Its configured effects can be, but they still turn off when the Variable effect does, or when its Power Points are reconfigured.

EXTRAS

ACTION: You can change the configuration of your Variable effect faster, although still only once per turn. Game Masters should exercise caution with Variable effects that can be reconfigured as a free action: They not only grant tremendous flexibility, they can also slow down gameplay, given the possible range of choices every turn. ***Simple Action: +1 point per rank. Free Action: +2 points per rank***.

AUTOMATIC: Your Variable effect can reconfigure its Power Points automatically as a non-action in response to a triggering event, such as a Variable effect that reconfigures to give you traits to deal with a new hazard or opponent. You must describe the triggering event for your effect, with the approval of the Game Master, and how it reconfigures your Variable Power Points. ***+3 points per rank***.

FLAWS

LIMITED: As noted in the description, a Variable effect must be limited by certain descriptors by default. To qualify for this flaw, the effect must be even more limited. This is highly situational and left to the Game Master's judgment. An example is a Variable effect only able to provide Enhanced Skills; in most settings, this is Limited. However, in settings where powers are rare and most characters rely on skills, it might not be. Conversely, a Variable effect *prohibited* from providing Enhanced Skills, but able to provide a wide range of other effects, isn't particularly Limited, just defined by its descriptors. *–1 (or more) points per rank.*

SLOW: You can only reconfigure your Variable effect outside of action time. You might need access to a lab, arsenal, spell-book, or other special equipment, or need to perform certain procedures or rituals. It takes at least a minute, possibly as long as an hour or more. The GM sets the specific time in cases where it matters, but it should be short enough that you can reconfigure between scenes in a game, but long enough that you effectively cannot do it during action time. The GM *may* allow you to spend a Hero Point to reconfigure your Slow Variable effect during action time as a Concentrate action if circumstances warrant it. ***–1 point per rank***.

SUSTAINED: The configuration of your Variable Power Points is sustained, so if you stop maintaining the Variable effect for any reason, your configured Variable Power Points "reset" to a "null" state. ***–1 point per rank***.

CONFIGURATIONS

ANIMAL MIMICRY: ***Variable: Animal Traits · 8 points per rank***. You can mimic the traits of animals, allocating your Variable points to them. Some animal mimics are further limited to specific classes of animals, such as jungle animals or reptiles.

GADGETS: ***Variable: Devices, Slow · 7 points per rank***. You have [rank × 5] Variable Power Points worth of various devices, technological or magical, you can reconfigure when you have some down-time between scenes. Note that Equipment already provides some of this capability, subject to the limits of Equipment given in the **Removable** drawback description.

MATERIAL MIMICRY: ***Variable: Material Traits, Limited to Materials Touched · 7 points per rank***. You can mimic the properties of different substances by touching them. This typically involves Strength and Toughness equal to the material's Toughness, often Improved or Impervious, Immunity, or Insubstantial for non-solid materials.

POWER MIMICRY: ***Variable: Powers of Other Characters, Limited to Touched Characters, Requires an Attack Check · 6 points per rank***. You can mimic others' powers by touching them, requiring a close attack check against an unwilling subject, and allocating your Variable Power Points to match their powers, up to their total rank or your Power Level limit, whichever is less.

POWER THEFT: ***Variable: Powers of Other Characters, Fading, Limited to Powers Lost to Target · 6 points per rank · Linked to either: 1) Counter Powers, Simultaneous, or 2) Lower Powers, Cumulative · 2 points per rank***. You touch the target with a close Attack action and if they fail to resist your Counter or Lower effect, you can configure your Variable effect to copy the powers they have lost. You then lose those stolen powers at a rate of 1 rank per round until they are gone.

SHAPESHIFT: ***Variable: Form Traits, Sustained · 7 points per rank***. You can assume different forms, allocating your Variable points to the assumed form's traits, including at least one rank of the **Morph** effect. The **Action** extra is common for shapeshifters who can change form quickly, but revert to normal form when they no longer sustain their power.

SKILL MIMICRY: ***Variable: Skills and Advantages, Limited Traits · 7 points per rank.*** You can mimic the skills and advantages of others you can accurately perceive, allocating your Variable points to match their ranks, up to their total rank or your Power Level limit, whichever is less. The **Action** extra is common for this power, allowing you to reconfigure your Variable effect with just a simple or even free action.

POWER MODIFIERS

Power Modifiers enhance or limit power effects in several ways, sometimes significantly changing how they work. Modifiers enhancing effects are called **extras** and **features**, while those limiting effects are called **flaws** and **drawbacks**.

APPLYING MODIFIERS

An extra increases an effect's cost per rank by a set amount, usually 1 point, while a flaw decreases the effect's cost per rank by a set amount, usually 1 point as well. This is sometimes notated as "+X extra" or "–Y flaw" like +2 extra, or –1 flaw. To determine the effect's final cost per rank, take the base cost, add up all the extras, and subtract all the flaws.

MODIFIED COST PER RANK =
BASE EFFECT COST + EXTRAS – FLAWS

FEATURES AND DRAWBACKS

Rather than increasing or decreasing an effect's cost per rank, power features and drawbacks have a flat value of 1 Power Point and –1 Power Point, respectively, added to the *overall* cost of the power. Some features and drawbacks have ranks, in which case their value is 1 PP or –1 PP per rank. For example, the **Subtle** feature adds only 1 or 2 points to an effect's total cost, depending on how subtle the effect is. Likewise, the **Activation** drawback has a value of –1 or –2 points to the effect's total cost, depending on how long the power takes to activate.

Features and drawbacks are applied to the cost of an effect after its cost per rank and total cost for its number of ranks is determined.

EXAMPLE: If an effect costs 2 points per rank, with +1 point per rank for extras and –2 points per rank for flaws, it has a final adjusted cost of (2 + 1 – 2) or 1 point per rank. With 8 ranks, it costs 8 Power Points. If the same effect also has a feature costing 2 points and a drawback worth –1 point, you add 2 to the final cost and subtract 1, for a total of (8 points for the effect + 2 points for the feature – 1 point for the drawback) or 9 Power Points.

MODIFIED FINAL COST = (BASE EFFECT COST +
EXTRAS – FLAWS) × RANK + FEATURES – DRAWBACKS

Power drawbacks cannot lower a power's final cost below 1 Power Point.

Extras, flaws, and drawbacks *permanently* change how the effect works, unless the description says otherwise. You do not have the option of using the modifier or not, it always applies. To have different versions of an effect with different modifiers—such as a regular Damage effect and one with the Area Effect extra—you can create an array of Alternate Effects, each configured differently. See **Power Arrays** earlier in this chapter for details.

Features are generally optional, unless the feature's description says otherwise.

FRACTIONAL COSTS

If flaws lower an effect's cost per rank to less than 1 Power Point, each additional –1 to cost per rank beyond that *adds* to the number of ranks of the effect you get by spending 1 Power Point on a 1-to-1 basis.

In essence, an effect's cost can be expressed as the ratio of Power Points per rank (PP:R). So, an effect costing 3 points per rank is 3:1. If that effect has a total of –2 in extras and flaws, it costs 1:1, or 1 Power Point per rank. Applying another –1 flaw adds to the second part of the ratio, making it 1:2, or 1 Power Point per 2 ranks, and so forth.

Continue the progression for further decreases in cost. Game Masters may wish to limit the final modified cost ratio of any effect in the series. As a general guideline, 1:5 or 5 ranks per Power Point, should be the lowest modified cost for an effect, but the GM sets the limit, if any.

EXAMPLE: A hero has Toughness, which costs 1 Power Point per rank. The Toughness has two modifiers; the first is the Improved Resistance extra, a +1 per rank modifier, and the second is the flaw Limited to Blunt Physical Attacks, a –3 per rank modifier, for a total modifier of –2 per rank. Since Toughness costs 1 point per rank, the –2 modifier increases the number of ranks per Power Point, so the final cost is 1 Power Point per 3 ranks of Improved Toughness Limited to Blunt Physical Attacks.

PARTIAL MODIFIERS

You can sometimes apply a modifier to only *some* of an effect's ranks and not others to fine-tune the effect. A modifier must apply to at least one rank, and may apply to as many ranks as the effect has. The change in cost and effect applies only to the ranks with the modifier; the unmodified ranks have their normal cost and effect.

EXAMPLE: Caliber's micro-rockets are Blast 7. They also explode on impact, for a Sphere Area Effect, but the Area Blast is only rank 4. So, the first 4 ranks of the Caliber's Blast effect have the Area modifier, costing 1 point more (or 3 points per rank). The remaining 3 ranks have their usual cost (2 points per rank).

MODIFIERS AS EFFECTS

In some instances, a power modifier may be configured "outside" of an effect, such that it is the effect. These modifiers are treated as effects when it comes to using and modifying them. If they're used in conjunction with another effect, they're permanent duration and a non-action.

EXAMPLE: A character has an Extended Range feature they can apply to any one ranged effect of a suitable descriptor at a time, such as "guns," configured as a "Sharp-Shooter" effect. The ranks of Extended Range are treated as their own effect, independent of a base effect, which is applied when the character picks up a gun.

MODIFYING MODIFIERS

Power modifiers generally all apply to a base effect. In some cases, modifiers may apply solely to other modifiers. In this case, treat the modifier being modified as the base effect and adjust its cost accordingly, before applying it to the base effect.

EXAMPLE: A character has a Blast effect that is Penetrating, but using the Penetrating effect is Tiring. So, the Tiring flaw is applied to the Penetrating extra, decreasing its cost to +1 point per 2 ranks, then the resulting modified Penetrating extra is added to the Blast effect. The character can use a regular Blast or make it Penetrating at the cost of becoming Fatigued. This example is an effective way of creating "special power stunts" characters can perform.

Using a modified modifier *may* become optional if it makes sense for the modification: To use the previous example, if there's no way for the character to use a non-Tiring, non-Penetrating Blast, then the modifier combo doesn't make much sense. This is an exception to the guideline that power modifiers are non-optional once configured.

POWER EXTRAS

The following section lists the available power extras, starting with the extra's name and cost in Power Points, along with a description of what the extra does in game terms.

AFFECTS CORPOREAL +1 POINT PER RANK

An incorporeal being can use an effect with this extra on the corporeal world. See Incorporeal in the Insubstantial effect description. Characters with ranks 1–3 of Insubstantial do not require this extra for their effects to work on the physical world, although they can apply it to their Strength rank to allow them to exert some Strength while Insubstantial.

AFFECTS OBJECTS +0 OR +1 POINT PER RANK

This extra allows effects involving Fortitude and Stamina to work on non-living objects. Generally, this extra applies to effects like Affliction and Healing, allowing them to work on objects in the same way as they do living creatures. If the effect Affects Only Objects, working on objects but not on living creatures, it has a net modifier of +0.

Effects that impose conditions may have no effect on objects if those conditions do not apply: An inanimate object does not take actions and therefore is essentially unaffected by being Dazed or Stunned, for example.

Effects that can work on an object are resisted by the object's Toughness or the rank of its affected trait as makes the most sense to the Game Master. At the GM's discretion, someone holding, carrying, or wearing an object can make a Dodge resistance check against the Effect DC, representing pulling the object out of the way at the last moment to avoid the Affects Object Effect.

AFFECTS OTHERS +1 OR +0 POINT PER RANK

This extra allows you to give someone else use of a sustained duration personal effect. You must touch the subject initially as a standard action, and they have control over their use of the effect, although you can withdraw it when you wish as a free action. If you are unable to maintain the effect, it stops working, even if someone else is using it. Both you and your subject(s) can use the effect simultaneously.

If the effect Affects Only Others, and not you, it has a net modifier of +0. If it can Affect Others at range, without having to touch the subject, apply the Ranged or Perception Range modifiers.

POWER MODIFIERS - EXTRAS

EXTRAS	VALUE	DESCRIPTION
Affects Corporeal	+1/rank	Can use the effect on the corporeal world while incorporeal.
Affects Objects	+1/rank	Fortitude resisted effect works on objects.
Affects Others	+1/rank	Give someone else use of a sustained duration personal effect.
Area Effect	+1/rank	Allows a single target effect to work on an area.
Aura	+3/rank	Turns a close range effect into an aura around you.
Contagious	+1/rank	Effect works on the target and anyone coming into contact with them.
Increased Duration	+1/rank	Increases effect's duration by one step: instant, concentration, sustained, continuous.
Increased Range	+1/rank	Increase effect's range by one step: close, ranged, Perception.
Linked	+0/rank	Links two or more effects, making them operate as a single effect.
Multiattack	+1/rank	Allows an attack check effect to hit multiple times.
Penetrating	+1/rank	Allows an effect to overcome Improved or Impervious Resistance.
Permanent	+0/rank	Makes a sustained duration effect permanent.
Resisted by [Resistance]	Varies	Changes an effect's resistance.
Secondary Effect	+1/rank	Allows an instant effect to affect the target again on the following round.
Selective	+1/rank	Makes a resistible effect discriminating, allowing you to exclude targets.
Sustained	+0/rank	Makes a permanent duration effect sustained.
Targets [Resistance]	Varies	Changes the trait used to determine an effect's Defense Class.
Thrown	+0/rank	Allows a close range attack to be thrown once during a conflict.
Worst of Resistance	+1/rank	An effect is resisted by the lower of two chosen resistances.

AREA EFFECT +1 POINT PER RANK

This extra allows an effect that normally works on a single target to affect all targets in an area instead.

- **POWER LEVEL:** Area effects are limited to a rank no greater than the series or character's Power Level.

TARGETING

You can choose to place the area effect where you wish within range without an attack check. The effect then spreads out to fill the affected area as detailed under Spread, following.

SHAPE

Choose one of the following options for the shape the area effect occupies:

- **CONE:** The effect fills a cone with a length of distance rank 2 and a width and height of distance rank 2 at the far end, originating from the narrow end. Cone Areas on a level surface decrease their height distance rank by 1.
- **CUBE:** The effect fills a cube distance rank 2 on each side, originating from either the center of the cube or a point along any of its sides, chosen when the effect is configured.
- **CYLINDER:** The effect fills a cylinder distance rank 2 in diameter and height, the effect originating from the bottom or top center of the cylinder, chosen when the effect is configured.
- **LINE:** The effect fills a path distance rank 3 long in a straight line, originating from one end of the line. Anything touched by the line is in the Area.
- **SHAPEABLE:** The effect fills ten cubes that 1 space on each side. You may arrange the volume of these cubes as you wish, so long as they all remain contiguous. The effect can originate from anywhere within or touching its shape, chosen when the effect is used.
- **SPHERE:** The effect fills a sphere distance rank 2 in diameter, with the effect originating from the center of the sphere or a point along its circumference, chosen when the effect is configured. Sphere Areas on a level surface create a hemisphere, decreasing their height distance rank by 1.

Each additional +1 extra increases all the distance ranks of an area effect's shape by 1, or doubles the number of cubes of a Shapeable Area.

RANGE

The Area modifier interacts with different Ranges as follows:

- **CLOSE:** A close area effect originates from the user, who is not affected by it, even if they are in the Area. This immunity does not apply to other effects, nor does it extend to anyone else. For that, apply the Selective extra. If the user wants to be affected at the same time as everyone else, increase cost per rank by +1. An example would be a Close Sphere Area Healing effect that includes the user along with everyone else in the area. This is the equivalent of the +1 Affects Others modifier.
- **RANGED:** A ranged area effect can be placed anywhere within the effect's range, spreading to fill the area's shape from the target point. A ranged area effect placed at medium range gives targets in the area a +2 bonus on their Dodge resistance check. A ranged area effect placed at long range gives targets in the area a +5 bonus on their Dodge resistance check.
- **PERCEPTION RANGE:** A perception range area effect can be placed at any point where the character can accurately sense.

SPREAD

An area effect can have one of the following types of spread, describing how it fills its shape:

- **BURST:** By default, area effects spread out from an origin point to fill their shape. This means any Cover between a target and the origin point of the effect provides its usual benefits and targets behind Total Cover relative to the origin point of the area effect are unaffected. See **Cover** in **Chapter 8**.
- **EMANATION:** The area effect fills its entire shape at once rather than spreading from an origin point. Cover does not block or hinder the area effect in any way. +1 point per rank.
- **PERCEPTION:** The area effect spreads from its origin point and affects any potential target in its shape the attacker can accurately perceive. Targets with Concealment from the attacker are not affected, but Cover that does not block the attacker's accurate sense does not hinder the effect. +0 points per rank.
- **SENSORY:** The area effect spreads from its origin point and affects any potential target in its shape able to perceive it with a particular sense, chosen when the effect is configured. So, for example, a Sphere Area Dazzle has a Vision Spread, affecting anyone in the area able to see it. Any Cover that doesn't block the targeted sense doesn't block or hinder the area effect either. Concealment against the Sensory Spread does affect it, however. See **Concealment** in **Chapter 8** for details. A Sensory Spread can be limited to special or unusual senses: This makes the effect both more selective and limited, such as a "Psi-Screamer" with a Mental Sensory Spread affecting only targets with Mental Awareness or Mind Reading, for example. +0 points per rank.

RESISTANCE

The area effect fills its designated shape. Targets in the affected area can make a Dodge resistance check against DC 10 + Area Effect rank. A successful Dodge check reduces the rank of the Area Effect by half, rounding up. A character can use their reaction to Evade, gaining a +2 bonus on the Dodge check. See the **Evade** reaction in **Chapter 8**, and the **Improved Evasion** advantage in **Chapter 5**.

PARTIAL AREA EFFECTS

If an effect normally requiring an attack check has an Area Effect modifier on only some of its ranks, you can use the effect to make a normal attack against a chosen target, with the area effect centered on them. The chosen target is affected by the full ranks of the attack, if it is successful, and the area effect, if it is not, and other targets in the area effect's spread are affected normally.

> **EXAMPLE:** A missile has Blast 10, Sphere Area Effect 8. It can be used for a ranged attack against a target. If the attack check meets or exceeds the target's DC, they must resist damage 10 from the Blast, while every other target within the sphere around them makes a Dodge check and then a Toughness check against the rank 8 Area Effect Damage. If the attack check against the primary target misses, they are still affected by the area effect— "close enough" counts with a missile!

AURA +3 POINTS PER RANK

Applied to a close range resisted effect, this extra turns it into an aura around your body.

POWER LEVEL

Aura effects are limited to the series or character's Power Level in rank.

ACTION

Activating your Aura is a free action on your turn. Anyone touching you during the round, or in contact with you at the start of their turn, is subject to your Aura effect. Likewise, anyone you touch, including striking them unarmed, is affected. A given subject can only be affected by your Aura once per round.

DURATION

Aura normally has a sustained duration, requiring a Sustain action each turn to maintain it. A concentration duration Aura costs –1 point per rank, while a continuous Aura costs +1 point per rank.

AREA AURA



If your Aura also has the **Area Effect** extra, it extends in an area around you. Anyone entering the area or starting their turn there is subject to your Aura effect.

MENTAL AURA

A variant of an Aura around your body is one established around your *mind.* Rather than affecting anyone who physically encounters you, a Mental Aura affects anyone who comes into "mental contact" with you via effects such as Mental Communication, Mind Reading, or powers with the Limited to Minds flaw or a "mental" or "psionic" descriptor. In this case, anyone mentally contacting you, or mentally in contact with you at the start of their turn, is subject to your Mental Aura effect. This costs +0 points per rank, or +1 point per rank if your Aura is both physical and mental.

SELECTIVE

If you can decide who is or is not affected by your Aura, apply the **Selective** extra to the effect as well.

CONTAGIOUS +1 POINT PER RANK



Contagious effects work on both the target and anyone coming into contact with the target. New targets resist the effect normally. They also become contagious, and the effect lingers until all traces of it have been eliminated. A Contagious effect is also eliminated if its duration expires. Examples of effects with this extra include "sticky" Afflictions trapping anyone touching them, disease- or toxin-based Lower effects, or even a Counter effect spreading from one victim to another.

INCREASED DURATION +1 POINT PER RANK

Effects have a standard duration: instant, concentration, sustained, continuous, or permanent. See **Duration** at the start of this chapter for details. This modifier increases an effect's duration. Choose one of the following options:

CONCENTRATION

When applied to an instant duration effect, this modifier makes it maintainable by taking a Concentrate action each turn to do so. If the effect requires an initial attack check, no additional attack check is needed to maintain it on a target if the initial attack succeeded, but subsequent rounds of effect do not benefit from an added success or critical hit on the initial attack. The target is affected at the start of each of the effect user's turns, making a normal resistance check, if any. Once the user stops maintaining the effect for any reason, it ends.

Concentration duration attack effects for player characters should be considered with caution.

SUSTAINED

When applied to a concentration duration effect, this modifier makes it maintainable with a Sustain action each turn. Otherwise, the effects are as for **Concentration** duration, previously.

CONTINUOUS

When applied to a sustained duration effect, this modifier makes it continuous duration. The Game Master can set reasonable conditions under which a continuous effect ends and such ongoing effects can still be countered. Effects allowing for a resistance check cannot be continuous duration unless the effect's description specifically says otherwise.

INCREASED RANGE +1 POINT PER RANK

Effects have a standard range: close, ranged, or perception range. See **Range** at the start of this chapter for details. This modifier increases an effect's range. Choose one of the following options:

RANGED

When applied to a close range effect, this modifier makes it ranged.

PERCEPTION RANGE

When applied to a ranged effect, this modifier makes it perception range.

LINKED +0 POINTS

This modifier applies to two or more different effects, linking them together so they activate at the same time.

The Linked effects must have the same Range parameter. The action parameter of the Linked effects is the longest of its components and they use a single attack check, if one is required, and resistance check, if both effects use the same type of check. If the effects have different resistances, targets check against each effect separately. The effects occur simultaneously.

Alternate Effects cannot be Linked to each other since they cannot be used at the same time. Generally, the same effect cannot be Linked to itself to "multiply" the results of a failed resistance check, such as two Linked Damage effects causing "double damage" on a failed check, even if the effects have different resistance checks.

This modifier does not change the cost of the component effects; simply add their costs together to get the combined effect's cost. Once Linked, the effects cannot be used separately, only together.

> **EXAMPLE:** Captain Thunder hurls thunderbolts that shock their targets with electricity and deafen with powerful claps of thunder. This is a Blast (lightning) costing 2 points per rank Linked to a Dazzle Hearing (thunder) effect costing 1 point per rank. The combined effect costs 3 points per rank. Since both effects are ranged and require a standard action to use, so does the combined effect. Since Damage requires a Toughness check and Dazzle requires a Fortitude check, the target checks against them separately, making a Toughness resistance check against the damage of the lightning and a Fortitude check to avoid being deafened by the thunder. Since the two effects are Linked, Captain Thunder cannot throw a thunderbolt without the deafening thunderclap, nor can he attempt to merely deafen a target without also hitting them with lightning! To do these things separately, Cap might take the stand-alone effects as Alternate Effects.

MULTIATTACK +1 POINT PER RANK

Multiattack allows an effect requiring an attack check that usually only affects one target to hit multiple targets, or a single target multiple times, with the same Attack action. A Multiattack effect can be used in three separate ways:

SINGLE TARGET

To use a Multiattack against a single target, make your attack check normally. If successful, the resistance check against the attack has a –2 penalty for two degrees of success, and a –5 penalty for three or more. Note this does not change the rank of the attack regarding **Impervious** or **Impenetrable** resistance. See the **Enhanced Resistance** effect for details.

MULTIPLE TARGETS

You can use Multiattack to hit multiple targets at once by "walking" or "spraying" the Multiattack across an arc. Roll one attack check per target in the arc. You suffer a penalty to each check equal to the total number of targets. Making a Multiattack against five targets is a –5 penalty to each attack check. If you miss one target, you may still attempt to hit the others.

CONCEALING ATTACK

A Multiattack can also provide "covering fire" for an ally. Take an Attack action and choose an ally you can accurately perceive. Until the start of your next turn, your ally receives the benefits of Full Concealment against enemies in range of your Multiattack and not in close combat with your ally. See **Concealment** in **Chapter 8** for details.

- **HIDING:** A concealing attack provides sufficient distraction for your ally to use Stealth without being observed. See the **Stealth** skill in **Chapter 4**.
- **ATTACKING:** An opponent can choose to ignore the Concealment provided by your concealing attack to target your ally at the cost of being immediately attacked by it. Make a normal attack check to hit that opponent with your Multiattack when they do so.

PENETRATING +1 POINT PER RANK

A Penetrating effect overcomes Improved and Impervious Resistance. The target makes a normal resistance check against an effect rank equal to the rank of the effect that is Penetrating. For Improved Resistance, the attacker can choose for the target to make a normal resistance check against the Penetrating rank or an Improved Resistance check, with the bonus die, against the full effect rank, if they differ. Resistances with the **Impenetrable** extra ignore Penetrating effects with a rank equal to or less than their Impenetrable rank.

> **EXAMPLE:** If a rank 6 effect with Penetrating 4 effect hits a target with Impervious 7, the target must resist a rank 4 effect, equal to the Penetrating rank. If the effect were rank 8, the target would have to resist the full effect anyway, since its total rank is greater than the Impervious rank. If the resistance were also Impenetrable 4 or more—equal to or greater than the Penetrating rank—the Penetrating attack would have no effect.

MULTIPLE RESISTANCES

If an effect has more than one resistance check, the Penetrating extra applies to only one of them, chosen when the extra is configured, unless it is applied multiple times. So, for example, Area Effect Damage has both a Dodge resistance check and a Toughness resistance check. The Penetrating extra would apply to only one of those checks unless it is applied twice.

PERMANENT +0 POINTS PER RANK

When applied to an effect with a sustained duration, this modifier changes its duration parameter to permanent. See **Duration** earlier in this chapter for details.

RESISTED BY [RESISTANCE] VARIES (SEE DESCRIPTION)

An effect with this modifier has a different resistance than usual. The resistance check Difficulty Class remains the same, only the resistance differs: Resisted by Fortitude, Resisted by Will, and so forth. If the change is to a generally lower, and therefore more advantageous, resistance, this extra increases cost per rank by +1. If, in the GM's opinion, there is no real increase in effectiveness, just a change to the resistance, it has a net modifier of +0. The effect's descriptors determine how it interacts with the new resistance.

SECONDARY EFFECT +1 POINT PER RANK



An instant duration effect with this modifier affects the target once immediately when the effect is used and then again on the following round, at the start of the attacker's turn. The target gets the usual resistance check against the secondary effect.

SELECTIVE +1 POINT PER RANK

A resistible effect with this extra is discriminating, allowing you to decide who is and is not affected by it. This is most useful for Area Effects. See the **Area Effect** extra. You must be able to accurately perceive a target to decide whether to affect it. For a degree of selectivity with non-resistible effects, use the **Precise** modifier.

SUSTAINED +0 POINTS PER RANK

Applied to a permanent duration effect, this modifier makes it sustained duration. See **Duration** at the start of this chapter for details. A sustained effect can be improved using Extra Effort, including using it to perform power stunts.

> **EXAMPLE:** The Toughness effect is permanent, meaning it always protects the character, but concentrating or trying harder does not make the effect more protective, nor can the character use it for power stunts. Sustained Toughness can be turned on and off, improved with Extra Effort, and used for power stunts. It might represent a power like a personal force field, or increased skin density requiring activation and a modicum of concentration to maintain.

TARGETS [RESISTANCE] VARIES (SEE DESCRIPTION)

An effect requiring an attack check with this modifier uses one of the target's resistances, rather than Defense, to determine their Defense Class. The attack check remains the same, only the determination of the Defense Class differs, such as Targets Fortitude, Targets Will, and so forth. If the change is to a generally lower, and therefore more advantageous, resistance, this extra increases cost per rank by +1. If, in the GM's opinion, there is no real increase in effectiveness, just a change to the resistance, it has a net modifier of +0. The effect's descriptors determine how it interacts with the new Defense Class.

THROWN +0 POINTS PER RANK

A close range attack effect with this modifier can be thrown or cast out a distance based on the character's Strength. The Thrown effect's short range is a base distance rank 2 + the character's Strength rank. Medium range is base distance rank 3 + Strength and applies a –2 to attack checks. Long range is base distance rank 4 + Strength and applies a –5 penalty to attack checks. The Throwing specialization of Ranged Attack is used with Thrown attacks.

Once the effect has been thrown it must be retrieved before it can be used again. At a minimum this requires going to where the attack hit and using a simple action to retrieve it, although the GM can impose complications on this process, simply ruling the Thrown attack cannot be retrieved until the end of the conflict scene.

The Thrown effect can be used at close range normally; it is only expended and in need of retrieval if the character throws it or if the character is hit with a successful Disarm. See **Disarm** under **Actions** in **Chapter 8**. For a "thrown" effect a character can use at range repeatedly, apply the Ranged extra instead, with a descriptor like a weapon returning to the wielder's hand, or having or generating an effectively unlimited number of "thrown" attacks.

WORST OF RESISTANCE +1 POINT PER RANK

The effect is resisted by the target's lowest of two or more resistances, chosen when the effect is configured. The resistance check Difficulty Class remains the same, only the resistance differs.

If the Game Master feels the two chosen resistances are *both* generally lower than the effect's regular resistance, this extra may be +2 points per rank instead.

POWER FEATURES

The following section lists available power features, starting with the feature's name and whether it is available in ranks. If the feature has a limit on the number of ranks it can have, it is listed after "Ranked" in its heading. This is followed by a description, in game terms, of what the feature does.

ACCURATE — RANKED (POWER LEVEL)

An effect with this feature is especially accurate; you get a +2 bonus per Accurate rank to attack checks made with it. Power Level limits this bonus.

AFFECTS INSUBSTANTIAL — RANKED 2

An effect with this feature works on insubstantial targets, in addition to having its normal effect on corporeal targets. See the **Insubstantial** effect description. Rank 1 allows the effect to work against insubstantial targets, but the target gets a reduction of it, halving the effect rank, rounded up, before their resistance check. Rank 2 allows the effect to function at its full rank against insubstantial targets.

ALTERNATE EFFECT — RANKED 2

This modifier allows you to add an Alternate Effect to an effect, creating a power array. See **Power Arrays** at the start of this chapter for details on how to configure arrays.

An Alternate Effect is 1 rank, while a Dynamic Alternate Effect is 2 ranks.

DIMENSIONAL — RANKED 3

This feature allows an effect to work on targets in other dimensions, if any exist in the series. You affect your proximate location in the other dimension as if you were there, figuring range modifiers from that point.

- One rank in Dimensional can affect a single other dimension.
- **TWO RANKS CAN AFFECT ANY OF A RELATED GROUP OF DIMENSIONS:** mythic dimensions, mystic dimensions, fiendish planes, and so forth.
- Three ranks can reach into any other dimension in the setting.

For many effects, you may need a Dimensional **Remote Sensing** effect with the Targeting extra to target them or an **Indirect** effect to reach them. Targets in other dimensions you cannot sense have Full Concealment from you.

EXTENDED RANGE — RANKED

This modifier extends the distance value for a ranged effect. See **Range** under **Effect Parameters**. Each rank of Extended Range increases the base values of the effect's range categories by +1 rank. So, 1 rank makes short range (rank × distance value 2), medium range (rank × distance value 3) and long range (rank × distance value 4). Each additional rank adds +1 to the distance value multipliers.

POWER MODIFIERS - FEATURES

FEATURES	VALUE	DESCRIPTION
Accurate	1 point/rank	The effect gets a +2 bonus on attack checks.
Affects Insubstantial	1–2 points	The effects works on Insubstantial targets at half rank (1) or full rank (2).
Alternate Effect	1–2 points	Add an Alternate Effect (1) or Dynamic Alternate Effect (2) to an array.
Dimensional	1–3 points	Allows an effect to work on targets in different dimensions.
Extended Range	1 point/rank	Each rank increases the distance value of a ranged effect's short, medium, and long ranges.
Feature	1 point/rank	Applies a general Feature benefit to the effect.
Homing	1 point/rank	Grants a ranged effect an additional chance to hit on a subsequent round.
Increased Mass	1 point/rank	Increases the mass rank an effect can carry by +1 per rank.
Indirect	1–4 points	Allows an effect to originate from a point other than the user.
Insidious	1 point	Makes the result of an effect harder to detect: DC 20 Perception or special sense.
Precise	1 point	Use the effect to perform tasks requiring delicacy and precise control.
Reach	1 point/rank	Extends the Reach of a close effect 1 space per rank.
Reaction	1 point	Use the effect as a reaction in response to a specific triggering circumstance.
Reversible	1 point	Remove conditions caused by the effect at will as a free action.
Ricochet	1 point/rank	Bounce the effect off surfaces, changing direction, once per rank.
Split	1 point/rank	Split an attack into (rank) number of effects with a minimum rank of 1.
Subtle	1–2 points	Make the effect harder to notice: DC 20 Perception or special sense (1) or undetectable (2).
Triggered	1 point/rank	Set an effect to activate in response to a particular circumstance.
Variable Descriptor	1–2 points	Change the descriptors of the effect within a particular group of options.
Wide Array	1 point/rank	+1 Power Point to distribute among the Alternate Effects of an array.

The GM may set limits on the maximum Extended Range an effect can have; as a general guideline, effects used on a planetary surface are limited to the distance to the horizon, beyond which the curvature of the planet makes it impossible to see anything to target it. On Earth, this is roughly distance rank 12.

FEATURE — RANKED

This is a general catch-all power feature of your own creation. As with the Feature effect earlier in this chapter, a power feature should be significant enough to be worth at least 1 Power Point and not solely based on the power's descriptors. So, for example, a fiery Blast does not need a feature to ignite fires; doing so is part of its "fire" descriptor and can be equally advantageous and problematic. A Blast effect that consistently "brands" its target with a visible and traceable mark, on the other hand, is an effect with an added feature.

HOMING — RANKED

This modifier grants a ranged effect an additional opportunity to hit. If an attack check with a Homing effect fails, it attempts to hit again on the start of your next turn, requiring only a Sustain action to maintain and allowing you to take other actions, including making another attack. Each rank in Homing grants the effect one additional attack check, but it still only gets one check per round.

HOMING SENSES

The Homing effect uses the same accurate sense as the original attack to "track" its target, so Concealment effective against that sense may confuse the effect and cause it to miss. If a Homing attack misses due to Concealment, it has lost its "lock" on the target and does not get any further chances to hit. You can take Enhanced Senses Linked to the Homing effect, if desired, to create things like radar-guided or heat-seeking missiles, for example. If a Homing attack is countered before it hits, it loses any remaining chances to hit. The same is true if it hits a different target.

INCREASED MASS — RANKED

This modifier may apply to an effect that allows you to carry or move a set amount of mass, typically a movement effect like Dimensional Travel or Teleport. Each rank of this extra increases the mass rank you can carry or move with the effect by 1.

INDIRECT — RANKED 4

Ranged effects normally originate from their user and travel in a straight line to their target. An effect with this modifier can originate from a point other than the user, potentially ignoring Cover between the user and the target, so long as the Cover is not between the effect's origin point and the target. In some cases, an Indirect effect may count as a Surprise Attack. See **Surprise Attack** in **Chapter 8**. The Indirect rank determines where the effect can originate and which direction it can aim, configured when the extra is applied.

- **INDIRECT 1:** The effect originates from a fixed point within range away from you and aims away from you. This is sufficient to bypass Cover between you and a target if the effect originates on the other side of the Cover.
- **INDIRECT 2:** The effect can originate from any point within range away from you, aiming away from you, or originates from a fixed point away from you within range and aims in a fixed direction not away from you, including toward you, which can allow it to hit a target in front of you from behind, for example.
- **INDIRECT 3:** The effect can originate from any point away from you within range and aim in a fixed direction or originate from a fixed point away from you within range and aim in any direction.
- **INDIRECT 4:** The effect can originate from any point and aim in any direction.

Targeting an Indirect effect still requires the ability to accurately perceive the target and you may take attack check penalties for the effects of Concealment. See **Cover** and **Concealment** in **Chapter 8** for details. Range modifiers are the larger of the distance between you and the target or the effect's origin point and the target.

INSIDIOUS

Insidious is like the **Subtle** modifier later in this section except Insidious makes the *result* of an effect harder to detect rather than the effect itself. For example, a target suffering from Insidious Damage isn't necessarily aware they have been damaged. Someone affected by an Insidious Lower feels fine until some deficiency makes it obvious a trait has lost ranks, and so forth. A target of an Insidious effect may remain Unaware of the danger until it's too late!

An Insidious effect is detectable either by a DC 20 skill check—usually Perception, although skills like Expertise, Insight, Magic, or Medicine may apply in other cases—or a particular unusual sense, such as an Insidious magical effect noticeable by Detect Magic or Magical Awareness. Characters who are Sleeping might not notice Insidious effects, in which case they do not awaken them.

Note that Insidious does not make the effect itself harder to notice; apply the Subtle modifier for that. It is possible for an active Insidious effect to be noticeable: the target can perceive the use of the effect, but not its results: The effect appears "harmless" or doesn't seem to "do anything" if the target cannot detect the results.

PRECISE

You can use a Precise effect to perform tasks requiring delicacy and fine control, such as using Precise Damage to spot-weld or carve your initials, Precise Move Object with manipulation skills, Precise Environment to match a particular temperature exactly, and so forth. The GM has final say as to what tasks can be performed with a Precise effect and which of those tasks require an ability, skill, or power check to determine the degree of precision with a given task.

REACH — RANKED

Applied to a close range effect, each rank of this feature extends its reach by 1 space. This may represent a short-ranged effect or one with a somewhat greater reach, like a whip, spear, or similar long weapon.

REACTION



An effect with this feature is usable as a reaction in response to a specific triggering circumstance, chosen when the effect is configured. When the circumstance occurs, you can use your reaction to activate and use the effect. This may interrupt the triggering action, such as when you are targeted or hit by an attack, or when someone moves past you. Each specific circumstance is a separate instance of this extra.

Using your reaction to activate an effect with this extra is voluntary: You can choose not to do so, not using your reaction, and if you are incapable of taking reactions, you cannot activate the effect, even if you want to do so. This differs from the **Triggered** modifier which activates automatically as a non-action once set, but you do not control the Triggered effect apart from setting or disarming its trigger.

See the various reaction advantages in **Chapter 5** for examples suitable for this extra. Game Masters should beware of overly broad triggering circumstances that amount to "whenever I want" or "whenever it would be useful" to prevent abuse of this feature.

REACTION AND POWER ARRAYS

In addition to using your reaction to activate an effect, this feature is also useable to reconfigure an array as a reaction to a triggering circumstance, an exception to the normal guidelines of only reconfiguring your power arrays on your turn. See **Action** under **Using Arrays**, previously, for more.

REVERSIBLE — RANKED 2

You can remove conditions caused by an effect with this modifier at will as a free action, so long as the subject is within the effect's range. Examples include removing the damage conditions caused by a Damage effect, repairing the conditions imposed by Lower Toughness on an object, or removing the conditions from an Affliction. For 2 ranks, you can remove the conditions over any distance.

RICOCHET — RANKED

With this modifier, you apply the benefits of the **Ricochet** advantage from **Chapter 5** as a feature of a ranged effect. You can "bounce" the ranged effect off surfaces, even other characters, to make trick shots, avoid Cover, or change its direction. Your effect can bounce once before hitting your target. Determine Cover from the bounce to the target. The bounce doesn't significantly harm the surface it hits, and an effect with Ricochet cannot affect multiple targets at once. For each additional rank in this extra, you can bounce your effect an additional time before it hits its target. Maximum total distance the effect can Cover is equal to its long range, and range penalties are based on its total distance.

SPLIT — RANKED

With this modifier, you apply the benefits of the **Split Attack** advantage from **Chapter 5** as a feature of a resistible effect that normally works on one target. Divide the effect's rank between the two targets as you wish and make an attack check for each target if one is called for. The effect works on each target normally at its lower rank. An effect cannot split to less than 1 rank per target, and cannot affect the same target more than once per Attack action. Each additional rank of this feature allows you to split an effect an additional time, so rank 2 lets you split the effect among three targets, then four, and so forth.

SUBTLE — RANKED 2

Subtle effects are not as noticeable. A subtle effect may be used to catch a target Unaware and may in some cases qualify for a Surprise Attack. See **Surprise Attack** in **Chapter 8**. Rank 1 makes an effect difficult to notice; a DC 20 Perception check is required, or the effect is automatically noticeable to certain unusual senses at the GM's discretion. Rank 2 makes the effect completely undetectable.

TRIGGERED — RANKED



You can set an effect to activate in response to a particular circumstance, after a set amount of time, in response to a particular event, and so forth. The triggering circumstance is chosen when you configure this modifier.

The circumstance must be detectable by your senses. You can acquire Enhanced Senses Limited and Linked to Triggered effects to give them the ability to detect additional circumstances. See the **Linked** modifier, previously. Setting the Trigger requires the same action as using the effect. You make any choices normally made when you use the effect when you set the Trigger instead and they cannot be changed without resetting the Triggered effect.

An effect with this modifier can *only* be set as a Triggered effect and can no longer be used normally. If you want both versions, take the other as an **Alternate Effect**. A Triggered Alternate Effect, once set, remains so even if you switch to a different effect in your array. A set Triggered effect is essentially a Readied action for that effect. See the **Ready** action in **Chapter 8**.

TRIGGER PLACEMENT AND TARGETING

Depending on its descriptors, you can place a Triggered effect anywhere in close range of you. The effect has its normal range parameter, so a close Triggered effect can only work on someone or something in close range of it while a ranged or perception range Triggered effect may work on targets at their usual distances, measured from where the effect was placed.

For Triggered effects requiring an attack check, the target of the effect makes a resistance check with Dodge or the targeted resistance instead, against a DC of 10 + your attack bonus with the Triggered effect. If the resistance check is successful, the effect misses. An added failure on the resistance check counts as a critical hit. See **Critical Hits** under **Attack Check** in **Chapter 8**. You can apply the **Accurate** feature to Triggered effects.

DETECTING AND DISARMING TRIGGERS

A Triggered effect awaiting activation may be detected with a Perception check vs. the Effect DC and in some cases disarmed with a successful skill or power check against the same DC, such as Dexterity, Magic, a technical skill, Counter, or another countering effect. You can automatically detect your own Triggered effects and disarm them at will with a free action.

TRIGGERED EFFECT DURATION

An instant or continuous Triggered effect has its normal duration. Concentration or sustained duration effects can be Triggered, but if not maintained, they lapse immediately on the round after they activate. **Independent** and **Short-Term** effects can be Triggered, and last for their normal duration.

TRIGGER USES

A Triggered effect can activate once per rank in this modifier. After its last activation, it stops working. You allocate ranks from this extra to a Triggered effect when you set it, and once you have allocated all your ranks to set Triggers, you can set no more until some of them are used. You regain trigger uses after the effect activates and can reallocate them to new Triggers.

VARIABLE TRIGGER

You can apply the **Variable Descriptor** feature to have a Variable Trigger, allowing you to choose the triggering circumstance when you set the effect, rather than when the effect is configured. You can choose from a close group of circumstances with 1 rank, and a broad group of circumstances with 2 ranks. *1 or 2 points.*

VARIABLE DESCRIPTOR — RANKED 2

You can change the descriptors of an effect with this modifier, varying them as a free action once per round.

- **CLOSE GROUP:** With rank 1, you can apply any of a closely related group of descriptors, such as weather, electromagnetic, temperature, and so forth.
- **BROAD GROUP:** With rank 2, you can apply any of a broad group, such as any mental, magical, or technological descriptor.

The GM decides whether a given descriptor is appropriate in conjunction with a particular effect and this modifier.

WIDE ARRAY — RANKED

Your power array has access to additional Power Points you can allocate among its Alternate Effects. See **Wide Arrays** in the **Power Arrays** section earlier in this chapter for details. Each rank in this feature provides an additional Power Point you can distribute among your array's Alternate Effects.

POWER FLAWS

The following section lists available flaws, starting with the flaw's name and the amount it lowers effect cost in Power Points per rank, along with a description of how the flaw modifies effects in game terms.

BEST OF RESISTANCE -1 POINT PER RANK

The effect is resisted by the target's highest of two or more resistances, chosen when the effect is configured. The resistance check Difficulty Class remains the same, only the resistance differs.

DECREASED DURATION -1 POINT PER RANK

Effects have a standard duration: instant, concentration, sustained, continuous, or permanent. See **Duration** at the start of this chapter for details. This modifier decreases an effect's duration. Choose one of the following options:

- **CONCENTRATION:** A sustained duration effect with this modifier has its duration parameter changed to concentration.
- **PERMANENT:** A continuous duration effect with this modifier has its duration parameter changed to permanent.
- **SUSTAINED:** A continuous duration effect with this modifier has its duration parameter changed to sustained.

DECREASED RANGE -1 POINT PER RANK

Effects have a standard range: close, ranged, or perception range. See **Range** at the start of this chapter for details. This modifier decreases the range of effects. Choose one of the following options:

- **CLOSE:** When applied to a ranged effect, this modifier makes it close range.
- **RANGED:** When applied to a perception range effect, this modifier makes it ranged.

DISTRACTING -1 POINT PER RANK

Using a Distracting effect causes you to become Vulnerable while using the effect, or until the start of your next turn for an instant duration effect.

FADING -1 POINT PER RANK

Each time you use an effect with this flaw, it loses 1 rank of effectiveness. For effects with a duration longer than instant, each round is considered "one use." Once the effect reaches 0 ranks, it stops working.

A faded effect can be "recovered" in some fashion, such as recharging, rest, repair, reloading, and so forth. The GM decides when and how a faded effect recovers, but it should generally occur outside of action time and take at least an hour. The GM may allow you to recover a faded effect immediately and completely during action time by spending a Hero Point.

FEEDBACK -1 POINT PER RANK

This flaw only applies to effects with manifestations, such as Create, Illusion, Remote Sensing, or Summon. If a manifestation of your effect with this flaw is hit with a damaging attack, you suffer from an occasional version of a Side Effect, typically a full value Affliction or Damage effect. See the **Side Effect** flaw for details.

POWER MODIFIERS - FLAWS

FLAWS	VALUE	DESCRIPTION
Best of Resistance	-1/rank	An effect is resisted by the higher of two chosen resistances.
Decreased Duration	-1/rank	Decreases effect's duration by one step: continuous, sustained, concentration, instant.
Decreased Range	-1/rank	Decreases effect's range by one step: Perception, ranged, close.
Distracting	-1/rank	Become Vulnerable until the start of your next turn when using the effect.
Fading	-1/rank	Each time you use the effect, it loses 1 rank of effectiveness.
Feedback	-1/rank	If a manifestation of your effect is damaged, you suffer from a Side Effect.
Grab-Based	-1/rank	A close range effect requires you to successfully grab the target.
Increased Action	-1/rank	Increases effect's action by one step: Free, Simple, Standard.
Independent	-0/rank	A sustained duration effect lasts for 1 round per rank without any need for maintenance.
Limited	-1/rank or more	The effect is not effective or usable all the time or under all conditions.
Resistible	-1/rank	
Sense-Dependent	-1/rank	The target of the effect must be able to perceive the source of it.
Short-Term	-1/rank	The effect has only six uses.
Side Effect	Varies	The effect has a problematic side effect associated with it.
Tiring	-1/rank	Using the effect causes you to become Fatigued.
Uncontrolled	-1/rank	You have no control over the effect.
Unreliable	-1/rank	The effect only works about half of the time.

GRAB-BASED –1 POINT PER RANK

A close range effect requiring a standard action or less with this flaw requires you to successfully grab a target as part of using the effect. See **Grab** under **Actions** in **Chapter 8**. If you fail on the grab, you cannot use the effect. If your grab attempt succeeds, the effect follows it automatically.

> **EXAMPLE:** Lamprey has a draining touch that is a Grab-Based Lower Strength effect. The monstrous villain must take a Grab action first to use it. If his close attack check hits, the target makes a Dodge or Strength resistance check against Lamprey's Strength. If it fails and the target is held, they then make the Fortitude resistance check against the villain's Lower effect to see how much Lamprey lowers their Strength.

For effects with a duration longer than instant, you must maintain the grab to maintain the effect: If the target escapes from the grab, the Grab-Based effect ends.

INCREASED ACTION –1 POINT PER RANK

Using an effect requires one of the following types of actions: free, simple, or standard. Each increase in the required action from that effect's base action type, from free to simple, for example, is a –1 point per rank modifier.

INDEPENDENT –0 POINTS PER RANK

A sustained duration effect with this modifier lasts for one round per rank, with a minimum of six rounds, without any need for maintenance, and then ends. At the start of each of your turns beginning the turn after you use the Independent effect, mark off one round of its duration until it reaches zero and ends. You cannot turn off the effect, but it can still be countered. The **Reversible** feature lets you end an Independent effect at will. An Independent Alternate Effect lasts even when its array is switched to a different effect, unlike other durations.

LIMITED –1 POINT PER RANK

An effect with this flaw is not effective or usable all the time. Limited effects generally break down into two types: those usable only in certain situations and those usable only on certain things. For example, Only While Singing Loudly, Only While Flying, Only Against Fire, Not Usable on Yellow Things, and so forth. As a general guideline, the effect must lose about half its usefulness to qualify for this modifier. Anything less limiting is better handled as a complication.

PARTIALLY LIMITED

If your effect is only *somewhat* effective in circumstances, apply the flaw to only some of its ranks. For example, an attack effect that does less damage against targets with Improved Toughness, to represent a diminished ability to penetrate armor, applies the Limited flaw to only those ranks that are ineffective.

RESISTIBLE –1 POINT PER RANK

When applied to an effect that doesn't normally allow a resistance check, this flaw gives it one. Choose the resistance when the flaw is applied. Since effects that work on others allow a resistance check, this nearly always applies to personal effects that allow someone interacting with them to circumvent the effect with a successful check. The effect's resistance DC is the lower of its rank or the character's Power Level.

For example, an Enhanced Defense effect might reflect a low-level reading of a target's mind to anticipate and avoid attacks. It is Resistible by Will, with successful resistance denying you the effect's bonus against that opponent. Likewise, your Concealment effect might be illusory, Resistible by Will for someone to see through it. A sustained Toughness effect might be some sort of "kinetic field" that permits an attacker a Fortitude resistance check to overcome it.

ADDED RESISTANCE

When applied to an effect that *does* normally allow a resistance check, this flaw gives it an *additional* one, which may be the same as its normal resistance, or different. The target makes both resistance checks and applies the better of the two to determine the effect's result.

For example, a Damage effect might involve whirling blades an attacker can avoid with a successful Dodge check, circumventing the need for a Toughness check against the damage. Similarly, a Lower Affliction based on a poison dart might add a Toughness check to see if the dart penetrates the target's skin in addition to making the usual Fortitude check against the effect.

SENSE-DEPENDENT –1 POINT PER RANK

The target of a Sense-Dependent effect must be able to perceive the source of the effect for it to work. The target gets a Dodge resistance check against the Effect DC. Success means the target has managed to avert their eyes, cover their ears, etc. and the effect doesn't work. Otherwise, the effect works normally and the target makes the usual resistance check against it, if any.

Opponents aware of a Sense-Dependent effect can also deliberately block their targeted sense. If a character provides the attacker with Partial Concealment from the sense, they gain a +5 bonus on their Dodge checks against the Sense-Dependent effect. If the character provides the attacker with Full Concealment from the sense, they are unaffected by the Sense-Dependent effect.

Sensory effects are Sense-Dependent by definition, and cannot apply this flaw. To give a target additional resistance to a sensory effect, use the Resistible flaw.

SHORT-TERM –1 POINT PER RANK

An effect with this flaw has uses equal to its rank with a minimum of six uses, where the effect works normally, then it stops working altogether. For instant duration effects, activation counts as a use. For longer duration effects, each round of maintenance counts as a use.

A Short-Term effect can be "reset" in some fashion back to its full uses, such as recharging, rest, repair, reloading, and so forth. The GM decides when and how the effect resets, but it should generally occur outside of action time and take at least an hour. The GM may allow you to spend a Hero Point to immediately reset a Short-Term effect to its full uses during action time.

SIDE EFFECT — VARIES

Using an effect with this flaw may cause some problematic side effect. The flaw has two components determining its value: frequency and degree, as shown on the **Side Effect Components** table.

SIDE EFFECT COMPONENTS

FREQUENCY	VALUE
Occasional	–0
Always	–1
DEGREE	**VALUE**
Minor Condition	–0
Moderate Condition	–1
Major Condition	–2
Half Value Effect	–0
Full Value Effect	–1
Complication	–1

SIDE EFFECT FREQUENCY

The Side Effect's frequency is how often it occurs:

- If the Side Effect happens **occasionally**, it adds no value to the flaw. Occasional Side Effect usually results from a failed check such as an attack check, resistance check, or a check to use an effect.
- If the Side Effect **always** happens when the effect is used, it adds a –1 value to the flaw.

SIDE EFFECT DEGREE

The Side Effect's degree is the complication, condition, or effect imposed on the character.

- A **complication** generally adds a –1 value to the flaw. The complication does not award the player a Hero Point.
- A **condition** adds no value to the flaw for a minor condition listed for the **Affliction** effect, a –1 value for a moderate condition, and a –2 value for a major condition. The condition lasts for the duration of the effect, or until the end of your next turn for an instant effect.
- An **effect** adds no value for an effect with a Power Point total of half the Power Point total of the effect with the Side Effect flaw, a –1 value for an effect with a Power Point total equal to the Power Point total of the effect with the Side Effect flaw. The character subjected to the Side Effect gets a normal resistance check against it.

Determine the exact nature of the Side Effect from its components. The GM assesses the final flaw value based on this, with the usual guideline that a Side Effect that doesn't really constitute a problem for the character isn't really a flaw. A Side Effect with no value from either of its components, such as an occasional minor condition or half-effect, is a 1- or 2-point drawback, at best.

TIRING — –1 POINT PER RANK

An effect with this flaw causes you to gain the Fatigued condition each time you activate it. You recover from this condition normally, and can use Hero Points to overcome it by spending the Hero Point at the start of the round following the use of a Tiring effect. In essence, the power requires Extra Effort to use it. This makes Tiring a useful flaw for creating an effect you can *only* use with Extra Effort.

Tiring is often applied to just some ranks of an effect to represent a higher level of the effect, usable only through Extra Effort. For example, a hero might have a Blast 12 effect, but routinely use only 8 ranks of it. The remaining 4 ranks are Tiring, so using them causes the hero to become Fatigued.

A Tiring effect can be combined with Extra Effort, but the fatigue stacks, causing a minimum of *two* Fatigued conditions per use.

UNCONTROLLED — –1 POINT PER RANK

You have no control over an effect with this flaw. Instead, the Game Master decides when and how it works. This flaw is best suited for mysterious powers out of the characters' direct control or effects the GM feels more comfortable having under direct, rather than player, control.

UNRELIABLE — –1 POINT PER RANK

An Unreliable effect doesn't work all the time. Roll a die when you use or maintain the effect each round. On a 10 or less, it doesn't work, but you've still used the action the effect requires. You can roll again on the following round to see if it works, although you must take the normal action needed to use the effect again. Spending a Hero Point on your reliability roll allows you to succeed automatically.

Powers that are only occasionally unreliable, less than about half of the time, are better handled as complications. See **Complications** in **Chapter 2**.

POWER DRAWBACKS

The following section lists the available power drawbacks, starting with the drawback's name and whether it is available in ranks. If the drawback has a limit on the number of ranks it can have, it is listed after "Ranked" in its heading. This is followed by a description of what the drawback does in game terms.

A power drawback cannot lower an effect's total cost to less than 1 Power Point.

ACTIVATION — RANKED 2

A power with this drawback requires additional time to activate before any of its effects are usable. If the power requires a simple action to activate, the flaw is –1 point. If it requires a standard action, it is –2 points.

Activation has no effect other than making all the power's effects available for use. The effects themselves still require their normal actions to use. You can use a power's effects in the same turn as you activate it, provided you have sufficient actions to do so. If the power is deactivated—either voluntarily or involuntarily via effects like Counter—you must take the Activation action again to regain access.

Activation applies to an entire power container and all its effects. Activating the power brings all its effects "online" and makes them available. If you must activate different effects separately, apply this flaw to each of them, requiring separate actions for each one.

If Activation is not automatic, apply the **Check Required** drawback to the entire power as well and have the player make the necessary check to activate the power. If the check fails, the power does not activate, and the character must take the activation action to try again.

ACTIVATION AND PERMANENT EFFECTS

Activation *does* allow permanent effects that are part of a power to be turned off, but only if the power as a whole is deactivated. It does not affect the other aspects of permanent duration, including the inability to improve the effect with Extra Effort. The GM should decide if allowing a permanent effect to have an Activation is appropriate based on the specific effect and any others it is combined with in the power.

> **EXAMPLE:** Stonewall has the power to turn into a super-strong rock form. This is a combination of Enhanced Strength, Lifting, Environmental Immunity, and Impervious Toughness. Stonewall's player applies the Activation modifier to the power, saying Stonewall has to Concentrate, taking a standard action to assume his rock form. That lowers the total cost of all four effects by 2 Power Points and means unless Stonewall takes a Concentrate action to activate his rock form, he cannot use any of the power's effects, even including permanent ones like Immunity and Toughness.

ACTIVATION AND POWER ARRAYS

The Activation drawback can also apply to the action required to switch between Alternate Effects in a power array. See **Power Arrays** earlier in this chapter for details. The drawback's point value and decrease in cost applies to the *total* cost of the power array and makes the action required to switch its Alternate Effects either a simple action for –1 point or a standard action for –2 points. The switch may require longer concentration, fiddling with dials or switches, undergoing a transformation, or some other suitable descriptor.

CHECK REQUIRED — RANKED

An effect with this drawback requires a check of some sort—usually a skill check—with a Difficulty Class of 10 + ranks in Check Required. If the check succeeds, the character can use the effect normally. If

POWER MODIFIERS - DRAWBACKS

DRAWBACKS	VALUE	DESCRIPTION
Activation	–1 or –2 points	Accessing the power takes a (1) simple action or (2) standard action.
Check Required	–1/rank	The effect takes a DC 10 + drawback rank check to activate.
Diminished Range	–1/rank	Each rank lowers the distance value of a ranged effect's short, medium, and long ranges.
Drawback	–1 to –3 points	The effect has some minor nuisance or drawback.
Inaccurate	–1 point	The effect imposes a –2 penalty on attack checks with it.
Noticeable	–1 point	A continuous or permanent effect is noticeable in some way.
Removable	–1, –2, or –4	The effect can be removed and taken away under certain circumstances

the check fails, the effect doesn't work, although the action required to use it is expended, so attempting to activate a standard action effect takes a standard action whether the check succeeds or not.

The required check occurs as part of the action to use the effect and provides no benefit other than helping to activate it. Normal modifiers apply to the check, and if you are unable to make the required check for any reason, the effect doesn't work. The check required by this flaw can never be made as a routine check.

An added failure rolled on the check means it fails automatically, regardless of the check result. So, there is always a small chance the effect won't work, regardless of the character's check bonus.

The Check Required must be in addition to any check(s) normally needed for the effect. So, for example, the normal Perception check made in conjunction with a sensory effect does *not* count as an application of this flaw, and applying it means an additional check is required before the effect's normally required check(s).

> **EXAMPLE:** A spellcaster has Enhanced Senses 4 for Detect Magic, Ranged, Acute, and Analyze with Magic Check Required 2. The player needs to make a DC 12 Magic skill check (10 + 2 flaw ranks) to successfully cast the "detect magic" spell, followed by the normal Perception check to pick up on anything present, and perhaps another Magic check to interpret what the character senses.

CHECK EXAMPLES

Skill checks an effect may require include:

- **ACROBATICS:** Suitable for effects requiring a measure of coordination or complex maneuvering.
- **DECEPTION:** Good for effects intended to deceive, particularly sensory effects like Concealment or Illusion, and disguise or form-altering effects like Morph.
- **EXPERTISE:** An Expertise skill check might represent having to know something about the subject of the effect or having to know something about the effect itself.
- **INTIMIDATION:** Useful for effects intended to inspire fear as well as similar offensive effects like Affliction.
- **MAGIC:** For casting spells or otherwise performing magical rituals to activate certain effects.
- **STEALTH:** Best suited to sensory effects, particularly Concealment.
- **TECHNOLOGY:** Operating a complex device or dealing with some technical phenomenon.

DIMINISHED RANGE — RANKED 3

Each rank of Diminished Range decreases the distance value of a ranged effect's short, medium, and long ranges. See **Ranged** under **Effect Parameters** for details. Each rank in this flaw decreases the distance value multiplier for range by 1 rank, meaning 3 ranks in this flaw are about the limit for the ranged effect to retain much value as a "ranged" effect.

DRAWBACK — RANKED 3

This is a catch-all for drawbacks of your own creation, some minor nuisance attached to an effect. Such drawbacks generally worth, at most, 2–3 Power Points total, and many are simply 1-point drawbacks.

As with Features, the GM should ensure a Drawback is truly a drawback, albeit a minor one, and not simply part of the power's descriptors. For example, the fact that an attack with a "sonic" descriptor likely will not travel through a vacuum is not a Drawback, simply part of the "sonic" descriptor, especially since the attack may also be enhanced by a medium such as water. On the other hand, a Morph unable to change color, losing some of the power's utility, or a telepath unable to lie while using Mental Communication, *do* have Drawbacks to their powers.

The GM sets the rank and therefore value of any given Drawback for an effect, based on how troublesome it may be, like setting ranks for the Benefit advantage and Feature effect or modifier.

INACCURATE — RANKED

An Inaccurate effect imposes a –2 penalty on attack checks with it per rank in this flaw.

NOTICEABLE

A continuous or permanent effect with this modifier is noticeable in some way. Choose a noticeable display for the effect when you configure this flaw. See **Noticing Power Effects** at the start of the chapter.

REMOVABLE — –1 (REMOVABLE), –2 (EASILY REMOVABLE), –4 (EQUIPMENT) POINTS PER 5 TOTAL POINTS

Effects with this flaw can be taken away from you under certain circumstances. Typically, this means a power residing in an object, called a **device**, which someone else can take away, although there may be other possibilities.

REMOVABLE POINT VALUE

Removable applies to the power as a whole and not to individual effects, although it may apply to a power with only one effect. The flaw is worth its value per 5 total Power Points of the power's final cost, rounded up.

Removable is worth –1 point per 5 total points. Easily Removable is worth –2 points per 5 total points. Equipment is worth –4 points per 5 total points.

> **EXAMPLE:** Ultramarine's armor provides her with several effects, including Blast, Strength, Flight, Toughness, and Enhanced Senses. The total Power Point cost of all the armor's effects, including extras and flaws applied to those effects, is 98 points. Dividing the total cost by 5 is 19.6, rounded up to 20. The Removable drawback lowers the overall cost of the Ultramarine armor by 20 points, from 98 to 78 Power Points. The armor can be taken away, disabled, and so forth, and the player receives no Hero Points for a complication when that happens, due to the nature of the flaw.

REMOVAL CIRCUMSTANCES

A Removable power can be removed when you are both Stunned and Helpless, essentially unable to resist, and cannot be removed during action time. This means opponents can generally only remove the power after defeating you, while you are Incapacitated, or through some sort of scheme outside of a conflict, such as a plot to break into your headquarters and steal a device kept there, for example.

An Easily Removable power can be taken away during action time with a Disarm or Grab action. This typically represents a handheld device such as a weapon, magic wand, remote control, or the like or some worn item easily snatched away from you, like a hat or cloak.

DAMAGING DEVICES

Devices invested with Removable powers can be damaged, much like equipment. See **Damaging Equipment** in **Chapter 7** and **Damaging Objects** in **Chapter 8**. Devices have the normal Toughness for an object of their type, or equal to one-fifth the device's total Power Point value before the application of the Removable drawback, whichever is greater. So a 63 Power Point device has a base Toughness of 13.

LONG-TERM LOSS

Removable powers may also have circumstances where they are lost for a longer-term, such as a device being damaged or destroyed or a wielder proving unworthy of a bestowed power. So long as the character has Power Points invested in the Removable power, it can be recovered, eventually: A device can be repaired, a character can become worthy again, or undergo a process to regain access to the power. This usually requires time between adventures, perhaps even a special adventure.

SHORT-TERM ONLY

You can define the Removable Flaw as Short-Term Only, decreasing it's total value by 1 Power Point. It can still be taken away, but cannot be lost long-term, except as a plot complication, earning the player a Hero Point as usual. This makes Removable devices essentially immune to damaged or destroyed. This decrease *can* lower the value of the flaw to 0, in which case the character gets no Power Point discount for the flaw.

REMOVABLE AND COMPLICATIONS

The temporary loss of a Removable power does not constitute a complication, any more than the result of any other flaw. You can have a power reside in an object as a descriptor without this flaw, if you wish, in which case the power cannot be removed or taken away from you without a Power Loss complication applied by the GM, earning you a Hero Point, or the use of an effect like Counter, which has pre-defined conditions for recovery.

EQUIPMENT

Effects as **equipment** is an even more limited version of Removable. In additional to all the previous limitations, equipment imposes the following:

- **AVAILABILITY:** Ownership of and access to some equipment may be restricted. For example, guns may require permits, licenses, waiting periods, and so forth. Also, equipment can be bulky and difficult to carry around. Game Masters are encouraged to enforce the limitations of acquiring some equipment and of carrying a lot of equipment at once. See **Restricted Equipment** and **On-Hand Equipment** in **Chapter 7**.
- **BONUS STACKING:** Equipment bonuses are limited compared to the bonuses granted by other effects. They do not stack with each other and might not stack with other bonuses, as determined by the GM.
- **COST:** Equipment has a material or monetary cost, and has to be supplied from somewhere. While characters normally have access to it, the GM can decide circumstances prevent acquiring or regaining equipment during or between adventures.
- **DAMAGE AND LOSS:** Equipment is subject to damage, malfunctions, and loss, even more so than devices. Equipment that is lost, destroyed, or taken away may or may not be immediately recovered, depending on circumstances. See **Damaging Equipment** in **Chapter 7**.
- **LIMITED EXTRA EFFORT:** Extra Effort with equipment places the strain on the equipment rather than the character, resulting in the equipment becoming Impaired, Disabled, or Debilitated rather than Fatigued, Exhausted, and Incapacitated. Equipment needs to be maintained or repaired to remove these conditions. See **Repairing** under **Technical Skills** in **Chapter 4**.
- **TECHNOLOGICAL LIMITS:** Equipment includes only items and technology "commonly" available in the setting, as determined by the Game Master. In general, assume equipment only includes things from the real world, and not battlesuits, anti-gravity devices, force fields, shrink rays, and so forth. It may include some minor "advancements" like miniaturization, or commonly available magical effects in a high-magic setting, but generally should not fall into the category of a full device.

See the following chapter for much more about equipment.

7: EQUIPMENT

In addition to amazing devices, powers with the **Removable** drawback detailed in **Chapter 6**, *Mutants & Masterminds* characters also make use of various **equipment** ranging from a set of lockpicks or a tracking device to body armor and weapons, and more sophisticated things like vehicles and installations. This chapter looks at the different equipment characters can acquire and how it is used in the game.

ACQUIRING EQUIPMENT

Equipment is acquired with points from the Equipment advantage from **Chapter 5**. Each piece of equipment has a cost in Equipment Points, just like other traits. The character pays the item's cost out of the points from the Equipment advantage and can thereafter have and use that item.

Essentially, equipment is a collection of power effects and modifiers with the **Removable** modifier from **Chapter 6** at its highest degree. Because the modifier decreases the cost of equipment to 1 Power Point for 5 Points worth of effects, it's easier for the Equipment advantage to just provide 5 points to spend per rank and to use the base cost of the equipment's traits without the Removable modifier to determine its cost, but keep in mind that it applies, with all of the limitations given in the modifier's description in **Chapter 6**.

That said, equipment is *not* a "power" and doesn't count as one, even if it uses the same effects as powers. Characters using only equipment can rightly be said to have "no powers" and this may matter in some settings.

EQUIPMENT EFFECTS

An item's cost is based on its effects and modifiers, just like a power, so a ranged weapon has a cost based on its damage rank, armor based on its Toughness rank, and so forth. Equipment often provides the Features effect, including some specific equipment Features described in this chapter. Indeed, some items of equipment provide *only* Features.

ALTERNATE EQUIPMENT

Just as with power effects, there is a diminishing value in having multiple items of equipment with a similar function, or a single piece of equipment with multiple functions, usable only one at a time. Equipment can have the Alternate Effect modifier to create an array, such as a weapon capable of different modes of operation. See **Power Arrays** in **Chapter 6** for details.

Characters can also have an array of equipment, usable one at a time. This is typically a multi-function item, or a kit or collection of various smaller items. The classic example is the utility kit. See **Utility Kit** later in this chapter. Alternate Equipment can also include things like an array of weapons the character can swap out, with only a limited number usable at once.

RESTRICTED EQUIPMENT

The Game Master may decide some equipment is simply not available or that characters must pay one or more additional Feature ranks to have it. This may include certain kinds of weapons, vehicles, and anything else the GM feels should be restricted in the series.

WHAT ITEMS DO YOU PAY FOR?

Just because a character happens to own a cell phone, a laptop, a car, or a home does not mean the character is expected to have ranks in the Equipment advantage. Broadly speaking *Mutants & Masterminds* characters are only expected to pay for *adventuring* equipment, which is to say items that have a direct impact on their abilities and roles as heroes. The rest is just background color, perhaps encompassed by ranks in the Wealth Benefit advantage for heroes who have a *lot* of wealth and material resources.

So, for example, heroes pay no Equipment Points for the fact that, in their secret identity, they live in a nice house or apartment or own a computer, a phone, or a car. They do, on the other hand, pay Equipment Points for a hidden fortress or high-tech lair. Likewise, a hero with Benefit ranks reflecting great personal wealth pays no Equipment Points for a sprawling mansion or penthouse apartment, nor for a collection of classic sports cars. They do pay Equipment Points for things like smoke bombs, boomerangs, and other weapons and crime-fighting tools, as well as for a hidden base of operations or vehicles souped-up for use while in costume. Heroes who struggle financially may have a complication that comes into play from time to time.

As with many cases in *Mutants & Masterminds*, when in doubt, the Game Master can decide whether a particular item should count as equipment. If it is something the character uses as part of their heroic identity, then it probably should. If a player wants to bring some cost-free background element to bear on the adventure in an important way, the GM can assess a Hero Point cost to do so. See **Hero Points** in **Chapter 1** for more information.

ON-HAND EQUIPMENT

Characters may not necessarily always carry all their equipment with them. Players can spend a Hero Point on the Well-Equipped advantage as a heroic feat to have a particular item of equipment "on-hand" at a particular time. The Game Master decides whether having a particular item on-hand is even possible. For example, a hero out for an evening in his secret identity might have something like a concealed weapon or other small item on-hand, but it's unlikely the character is carrying a large weapon or item unless he has some reasonable means of concealing it.

DAMAGING EQUIPMENT

Equipment can be damaged like other objects, based on its Toughness. Equipment suffering damage loses some effectiveness. The item loses one function or feature or suffers a –1 penalty on checks for each Hit condition it has. These penalties are eliminated once the item is repaired. See **Damaging Objects** in **Chapter 8** for more.

REPAIRING AND REPLACING EQUIPMENT

Repairing an item requires a technical skill check. You can also affect jury-rigged repairs to temporarily restore the item to normal. See **Technical Skills** in **Chapter 4**.

Replacing damaged or destroyed equipment requires time and resources, although the GM has the final say as to how much of both. It's easy to replace a lost item when a store is right around the corner, harder when it's the middle of the night or you're out in the middle of nowhere, or the item is only available from the underground economy. Game Masters can allow players to spend a Hero Point to have a replacement for a piece of equipment as an on-hand item. See **On-Hand Equipment**, previously.

UTILITY EQUIPMENT

Utility equipment is largely based around the Feature effect. A great many utility items are nothing more than a rank or two of Feature providing a particular benefit or convenience for the character, ranging from a toolset to access to information or the ability to overcome a penalty or to gain a bonus for having the "right tool for the job." The following guidelines may be useful for creating utility gadgets. A Feature effect may be used to:

- **PROVIDE A BONUS:** The equipment's Feature offers a bonus in particular instances where it is useful, such as making it easier to perform a particular task or use a particular skill or aspect of a skill. Typically, this is the equivalent to 1 point in a skill or a +2 bonus.
- **OVERCOME A PENALTY:** Similarly, the Feature may remove a penalty from a particular task or situation, ranging from the penalties for poor visibility or environmental conditions to those for lacking proper tools or equipment. See the various penalties assessed against skill use in **Chapter 4** for examples.
- **USEFUL FUNCTION:** This is the broadest category of Features since they are more difficult to quantify. Essentially, one rank of the Feature effect is good for the ability to perform a specific useful function. The emphasis here is upon useful, a function that is mere background color is just a descriptor. For example, it's not a Feature to be able to use an item as a bottle opener. Even if that is handy in some situations, it's not all that useful in game terms. A multi-tool, however, is useful in a broad enough range of situations to qualify as a Feature.

DEFENSIVE UTILITIES

Given the size limitations of most utility equipment, defensive utilities tend to be focused on dealing with hazards rather than providing overall defense.

Defensive and other utility equipment are assumed to be for one user: the character has only one gas mask or rebreather for example. The character can share or loan out the equipment, but then don't have use of it themselves while someone else has it. To have multiple items usable at the same time, pay the Equipment Point cost multiple times.

ANTITOXIN: A chemical compound designed to neutralize the effects of certain known toxins or venoms. Applying an antitoxin grants a +5 bonus on resistance checks against toxins. ***1 point.***

FLARE GOOGLES: Protective eyewear that provides a Reduction in Dazzle Vision effects. ***1 point.***

FIRE EXTINGUISHER: This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough

extinguishing chemicals to put out a fire of no more than rank 2 in a distance rank 0 radius as a simple action. It contains enough material for two such uses. ***1 point.***

GAS MASK: A foldable filter mask that provides Immunity to inhaled gases and those directed at the face, such as eye protection against tear gas. ***1 point.***

REBREATHER: A small oxygen cylinder and filter with a mouthpiece, providing a few minutes of breathable air for Immunity to Suffocation. ***2 points.***

GENERAL UTILITIES

BINOCULARS: Standard binoculars allow the user to make vision Perception checks at a greater distance, like 1 rank of the **Extended Vision** effect of **Enhanced Senses**. ***1 point.***

BURGLARY TOOLS: A set of tools for picking locks and overcoming security systems, removing any penalties for using technical skills for those tasks. ***1 point.***

COMMLINK: This is a concealable radio earpiece used for team communication, usually over short ranges, providing the benefits of Radio Communication 1 with the One-Way flaw. ***1 point.***

CUTTING TORCH: A tool with a high-temperature flame for cutting through metal. The effect is Penetrating Damage 1, which will cut through most things, eventually. Variations on the cutting torch include a water-saw, which uses a high-pressure stream of water with fine grit to cut through materials, or thermite paste, a high-temperature chemical compound for burning through metal locks, bars, and similar obstacles. It may also include powerful acids used similarly. ***2 points.***

EVIDENCE KIT: A set of tools for the Gather Evidence specialization of the Investigation skill. At 2 ranks, the kit includes the essentials of a portable crime lab suitable for the Analyze Evidence specialization of Investigation as well. ***1–2 points.***

FIRST-AID KIT: A set of tools for the Medicine skill. The kit contains antiseptic, bandages, and other essential supplies. ***1 point.***

FLASHLIGHT: Flashlights reduce Concealment for darkness one degree within their illuminated areas, an Environment 1 effect with a Cone Area. ***1 point.***

MINI-COMPUTER: A compact computer, typically built into the back of a glove or wristband for easy access, although it may have distributed parts elsewhere on the wearer's person. A mini-computer provides the tools necessary for use of the Computers specialization of the Technology skill. A skilled character can use it to acquire information, alter records, or access and control computer systems and their associated equipment. ***1 point.***

MULTI-TOOL: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multi-tool can lessen the penalty for making skill checks without appropriate tools to –2 instead of the normal –5 penalty. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations. ***1 point.***

NIGHT VISION GOGGLES: These passive light-gathering goggles grant the **Low-Light Vision** effect of **Enhanced Senses** while worn. ***1 point.***

RESTRAINTS: Items designed to lock two limbs—normally the wrists—of a prisoner together. Restraints can only be placed on a Helpless or unresisting target. They are DC 20 to escape using Dexterity or by attempting to pick the locking mechanism, if any, and Toughness 5 to try and break them. ***1 point.***

TRACER: A tiny radio transmitter with an adhesive backing. It requires a successful attack check to plant a tracer on a target, or a Dexterity check to plant it outside of action time. Noticing the tracer is a DC 20 Perception check or the result of the character's Dexterity check, whichever is higher. A standard tracer effectively has Communication rank 1. ***1 point.***

MOVEMENT UTILITIES

CLIMBING CABLE: A winch-powered cable that allows the user to easily scale walls like 1 rank of the **Wall-Walking** effect of **Enhanced Movement**. ***1 point.***

CLIMBING GEAR: Tools and equipment that provide a bonus die for Athletics checks to climb, like the **Specialization Bonus** advantage. ***1 point.***

GLIDER: A foldable parawing or ultralight, able to deploy in an instant to serve as a glider, providing Flight 6 with the Gliding flaw. This gadget is often built into a costume component like a cape or cloak, or even a backpack or belt-pack from which the glider deploys. ***6 points.***

PARACHUTE: An even simpler version of the glider intended to slow a user's fall to a safe speed, allowing for a safe landing, like the **Safe Fall** effect of **Enhancement Movement**. ***1 point.***

ROLLER SKATES (OR INLINE-SKATES): Wheeled shoes that grant a bonus die for Athletics checks to move faster along suitable surfaces, like the **Specialization Bonus** advantage. ***1 point.***

SKATEBOARD: A wheeled board to gives the user a bonus die for Athletics checks to move faster along suitable surfaces, like the **Specialization Bonus** advantage. ***1 point.***

STEALTH SUIT: A camouflage suit that provides a bonus die on Stealth skill checks to remain unseen, like the **Specialization Bonus** advantage. ***1 point.***

SWIM FINS: Flipper-shaped footwear that provides a bonus die on Athletics check to swim, like the **Specialization Bonus** advantage. ***1 point.***

SWING LINE: A spring- or gas-powered grappling gun or high-tech spinneret projecting artificial "webbing" or the like, providing the benefits of Swinging 2. ***2 points.***

ASSISTIVE DEVICES

Many characters make use of assistive devices to mitigate or compensate for disabilities, including things like glasses, hearing aids, speech-to-text devices, braces, walkers, or wheelchairs, to name a few. In *M&M* game terms, assistive devices are generally equipment, but have no cost in Equipment Points. Instead, they're related to how often the character's disability complication comes into play. See **Disability** in the **Complications** section of **Chapter 2** for more.

In some cases, an assistive device may even be part of a character's powers: A character who uses a regular motorized wheelchair just has a 0 Power Point cost piece of equipment related to a complica-

tion. A character who has a high-tech or magical chair with various power effects, has a power with the Removable drawback and possibly other effect modifiers. See **Removable** at the end of **Chapter 6**.

THE UTILITY KIT

A common item of equipment for some heroes is the utility kit, a collection of utility items, weapons, and other equipment, stored in a belt, bag, or other holder, giving them a range of equipment to choose from during their adventures.

A utility kit can include an array of weapons and other items, but since most utility equipment costs only 1 or 2 Equipment Points, there's little or no cost savings for placing it in an array while also having the restriction of being able to use only one item at a time. Weapon arrays are more common for utility kits, with the rest of the equipment added on to it, such as:

UTILITY KIT

WEAPONS ARRAY: ***10 points. 15 Equipment Points***

- **BOLOS:** Snare 5
- **BOOMERANGS:** Blast 2, Strength-based (+1 per 2 STR)
- **BRASS KNUCKLES:** Strike 2, Strength-based (+1 per 1 STR)
- **GAS GRENADES:** Sphere Area Toxin 5
- **SMOKE GRENADES:** Obscure Vision 5
- **STUN GRENADES:** Sphere Area Stun 5

UTILITIES: Climbing Cable, Evidence Kit 2, Flashlight, Gas Mask, Multi-Tool, Rebreather, Swing Line, Tracer. ***10 Equipment Points.***

This utility kit costs 25 Equipment Points (Equipment rank 5) total, and the character can use a power stunt or spend a Hero Point for Well-Equipped as a heroic feat to temporarily add an item of equipment to it they don't have listed when necessary.

OMNI-EQUIPMENT



Game Masters may permit the following option for characters who carry a *lot* of minor items of equipment:

OMNI-EQUIPMENT: Variable 1: 5 points of any equipment effects, Free Action to change, Removable: Equipment (–8 points). 2 Power Points.

Essentially, for 2 Power Points, the character has 5 Equipment Points they can reconfigure at will on their turn as a free action, for whatever minor equipment they need now. The whole effect is still subject to all the limits of the Removable drawback, including being taken away from the character. If their "equipment" is more of a descriptor and not subject to the limits of Removable, then the flaw should not be applied. Note that this Variable configuration is *strictly* optional and Game Masters may prefer to limit equipment choices to, at most, arrays with the use of power stunts and heroic feats to acquire on-hand equipment.

If desired, Omni-Equipment can be treated as an advantage of its own, with each 2 ranks providing 5 Equipment Points of items the character can reconfigure at will on their turn as a free action.

WEAPONS

Weapons of various sorts are common equipment, especially for characters who don't have attack powers of their own. They range from close combat weapons like swords and clubs to ranged weapons like guns and bows.

WEAPON TRAITS

Beyond just their damage or other primary effect, weapons often have various other traits, handled in *M&M* with modifiers and the application of the Feature effect. See **Feature** in **Chapter 6**.

WEAPON ADVANTAGES AND FEATURES

Some weapons grant the benefits of certain advantages, particularly combat advantages, or power features. See **Chapter 5** and **Power Modifiers** in **Chapter 6**. In this case, the advantage is a trait of the weapon, rather than the character, who only benefits from the advantage when wielding that weapon, but benefits from getting it at a decreased cost as opposed to having the advantage as a trait themselves.

Common weapon advantages and features include: Accurate, Extended Range, Improved Critical, Improved Defense, Improved Dis-

arm, Improved Grab, Improved Hold, Improved Smash, Improved Trip, Reach, Ricochet, Split, Weapon Bind, and Weapon Break.

WEAPON EXTRAS

Common weapon extras include: Area Effect, Multiattack, Penetrating, Ranged, and Strength-based, particularly for close combat weapons.

STRENGTH-BASED DAMAGE MODIFIERS

When a Strength-based Damage effect has modifiers that increase its cost to more than 1 point per rank, a special guideline applies to the addition of Strength ranks to the effect's damage rank: divide the character's Strength rank by the Damage effect's point cost per rank and round down to determine the total bonus Strength applies to the effect.

> **EXAMPLE:** A compound bow with Ranged Strength-based Damage (costing 2 points per rank) divides the wielder's Strength rank by 2 and rounds down to determine the bonus their Strength adds to the bow's damage.

Note that this guideline does not apply to modified Damage effects with a cost of less than 1 point per rank. The Strength rank is not multiplied for these effects, nor does it apply to features or drawbacks that do not change cost per rank. These modifiers simply apply their normal rank to the total damage of the effect.

Equipment weapons are limited by their Toughness in terms of the amount of Strength they can add. If a wielder exerts Strength greater than the weapon's Toughness, typically 4 for wooden weapons, 7 or 8 for metal weapons, the weapon breaks when it is used.

CONCEALED WEAPONS

Some weapons are easily concealed or designed to look like mundane or common items. If a weapon has this quality, it is usually 1 rank of the Subtle modifier, meaning it is a DC 20 Perception check to notice the wielder has a weapon before they draw and use it. This is in addition to any Dexterity check the wielder might make to conceal a weapon on their person. See the **Dexterity** skill in **Chapter 4** for details.

PAIRED WEAPONS

Many weapons are wielded in pairs as part of a two-handed fighting style. In *Mutants & Masterminds,* having and wielding a pair of weapons can be treated as an application of the Split modifier: pay an extra point for the second weapon in the pair, and then split the total effect for one Attack action with the weapon into two.

Specific power configurations may also treat paired weapons as a Multiattack, or some other configuration, but this chapter uses the Split version for standard weapons and equipment.

THROWN WEAPONS

Some weapons can be thrown as well as used in close combat. Generally, a thrown weapon has the Thrown modifier, so it to be retrieved to be used again after throwing it.

Sets of throwing weapons with the Ranged extra, like throwing knives or shuriken, are assumed to always be available to the wielder unless they have applied a flaw like **Short-Term** or the wielder chooses to accept the complication that they are out of ammunition.

CLOSE WEAPONS

Close weapons are handheld weapons used in close combat. They typically have a Strength-based Damage effect, adding the wielder's Strength rank to the weapon's damage rank. See the **Damage** effect in **Chapter 6**, particularly the **Strike** configuration. Close weapons have the following traits:

- **EFFECT:** The effect the weapon causes, typically a Strike Damage configuration, although some close weapons have other effects. The effect has the normal cost given in **Chapter 6**. The effect may also have certain descriptors, such as impact or slashing, for defining how the weapon's effects interact with other effects, and list the benefits of advantages, usually without "Improved" in front of them to save space.
- **CRITICAL:** The die roll range for a critical hit with the weapon. Some weapons have a larger threat range than others. Increasing a weapon's critical range by 1 costs 1 point, like the Improved Critical advantage.
- **COST:** This is the weapon's cost in Equipment Points. Characters pay this cost from the points provided by their Equipment advantage to have a weapon of this type as part of their regular equipment.

CLOSE WEAPON DESCRIPTIONS

AXE: A chopping (slashing) blade attached to a handle, axes range from small Damage 1–2 hand axes, which can also be thrown, to heavy, wide-bladed Damage 3 battleaxes wielded by fantasy ogres and alien gladiators. An axe has the Improved Critical and Weapon Break advantages.

BRASS KNUCKLES: Pieces of molded metal fitting over the fingers, brass knuckles add +1 to your unarmed damage. They include comparable items like armored gauntlets.

CHAIN: A length of chain has Reach 1 or 2 and provides the Grabbing Finesse and Improved Trip advantages. It may include a weighted head that adds impact damage or a bladed weapon like a rope-dart or *kusarigama* that does slashing damage for +1 point as a Variable Descriptor.

CHAINSAW: A tool that sometimes sees use as a weapon, particularly against zombies and other slasher-flick monsters. Unlike most melee weapons, chainsaw damage is not Strength-based.

CLUB: The simplest impact weapon, possibly even a makeshift weapon, although clubs and cudgels like the Irish shillelagh suit some character concepts. Short clubs or fighting batons, like escrima sticks, are often used in pairs, giving them the Split modifier for +1 point.

DAGGER: A short blade. Daggers may be single- or double-edged slashing weapons and are also often pointed piercing weapons as well. A dagger is typically an Improved Critical weapon and small or folding blades, like a switchblade or butterfly knife, may be Subtle (concealable).

CLOSE WEAPONS

WEAPON	EFFECT	CRITICAL	COST
Axe, Battle	Str-based Strike 3 (slashing), Critical, Smash	19–20	5
Axe, Throwing	Str-based Strike 2, Thrown	20	2
Brass Knuckles	Str-based Strike 1 (impact)	20	1
Chain	Strike 2 (impact), Grab, Trip, Reach 2	20	6
Chainsaw	Strike 6 (slashing), Critical, Penetrating 2	19–20	9
Club	Str-based Strike 2 (impact)	20	2
Dagger	Str-based Strike 1 (piercing), Critical	19-20	2
Flail	Str-based Strike 2 (impact), Critical, Disarm, Reach	19–20	5
Garrote	Sleeper Hold (see description)	—	1
Hammer	Str-based Strike 3 (impact), Smash	20	4
Hook Sword	Str-based Strike 3 (slashing), Disarm, Reach or Split, Trip	20	6
Javelin	Str-based Strike 1 (piercing), Critical, Thrown	19–20	2
Katar	Str-based Strike 2 (piercing), Penetrating 1	20	3
Mace	Str-based Strike 2 (impact), Critical	19–20	3
Pepper Spray	Close Dazzle Vision 4 (chemical)	20	4
Sai	Str-based Strike 1 (impact, piercing), Disarm, Bind	20	3
Sash	Grabbing Finesse, Reach	—	2
Spear	Str-based Strike 2 (piercing), Critical, Reach, Thrown	19-20	4
Staff	Str-based Strike 2 (impact), Split	20	3
Stun Gun	Stun 5 (electrical)	20	5
Sword	Str-based Strike 3 (slashing)	20	3
Tonfa	Str-based Strike 2, Defense	20	3
Trident	Str-based Strike 3 (piercing), Critical, Disarm, Reach	19–20	6
War Fan	Str-based Strike 1 (slashing), Concealed, Defense	20	3
Whip	Strike 1, Disarm, Grabbing Finesse, Reach 2	20	6

FLAIL: A handle connected to a head or weight by a chain, allowing the weapon to swing or spin. Flails include weapons like nunchaku, three-section-staffs, and similar weight-and-chain weapons. They have Improved Critical, Improved Disarm, and Reach.

GARROTE: A length of waxed cord or metal wire, often with handles to help pull it tight around a victim's throat. It is an assassin's weapon, generally used to grab from surprise and get the victim into a chokehold. A garrote grants the **Sleeper Hold** advantage, with the addition that the third degree is Incapacitated rather than Sleeping. Continued application of the hold past that point imposes the Dying condition. It has no effect on targets that do not breathe.

HAMMER: A heavy war hammer with a broad striking head, or possibly a blacksmith's tool turned into a weapon. Hammers are excellent Improved Smash weapons.

HOOK SWORD: These Chinese weapons, usually wielded in pairs for a Split Attack, are designed with curved hooks at the end of the blade, a crescent-shaped hand-guard, and a sharp, dagger-like pommel, allowing them to be wielded in a few different ways. Hook swords are effective at tripping, catching opposing weapons, and blocking, providing Improved Disarm, Improved Trip, and Reach. They can even be hooked together at the tips, swinging the second sword out so its pommel slashes, extending the wielder's Reach, at the cost of not being able to Split Attack.

JAVELIN: A thin, light spear, primarily designed for throwing but usable in close combat. Characters with a set of javelins may have Blast 1 with Improved Critical and an Alternate Effect of a Strength-based Strike for using the weapons in close combat for 4 Equipment Points.

KATAR: The Indian "punch dagger" has an H-shaped grip, so the wielder's knuckles rest behind the wide, triangular blade, allowing it to thrust with considerable force, although they can also make slashing attacks. Katars are effective in punching through armor.

MACE: Like a hammer, but with a rounded, flanged, or spiked head. Maces are often also badges of office or associated with priestly or ceremonial functions. A morningstar is typically a heavier, spiked mace with a longer handle.

PEPPER SPRAY: A liquid sprayed in a target's face at close range to blind them with a Dazzle Vision effect.

SAI: Tapering metal batons, often wielded in pairs, with curved side prongs that serve as hand guards and to catch opposing weapons. Although sais are traditionally blunt, in superhero stories they're often pointed stabbing weapons.

SASH: Various close combat styles utilize a sash, cloak, or other length of cloth that can be wielded as an entangling weapon, providing Grabbing Finesse, and Reach.

STAFF: A length of hardened wood or occasionally metal or other material. Some staffs are collapsable and have Subtle (concealable) for +1 point.

SPEAR: A long haft or handle, ending in a sharp point. The simplest spears are sharpened sticks, the points often fire hardened. More common are spears with metal heads, often with sharpened edges as well as points, allowing the spear to be swung as a slashing weapon. Spears can also be thrown, although doing so deprives the wielder of the weapon.

STUN GUN: A stun gun hits its target with a surge of electricity, a Stun effect. Despite the name, it's a close weapon that must touch its target, unlike a taser. See **Ranged Weapons**.

SWORD: Longer blades, swords may be single- or double-edged slashing weapons as well as pointed piercing weapons. Sword designs have different advantages, including Improved Critical, Weapon Bind, and Weapon Break.

TONFA: Originally a mill wheel handle, the tonfa is a stick slightly longer than forearm length, with a handle at a right angle, allowing the stick to extend along the wielder's forearm. Tonfa are common close combat weapons for law enforcement, where they're commonly known as "side-handle batons" or "T-batons."

TRIDENT: A spear with three tines or points, also a piercing weapon. Since the trident is associated with fishing and various sea gods, it is a common weapon and emblem for aquatic characters. Like a spear, a trident can be thrown. In close combat, it provides Improved Critical, Improved Disarm, and Reach.

WAR FAN: A weapon based on the folding fans in different Asian cultures, war fans typically have bronze, iron, or hardwood struts, sometimes in combination, or folding metal panels while others are solid metal and do not fold. In Japan, an entire combat style—*tessenjutsu*—developed around the use of the war fan. The edges of the struts or panels may be sharpened, and the fan can be wielded closed like a baton or slashing weapon or open like a small shield.

WHIP: A whip has Reach 3 and provides the benefits of the Grabbing Finesse and Improved Trip advantages.

RANGED WEAPONS

Ranged weapons include both thrown and projectile weapons. Thrown weapons are Strength-based, adding the wielder's Strength rank to their damage rank. Projectile weapons include bows, crossbows, and guns as well as energy weapons like lasers and blasters. Their damage is generally not Strength-based.

Like melee weapons, ranged weapons have effect, critical, and cost traits. Ranged weapon categories are Bows, Energy Weapons, Firearms, Heavy Weapons, and Thrown Weapons.

FIREARMS

HOLDOUT PISTOL: A palm-sized, typically low-caliber weapon, easily concealed and used as a backup, often worn in an ankle holster, or hidden in a wrist holster, giving it Subtle (concealable).

LIGHT PISTOL: A common semi-automatic handgun or small caliber revolver like the typical sidearm used by a police officer or detective licensed to carry a firearm.

HEAVY PISTOL: A high-caliber handgun, semi-automatic or revolver, like the .357 Magnum or Desert Eagle.

RIFLE: A long-barreled firearm, fired with both hands. Rifles typically have higher caliber, longer range, and a more stable firing stance. Some hunting rifles are single action, requiring manual reloading, while others are semi-automatic.

SNIPER RIFLE: A rifle designed for use at greater range, typically in conjunction with accessories like a targeting scope and a tripod.

ASSAULT RIFLE: An assault rifle is an automatic weapon, typically with settings for single-shot, burst, and fully automatic fire. It is the configuration for standard military rifles like the M-16 and AK-47.

SHOTGUN: Shotguns, both single- and double-barreled variety, can fire solid slugs, which inflict the weapon's normal ballistic damage, or they can load shot, which gains Accurate but applies Limited to Targets Without Improved Toughness to 2 ranks of the gun's damage, due to shot's limited ability to penetrate. A shotgun can also load material other than metal shot, including things like rock salt, which is not only less lethal, but may be more effective against the vulnerabilities of certain targets.

SUBMACHINE GUN: Submachine guns are automatic carbines or pistols that can be fired with one or both hands. Their damage capability is like that of a pistol but their effectiveness is enhanced by their ability to fire multiple rounds with a single trigger pull. Widely used by militaries since the mid-twentieth century, submachine guns have largely been replaced by assault rifles for military use, but they still see use both by police and counterterrorist units as well as criminals.

RANGED WEAPONS

WEAPON	EFFECT	CRITICAL	COST
FIREARMS			
Holdout pistol	Blast 2, Concealable	20	5
Light pistol	Blast 3	20	6
Heavy pistol	Blast 4	20	8
Rifle	Blast 4	20	8
Rifle, high-power	Blast 5	20	10
Assault rifle	Multiattack Blast 5	20	15
Sniper rifle	Blast 5, Extended Range	20	11
Shotgun	Blast 5	20	10
Machine pistol	Multiattack Blast 3	20	9
Submachine gun	Multiattack Blast 4	20	12
OTHER GUNS			
Air gun	Ranged Stun 5	20	10
Dart gun	Ranged Toxin 5, Resistible by Toughness	20	5
Flare gun	Environment 2 (Illumination)	–	2
Paintball gun	Feature 1 or Ranged Affliction	–	1
BOWS			
Bow	Blast 3	20	6
Crossbow	Blast 3, Critical	19-20	7
THROWN WEAPONS			
Blowgun	Ranged Toxin 5, Diminished Range, Resistible by Toughness	–	4
Bolos	Snare 4, Thrown	20	4
Boomerang	Blast 2, Strength-based	20	2
Chakram	Blast 3, Strength-based, Critical	19-20	7
Shuriken	Multiattack Blast 1	20	3
ENERGY WEAPONS			
Blaster pistol	Blast 5	20	10
Blaster rifle	Blast 8	20	16
Taser	Ranged Stun 5	20	10
HEAVY WEAPONS			
Flamethrower	Cone or Line Area Damage 6	–	13
Grenade launcher	Sphere Area Blast 5	–	15
Machine gun	Multiattack Blast 7	20	18
Rocket launcher	Blast 10, Sphere Area 7	20	27

OTHER GUNS

AIR GUN: This pistol-sized gun fires a compressed-air blast powerful enough to knock targets down and potentially stun them. A useful nonlethal weapon with no projectiles required.

DART GUN: A pistol or rifle that fires small hypodermic darts, primarily intended to deliver drugs or poisons into the target's system. Typically used by naturalists and animal control officers to tranquilize dangerous animals, they can also be used on human targets. The target gets an initial Toughness resistance check and, if it fails, has to roll a Fortitude resistance check against the dart's Toxin effect.

FLARE GUN: Not intended as a weapon, but a signaling device, this gun fires a brightly glowing burning flare straight up into the air where it slowly drifts down toward the ground, providing some illumination and signaling anyone within sighting distance of the flare, particularly at night, when it is most visible. Members of a hero team may use flare guns to signal to each other in emergencies; less common in the modern age of compact radio communicators, but flare guns aren't affected by jamming or electromagnetic interference. Flare guns can be used as weapons in a pinch and inflict rank 4 burning and impact damage on their targets and may ignite flammable materials, but they're only good once per shot.

PAINTBALL GUN: A compressed-air gun that fires gel pellets filled with paint or dye. Paintball guns are typically sporting "weapons" for games or training exercises, since the impact of the paintballs may sting, but is generally harmless. They may be modified into actual weapons by changing the ammunition they fire, with loads such as acid or contact poison, creating a Ranged Affliction effect in most cases.

BOWS

BOW: Although outdated, some characters favor the bow as a ranged weapon and it can be quite effective in the right hands. A bow-wielding character may have various "trick" arrows with different powers. See the **Trick Arrows** section, following. Heavy-pull bows may add Strength-based, allowing characters to add half their Strength rank, rounded down, to the bow's damage, although rarely more than a +2 or +3 additional bonus.

CROSSBOW: Like a bow, and used for the same reasons, crossbows have Improved Critical.

ENERGY WEAPONS

BLASTER PISTOL: A pistol that fires a coherent bolt of energy. Blaster damage is a kinetic impact by default, but might have different energy descriptors. Blasters may or may not be equipment in some

M&M settings. They're common enough in the comics to be considered equipment, but the GM may prefer a stricter adherence to the requirement that equipment conform to real-world technology.

BLASTER RIFLE: A larger rifle-sized version of the blaster pistol that fires a more powerful bolt of energy.

TASER: A compressed-air weapon firing a pair of darts. On impact they release a powerful electrical charge, for a Stun effect resisted by Fortitude.

HEAVY WEAPONS

FLAMETHROWER: A flamethrower shoots a Cone or Line Area of fire damage and can switch between settings as a free action.

GRENADE LAUNCHER: A grenade launcher fires types of grenades out a greater distance, generally fragmentation grenades. See the **Grenades and Explosives** section for details.

MACHINE GUN: This is a fairly heavy gun mounted on a bipod or tripod with belt-fed ammo.

ROCKET LAUNCHER: A rocket launcher is generally an anti-tank weapon, although they also make useful anti-*superhero* weapons as well. The primary target hit by the rocket resists explosive damage 10, while all other targets in the Sphere Area resist damage 7. Some "tank-killer" rockets are also Penetrating, to help overcome Impervious Toughness, although the rocket's damage typically does most of that work. Most rocket launchers can fire only one or two shots before they must be reloaded as a standard action, meaning the launcher cannot fire that same turn.

THROWN WEAPONS

BLOWGUN: A hollow tube used to fire small darts by blowing into one end. The blowgun is typically a weapon for hunting or assassination using darts tipped with poisons, since the actual damage the weapon inflicts is negligible. The target gets an initial Toughness resistance check and, if it fails, has to roll a Fortitude resistance check against the dart's Toxin effect.

BOLOS: A set of weighted cords intended to entangle an opponent with a Snare effect. See the **Snare** configuration of **Affliction** in **Chapter 6**. Change the Thrown feature to the Ranged extra and cost from 4 to 8 Equipment Points if the character does not need to retrieve the weapon before using it again.

BOOMERANG: What are called boomerangs are often simply aerodynamic throwing weapons that inflict impact damage. A true boomerang may have 1 rank of Homing for an additional Equipment Point. This allows it either a second attack check on the return arc or for the thrower to catch the boomerang with their reaction, ready to be thrown again on the next round. Boomerang wielders often use this property of the weapon for a Surprise Attack.

CHAKRAM: This Indian throwing weapon is a metal ring with a sharpened outer edge, spun when it is thrown for additional cutting power. An expert chakram wielder may have the Ricochet and Throwing Mastery advantages for use with the weapon.

SHURIKEN: Flat metal stars or spikes for throwing. Shuriken can be thrown in groups as a Multiattack. Although they are thrown weapons, shuriken are not Strength-based, being too light.

TRICK ARROWS

Costumed archers rarely limit themselves to traditional arrows. Instead, they carry quivers full of arrows equipped with various gadgets, giving them a wide range of effects. A collection of trick arrows can be in an array, usable one at a time, with the potential complication of running out of arrows or bolts.

Potential trick arrows include the following:

- **BOLAS:** A Snare effect.
- **BOOMERANG:** A Homing modifier, allowing the arrow to catch missed targets by surprise on a return arc.
- **BOXING GLOVE:** Mostly a fun descriptor for an impact damage arrow. More serious archers might use blunted, rubber-tipped arrows for a similar effect.
- **CABLE:** A grappling arrow trailing a cable to provide the Swinging effect of Enhanced Movement.
- **CAPTURE:** The arrowhead bursts to release a fast-expanding capture foam that instantly hardens to trap the target, a Snare effect.
- **COLD:** A spray of intensely cold chemicals, useful for putting out fires, targeting foes with cold weaknesses, or perhaps trapping a target in ice as a Snare effect.
- **EXPLOSIVE:** The arrowhead is a tiny grenade that goes off on impact or following a short, timed delay for a Sphere Area Damage effect.
- **FLASH:** A Dazzle Vision effect.
- **GAS:** A Sphere Area Toxin effect resisted by Fortitude.
- **NET:** A Snare effect.
- **SMOKE:** An Obscure Vision effect.
- **SCREAMER:** An ultrasonic arrowhead that creates a Sphere Area auditory Dazzle effect or sonic Stun effect.
- **TASER:** Contact electrodes and a powerful battery releasing an electrical charge on contact for a Stun effect.

GRENADES AND EXPLOSIVES

ITEM	EFFECT	DEFENSE DC	COST
GRENADES			
Fragmentation	Sphere Area Damage 5, Thrown	15	10
Smoke	Obscure Vision 4, Independent, Thrown	14	4
Flash	Sphere Area Dazzle Vision 4, Thrown	14	8
Flash-bang	Sphere Area Dazzle Vision and Hearing 4, Thrown	14	12
Sleep gas	Sphere Area Stun 4, Thrown	14	8
Tear gas	Sphere Area Affliction 4, Thrown	14	8
EXPLOSIVES			
Dynamite	Sphere Area Damage 5, Thrown, Triggered	15	11
Plastic explosive	Sphere Area Damage 10, Thrown, Triggered	20	21

- **TRACER:** The arrow itself does no damage and may be taken as a glancing or failed attack, but it does leave behind a mini tracer stuck to the target, a Limited Radio Communication effect.

The basic concept for trick arrows can also apply to crossbow bolts or even sling bullets, and when deprived of their primary weapon, characters may find ways to throw or wield trick ammunition.

WEAPON ACCESSORIES

The following accessories can be added to the ranged weapons in this section.

LASER SIGHT: A laser sight projects a non-damaging laser beam showing where the weapon is aimed. This grants Accurate to the weapon, a +2 bonus for attack checks. *1 point.*

STUN AMMO: Ballistic weapons can fire rubber bullets while bows can fire blunt-tipped arrows or quarrels. This ammunition is intended to inflict nonlethal rather than lethal damage. Switching between ammo types is a simple action. *1 point.*

SUPPRESSOR: A suppressor muffles the noise of a ballistic weapon, giving it Subtle 1 and making it difficult (DC 20) for normal hearing to detect it. *1 point.*

TARGETING SCOPE: A targeting scope gives a weapon the benefits of the Improved Aim advantage with the weapon. *1 point.*

GRENADES AND EXPLOSIVES

Grenades and explosives have the Thrown modifier to by default. If a character has enough to be able to throw multiple grenades before having to replenish their supply, add the Ranged extra, increasing Equipment Point cost by the weapon's rank.

Explosives have the Triggered feature by default, set with a timed fuse or a remote detonator that requires a simple action to use.

FRAGMENTATION GRENADE: A common military grenade that sprays shrapnel in all directions.

SMOKE GRENADE: A smoke grenade fills an area with thick smoke, colored as desired, providing a Short-Term Obscure Vision effect.

FLASH-BANG GRENADE: A flash-bang grenade gives off a bright flash and a loud bang that can render targets temporarily blind and deaf, a Sphere Area Dazzle effect. A flash grenade affects only vision and costs 12 points.

SLEEP GAS GRENADE: This grenade releases a gas with a Stun effect, except its third degree condition is Sleeping.

TEAR GAS GRENADE: This type of grenade releases a cloud of gas that irritates the eyes and lungs, causing temporarily blindness and nausea, an Affliction with Dazed and visually Disabled, Stunned and visually Unaware, and Incapacitated effects.

DYNAMITE: A common explosive. The damage on the table is for a single stick of dynamite. Each doubling of the amount of explosive increases damage rank by 1.

PLASTIC EXPLOSIVE: Another common explosive, which can be worked into different shapes. The damage listed is for a 1-lb block. Each doubling of the amount of explosive increases damage rank by 1.

ARMOR

Some characters are tough enough to stand up to a lot of punishment, while others rely on a high Defense rank. Others choose to wear armor, ranging from ancient metal armors to modern composites or ultra-modern battlesuits.

Armor provides a bonus to Toughness. Like other equipment, armor bonuses are limited, one of the reasons why tough heroes rarely, if ever, have armor as equipment; they're often tougher than the armor! Toughness, even that granted by armor, is limited by your series' Power Level.

Armor has the following traits:

- **CATEGORY:** Armors are categorized as archaic (ancient styles of armor like chain- and plate-mail), modern (typically bulletproof composites and synthetics), and shields (requiring some active use to protect against attacks).
- **EFFECT:** The effect of most armor is Enhanced Toughness, sometimes with the Improved or Impervious extras. See **Enhanced Resistance** in **Chapter 6**. The very simplest body armor just adds 1 or more ranks of the Improved extra to the wearer's own Toughness. Shields provide a sort of mobile Cover granting Enhanced Defense. See **Cover** in **Chapter 8**.
- **COST:** This is the armor's cost in points. Characters pay this cost from their Equipment Points to have the armor of this type as part of their regular equipment.

ARCHAIC ARMOR

Some characters in super-heroic settings still wear ancient or archaic armor, either because they are from a place or time where such armor is common or because it is tied to their motif or powers in some way.

LEATHER: This can be archaic plates of boiled leather or a modern heavy leather jacket.

CHAIN MAIL: A shirt of heavy metal chain, often with a coif (hood) to cover the wearer's head.

PLATE MAIL: This is chainmail augmented with a metal breastplate, greaves (leg-guards) and armguards.

FULL PLATE: A full (and heavy!) suit of articulated metal plates, like that worn by medieval knights.

MODERN ARMOR

Modern body armor is common among superheroes and villains, but even more so among people like police officers, soldiers, criminal agents, and so forth.

ARMOR CLOTH: Advanced toughened materials that grant the wearer the Improved extra on their Toughness Defense.

UNDERCOVER SHIRT: A thin shirt of ballistic armor that can be worn under street clothes.

BULLETPROOF VEST: A heavier vest of ballistic armor worn by police officers and soldiers.

ARMOR

ARMOR	EFFECT	COST
	ARCHAIC	
Leather	+1 Toughness	1
Chain mail	+3 Toughness, Improved 1	4
Plate mail	+5 Toughness, Improved 2	7
Full plate	+6 Toughness, Improved 3	9
	MODERN	
Armor cloth	Improved Toughness 1+	1/rank
Undercover shirt	+2 Toughness, Limited to Ballistic, Improved 2, Subtle	3
Bulletproof vest	+4 Toughness, Limited to Ballistic, Improved 4, Subtle	5
Armored costume	+Toughness, possibly Improved	1/rank
Fire resistant	Reduction in Fire Damage	3
	SHIELDS	
Small shield	+1 Defense and Dodge	3
Medium shield	+2 Defense and Dodge	6
Large shield	+3 Defense and Dodge	9

ARMORED COSTUME: Superheroes and their foes often have generic "armored costumes" or uniforms made from modern super-fabrics that blunt attacks, granting a general Toughness bonus, possibly with extras like Improved. In general, characters are permitted to buy as much Toughness as the Power Level limit allows for an armored costume as equipment, although the GM may set rank limits on such things.

FIRE RESISTANT: Armor or materials treated with flame-retardant materials or chemicals, granting a Reduction in Fire Damage.

SHIELDS

A shield offers a sustained duration bonus to Defense and Dodge resistance, dependent on a free action to bring the shield into play. Like all regular bonuses, these are subject to Power Level.

SMALL SHIELD: A small hand shield large enough to cover the wearer's forearm.

MEDIUM SHIELD: A larger shield covering almost the entire arm, able to shield a substantial portion of the torso.

LARGE SHIELD: A "kite" or "tower" shield able to cover more than half of the wielder's body.

SHIELD-SLINGING

Some characters make *much* more use of shields than just the equipment bonuses given here. Such skilled shield-slingers may turn a shield into an array of different effects, such as:

- **DEFENSE:** The shield provides a bonus to Defense like a regular shield.
- **RESISTANCE:** A shield can provide Enhanced Resistance, usually Toughness, although the effective Cover from a shield could also provide Enhanced Dodge.
- **COUNTER:** Using the shield for a Counter action to block attacks. This may be a configured Counter effect or just using one of the shield's existing traits for the **Innate Countering** option described under the **Counter** effect in **Chapter 6**.
- **STRIKE:** Using the shield as a close weapon for a Strength-based Strike.
- **THROW:** Adding the **Thrown** modifier to the shield, allowing it to be hurled as a weapon. Some shield-slingers might have a Blast configuration instead, where the shield automatically returns to them after a throw. The shield or the wielder might also have **Ricochet** and other ranged attack advantages.

Shield-slingers often have a device shield rather than just equipment as well. See **Removable** in the **Power Drawbacks** section of **Chapter 6** for details and the **Impervious Shield** configuration of **Enhanced Resistance** for one example. It might be made of special material, have magical properties, be specially attuned to its wielder, and so forth.

VEHICLES

Not every superhero can fly, teleport, or run at super-speed, so many use different vehicles to get from place to place. This section details the traits of vehicles in *Mutants & Masterminds*, how to create them, how characters acquire and use them, and offers a selection of ready-made "stock" vehicles you can use or modify.

VEHICLE TRAITS

Vehicle traits are Size, Strength, Toughness, Defense, and Speed. Like characters, each of a vehicle's traits costs points to improve. A vehicle's Size determines its base Strength, Toughness, and Defense, so it should be chosen first before modifying those traits. Vehicles can also have various Features and power effects of their own. The Equipment Point costs of these traits are summarized on the **Vehicle Trait Cost** table.

VEHICLE TRAIT COST

TRAIT	EQUIPMENT POINT COST
Size	1 point per size rank above 0
Strength	1 point per +1 Strength
Toughness	1 point per +1 Toughness
Defense	1 point per +1 Defense
Speed	Movement effect cost in Power Points (see **Chapter 6**)
Features	1 point per Feature
Powers	Power cost in Power Points (see **Chapter 6**)

SIZE

A vehicle has a size rank, like that of a character, as shown on the **Vehicle Size** table. A vehicle's Size determines its base Strength, Toughness, and Defense values. Vehicles start out at Size 0 by default, and each increase in size rank costs 1 Equipment Point.

At the GM's option, the **Vehicle Size** table can be extended, each additional size rank adding +2 Strength, +1 Toughness, and –1 Defense to the vehicle's base values.

VEHICLE SIZE

SIZE RANK	EXAMPLES	STRENGTH	TOUGHNESS	DEFENSE
5	Space transport	12	10	-5
4	Passenger jet	10	9	-4
3	Semi, yacht, fighter jet	8	8	-3
2	Stretch limo, SUV, tank	6	7	-2
1	Car, truck	4	6	-1
0	Motorcycle	2	5	0

STRENGTH

A vehicle's Strength, much like a character's, determines cargo-carrying capacity beyond just passengers. You can increase a vehicle's Strength over the base rank for its size for 1 Equipment Point per Strength rank.

TOUGHNESS

A vehicle's Toughness is used for damage resistance checks. You can increase a vehicle's Toughness over the base rank for its size for 1 Equipment Point per Toughness rank. You can also make a Vehicle's Toughness Improved or Impervious by applying the cost of those modifiers to the vehicle's total Toughness ranks, including any Toughness gained from its Size.

DEFENSE

A vehicle's Defense from its Size is a modifier to the DC for attack checks against the vehicle in combat. See **Vehicle Combat** later in this section. You can "buy off" the Defense penalty applied to a vehicle for 1 Equipment Point per –1 penalty removed, down to no penalty (–0). Vehicles might have added ranks of Defense as an effect like a protective hull, deflector field, or similar defensive system.

SPEED

A vehicle buys the appropriate movement effect(s) for its Speed, paying their normal Power Point cost in Equipment Points. Vehicles with multiple modes of movement—air, ground, and water, for example—pay full cost for the most expensive mode and can acquire the others as Alternate Effects. See **Vehicle Movement Modes**, following, for details.

VEHICLES AND POWER LEVEL

Vehicles generally have the same Power Level limits as characters, although in some series, the Game Master may wish to institute separate Power Level limits for characters and vehicles. This is most appropriate for settings where vehicles are common and characters are primarily intended to be their lower Power Level drivers or pilots. Unless specified otherwise, vehicles belonging to player characters have the same Power Level limits as the series, while vehicles belonging to NPCs have no such limits, or should fall within the limits of the NPC's Power Level.

VEHICLES AND ENVIRONMENTS

A vehicle is assumed to provide the necessary life support for its passengers for the environments it is equipped to move through. So, for example, an aquatic vehicle is assumed to be watertight and have its own oxygen supply, an aircraft is assumed to be pressurized, while a space vehicle is assumed to provide a safe, breathable environment, and even gravity. These are part of the vehicle's descriptors and have no point cost. The GM may wish to permit the lack of such environmental systems as a drawback on the vehicle's cost or a complication in play. Certainly, the disruption of such systems constitutes a complication!

VEHICLES AND EXTRA EFFORT

The **Limits of Equipment** under **Removable** in **Chapter 6** notes that Extra Effort used in conjunction with equipment places the strain on the equipment, rather than the character. This is also the case for vehicles, where Extra Effort is known as "redlining" the vehicle, pushing it past its normal limits. Like characters, the vehicle has three distinct levels of strain from this effort: the Impaired, Disabled, and Immobile conditions. The penalties for an Impaired or Disabled vehicle apply to all checks utilizing the vehicle's systems. Additionally, a Disabled vehicle is Hindered (–1 to Speed rank) much like an Exhausted character. These conditions persist until the vehicle undergoes maintenance to repair them. See **Repair Checks** under **Vehicles in Action**.

VEHICLE MOVEMENT MODES

All vehicles have a Speed rank, representing at least one, if not several modes of movement. The default is ranks in the **Speed** effect for ground movement, but vehicles can have ranks in any movement effect allowed by the GM:

- **BURROWING** is good for "mole machines" and similar vehicles intended to tunnel through the ground and other obstacles. It is not necessary for vehicles that travel through already established tunnels, such as subway trains, just for those that make their own tunnels.
- **DIMENSION TRAVEL** suits trans-dimensional vessels that shift between dimensions.
- **ENHANCED MOVEMENT** effects suit special types of vehicles. Wall-Walking for an unusual vehicle capable of driving up vertical surfaces or Water-Walking for a "surface skimmer" like a hovercraft.
- **FLIGHT** is the basic movement mode for all kinds of aircraft and spacecraft. *M&M* does not address the details of runways, VTOL (vertical take-off and landing), hovering, and similar aircraft capabilities; assume most aircraft either have these capabilities or apply a complication for circumstances where the lack of them poses problems for the heroes.
- **LEAPING** is a relatively rare vehicle ability, but may apply to "leapfrog" designs or vehicles with "jump-jets" or similar capabilities.
- **SPACE TRAVEL** is necessary for starships capable of leaving the solar system and visiting other stars or even very fast Flight between planets within a solar system.
- **SWIMMING** is the movement mode for waterborne and aquatic vehicles of all kinds. It is the same for both surface and submersible vehicles, although Game Masters *may* wish to consider Swimming movement limited to the surface of the water to have a drawback, probably not worth more than –1 point, however.
- **TELEPORT** is suitable for vehicles that can "jump" from point to point, taking their passengers and cargo along. Those that can teleport passengers away from the vehicle or back to it have a separate Teleport effect with Affects Others Only. Interplanetary or interstellar "hyperspace jumps" are just a descriptor for the Space Travel effect of Enhanced Movement rather than Teleport.

A vehicle's movement applies to it and to everything within it, just like a character's movement applies to that character and everything they are wearing or carrying.

ALTERNATE MOVEMENT MODES

A vehicle can have multiple movement modes, paying the full point cost for the most expensive mode, and acquiring the others as Alternate Effects of that primary mode. Note that, unlike characters, vehicles have *no* inherent ground movement and must pay at least 1 point to have Speed 1.

> **EXAMPLE:** An AEGIS "all-terrain" undercover car is truly all terrain: it is capable of Flight 6 (12 points) but can also drive like a regular car up to Speed 6 (normally 6 points, but taken as a 1 point Alternate Effect of Flight) and can air-seal and submerge like a submarine, with Swimming 6 (also 6 points, but taken as a 1 point AE of Flight). The car's total Speed trait costs 14 points: 12 for Flight + 2 for the two alternate movement modes.

Generally, a vehicle's drive system is left as a descriptor, although certain systems may qualify as modifiers to the vehicle's type of movement. For example, a hovercraft has ground speed, but should also have Enhanced Movement 1: Water-Walking. A train's ground speed is Limited to moving along established tracks, should the point cost of a train as a vehicle even become relevant.

Vehicle fuel is also handled as a descriptor and a complication on those occasions when fuel problems arise.

MUSCLE-POWERED VEHICLES

Pre-industrial vehicles relied on muscle power, either human or animal, to drive them. This is considered a 0-point modifier for a vehicle and applies the following guidelines:

- The vehicle functions as if it had the Remote Control feature. Characters can use interaction skills like Intimidation, Persuasion, and Expertise: Animal Handling to control the vehicle in place of Vehicles.
- The vehicle can be affected by interaction skills and effects that work on creatures. It can benefit from command advantages and effects that work on creatures as well.
- The muscle-powered vehicle can move at its Speed for hours equal to the Stamina of the creatures powering it: Assume 2 for humans and 4 for horses or similar animals. Twice that time for Speed rank –1, and up to 12 hours for Speed rank –2. After that time, the vehicle becomes Fatigued until it can rest for 8 hours.
- Some vehicles are muscle-powered in addition to another type of propulsion, such as sails on a ship, or an e-bike with an electric motor, in which case the vehicle has the option of using either means of propulsion.

SHARED VEHICLES

A team of heroes may share a vehicle used by the whole team, particularly useful for shuttling around team members who lack movement powers. The members of the team divide the Equipment Point cost of the vehicle among them as they see fit, devoting the necessary ranks of the Equipment advantage to covering the vehicle's total cost.

VEHICLES THAT AREN'T

Some things provide modes of transportation but are not "vehicles" as such. Examples include skateboards, surfboards (especially flying ones), magic carpets, flying broomsticks, jetpacks, anti-gravity harnesses, levitation platforms, and the like. Most of these items are devices (some equipment) providing a movement effect, but with none of the other traits of a vehicle. Skateboards and roller skates are detailed under **Movement Utilities**. A bicycle essentially provides +1 speed and costs 1 Equipment Point, although it's not likely to be a regular part of a superhero's kit.

ALTERNATE VEHICLES

Just like **Alternate Equipment**, characters may have multiple vehicles. These are generally Alternate Equipment by definition since it's difficult to drive or pilot more than one vehicle at a time! The character pays the full cost for the most expensive vehicle, and then 1 Equipment Point for each additional vehicle with the same or less cost.

A hero with an array of vehicles, such as a plane, boat, and car pays full Equipment Point cost for the most expensive of the vehicles and just 1 Equipment Point for each of the others. The hero's player can even spend a Hero Point for the **Well-Equipped** advantage to pull out a motorcycle, submarine, jet-ski, autogyro, or whatever other vehicle the hero might have stashed away waiting for the right occasion for a one-time use.

VEHICLE FEATURES

Certain things are considered "standard" on any vehicle. These include seating, safety harnesses, or seat belts, heating, and air conditioning, radio receiver, headlights, and similar things with little or no impact on gameplay. Features are "optional extras" for vehicles and cost 1 Equipment Point each. The GM can determine if other Features are included in the vehicle or cost points. Some vehicle "Features" are effects, described in the following section.

ALARM: The vehicle has an alarm system that goes off when an unauthorized access or activation attempt is made. A DC 20 technical skill check can overcome the alarm. For each additional Equipment Point, the DC increases by 5.

AUTOPILOT: The vehicle is capable of self-piloting with its own Vehicles skill of 4 skill ranks per rank in this Feature. The GM may limit this to the Skill Bonus Power Level limit of the series. See **Power Level** in **Chapter 2**.

CALTROPS: A vehicle may be equipped with a dispenser for caltrops, spikes meant to damage tires. Activating the dispenser is a simple action. Caltrops create an area of unstable terrain distance rank 2 across, requiring a control check. See **Vehicle Actions**, following. A failed check leaves the vehicle Disabled and Hindered, while two or more degrees of failure leave it Immobile.

COMMUNICATIONS: The vehicle has a communications system (CB radio, cellular link, even subspace or FTL radio) designed to communicate with similar systems. For an especially broad-spectrum system, the GM may wish to charge an additional Feature rank.

COMPUTER: The vehicle has an on-board computer, capable of accessing information and controlling the routine operations of the vehicle.

DUAL SIZE: The vehicle has two size ranks: its inside rank, purchased normally, and an outside rank, one or more size ranks *smaller*, making it larger on the inside than the outside! Pay the cost of the larger interior size, plus 1 rank in this Feature for each size rank decrease in the exterior size. Determine the vehicle's Strength and Toughness from the larger size and its Defense from the smaller one.

HIDDEN COMPARTMENTS: The vehicle has hidden compartments or cargo areas holding up to the vehicle's Strength rank – 2 in cargo. A DC 20 Perception check allows the searcher to find the hidden compartment. For each additional Equipment Point, the DC increases by 5.

NAVIGATION SYSTEM: The vehicle is equipped with a navigation system that grants a +5 bonus on skill checks related to navigation.

OIL SLICK: The vehicle can release an oil slick as a simple action, creating an area of unstable terrain distance rank 2 across, requiring a control check from any pursuing vehicles. See **Vehicle Actions**, following.

REMOTE CONTROL: The vehicle's owner can operate it remotely using a transmitter and control device. Remotely controlling a vehicle requires the same kind of actions as if you were at the controls of the vehicle.

ROOMS: At the Game Master's discretion, a size rank 3 or larger vehicle can incorporate sme installation features essentially functioning like a mobile installation. See **Installations** later in this chapter. So, for example, a size 4 jet plane might have an Infirmary and Living Space on board, while a size 5 starship might have that plus a Gym, Hangar, Holding Cells, Laboratory, and more! For Dual Size vehicles the vehicle's internal size rank determines whether this Feature is available. The GM can set a reasonable limit on installation features for vehicles, such as no more than two per size rank over rank 2.

VEHICLE POWERS

Vehicles can have virtually any power effect the Game Master will allow. Unlike most equipment, vehicles are not necessarily limited to power effects based on available technology, and "super-science" or magical vehicles with unusual powers are possible, and still acquired using Equipment Points, since vehicles have other drawbacks compared to normal equipment, notably their size and maintenance.

ATTACK EFFECTS

Attack effects serve for vehicle-mounted weapons of various sorts, from high-caliber machine guns and missiles to blaster cannons and anti-matter mines. The **Heavy Weapons** portion of the **Weapons** section of this chapter and the **Stock Vehicles** section, following, offer examples of weapons suitable for use with vehicles.

DEFENSE EFFECTS

Vehicles may have built-in defensive systems beyond just the vehicle's inherent Toughness and Defense. This typically involves Improved or Impervious Toughness as reinforced or heavy armor, although some of the vehicle's additional Toughness or Defense could be sustained in the form of a force field or "deflector shield" of some type as well. Some vehicles may even have layered defenses of both types. Vehicle defenses apply to all passengers inside an enclosed vehicle, so a vehicle with Immunity to Heat protects those inside from all heat effects, for example.

SENSORY EFFECTS

Various instruments provide information to a vehicle's driver, pilot, or passengers. Instruments often use the Enhanced Senses effect for sensors and scanning equipment. Probably the most common are radar and sonar, described under **Enhanced Senses** in **Chapter 6**.

OTHER EFFECTS

Vehicles may have any number of other effects to represent systems or added capabilities. They include:

- **CLOAKING:** Concealment effects to make the vehicle difficult to detect, ranging from a "cloaking device" Invisibility field to "radar invisible" stealth vehicles with Radio Concealment.
- **MANIPULATOR:** The vehicle has Extra Limbs proportionate to its Size and Strength, typically a "cargo arm" or similar manipulator.
- **SELF-REPAIR:** The Regeneration effect allows vehicles to recover from damage on their own, for a vehicle with autonomous repair systems or even biological systems capable of rapid healing.
- **TRACTOR BEAM:** A Move Object effect for grabbing and manipulating things at a distance. Some vehicles may have the Limited Direction flaw for a grappler only able to grab and pull objects toward the vehicle, or even a Tether with magnetic or mechanical grapplers instead.

VEHICLE MODIFIERS



If the Game Master wishes, the following modifiers to the Equipment advantage may be permitted for ranks allocated to vehicles. Note these are modifiers to the cost of the Equipment advantage itself, *not* the point cost of the vehicle, much like power modifiers apply to the cost of a power. These modifiers are optional and may not be appropriate for all settings, so the GM should allow them with care.

DURABLE: Vehicles bought with Equipment ranks using this modifier suffer damage like characters rather than equipment. The vehicle still functions while Staggered, but has a –1 penalty to Speed rank. It only stops functioning once it is Incapacitated, and is only destroyed if its condition becomes "Dying." ***+1 point per rank.***

MINION: Vehicles bought with Equipment ranks using this modifier are considered minions, having all the conditions outlined for minions in **Chapter 1**. ***–1 point per rank.***

SUMMONABLE: The character with the Equipment advantage can summon the vehicle out of nowhere as a standard action, causing it to appear next to the summoning character. The character can likewise dismiss the vehicle back to wherever it came from as a free action, causing it to disappear. The vehicle reappears in the same condition as it was last seen. For an additional +1 modifier, the vehicle always reappears in its Normal condition, removing any damage conditions while it is "away." ***+1 point per rank.***

VEHICLES IN ACTION

Interaction with vehicles in narrative time is generally routine, using them to get from place to place and comparing the vehicle's Speed rank against the distance rank of a trip to determine how long that takes. See **Using the Measurements Table** in **Chapter 1** for details. Things become more involved during action time. This section looks at using the Vehicles skill and vehicle-specific actions.

VEHICLES SKILL

The Vehicles skill, detailed in **Chapter 4**, is used to operate vehicles. Note that routine operation of vehicles is permissible untrained and without a check. You do not have to be trained in Vehicles to know how to drive a car in the modern world, and most characters can be assumed to know how to do so. Lacking the ability to routinely operate a common vehicle in a way that is relevant to the story can be treated as a complication if it arises.

VEHICLE ATTACKS

"Vehicle Weapons" is its own specialization of Attack with the default assumption that ranks of Close Attack and Ranged Attack apply to using vehicle weapons as well as personal weapons. Some vehicle weapons may also be Accurate or Area Effect. See the **Heavy Weapons** section of **Weapons** in this chapter for details.

If a vehicle has multiple weapons, but can only use one per turn, they will be placed in an array. If the vehicle has multiple weapons and can fire as many of them per turn as it has crew to fire them, the weapons are not placed in an array.

VEHICLE ACTIONS

Most Vehicles skill checks are simple actions, unless specified otherwise. Controlling a vehicle in operation requires a simple action each round, and may also require a check. Routine operation, such as driving at a safe speed along a clear road, or flying under normal conditions, does not require a check. If no one is spending at least a simple action each round controlling the vehicle, it becomes uncontrolled like a failed control check.

MANEUVER CHECK

Difficult conditions or maneuvers require a Vehicles skill check, using the guidelines from **Chapter 4** and a DC set by the GM. A failed maneuver check may require a control check.

CONTROL CHECK

Control checks are required when a maneuver calls for one, or the vehicle suffers damage or encounters a situation that causes a control check. A control check is a non-action, but the vehicle's operator must be capable of taking at least free actions to make it.

The control check is a DC 15 Vehicles skill check. You make only one control check per round per vehicle even if more than one is called for: every additional control check required increases the check DC by +5. Open terrain is –5 DC, tight terrain is +5 DC, and close terrain is at the normal DC. With a successful control check, nothing happens.

CRASHES

On a failed control check, the vehicle crashes into an obstacle, or possibly another vehicle, depending on the situation. The vehicle and the obstacle, and any occupants of either, suffer damage equal to the speed rank of the fastest moving vehicle, modified as follows:

- +1 for collision with another vehicle
- +1 per difference in size rank to the smaller vehicle
- +2 ranks for two degrees of failure on the control check
- +5 ranks for three degrees of failure or more on the control check

For vehicles that collide moving in the same direction, subtract the lower speed rank from the higher to get the effective speed rank of the crash. Both vehicles then require a control check to avoid crash-

ing again. For vehicles that collide moving toward each other, add their speed ranks together to determine the crash damage.

Occupants make Dodge checks against a DC of 10 + damage rank to halve the total damage rank from the crash. Safety harnesses and similar equipment provide a bonus die on the Dodge check.

An air or space vehicle may stall on a failed control check if there is no hard terrain or other obstacle to crash into. The pilot can restart the vehicle with a successful Vehicles skill check with a DC equal to the prior failed control check.

DEFENSIVE CHECK

The pilot of a vehicle can take a standard action for "evasive maneuvers" during a round. If so, substitute the result of the character's Vehicles skill check, modified by the Defense modifier for the vehicle's Size, for the vehicle's normal Defense Class that round. See **Vehicle Defense Class** under **Vehicle Combat**, following. If the modified Vehicles skill check result is less than the vehicle's usual Defense Class for its Speed, just apply a +1 bonus to the usual DC instead.

> **EXAMPLE:** A character piloting a fighter jet (–3 Defense modifier) takes evasive action and gets a Vehicles skill check result of 24. Subtracting the jet's Defense modifier gives a Defense Class of 21 for that round.

REPAIR CHECK

When vehicles suffer damage in an action scene, characters may need to initiate emergency repairs or bypass some of the vehicle's systems. This is generally a technical or Vehicles skill check with the DC based on the severity of the damage or the complexity of the system, as chosen by the GM. See the guidelines for **Jury-Rigging** under **Technical Skills** in **Chapter 4**.

VEHICLE COMBAT

Attacking a vehicle in combat is like attacking a character. Vehicles generally have an applicable size modifier included in their defense, and tend to be easier to hit than characters overall, unless the vehicle is moving quickly or the vehicle's pilot is making a **Defensive Check**.

VEHICLE DEFENSE CLASS

A moving vehicle's Defense rank is equal to its current speed rank, modified by the Defense modifier for its Size. A Speed 6, Size 1 car is Defense 5, or Defense Class 15, and a Speed 12, Size 3 jet is Defense 9 or DC 19. A stationary vehicle can be attacked as a routine check with a DC of 10 plus the vehicle's Defense modifier. See **Routine Checks** in **Chapter 1**.

TARGETING OCCUPANTS

An attack against a vehicle occupant is made like any other attack, except that the DC is based on the higher of the character's Defense or the vehicle's and a character inside a vehicle benefits from both Cover and Concealment provided by the vehicle against attacks from outside of it. See **Cover** and **Concealment** in **Chapter 8**.

VEHICLE MANEUVERS

Vehicles can use many of the same combat maneuvers as characters, found in **Chapter 8**. The Accurate Attack, All-out Attack, Defensive Attack, Feint, Power Attack, and Slam Attack maneuvers may apply

to vehicles, substituting a Vehicles skill check for the skill check to Feint. A Slam Attack maneuver with a vehicle generally consists of ramming a target with the vehicle itself, subjecting the operator and passengers to the effects of a crash for the slam damage.

VEHICLE DAMAGE

Vehicles take damage much like characters do, with the following modifications:

- **HIT:** The normal –1 cumulative penalty to damage resistance checks per condition.
- **DAZED:** The vehicle requires a control check and is Impaired: either a cumulative –1 penalty to checks involving the vehicle or the loss of a Feature or an Equipment Point worth of capability per –1 penalty.
- **STAGGERED:** One of the vehicle's system's is damaged. This might be its weapons or another effect, its propulsion, causing it to lose one rank of speed per round until it becomes Immobile, or its controls, meaning it automatically suffers the effects of a failed control check.
- **INCAPACITATED:** The vehicle no longer functions. A water vehicle begins to sink, while an air vehicle will crash, and a space vehicle may lose life support and begin to drift.

Vehicles can have Improved, Impervious, or Impenetrable Toughness. At the GM's discretion, some vehicles may be considered minions, where any damage condition means they are destroyed. See **Vehicle Modifiers**, previously. This is particularly appropriate for large battles with a considerable number of enemy vehicles, where each successful attack takes out a target, and it's not worth tracking individual vehicle damage.

REPAIRING VEHICLES

Repairing vehicle damage conditions requires the proper tools, time, and a Technology skill check, usually the Mechanics specialty. A character without the proper tools suffers a –5 penalty on the technical skill check, as usual. Repairing one degree of damage is a moderate check (DC 15, 30 minutes), repairing two degrees is complex (DC 20, 2 hours), while three degrees is advanced (DC 25, 8 hours). For +5 to the DC, you can attempt a jury-rigged repair as a standard action, such as restoring a non-functional system from two degrees of damage with a DC 25 technical skill check.

CHASES AND RACES

Many vehicle activities involve one or more vehicles trying to catch up with or outpace each other. Whether it is a "death race" across the surface of an alien planet or a car chase through the streets and back alleys of a modern city, these situations can be handled using a challenge sequence.

This works like any other check sequence in that the challenger must acquire a few degrees of success before a certain number of degrees of failure. For a standard pursuit, the required degrees of success and failure are three, although the GM may modify this depending on circumstances.

The traits used in a chase challenge are typically those involving maneuverability: Vehicles skill for vehicles, Acrobatics for characters, plus Expertise for knowledge of the terrain, Perception, and so forth, although players can potentially find uses for traits like Deception, Stealth, and various power effects.

A key element is speed rank: characters within one rank of each other have no modifier to their challenge checks. Two ranks of difference give the character with the higher rank a +2 bonus, while three or more ranks of difference give the character with the higher rank a +5 bonus.

EXAMPLE: The Rook, piloting a Speed 7 hover-cycle, is taking part in the "Desert Death Race" created by the cosmic Game Master to test a variety of participants, promising a mysterious prize to the winner—and an eternity in limbo to the losers! The Rook has a Vehicles bonus of +6.

Most of the other vehicles in the race have Speed ranks within one point of each other, although there is a Grue saucer-pod with Speed 10, giving them a +5 bonus on their checks. The GM decides the Grue pilots have a +4 Vehicles skill bonus. They're clearly the competitors to beat! The GM says six accumulated degrees of success are needed to win the race, before three accumulated degrees of failure, which put a competitor out of the race and into the Game Master's limbo realm.

UPPING THE ANTE

In addition to making checks to accumulate successes toward winning the contest, participants can choose to "up the ante" by performing difficult, daring, or dangerous maneuvers: moving rapidly through tight terrain, crowding out other vehicles, and so forth. In this case, the maneuvering pilot chooses a Difficulty Class for the skill check in that round of the challenge, higher than the minimum DC set by the GM. That becomes the new DC for the round and all contestants must roll against it to generate their successes, with failure requiring a control check.

EXAMPLE: Unable to shake the Grue saucer-pod, the Rook decides to up the ante, maneuvering his hover-cycle through narrow gullies and canyons, and taking the DC of the contest this round from 15 (set by the GM) to 20. The Rook's player then elects to spend a Hero Point for the Luck advantage on the skill check, re-rolling for an 8, but then adding 10 (for the Luck) plus the Rook's Vehicles bonus of +6 for a 24. The GM rolls for the Grue and misses the DC. The Grue must make a control check to keep their saucer-pod from crashing into the cliff-face, and the Rook pulls ahead!

GROUND VEHICLES

Most cars include standard features like heating and air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with wireless connectivity.

CARS come in many different varieties. For variations on the base model, add +1 or +2 Strength for larger, full-sized, cars, and +1 or even +2 speed for sports and racing cars.

TRUCKS include pickups, sport utility vehicles (SUVs), vans, and similarly sized vehicles. An Armored Car has Impervious Toughness 3 in addition to its other traits.

TANKS are heavily armed and armored vehicles. The standard tank has Impervious 4 on its Toughness and comes equipped with an

STOCK VEHICLES

GROUND VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
Motorcycle	0	2	8	–0	7	10
Car	1	5	7	–1	8	11
Police Cruiser	1	6	8	–1	9	14
Limousine	2	8	7	–2	9	13
Truck	2	9	7	–2	9	14
Armored Car	2	8	7	–2	12	22
Tank	2	10	6	–2	12	48
APC	2	12	6	–2	12	45
Bus	3	12	7	–3	11	19
Semi	3	13	7	–3	11	20
Train engine	2	10	7	–2	10	16

WATER VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
Jet-Ski	0	2	7	–0	7	9
Sailboat	2	6	5	–1	6	6
Speedboat	1	6	8	–1	7	12
Yacht	2	10	7	–2	9	15
Cutter	3	13	7	–3	12	47
Destroyer	4	16	7	–4	14	50
Cruise ship	5	20	7	–5	15	25
Battleship	5	20	7	–5	16	71
Submarine	4	16	4	–4	13	39

Air Vehicles

Name	Size	Strength	Speed	Defense	Toughness	Cost
Two-seater plane	1	6	8	–1	8	21
Helicopter	2	8	9	–2	9	24
Military copter	2	8	10	–2	11	53
Private Jet	3	12	10	–3	11	30
Jumbo Jet	4	16	9	–4	13	32
Fighter Jet	3	10	14	–3	10	72
Bomber	4	13	11	–4	13	71

SPACE VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
Space Shuttle	4	16	14	–4	13	42
Space Fighter	3	10	16	–3	11	60
Space Cruiser	4	18	16	–4	15	93
Space Battleship	5	22	18	–5	18	98

EXOTIC VEHICLES

NAME	SIZE	STRENGTH	SPEED	DEFENSE	TOUGHNESS	COST
Dimension Hopper	2	8	*	–2	9	6 + Move
Mole Machine	2	11	6	–2	12	18
Time Machine	2	8	*	–2	9	6 + Move

array of weapons: a cannon (Blast 10, Sphere Area 6) and a heavy machine gun (Multiattack Blast 7). It takes a simple action to get into or out of a tank, and another simple action to start it up.

APCS, or Armored Personnel Carriers, are designed for carrying troops. They come with a smaller cannon (Blast 6, Sphere Area 4), Impervious 3 Toughness, and are designed so soldiers on board can fire their personal weapons from behind the Full Cover of the APC's armor.

WATER VEHICLES

Water vehicles range from small boats and outboards to massive sea-going ships.

CUTTERS are used by the Coast Guard and the Navy. They're often equipped with light machine guns (Multiattack Blast 6).

DESTROYERS are main naval ships, carrying heavy guns (Blast 10, Sphere Area 8).

BATTLESHIPS have massive gun batteries (Blast 13, Sphere Area 9) and heavy armor, giving them Impervious 5 Toughness.

SUBMARINES are equipped with torpedoes (Blast 8, Sphere Area 5). They often have Homing torpedoes and sometimes ballistic missiles (Sphere Area Blast 15 or higher) but these are not included in listed cost.

AIR VEHICLES

Air vehicles are all capable of flight, some of them at extremely high speeds.

MILITARY HELICOPTERS are have an array of machine guns (Multiattack Blast 6) and rockets (Blast 9, Sphere Area 6).

FIGHTER JETS have an array of machine guns (Multiattack Blast 6) and air-to-air missiles (Blast 11, Sphere Area 8, Homing 6).

BOMBERS have an array of machine guns and missiles like fighter jets, and also add powerful bombs (Sphere Area Blast 12 or higher) they can drop on targets.

SPACE VEHICLES

Space vehicles are intended for use outside the atmosphere, some of them for interplanetary or even interstellar travel. Generally, space vehicles are found in the possession of alien civilizations in *Mutants & Masterminds* settings, although the GM may choose to allow some organizations and individuals on Earth to have space vehicles.

SPACE FIGHTERS are armed with blaster cannons (Blast 10).

SPACE CRUISERS have an array with larger blaster weapons (Blast 12) and often energy torpedoes (Blast 12, Sphere Area 10, Homing 8).

SPACE BATTLESHIPS have the most massive weapons array: blaster cannons (Blast 15) and high-powered energy torpedoes (Blast 15, Sphere Area 12, Homing 8).

SPECIAL VEHICLES

These are unique vehicles, most likely found in the possession of supervillains, aliens, or eccentric inventors.

DIMENSION HOPPER is a van-sized vehicle capable of shifting between dimensions like a rank 3 Dimensional Travel effect of Enhanced Movement.

MOLE MACHINES are classic vehicles for underground villains, consisting of a metallic cylinder with treads and a rotating drill mounted on the front, allowing the machine to bore through the earth. Its listed Speed includes its Tunneling effect. Some mole machines have an alternate ground speed movement mode as well.

TIME MACHINES may be enclosed vehicles, from cubes to spheres or pods on legs, even phone booths or police boxes, or they can simply be open platforms or projectors. They provide the Time Travel version of Dimensional Travel, ranging from rank 1 to 3. The listed cost is merely a suggestion, as the GM should be *extremely cautious* about allowing this type of vehicle to end up in the hands of the player characters as anything other than a GM-controlled plot device.

INSTALLATIONS

From hidden caves and arctic fortresses to urban towers and sanctums sanctorum, superheroes have distinctive places they call home in their costumed identities. Likewise, villains operate from hidden lairs and brooding castles, and finding and breaching a villain's headquarters can be an important part of an adventure. All of these and more are installations in *Mutants & Masterminds* game terms.

INSTALLATION TRAITS

An installation is a permanent, fixed structure of some sort. The simplest installation may be a stone cottage or tower, while advanced installations can be orbiting satellites or vast underground complexes. The key descriptors of an installation are *permanent* and *fixed*. A tent or other temporary shelter is more equipment than an installation, while something capable of moving under its own power, rather than drifting on currents or in a fixed orbit, is more a vehicle than an installation. See **Vehicles**, previously. Installations may be moved from place to place: see **Movable** under **Installation Features**, following, but this is usually a slow and involved process, rather than the mobility of a vehicle.

Installations have few traits: just their Size, Toughness, and whatever Features or effects the installation is given. The installation's total cost in Equipment Points is based on its traits, as listed on the Installation Trait Coat table.

SIZE

An installation's size gives a general idea of the overall space it occupies and how much space is available inside. See **Installation Size Categories** table for guidelines. An installation starts out at size rank 5 for 0 points. Each increase in size rank costs 1 point, each decrease in size rank gives you an additional point to spend elsewhere on your installation, although you're *not* going to have a lot of room for extras!

TOUGHNESS

An installation's Toughness indicates the strength of its structural materials, particularly its outer structure (walls, ceiling, etc.). A structure starts out with Toughness 6 for 0 points. +2 Toughness costs 1 Equipment Point.

FEATURES

- An installation's Features provide benefits or resources apart from the simple structure itself. Each Feature costs 1 Equipment Point, more for more complex Features. See the **Installation Features** section, following, for details. The GM may choose to limit some Features based on the installation's Size, such as no more than 2 per size rank above 3, and just 1 per size rank below that, or whatever seems reasonable.
- An installation automatically has basic structural amenities like doors and windows, access-ways (hallways, stairs, elevators, etc.), storage (closets, crawlspaces, storerooms, etc.), lighting and connections to utilities (unless the installation has its own Power System) and the necessary environmental systems for its location at no additional cost.

INSTALLATION TRAIT COST

TRAIT	STARTING RANK	EQUIPMENT COST
Size	5	1 point per +1 size rank
Toughness	6	1 point per +2 Toughness
Features	—	1 point per Feature
Effects	—	As effect cost

INSTALLATION SIZE CATEGORIES

SIZE RANK	COST	EXAMPLES
11	6	Small town, sprawling installation
10	5	City block, private estate
9	4	Skyscraper
8	3	Castle
7	2	Mansion, cave complex
6	1	Warehouse
5	0	House
4	–1	Townhouse
3	–2	Apartment
2	–3	Loft
1	–4	Room

EFFECTS

- Some installations may also have power effects, particularly for advanced devices or the like installed there. These cost Equipment Points equal to the effect's normal Power Point cost. See the **Installation Effects** section, following, for details.

INSTALLATION POWER LEVEL

An installation's Power Level limits are the same as those of its owner. Installations belonging to the player characters are limited by the series Power Level. Those belonging to non-player characters are not. The Game Master may decide to limit an NPC-owned installation's Power Level to that of the NPC, but this is not strictly necessary. A PL 8 mad scientist could well have a PL 12 installation, for example. As with most NPC Power Levels, it is merely a guideline for the Game Master.

Since they have no other resistances, installations may have Toughness ranks up to twice the series Power Level. They are still limited to Impervious ranks no greater than the Power Level, however.

INSTALLATIONS AND ENVIRONMENTS

Like vehicles, installations are assumed to provide suitable life-support conditions for their inhabitants at no additional point cost. This is usually Earth-normal atmosphere, pressure, temperature, and gravity, regardless of where the installation is located, particularly important for things like orbiting satellites, moonbases, and deep-sea installations, to name a few. Problems with an installation's life-support systems can range from a nuisance like the air conditioning going out on a sweltering day to a serious complication like the air recycling system failing on a space station!

Immunity to other effects generally requires a Feature for the installation, and an installation's self-sustained environment does not generally prevent the use of Environment effects within the installation. At the GM's option, use of the installation's environmental systems *may* be able to counter some of these effects ("I'll use the ventilation fans to clear out this gas!"). See **Countering Effects** in **Chapter 6**, substituting the installation's Power Level for an effect rank for the countering check.

SHARED INSTALLATIONS

It is common for heroes, at least, to share an installation as a common "home base" and most hero teams have a headquarters of some kind, even if only to hold meetings and train, if not to interact with the public. Occasionally villain teams also share an installation, although it more often belongs to the villain team's leader or organizer. The same is true of villainous organizations, which make extensive use of installations controlled by the organization itself.

A truly shared installation divides its Equipment Point cost among all the characters who have access to and use it. Generally, each character contributes 1 or more ranks of the Equipment advantage toward the cost of the installation. Characters who leave the team permanently regain any contributed Equipment ranks and may apply them elsewhere. The deficit is either covered by new characters joining the team or by the Game Master applying future Power Point awards toward making up the difference.

ALTERNATE INSTALLATIONS

As with vehicles and other forms of equipment, characters may have multiple installations as Alternate Effects of each other. This is based on the same concept of diminishing returns as other Alternate Effects: an extra installation is not "worth" as much as having the initial one, since the successive installations are more likely used as backups, or for the convenience of having a home base in different geographic locations.

The only exception to the Alternate Installations guideline is a shared installation: The characters sharing the same installation all contribute to its cost and pay for any personal installations they own separately in full. While the Raven shares the Lighthouse and Freedom Hall with the rest of the Freedom League, she uses her own Equipment ranks to pay for the Rookery, her personal headquarters, separately, for example.

INSTALLATION FEATURES

An installation may have Features, chosen from the list below. Each Feature costs 1 Equipment Point. You can invent additional Features, basing them off the ones given here, with the permission of the Game Master. Some Features refer to an installation's Power Level. See the **Installation Power Level** section, previously, for details.

COMBAT SIMULATOR

A combat simulator is a special room equipped with various devices intended to test characters' powers and skills and allow them to train in realistic combat situations. Generally, a combat simulator has a suite of equipment that can simulate any appropriate attack effect at a rank up to the installation Power Level. A combat simulator normally has safety interlocks so its attacks are always nonlethal, but these can be disengaged so the simulator's attacks do lethal damage.

As an additional Feature, the combat simulator can project realistic illusions, allowing it to recreate or simulate almost any environment. Combat simulators are useful for training and short "war games" pitting the characters against each other or simulated opponents. Clever heroes also can try to lure intruders into a combat simulator or an intruder might override the simulator's control systems and trap the heroes in it, turning it into a deathtrap.

COMMUNICATIONS

The communications Feature allows the installation to receive and transmit on a wide range of radio and TV bands, monitor police and emergency channels, coordinate communications between members of a team, and so forth. It includes communications equipment, consoles, and monitors. The system's access to restricted communication bands depends on the clearance and skills of the user. Heroes often have access to special government channels, while a successful DC 25 technical skill check, likely Computers or Electronics, can grant a user illegal access to restricted systems.

COMPUTER SYSTEM

A state-of-the-art computer system serves the entire installation. This allows characters to make full use of the Computers skill and the computer can be programmed to handle routine base functions, including monitoring communications channels and controlling defensive systems. A true artificially intelligent computer system requires the Intelligent Feature.

CONCEALED

The installation is hidden from the outside world in some way. It may be camouflaged behind a false facade, buried underground, or something similar. Note this is in addition to the Isolated Feature, if any. An isolated installation is difficult to reach, while a concealed installation is difficult to find in the first place. Skill checks to locate the installation have their DC increased by +10. Each additional Feature applied to this increases the DC +5, to a maximum of +30.

DEFENSE SYSTEM

A defense system consists of various weapon emplacements defending the exterior and interior of the installation. A defense system can have any attack effect with a Power Point cost no greater than twice the installation's Power Level. At the Game Master's discretion, an additional Feature adds Power Points equal to the Power Level to the system's effects. Their attack bonus is equal to the Power Level. Heroic installations usually have nonlethal weapons while villainous "defense systems" are often lethal.

DEATHTRAPS

A villainous version of the Defense System Feature is deathtraps: the villain's lair has one or more fiendish traps suitable for disposing of those pesky heroes. Some deathtraps are designed as security systems to keep heroes out: concealed auto-guns, walls of flames, sealing rooms that fill with water or sand, and so forth. Others are intended for the slow elimination of captured heroes.

Note that not having this Feature does not mean a villain cannot jury-rig a deathtrap within the lair—say, by chaining heroes beneath a rocket counting down to launch, or slowly lowering them into a volcano's caldera. It just means there's no part of the base specifically *designed* as a deathtrap.

Also note that, despite the name, not all "deathtraps" are necessarily lethal. Some may be intended to merely incapacitate and capture intruders, more like a nonlethal Defense System, allowing the villain to interrogate them and then put them into a *real* deathtrap!

DIMENSIONAL PORTAL

The installation has a portal or gateway to another dimension or dimensions. This can range from an otherwise innocuous-looking door to a humming high-tech portal surrounded by support equipment and monitors. The portal provides two-way travel to and from the other dimension, and it may even reach a few related dimensions for an additional Feature rank. At the GM's discretion, an appropriate skill check may be required to operate the portal.

DOCK

A dock houses water vehicles and includes access to a nearby waterway, an airlock or lock system for moving vehicles in and out of the dock, and dry-dock facilities for repairing and maintaining water vehicles. The installation should be located within reasonable distance of a body of water to have this Feature.

DUAL SIZE

The installation has two separate size ranks: its inside size, purchased normally, which determines the structure's interior space, and an outside size, one or more size ranks *smaller*. In essence, the installation is larger on the inside than on the outside! A small house, for example, might contain the space of a huge castle on the inside. The GM may even allow size ranks beyond those given on the **Installation Size Categories** table; expansive installations could be pocket worlds! Pay the cost of the larger size rank, plus this Feature, which lets you set the exterior size at any lower rank.

In general, the exterior dimensions of the installation cannot be smaller than size rank 0, about the size of a closet or phone booth or, say, a wardrobe or police box, large enough for an adult human to pass through whatever serves as the base's entrance. Installations with no "exterior" structure, such as an extradimensional fortress accessed by a magical talisman, do not have this Feature, but instead have things like Dimensional Portal, Isolated, Sealed, and the like.

EFFECT

An installation can be given any appropriate power effect as a Feature with the Game Master's approval. The effect can have a total cost equal to twice the installation Power Level and cannot exceed the Power Level limits. At the Game Master's discretion an additional rank in this Feature can add Power Points equal to the Power Level to the effect's cost. Effects are assumed to affect either the installation or its occupants, if they do both, apply the Affects Others modifier, or take them as separate Features. See the **Installation Effects** section following this one for details.

FIRE PREVENTION SYSTEM

The installation is equipped with an automatic system for detecting and extinguishing fires. Any large open flame sets the system off: beware, fire-using heroes! It functions as a Counter Fire effect at the installation's Power Level. A computer-controlled fire prevention system can be programmed to ignore certain sources of fire or the system can be placed on manual control, requiring someone to throw a switch to activate it.

GARAGE

A garage houses ground vehicles and includes a door, ramp, elevator, or other access to move vehicles in and out, and facilities for repairing and maintaining vehicles.

GROUNDS

In addition to the actual building(s) of the installation, it has a considerable area of land surrounding it. An installation can have surrounding land one size rank larger than the structure at no cost, without having this Feature. Having it allows for grounds up to three size categories larger than the structure, so a size 7 mansion installation could have up to a size 10 area of land.

If the installation has Features like Defense System and Security System, they can extend over the grounds with fences, sensors, weapon emplacements, and so forth.

GYM

A gym consists of weight-training and other exercise machines, space for working out, stretching, and similar exercises, and all the necessary amenities (lockers, showers, etc.). Some installations may incorporate the gym Feature into the combat simulator, for a multi-purpose training room. A gym may also include a pool (heated or unheated, good for aquatic characters), possibly even connected to an outside body of water, or to the base's Dock, or both at no additional cost.

HANGAR

A hangar houses air and space vehicles. It includes a hatch or runway for the vehicles to launch and facilities for repairing and maintaining flying vehicles. For some installations, the launch facilities of the hangar may require a long tunnel or other access to the outside.

HABITAT

A portion of the installation is given over to an artificial environment suitable for certain plants or animals. It may be a greenhouse, arboretum, zoo, or even "living laboratory" with a self-contained ecosystem. The habitat may serve primarily as a place of rest and quiet contemplation, a home for pets or rare creatures, or have more practical uses, including the generation of oxygen from plants or the growth of food for the inhabitants of the installation.

HOLDING CELLS

These are cells for holding prisoners, usually temporarily, although some installations might have more permanent holding facilities. Heroes use holding cells to contain captured villains until they can

be turned over to the proper authorities while villains use them to keep heroes prisoner until they can dispose of them in their latest deathtrap.

Choose one of the following benefits for the holding cells. Each additional benefit requires another Feature rank:

- The cells are equipped with Counter devices at the installation's Power Level.
- The cells have Improved Toughness at the installation's Power Level.
- The cells have Impervious Toughness at the installation's Power Level (requires Improved first).
- The cells have a power effect, such as an Affliction for interrogation or keeping prisoners sedated, or Mind Reading for scanning their memories, like the Effect Installation Feature.

INFIRMARY

An infirmary consists of hospital beds and equipment for the full use of the Medicine skill. An infirmary can provide treatment for characters equal to the base's Power Level at the same time and it can be assumed to have the necessary facilities to handle any unusual physiology of the base's owner(s). Each additional rank in this Feature adds patient beds equal to the installation's Power Level.

INTELLIGENT

The installation itself is intelligent, aware, and capable of interaction, having total effective Intellect, Awareness, and Presence ranks up to the installation's Power Level. The intelligence may be an advanced computer, a magical spirit, or some other disembodied entity. The installation's intelligence can control any part of it, from doors and windows to environmental systems or powers.

ISOLATED

Installations with this Feature are situated somewhere out of the way like the Antarctic, the bottom of the ocean, on top of a lonely mountain peak, even in orbit or on the Moon. The base's owner doesn't have to worry about things like door-to-door salespeople or other unwanted visitors but the installation is also far from civilization, which can be limiting for heroes unable to travel fast. The installation is assumed to provide all the necessary life support for its location, but doesn't provide characters with the means to get to the base or travel back. They need the appropriate powers, a vehicle, or a separate base Feature.

LABORATORY

A laboratory is a facility for performing scientific tests or experiments. It contains all the necessary scientific equipment, including dedicated computers, if the installation doesn't have its own computer system. Characters can use the laboratory to perform research, study unusual phenomena, including many super-powers, and so forth. A laboratory may be required for certain Expertise, Investigation, or technical skill checks, or provide a bonus to those checks.

LIBRARY

A library allows for use of various Expertise skills when doing research. A library may consist of printed matter like books and periodicals, or even ancient scrolls and manuscripts, along with microfilm, digital files, or a combination of all of these. A library may facilitate certain Expertise skill checks and provide a bonus for them.

LIVING SPACE

The installation includes all the necessary amenities for people to live there full-time. This is usually the same amount of residents equal to the installation's Power Level comfortably, possibly more, at the GM's discretion. It includes bedrooms or private suites, kitchen facilities, dining area, and communal living areas. Characters can live in an installation lacking this Feature short-term, but they're not likely to be what one would call "comfortable."

MOVABLE

The installation can relocate from one place to another, but it is not as capable as a vehicle in that regard. Moving the installation is a significant undertaking that can only occur at most once per game session, and probably less often than that. This may be due to the need to charge powerful batteries, make complex calculations, wait for the right alignment of mystic energies, or any number of other reasons. The key point is that the installation isn't particularly useful for getting from place to place within the context of a single adventure, although it may move between adventures, and even serve as a primary means of conveying characters to adventures, such as an installation that shifts from dimension to dimension, with each dimensional shift heralding a new locale and a new adventure.

PERSONNEL

The installation has a staff of personnel commensurate with its size and facilities. The staff is made up of characters created and controlled by the GM and tasked with servicing the installation. As such, they should not be considered all-purpose minions of the occupant(s). A base's personnel may help defend it in case of attack, but they're not going to go out on missions or otherwise assist outside of their duties. This Feature simply ensures there's someone taking care of the place while the owner isn't at home.

Note that an installation's personnel do not have to be ordinary humans. They could be service robots, magical golems, animated skeletons, aliens, trained apes, or just about anything else the GM chooses to fit with the theme of the base and its owner(s).

What this means in practical terms is largely up to the Game Master, although the following guidelines may be helpful in describing and defining installation Personnel in game terms.

- Personnel should be considered minions per the guidelines given under **Minions** in **Chapter 1**. Non-minions should be regular non-player characters rather than personnel.
- Personnel should not be useful outside of the context of the installation for the most part. Underlings that accompany characters away from the installation should be acquired via Summon, Minions, or Sidekick.
- Personnel are subject to the Power Level limits of the installation and the series, and the GM may require them to be even lower level than that (6 or less, for example).
- Personnel can create complications for the owners of the instal-

lation, ranging from the need to protect them from potential harm or rescue them from danger to interpersonal conflicts or even betrayals.

Archetypes from the *Mastermind's Manual* can provide ready-made personnel suitable for installations, or ones easily "re-skinned" to suit.

POWER SYSTEM

A power system makes the installation completely independent of outside power. It has its own generators, which may be solar, geothermal, nuclear, cosmic, or anything else the designer wants. They provide the base's entire power needs. The installation also has emergency backup power should the generators fail. This generally lasts for the hours equal to the installation's Power Level.

REMOTE FEATURE

One of the installation's Features is separate and isolated from the main structure, such as a laboratory in an isolated area for safety and security or a hangar high in the mountains overlooking an installation in a valley far below.

SEALED

This is like the Isolated Feature, except the lair is sealed off from the outside world rather than isolated by geographic location. It may be a structure with no doors, windows, or other outside access, or behind some sort of barrier. Only the lair's owner and designated guests may enter, although the GM should determine means by which trespassers might do so, including effects like Dimensional Travel, Insubstantial, Permeate, and Teleport.

SECRET

This is like the Concealed Feature except the installation is not so much concealed as it is "hiding in plain sight," its existence as an installation unknown. So, for example, people assume the abandoned house on the hill or the old, closed-down factory are just that. This Feature increases the DCs of checks to discover the lair—typically starting at DC 10—by +10, with each additional application increasing them by +5 to a maximum of +30 for truly "top secret" locations.

SECURITY SYSTEM

Various locks and alarms protect the installation from unauthorized access. An appropriate DC 20 technical skill check overcomes these systems. Each additional Feature increases the DC by +5, to a maximum of DC 40. The security system may be tied into a defense system, if the installation is equipped with that Feature, so triggering an alarm activates the defense system to disable or restrain the intruder(s).

SELF-REPAIRING

The structure of the installation "heals" any damage done to it over time. Essentially, it recovers like a character does. If this Feature is taken twice, the structure will even rebuild itself in a week if it is destroyed! If it cannot rebuild in its original location, it reappears in the nearest suitable place.

TELEPORT LOCK

The installation has a Feature that emits a "beacon" or "lock" for certain Teleport effects, making the installation a "well-known location" and effectively making a Teleport effect Accurate so long as the character is going to the installation, has the right Teleport descriptor(s), and is authorized. This is a common "escape hatch" for villains to quickly teleport back to their hidden lair, should plans go awry.

TEMPORAL LIMBO



Time within the installation moves at a different rate than the world outside! Time within the structure is either slowed or sped up compared to the normal passage of time, passing at half or twice the normal rate. Each additional application of this Feature doubles the ratio of time passage: one-quarter or four times, one-eighth or eight times, and so forth.

This time differential allows a character within an accelerated Temporal Limbo to spend additional time planning, building, or recovering while little or no time passes outside, for example. Conversely, it allows characters in a slowed Temporal Limbo to pass vast amounts of time outside without aging, perhaps allowing for prolonged periods of self-imposed exile or contemplation. Game Masters should be cautious about allowing this Feature for player character installations and should ensure it is not exploited to the detriment of the game.

TROPHY ROOM

The installation has an area specifically dedicated to storing and displaying various trophies, souvenirs, and keepsakes acquired by its owner(s). A trophy room may function primarily as an archive and museum, a storehouse, a monument to its owner's ego, or some combination thereof. In game terms, the trophy room serves three primary purposes: as a source of adventure hooks involving the items and information stored there, as a source of complications for the same reasons, and as a means for characters using the installation to spend Hero Points for heroic feats connected to the contents of the trophy room.

VARIABLE ENVIRONMENT

Beyond just adjusting thermostats and dimmer switches, the installation is capable of a full range of Environment effects, significantly altering the environment throughout, or in just a select number of rooms. Among other things, this means control over the temperature, gravity, and composition of the atmosphere, or whether there is even an atmosphere at all. Intended primarily to adapt parts of the installation to different life-support needs, such as for alien visitors, this Feature can also serve as a kind of Deathtrap by flooding an area with toxic gas, evacuating all the air, raising temperatures to fatal levels, and so forth.

WORKSHOP

A workshop has all the facilities for making various things. It includes tools, workbenches, supplies, and so forth. The Game Master may decide certain projects require a dedicated workshop of their own, which is an additional Feature. For example, a workshop can easily handle woodworking, metalworking, and machining, but might not be suitable for technical skills like Electronics or Magic, which might require separate, dedicated workshops.

INSTALLATION EFFECTS

Generally, installation traits gained from the Effect Feature should be things that focus on the installation itself or its grounds and not extending much beyond. Game Masters should be cautious about allowing installation effects to have far-reaching use in the series unless they are agreed upon in advance. An example of this is a teleport or portal network since it effectively gives every character with access to the installation the Teleport power at a substantial rank for virtually no cost! Similar is an installation with Remote Sensing extensive enough to provide surveillance over the entire setting of the series.

Game Masters should approve all installation effects and keep in mind that they are subject to the usual limitations of equipment. Feel free to have them break down at inopportune times, get sabotaged—especially by villainous foes aware of them—or cause other complications, like a teleporter affected by sunspots accidentally sending the heroes to a dangerous parallel Earth, for example.

ATTACK EFFECTS

Installations may be equipped with a variety of weapons systems, both external to defend against assault and internal to use against invaders who have breached the installation's outer defenses. Unless the installation has the Computer or Intelligent Features, these weapons systems require operators, either directly firing the weapon, or controlling them from an interface within the installation.

Weapons can be virtually any attack effect allowed in the setting. The **Weapons** section of this chapter, particularly **Heavy Weapons**, may provide some inspiration and useful suggestions.

The weapons of heroic installations tend to be nonlethal and aimed at restraining or incapacitating targets, while the installations of less scrupulous and more ruthless owners may be quite lethal. Weapons used within the installation are likewise more likely to have effects that will not severely damage the installation itself.

DEFENSE EFFECTS

Installations may have defenses beyond just their Toughness and environmental systems. The most common is for some or all the installation's Toughness to have the Improved or Impervious modifiers, making it largely immune to minor damage or attacks. This may come from hardened or super-science materials or special defensive force fields or the like.

Speaking of force fields, an installation may have them as well. They tend to take two forms: additional sustained Toughness, applied on top of the installation's normal rank, or a Create effect capable of producing shapes of solid force, perhaps even enclosing the entire installation. Unlike added Toughness, Create effects are independent objects, offering Cover, and perhaps Concealment, for anything behind them. An installation beneath a force dome, for example, cannot be damaged until an attack breaks through the dome.

Finally, an installation may offer ranks of Immunity beyond just the normal benefits of its environmental systems. For example, a mystic site may have inherent protection against malign magic, granting anyone there Immunity to Magical Attack (5 ranks). Similarly, an in-

stallation may be shielded against outside intrusion, providing Immunity to Teleport (and related movement effects) for 5 ranks, preventing anyone from teleporting into or out of the installation. The Game Master approves Immunity effects assigned to an installation, just like any other.

MOVEMENT EFFECTS

While installations themselves are generally fixed (although see the **Movable** Feature, previously) they may offer different means of transporting people who use them.

The most common is simply for the installation to have the Dock, Garage, or Hangar Features and associated vehicles. A team vehicle tends to go together with a team headquarters as a primary mode of transportation. See the **Vehicles** section, previously, for more.

Alternatively, the installation might have the ability to transport people. A Teleport effect may be a matter-energy "transporter," a series of spatial doors or gateways, or some similar set-up, turning the installation into a "way station" for sending people virtually anywhere.

Typically, such a system is both Extended and Limited to Extended, curtailing its use as a tactical option, since it leaves characters Dazed and Vulnerable for a round after teleporting. It may be further Limited to certain destinations, such as a linked series of teleport gates, booths, or transport tubes, meaning users cannot just teleport anywhere. Perhaps the system is only one-way: the teleporter in the installation can *send* characters to any destination within range, but cannot bring them back. They must either return under their own power, or use another teleporter in a different installation to send them back.

The same concept for a teleport system can also apply to various movement effects, particularly Space Travel for very far-reaching teleportation between planets and star systems, Dimensional Travel for an interdimensional transporter or portal, and Time Travel for a temporal transporter. These options may serve primarily as plot devices, and the GM should keep a close eye on their use, especially time travel, depending on the setting's guidelines for such.

OTHER EFFECTS

Installations can have a range of other miscellaneous powers, particularly sensory effects representing external or internal sensor systems or equipment capable of performing scans or analysis.

The key thing to keep in mind for installation effects is: are they an integral part of the installation, or are they independent gadgets in their own right? For example, a scrying pool in a magical sanctum that provides Remote Sensing is an integral part of the installation that cannot be moved and must be used there, whereas a crystal ball offering the same effect is more of a portable and Removable power, rather than something integral to the sanctum, unless it is limited to operating there or there is some reason why it cannot be removed.

ALTERNATE EFFECTS

Just as with other power effects, an installation's powers may have Alternate Effects, usable one at a time or in combination for Dynamic Alternate Effects. These usually represent "settings" on the installation's systems, or an allocation of resources like energy or processing power, distributed among different systems.

Unlike characters, some installation effects might not be best handled as Alternate Effects if they need to be usable all at the same time. An example is weapons: while characters often have arrays of attacks, usable one at a time, an installation may need to be able to use multiple weapons systems all at once to repel attacks from different sides.

STOCK INSTALLATIONS

Players can use the following stock installations as ready-made templates for building their own, while Game Masters can use them for villainous lairs in conjunction with the resources in the *Mastermind's Manual*, modifying and customizing them as you see fit.

ABANDONED WAREHOUSE: *Size*: 6 • *Toughness*: 8 • *Features:* Communications, Computer, Concealed, Garage, Gym, Living Space, Power System, Security System • *11 points.*

MOONBASE: *Size*: 10 • *Toughness*: 20 • *Features:* Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System (DC 25), Teleport (Affects Others), Workshop • *28 points.*

ORBITING SATELLITE: *Size*: 8 • *Toughness*: 20 • *Features:* Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Holding Cells, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System, Teleport (Affects Others) • *25 points.*

SANCTUM SANCTORUM: *Size*: 5 • *Toughness*: 10 • *Features:* Concealed, Dual Size (size 9 interior), Laboratory, Library, Living Space, Security System, Workshop • *13 points.*

SEA-BASE: *Size*: 7 • *Toughness*: 14 • *Features:* Communications, Computer, Concealed, Dock, Fire Prevention System, Isolated, Living Space, Power System, Security System • *15 points.*

SKYSCRAPER (5 FLOORS): *Size*: 6 • *Toughness*: 10 • *Features:* Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *16 points.*

STATELY MANOR: *Size*: 7 • *Toughness*: 10 • *Features:* Communications, Computer, Concealed, Dock, Garage, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop • *18 points.*

UNDERGROUND LAIR: *Size*: 7 • *Toughness*: 14 • *Features:* Communications, Computer, Concealed, Defense System, Garage, Holding Cells, Isolated, Laboratory, Library, Living Space, Power System, Security System • *18 points.*

URBAN FORTRESS: *Size*: 7 • *Toughness*: 12 • *Features:* Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Garage, Gym, Holding Cells, Infirmary, Living Space, Power System, Security System, Workshop • *19 points.*

CONSTRUCTS

Armored robots, human-like androids, even magically animated golems or undead creatures are all examples of **constructs**, non-living things capable of moving and acting on their own to one degree or another, carrying out pre-programmed instructions, or even possessing independent thought in some cases.

Since they are capable of action, rather than just improving their owner's abilities, constructs are considered minions—full-fledged characters—rather than devices or equipment and are acquired using the **Minions** or **Sidekick** advantages or summoned or created by a **Summon** effect.

CONSTRUCT CREATION

Constructs are created like other characters, using the guidelines in **Chapter 2** with a few exceptions, discussed in the following section.

Constructs are subject to the same Power Level limits as other characters and the Game Master should require constructs controlled by the players to observe these limits. Non-player character constructs have their Power Level determined the same as other NPCs as outlined under **Power Level** in **Chapter 2**.

ABILITIES

Constructs have no Stamina because they are not living beings. Constructs do not recover from damage on their own. They must be repaired instead. Constructs are immune to effects permitting Fortitude resistance checks unless the effect works on objects. Constructs also have *either* no Intellect and Presence ranks *or* no Strength and Agility ranks.

These qualities of constructs: lacking three abilities (–30 points) and Fortitude Immunity (30 points) average out to 0 points.

AUTOMATONS

Constructs without Intellect and Presence are automatons, operating on simple instinct or programmed instructions. They have Immunity to Will effects and Immunity to Interaction at no cost and automatically fail Intellect and Presence checks.

INTELLECTS

Constructs without Strength and Agility ranks are immobile intellects, like an artificially intelligent computer or a sentient magic item. They cannot undertake physical actions on their own, although they may be able to control other constructs that do have Strength or Agility. They cannot move or exert force, and automatically fail Strength and Agility checks.

IMPROVING ABILITIES

A construct can buy up one of its nonexistent ability ranks by spending Power Points; +1 rank per 2 Power Points, as usual, but starting at a rank of –5. This gives the construct the normal use of that ability. Note a construct with Intellect but no Presence is intelligent but non-sentient and a construct needs a rank in both Strength and Agility to be able to move and act physically. Constructs cannot buy Stamina, since creatures with Stamina are, by definition, not constructs.

TOUGHNESS

Constructs have a Toughness rank, which measures their ability to resist damage. A construct starts out at Toughness 0 and can increase it for 1 Power Point per rank. A mobile construct can even have the Defensive Roll advantage.

CHARACTERISTICS

Constructs have the same characteristics as characters based on the abilities they possess. See **Characteristics** in **Chapter 3**. A construct that has a Strength rank can lift and throw things like a character and a construct capable of movement has speed like a character. Choose the construct's size and apply the adjustments on the **Size Table** for it.

SKILLS

Constructs can have skills just like characters at the same cost. However, constructs cannot have skills based on abilities they lack.

ADVANTAGES

Constructs can have advantages at the same cost as other characters. Some advantages are less useful or even useless to constructs and, like skills, constructs cannot have advantages requiring abilities they lack.

POWERS

Constructs can have various power effects, like other characters. Some effects are less useful or even useless to constructs and the GM has final say as to whether a particular effect can be assigned to a construct. Power effects are often aspects of a construct's makeup or design, such as Toughness for built-in armor, Affliction or Damage for weapons, and Enhanced Senses for sensor systems.

COMMANDING CONSTRUCTS

A construct's owner can take the Command action to give it orders verbally or through any other means the construct understands. Constructs follow orders to the best of their ability. Non-intelligent constructs do exactly as they're told, without creativity or initiative, while intelligent constructs can interpret and improvise. An owner can also give a construct a series of basic orders for it to fulfill, such as "stay and guard this place and attack anyone who comes here other than me." In the absence of new orders, constructs follow the last orders they were given.

PILOTING CONSTRUCTS

Some constructs, rather than being commanded, may be built to be piloted, either remotely or by an on-board pilot. Piloted mechanical constructs are sometimes referred to as "mecha." The pilot must be a least one size rank smaller than the construct to fit inside, and two or more ranks smaller makes for a more comfortable fit. The pilot may or may not be visible outside, in which case they also have Full Concealment inside the construct. Otherwise, the construct must be piloted or operated by remote control using some type of Communication. See the **Communication** and **Enhanced Senses** effects.

Piloting a construct is the same as operating a vehicle with the pilot substituting the construct's actions for their own. See **Vehicles in Action**, previously.

DAMAGING AND REPAIRING CONSTRUCTS

Constructs take damage like other characters. See **Damage** in **Chapter 8**. Dying constructs cannot perish, they treat the condition as Incapacitated, but neither can they stabilize or recover without being repaired.

Lacking Stamina, constructs do not recover from damage conditions on their own unless they have Regeneration for self-repair: see **Regeneration** in **Chapter 6**. Otherwise, constructs must be repaired using technical skills, as follows:

- **HIT:** DC 10 skill check, 30 minutes.
- **DAZED OR STUNNED:** Constructs remove these conditions from damage on the end of their next turn.
- **STAGGERED:** DC 20 skill check, 8 hours.
- **INCAPACITATED:** DC 25 skill check, 24 hours.

A construct rendered Dead by damage is Destroyed and must be rebuilt rather than repaired: a minimum of a DC 25 advanced technical skill check taking four or more days. Regeneration does not help a construct recover from being Destroyed, it needs the **Immortality** effect from **Chapter 6** for that.

STOCK CONSTRUCTS

The following are some stock constructs to use as a basis for other designs. Game Masters can find more options in the *Mastermind's Manual*.

You can also convert other archetypes and stock characters to constructs by removing their ranks in Stamina—and possibly Intellect and Presence—and giving them Fortitude Immunity, and possibly Will Immunity if they lack Intellect and Presence. This is particularly useful for creating construct versions of animals as well as some humanoid minions.

HUMANOID CONSTRUCT **PL 0**

STR 0 · STA – · AGL 0 · INT – · AWE 0 · PRE –

SKILLS: None

ADVANTAGES: None

POWERS: Fortitude Immunity, Will Immunity

COMBAT: Attack 0, Defense 0, Initiative +0

DEFENSES: Dodge 0, Fortitude Immune, Toughness 0, Will Immune

ABILITIES –30 + **SKILLS** 0 + **ADVANTAGES** 0 + **POWERS** 30 + **RESISTANCES** 0 = **TOTAL** 0

This is the most basic of humanoid constructs: Similar in size and shape to a human being, but having no additional traits beyond those provided by its being a construct. It might be a simple humanoid robot, a magically animated statue, an undead skeleton, or something similar. It is not particularly effective in combat, apart from its Immunity to some common effects.

Common add-ons for the stock humanoid construct include:

- **ARMED:** Damage 4 · ***+4 points (+8 if Damage is Ranged).***
- **FAST:** Defense 5 · Dodge 5 · ***+15 points.***
- **POWERFUL:** Increase Attack, Defense, Dodge, Strength, and Toughness by +1 each, increasing Power Level by 1 · ***+8 points per Power Level.***
- **STRONG:** Strength 5 · Unarmed Attack 4 · ***+12 points.***
- **TOUGH:** Toughness 5 · ***+5 points.***

HUGE HUMANOID CONSTRUCT **PL 8**

STR 10 · STA – · AGL 0 · INT – · AWE 0 · PRE –

SIZE: 2 · 3 spaces · Reach 2

SKILLS: Intimidation +4, Stealth –4

ADVANTAGES: None

POWERS: Fortitude Immunity, Will Immunity

COMBAT: Attack 6, Defense 6, Initiative +0

DEFENSES: Dodge 6, Fortitude Immune, Toughness 10, Will Immune

ABILITIES –10 + **SKILLS** 0 + **ADVANTAGES** 0 + **POWERS** 30 + **COMBAT** 24 + **RESISTANCES** 16 = **TOTAL** 60

This stock construct is huge, size rank 2, with considerable Strength and Toughness, making it Power Level 8, but having no other capabilities. It suits a giant robot or other animate construct of its size, like a giant statue or even structure come to "life." It is large enough to have a size 1 or smaller pilot inside of it.

Common add-ons for the Huge Humanoid Construct include:

- **BLASTER BEAMS:** Blast 10, Accurate 3 · ***+23 points.***
- **POWERFUL:** Increase Attack, Defense, Dodge, Strength, and Toughness by +1, increasing Power Level by 1 · ***+8 points per Power Level***
- **ROCKETS:** Flight 6 · ***+12 points.***
- **SELF-REPAIRING:** Regeneration 1 · ***+2 points***
- **TOUGH:** Add Improved to Toughness · ***+10 points***
- **VERY TOUGH:** Add Impervious to Toughness (replaces Tough) · ***+20 points***

The construct might have an array of Alternate Effects for its Blaster Beams, or a suite of Enhanced Senses for tracking and detecting different targets. You can also up its size to as much as colossal, size rank 4, without affecting its current traits, although you can couple it with the Powerful add-on.

UNDEAD CONSTRUCT

STR 2 · STA – · AGL –1 · INT – · AWE 0 · PRE –

SKILLS: None

ADVANTAGES: None

POWERS: Fortitude Immunity, Will Immunity

COMBAT: Unarmed Attack 2, Defense 0, Initiative –1

DEFENSES: Dodge –1, Fortitude Immune, Toughness 4, Will Immune

ABILITIES –28 + **SKILLS** 0 + **ADVANTAGES** 0 + **POWERS** 30 + **COMBAT** 1 + **RESISTANCES** 4 = **TOTAL** 7

This is the classic undead humanoid, like a shuffling zombie: strong, tough, immune to pain and other Fortitude effects, and mindless, immune to interaction and Will effects, but obedient to its creator or master.

8: ACTION AND ADVENTURE

Like the superhero comics, Mutants & Masterminds is about action and adventure, so this chapter looks at the flow of the game and how heroes accomplish their amazing feats, ranging from battles against the forces of evil to last-minute rescues, escaping danger, complex investigations, and personal interactions.

The chapter starts out with a look at scenes and rounds, used to measure time in the game, followed by Defense and resistance, attack checks, damage, countering, impressing, and the various actions characters can take during action time. It details the systems for the four types of scenes: conflicts, challenges, investigations, and interaction scenes between characters.

SCENES

A *Mutants & Masterminds* game is like creating a story with your friends, making it up as you go, with the added excitement of rolling dice when things get tricky or dangerous to see what happens. There are countless exciting stories you can tell and strange discoveries just waiting to be made.

Like a comic book, movie, or television show, a *Mutants & Masterminds* game is broken up into **scenes**. You don't need to follow your character while they file their taxes, work their day job, or pick up their costume at the cleaners, unless those are fun or interesting moments for you. Instead, you step in during the exciting, tragic, or dangerous bits. A scene doesn't need to cover any set amount of time. Some scenes might be fun character development, giving an interview to the media, or describing how your hero swings and flips among the skyscrapers of the city. Others might track time carefully, like the **rounds** used for conflict and challenge scenes.

SCENE LENGTH

A scene generally ends when you and the other players agree it does. You've talked as much as you need to with the witnesses, the criminals are all glued to the wall and ready for the police to pick up, or the villain has escaped for the moment, so it's time to move on. After that, you begin the next scene and the next development in the story. Different characters may even go off to do different things in different scenes: one might interview potential witnesses while another breaks into a corporate agent's office to riffle through files, and so on. Part of the Game Master's job is to guide what scenes happen in what order to keep the story flowing and focused.

SCENE TYPES

There are four basic kinds of scenes in the game: conflict, challenge, investigation, and interaction.

CONFLICT

Conflict scenes are fights. Heroes get into a *lot* of fights, usually with criminals or villains, but sometimes with other heroes, or government agencies, or personifications of their own inner demons, among other foes. Whoever the opponent, conflicts are measured in **rounds**, with each person involved taking their **turn** to trade blows,

use powers, or demonstrate their skills. For more on conflict scenes, see the **Conflicts** section later in this chapter.

CHALLENGE

Challenge scenes present something the heroes need to confront or escape, or some goal to reach, usually with a time limit. It could be a tidal wave approaching the city, or an elaborate deathtrap, or needing to decipher an alien language before the invading armada destroys the world. Challenges are sometimes broken up into **rounds** to help track how much time remains until disaster strikes. Challenge scenes don't usually involve fights like conflicts, but sometimes a scene might mix conflict and challenge to add to the tension and excitement. For more on challenge scenes, see the **Challenges** section later in this chapter.

INVESTIGATION

Investigation scenes rely heavily on each character's abilities to piece together a mystery, solve a crime, or figure out where to go next in the story. They might be the familiar image of a detective scouring a crime scene for clues, but investigation scenes also involve talking to other characters, researching information, breaking into buildings to search, or even using powers to delve into someone's mind, or the past, or an otherworldly realm and see what happened—or what will happen. Unlike challenges and conflicts, the heroes aren't usually on a timer, although sometimes time is important, and doing badly in an investigation could lead to a conflict or challenge—if the heroes alert guards, or set off alarms—or make an upcoming challenge or conflict scene more difficult, since the villain has had more time to prepare or the heroes have not discovered the key weakness or tactical information they need. For more on investigation scenes, see the **Investigations** section later in this chapter.

INTERACTION

Interaction scenes focus on social interaction and give the world a more in-depth and realistic feel, help you understand what your character's life is like, and sometimes let you feel like a real hero or heel. Interaction scenes might involve talking to the media, or law enforcement, or a crowd of fans, or kids, taking your significant other on a date you *hope* isn't interrupted by random crime or disaster, running errands for a sick family member, or making an impassioned plea to a former hero to coax them back to the side of right. Interaction scenes often have fewer checks in them, although you may still roll interaction skill checks, and others depending on what happens in the scene. Likewise, you don't usually need to track time as precisely in interaction scenes. The goal is to have fun and develop your character's personal story. For more on interaction scenes, see the **Interactions** section later in this chapter.

ROUNDS

When it's important to track how long something takes, or which character acts first, *Mutants & Masterminds* tracks time in **rounds**. A round is six seconds, time rank 0, like a page in a comic book. Just enough time for everybody to do something. There are 10 rounds in a minute (time rank 3).

During a round, each character involved takes their **turn**, and can perform one **standard action**—something complex that requires focus—and one **simple action**—a simpler action that doesn't need as much attention—as well as various **free actions**, which don't use up any real time or effort. Additionally, every character can take one **reaction** during the round, which happens in response to something else, and does not need to occur on the character's turn.

Once everyone has taken their turn, a new round begins, and play continues until the scene is over—the heroes escape the trap, stop the danger, or defeat the villains — or are defeated by them.

Not every scene needs to be tracked in rounds. You'll use them mostly in conflict scenes and some challenge scenes. Players decide among themselves who goes first when grilling a witness in an investigation scene, for example, and you don't usually need to track how long it takes to go from place to place or have a conversation in six-second intervals.

Remember each character involved during a round gets a turn, both player characters and non-player characters. Players choose actions for their characters on their turns, while the GM handles everyone else's turns. If a character is nearby but not involved in the action, such as innocent bystanders, a news crew recording the characters, or a mastermind observing remotely or from the shadows, you don't have to include them in the round. Their actions, if any, happen largely in the background.

SPACES

When it's important to track exactly where characters and things are in relation to each other, *Mutants & Masterminds* uses **spaces**. A space is distance rank 0 across, based on the space on a map where a medium sized character can stand or lie prone. This is derived from tabletop RPGs using square or hexagonal spaces marked out on a terrain map for miniature figures or counters, often referred to simply as "squares" or "hexes."

Sometimes, *M&M* measures things in terms of how many spaces are involved, rather than overall distance rank. In these cases, spaces are directly additive, unlike measurement ranks: Three spaces are three times the distance value of one space. Spaces are generally used for tactical situations like conflicts, and are especially useful if you want to include battle-maps and miniature figures or counters in your gameplay. These might be pre-printed maps for the tabletop or digital backgrounds for virtual tabletop (VTT) platforms.

SPACES AND MAPS

Using gridded maps is entirely optional in *M&M*. Such maps can be helpful for everyone to visualize where all the characters are and what they are doing during action scenes. If a gridded map is in use, then a space is equal to one square or hex on a map scaled for medium size characters.

Some Game Masters and game groups prefer what is referred to as the "theater of the mind" style of play that relies more on the players' imaginations and the Game Master's judgment than prepared maps and exact measurements. You should play the game in whatever style you and your group agree upon. The *Mastermind's Manual* goes into more detail on both options for the Game Master.

INITIATIVE

To figure out who acts, when during a round, everyone involved rolls an **Initiative check**. The Game Master telling everyone "Roll for Initiative!" is the surest sign that a new scene has begun and time is now being measured in rounds. An Initiative check is:

INITIATIVE CHECK: D20 + INITIATIVE MODIFIER

Your Initiative modifier is equal to your Agility rank, plus any additional ranks acquired with Power Points.

The higher your Initiative check result, the sooner you act in the round. The characters are placed in an Initiative Order, highest check result to lowest, then each gets a turn until everyone has taken one.

If two characters roll the same Initiative check result, tiebreakers for Initiative Order are: highest Initiative modifier, highest Agility, then the highest Awareness, then player character over non-player character. If there is *still* a tie, each tied player should roll a die, with the highest roll going first at that point in the Initiative Order. Re-roll any further ties.

Characters use the same Initiative check result each round. If characters join a scene after the Initiative Order is determined, the newcomers roll an Initiative check when they join-in and then act when their turn comes up next in the Initiative Order.

SURPRISE

Sometimes enemies leap out to ambush, or teleport in unexpectedly, or a stealthy hero gets the drop on a villain, resulting in the Surprised condition for one or more characters. Characters are most often Surprised when they fail a Perception check to notice an opponent at the start of a conflict, lasting until the start of their second turn during that conflict.

DELAYING

You are always free to pick a lower Initiative check result than the one you rolled, letting other characters act before you take your turn. This is called **Delaying**. You can delay immediately or in a later round, but once you pick a lower Initiative check result it becomes your new place in the Initiative Order for the rest of the conflict. If you delay until the end of a round, essentially giving up your turn that round, you can act first the next round, moving to the top of the Initiative Order. Delaying cannot interrupt another character's turn, for that see **Ready** in the **Actions** section of this chapter.

CHANGING INITIATIVE

Outside of Delaying or Readying, characters generally retain their place in the Initiative Order for the duration of the scene. Any effect that changes a character's Initiative modifier also changes their place in the Initiative Order by the same amount.

ACTION TYPES

When your turn comes up, you can act! There are three kinds of actions your character can take on their turn: **standard**, **simple**, and **free**. There are also **reactions**, which happen in response to something else and can occur outside of a character's turn.

Some conditions, like being Dazed or Stunned, limit the number or type of actions you can take.

STANDARD ACTION

A **standard action** allows you to do something quick but complex, like attacking someone, or using a skill, advantage, or power. The **Actions** section gives you more information on what you can do with a standard action. You get one standard action on your turn.

You can use your standard action to perform a simple action instead, effectively giving you two simple actions in one turn.

SIMPLE ACTION

A **simple action** is a simpler task requiring less attention than a standard action, like moving, standing up, picking something up, or something similar. Possible simple actions are detailed in the **Actions** section. You get one simple action on your turn unless you also use your standard action as a simple action.

FREE ACTION

A **free action** is easy, quick, and requires almost no attention, such as dropping something you were holding, drawing a weapon, falling to the ground, speaking, maintaining a modicum of focus or

concentration, or stopping an activity you were already doing. You can perform as many free actions on your turn as your GM thinks is reasonable.

REACTION

A **reaction** is something you do in response to something else happening during the round, perhaps not on your turn, and your reaction can even interrupt another character's turn, such as catching a falling object, evading an attack, or putting yourself in front of someone to protect them. Your character can take one reaction per round in response to specific circumstances, and you regain your expended reaction at the start of your next turn. Multiple reactions happening at once due to the same trigger event occur in Initiative Order or an order chosen by the Game Master that makes the most sense.

ACTING IN ROUNDS

When characters act in rounds, here are the steps:

1. ROLL INITIATIVE

At the start of action time, roll d20 + Initiative modifier. Place all the characters in Initiative Order from highest check result to lowest. Highest Initiative check result goes first.

2. WAIT YOUR TURN

While other players take their turns, be polite, be encouraging, and have fun. Pay attention in case something they do changes the scene—Incapacitating a villain, aiding you, asking for help—in case you need to roll a resistance check against something or can use your reaction. Also give some thought to what you'll do when your turn comes up.

3. START YOUR TURN

The Game Master tells you when it is your turn. Generally, it's good, prepared play to be aware when you're going next and to figure out what you want your character to do in advance. When you start your turn, you should:

- End any effects or conditions that last "until the start of your next turn."
- Resolve any effects that occur "at the start of your next turn."
- Regain your reaction if you used it since your previous turn.
- Take the actions needed to maintain any ongoing effects, primarily Sustain and Concentrate, detailed in the **Actions** section. If you do not do so, the associated effects end.

4. TAKE YOUR ACTIONS

You get one standard and one simple action each turn. You can exchange your standard action for an additional simple action instead. You can also perform as many free actions on your turn as you wish, within reason. See the **Actions** section for details on your options.

5. EXTRA ACTION?

You can use Extra Effort to take an extra standard or simple action on your turn, either before or after your other actions, or an extra reaction at any time. See **Extra Effort** in **Chapter 1**.

6. END YOUR TURN

At the end of your turn, you should:

- End any effects or conditions that last "until the end of your turn."
- Make any necessary resistance checks to recover from ongoing effects like Affliction that happen "at the end of your turn."
- Inform the GM and other players that your turn is finished, allowing the next character in the Initiative Order to take their turn.

7. LET OTHERS TAKE THEIR TURNS

Finish out the round by paying attention to other players' turns, including the Game Master taking turns for NPCs. If you have not yet used your reaction this round, be alert for opportunities to do so.

8. START A NEW ROUND

Go back to Step 2 and wait for your turn. Repeat until the scene ends and narrative time resumes.

CONFLICTS

A **conflict** is when two or more characters face off against each other. Most conflicts are fights, but they can also be races, sports matches, head-to-head hacking—any situation where the characters' condition and strategies might change from moment to moment instead of being a straightforward series of checks with a single consequence at the end.

Conflicts are almost always tracked using action time in **rounds**. Each character involved rolls an **Initiative check**, then takes their turn attacking or outwitting their opponent, or trying to achieve their goals. A conflict scene ends when one side is Incapacitated, surrenders, flees, or achieves their goals.

DEFENSE AND RESISTANCE

Defense and a character's resistances are important in conflicts. See **Combat Abilities** and **Resistances** in **Chapter 3** for details on Defense and the four resistances: Dodge, Fortitude, Toughness, and Will.

DEFENSE CLASS

Add your Defense rank to 10 to determine your **Defense Class** against attacks targeting that Defense. This is the DC of an opponent's attack checks against you:

DEFENSE CLASS = DEFENSE RANK + 10

The **Targets [Resistance]** modifier can change the Defense Class for an attack to 10 + the rank of one of the target's resistances, particularly Fortitude or Will, referred to as Fortitude Defense Class or Will Defense Class.

Three conditions affect your Defense: **Vulnerable**, **Defenseless**, and **Helpless**:

- **VULNERABLE** lowers your Defense and Dodge ranks by –5, to a minimum of 0.
- **DEFENSELESS** decreases your Defense and Dodge to 0 and attackers can make attack checks against you as routine checks.
- **HELPLESS** decreases your Defense to –5 and attackers can make attack checks against you as routine checks. Your Dodge rank is 0 and you automatically fail Dodge resistance checks with at least one degree of failure.

RESISTANCE CHECKS

When an attack successfully hits your Defense Class, or if an effect automatically hits, bypassing your Defense, your character then tries to resist it with a **resistance check** against the attack's effect rank.

D20 + RESISTANCE RANK VS.
EFFECT DC [10 + EFFECT RANK]

The resistance check result determines what happens. Some effects, like Affliction or Damage, have additional results for each degree of failure on your resistance check.

Resistance checks are non-actions and happen automatically when a character is subjected to an effect calling for one.

See **Resistance Checks** in **Chapter 1** for more information.

ONGOING EFFECTS

Some effects stick around until you successfully overcome them or recover from them with a resistance check. These are called **ongoing effects**.

You make a new resistance check against an ongoing effect at the end of your turn each round. A successful check ends the effect and removes any conditions it caused. A failure means the effect's conditions remain. Different effects describe the results of resistance checks in more detail, and some ongoing effects only allow a new resistance check each minute or even longer.

ATTACK CHECKS

To hit another character with an attack—your fists, a blaster, your powers, or almost anything else—you make an **attack check:**

ATTACK CHECK = D20 + ATTACK CHECK MODIFIER VS.
DEFENSE CLASS [10 + DEFENSE RANK]

- **ADDED SUCCESS:** You have a **critical hit**! Add +5 to the check result and, if your check result equals or exceeds the target's Defense Class, increase the attack's Effect DC by +5. See **Critical Hits**, following.
- **SUCCESS:** If your check result equals or exceeds the target's Defense Class, your attack hits.
- **FAILURE:** If your check result is less than the target's Defense Class, your attack misses.
- **ADDED FAILURE:** You have a **critical miss**: subtract –5 from the check result and, if your check result is less than the target's Defense Class, your attack misses. If the check result is still equal to or greater than the target's Defense Class, decrease the attack's Effect DC by –5. See **Critical Misses**, following.

CRITICAL HITS

An added success with an attack check is called a **critical hit**, sometimes just a "crit" for short. The +5 bonus to the check result may turn a miss into a hit or increase degree of success. Additionally, a critical hit increases the attack's effect rank by +5. A critical hit against a minion automatically imposes the highest degree of the attack's effect on the minion with no resistance check. Critical hits from the **Improved Critical** advantage gain the increase in effect rank and automatic effect on minions, but not the +5 bonus to check result from an added success.

CRITICAL MISSES

An added failure with an attack check is called a **critical miss**. The –5 penalty to the check result may turn a hit into a miss or a lower degree of success. Additionally, a critical miss that still manages to hit decreases the attack's Effect DC by –5, due to it being a glancing hit, at best.

ROUTINE ATTACKS

In some cases, you can make an attack check as a routine check. See **Routine Checks** in **Chapter 1**. Notable examples include:

- When the target is Defenseless or Helpless.
- When the target is an inanimate, non-moving object, which is Helpless by definition.
- When your target is three or more size ranks larger than you.
- When the target is a minion.
- When you have a special situation or trait allowing you to do so.

AUTOMATIC ATTACKS

Attacks that do not require an attack check cannot score critical hits or critical misses, nor can they be improved with maneuvers that depend on an attack check. See **Attack Maneuvers** in the following section for details. Automatic attacks include perception range attacks, area effects, and routine attack checks, but these guidelines apply to all attacks where no attack check is rolled.

SURPRISE ATTACKS

On occasions when your attack catches a target by surprise, they are Vulnerable to it. This usually occurs due to Stealth or Concealment allowing you to sneak up to the target, an attack effect that comes out of nowhere like an Indirect or Subtle effect, or an attack following a successful **Feint** action. The GM can grant you a Surprise Attack for another unexpected maneuver that catches the target off-guard. A Surprise Attack is a prime opportunity for a Defensive Attack or Power Attack maneuver, as the Vulnerable condition offsets the maneuver penalty to your Attack rank. See those **Attack Maneuvers**, following.

ATTACK MANEUVERS

You can take a **maneuver** to modify the checks for your attack as follows:

- **ACCURATE ATTACK:** When you make an attack check, you can choose to gain a bonus of up to +5 on the check by applying a penalty of the same amount, up to –5, to the attack's effect rank. Your effect rank cannot be lowered below 0 and your attack bonus cannot more than double in this way.
- **ALL-OUT ATTACK:** When you make an attack check, you can choose to gain a bonus of up to +5 on the check by applying a penalty of the same amount, up to –5, to your Defense. Your Defense cannot be lowered below 0 and your attack bonus cannot more than double in this way.
- **DEFENSIVE ATTACK:** When you make an attack check, you can choose to gain a bonus of up to +5 on your Defense by applying a penalty of the same amount, up to –5, to your Attack rank. Your Attack rank cannot be lowered below 0 and your Defense cannot more than double in this way.
- **POWER ATTACK:** When you make an attack check, you can choose to gain a bonus of up to +5 on the rank of your effect by applying a penalty of the same amount, up to –5, to your Attack rank. Your Attack rank cannot be lowered below 0 and your effect rank cannot more than double in this way.

USING MANEUVERS

Attack maneuvers are optional. You choose which one, if any, applies to your Attack action when you declare it. The GM decides whether a particular maneuver is appropriate for a given attack or prohibited by circumstances. Maneuvers cannot be combined and characters can only use one maneuver per round.

Modifications from a maneuver last until the start of your next turn. Maneuvers cannot modify attacks that do not require an attack check, including routine attacks, perception range attacks, and area effect attacks.

TEAM ATTACKS

With a Team Attack, multiple attackers combine their attacks to try to overwhelm an opponent's resistance.

The attacks used in a Team Attack must have the same effect, must be opposed by the same resistance check, and must be within 5 ranks of each other. For example, attacks all doing damage against Toughness can combine, but they cannot combine with a Mental Blast, which is Damage resisted by Will rather than Toughness.

The attackers must all take Ready actions to the same point in the Initiative Order, that of the slowest attacker. Each attacker makes an attack check against the target's Defense Class.

- **ATTACK MANEUVERS:** Attackers in a Team Attack can choose to apply attack maneuvers to their attack, with their normal benefits. If they change their attack's rank, it must still be within 5 ranks of the other attacks to participate in the Team Attack.
- **NO ATTACK CHECK EFFECTS:** Effects not requiring an attack check may be used in a Team Attack if they meet the other requirements—count them as having one degree of success each.

The largest modified effect rank of the attacks that hit is the primary attack. Count the total degrees of success for all the other attack checks:

- **SUCCESS (THREE DEGREES OR MORE):** Add a +5 bonus to the effect rank of the primary attack.
- **SUCCESS (ONE DEGREE)**: Add a +2 bonus to the effect rank of the primary attack.
- **ADDED SUCCESS**: If *any* if the attacks are critical hits, add an *additional* one-time +5 bonus to the check total and to the Effect DC, in addition to the bonus provided by the Team Attack.

Unlike a normal team check, degrees of failure on a Team Attack do not lower degree of success; those attacks simply miss and have no effect. See **Team Checks** in **Chapter 1**.

RANGE

An attack has one of three ranges: **CLOSE**, **RANGED**, and **PERCEPTION RANGE**.

CLOSE RANGE

A **CLOSE** attack can only affect a target within your reach, as determined by your size. For medium size characters these are the spaces next to yours. See **Size and Reach** in **Chapter 3** for additional information.

RANGED

A **RANGED** attack can affect a target at a distance. A ranged attack has a short range up to its rank × distance value 1, at which it has no penalties. At medium range up to rank × distance value 2, the attack check has a –2 penalty. At long range up to rank × distance value 3, the attack check has a –5 penalty. Ranged attacks cannot go beyond long range; a target further away is out of range and cannot be attacked.

PERCEPTION RANGE

A **PERCEPTION RANGE** attack automatically hits a target you can accurately perceive, usually see, or touch, unless you have another accurate sense. With perception range attacks, you don't need to roll an attack check, although you may need to make a Perception check, if the ability to accurately perceive the target is in question. Failure on the check means the perception range effect cannot target that subject at that time until the character gets an accurate "lock" on them. General perception range is what a character can sense with a routine Perception check, meaning the average perception range is 20 spaces for DC 10 to notice someone or something that isn't hidden, plus or minus 2 spaces per +/–1 the character's Perception modifier is above or below +0. This can be modified by a character's size as well, as described under **Ranged Senses** under **Senses and Perception** in **Chapter 3**.

TRACKING RANGE

If you want, you can use gridded maps and tokens or miniature figures to track the exact positions and distances between characters in conflict scenes, but this is not necessary, as the GM can adjudicate ranges based on the description of the scene and the characters' actions.

CONCEALMENT

If you can accurately perceive something then you can target it with an attack. See **Accurate Senses** under **Senses and Perception** in **Chapter 3**. If you cannot accurately perceive the target, then it has one of two degrees of **Concealment** from you:

- **PARTIAL CONCEALMENT** obscures things and makes them difficult to accurately or acutely perceive. It includes dim lighting, foliage, heavy precipitation, or light fog or smoke. Partial Concealment applies a –2 penalty to attack checks for not being able to clearly perceive the target and requires a Perception check against the target's Stealth check result or a DC set by the GM, typically DC 15–20, to perceive them accurately enough for perception range effects.
- **FULL CONCEALMENT** prevents you from perceiving things at all. It includes total darkness, heavy fog or smoke, invisibility, and the like. Full Concealment applies a –5 penalty to your attack check for not being able to perceive the target and you must roll a Perception check against the target's Stealth check result or a DC set by the GM to correctly guess where to attack, otherwise you automatically miss. Perception range effects cannot target subjects with Full Concealment.

If you can accurately perceive a target and have Full Concealment *from* them, then your attack against them counts as a Surprise Attack, but attacking gives away your location, if the target did not already know it. See **Surprise Attack** in the **Attack Checks** section, previously.

Concealment is by sense, and can differ from one to another. A character can, for example, have Full Concealment from one sense, Partial Concealment from another, and no Concealment from a third sense.

COVER

Hiding behind something solid can provide **Cover** against attacks. Obstructions that do not physically block attacks but simply make the target harder to perceive—such as curtains, fog, or foliage—provide **Concealment** rather than Cover, while solid, opaque objects can provide both. There are three degrees of Cover:

- **PARTIAL COVER** generally means at least half of the target is behind Cover, such as around a corner, or behind a tree, pillar, or low wall. It grants a +2 bonus to Defense for characters behind the Cover, and to Dodge resistance checks against area effects, provided they originate on the other side of the Cover. See the **Area Effect** extra in **Chapter 6** for more.
- **FULL COVER** means at least three-quarters of the target is behind Cover, like a narrow window, or behind a wall, with just a head or limb showing. It grants a +5 bonus for characters behind it, otherwise working like Partial Cover.
- **TOTAL COVER** means the target is completely behind Cover. Direct attacks cannot target that character without attacking through the Cover. Only attacks with the **Indirect** modifier can target characters with Total Cover and, even then, the target has Full Concealment unless the attacker can perceive through the Cover with an accurate sense.

ATTACKING THROUGH COVER

A damaging attack can target a character *through* Total Cover: In this case, the attack check has a –5 penalty and requires a Perception check unless the attacker can accurately perceive the target, using a Penetrates Concealment effect, for example, or if the Cover is transparent. Subtract the Toughness of the Cover from the attack's Damage rank; if this lowers Damage to 0 or less, it causes no damage to the target, but the Cover takes damage regardless and may be Broken or Destroyed as a result, decreasing its effectiveness.

Game Masters may decide some types of Cover are Improved or Impervious to some types of damage. See **Damaging Objects** in this chapter and the **Enhanced Resistance** effect in **Chapter 6** for more on this.

DAMAGE

Most attacks in the *Mutants & Masterminds* system cause **Damage**, which imposes **damage conditions** that limit a character and can eventually incapacitate or even kill them. A successful attack with a Damage effect requires the target to make a **damage resistance check**, usually with their Toughness, with the following results:

D20 + TOUGHNESS RANK VS. DC [10 + DAMAGE RANK]

- **SUCCESS (TWO DEGREES OR MORE):** The target receives no damage conditions, completely shrugging off the damage.
- **SUCCESS (ONE DEGREE):** Hit by the attack, the target receives the **Hit** condition. A Hit condition imposes a cumulative –1 penalty on further resistance checks against damage; the more Hits a target has, the lower their resistance and the more likely they are to suffer a more severe result from damage. Enough Hits can wear almost any target down over time.
- **FAILURE (ONE DEGREE)**: The target receives the **Dazed** condition, which lasts until the end of their next turn, or the target is knocked **Prone**, and must take the Stand action to get back up. The attacker chooses which result occurs.
- **FAILURE (TWO DEGREES)**: The target receives the **Staggered** condition. If a character receives a second Staggered condition, they are **Incapacitated** instead.
- **FAILURE (THREE DEGREES OR MORE)**: The target receives the Incapacitated condition. Incapacitated characters are Helpless, which affects how they take further damage. See the Helpless condition for details.

The effects of a damage resistance check are cumulative, so a character who fails their resistance check by two degrees takes the Hit, Dazed or Prone, and Staggered conditions. See the Conditions section of Chapter 1 for details on the various damage conditions.

DAMAGING OBJECTS

You can damage objects like other targets, but Dazed and Staggered conditions have no effect on inanimate targets, since they do not take actions. Animate objects capable of action—like vehicles, robots, or laser turrets—can be Dazed and Staggered.

Animate objects have their own Defense Classes. Inanimate objects are Helpless. Attacking an object held or worn by another character is a Smash Attack. S**ee Attack in the Actions section of Chapter 8.**

Two degrees **or more** of success on the object's damage resistance check result in no damage conditions. One degree of success applies a **Hit** condition. Failure on the damage resistance check imposes the **Broken** condition to an object, while two degrees or more of failure mean the object is **Destroyed**.

The GM may decide certain objects or materials have resistance modifiers like Improved or Impervious, or have a Susceptibility or Weakness to certain damage descriptors, modifying their resistance checks accordingly. You're more likely to cut or burn through a rope than to break it with a punch or hammer-blow, for example. Improved is typical for Toughness 5 or greater materials, while Toughness 8 or greater materials typically have one-quarter to one-third of their ranks Impervious.

DRAMATIC DAMAGE

The conditions inflicted by damage, like other effects and conditions in *M&M,* are *game system* guidelines you can embellish with description and details as you see fit. If you and the Game Master agree upon it, some of these may even have some minor impact on the flow of the story,. For example, a Dazed character might crash into a shelf, knocking over its contents. If they're volatile chemicals, they might cause a fire or explosion! Similarly, a Staggered character might be knocked through a wall or hammered through the floor by a powerful blow. In some cases, a Hit condition might be nothing more than a bruise, in others, it could rip a character's costume, or even draw blood for dramatic effect.

If a dramatic description of damage has significant effects, the GM may either award the player a Hero Point, if it is a plot complication for their character, or ask them to spend a Hero Point for the benefit, essentially applying a plot complication to the non-player character. Of course "significant" is highly situational: If an attack Incapacitates a character, it's less consequential if it also sends them through a wall and into a drop over a cliff into a ravine below—indeed, that may perfectly suit the GM's plans for that character to reappear later on. But it's fine if a Dazed result sends a foe flying a short distance and leaves them Prone, instead, so long as it doesn't constitute a huge advantage for the attacker. As always, do what is fun, makes sense, and feels right for the story.

The Toughness ranks of some common materials are:

MATERIAL TOUGHNESS

MATERIAL EXAMPLES	TOUGHNESS RANK
Paper, Soil	0
Glass, Ice, Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super Alloys	18+

RECOVERY

Characters with a Stamina rank recover from their damage conditions, given time, and rest. Recovery starts from the least severe condition and proceeds to the most severe in the order: Hit, Staggered, Incapacitated. The Dazed condition from damage only lasts for one round.

After a minute of rest and only minimal activity, the character removes their least severe damage condition. After another minute of rest and recovery, the character removes their next most severe damage condition, and so on until they have removed all their damage conditions, restoring them to Normal.

The **Regeneration** effect eliminates the need for rest and speeds up the time needed to recover. The **Healing** effect can remove damage conditions directly, starting with the most severe, eliminating the need to recover.

DYING

Characters remove the Dying condition when they either stabilize or when they are Dead. Refer to the **Dying** condition in **Chapter 1**.

OBJECTS

Objects and characters without a Stamina rank do not recover from damage conditions on their own. Instead, they must be repaired, requiring time and an appropriate technical skill check.

DEATH

Dying characters have opportunities to stabilize and stave off death. It takes a second active effort to kill a Dying character outright, so accidental death due to a single bad die roll is all but impossible for major characters in *Mutants & Masterminds*.

Note that none of this applies to **Minions**, who can be killed simply with a successful attack and a failed resistance check, if the attacker wishes!

The Game Master can also kill off non-player characters to suit the story, treating a Dying condition as simply Dead. The greater "resilience" of main characters is not because they are physically any different or tougher, just that they are more important to the plot. With the Healing and Immortality effects, even death isn't necessarily permanent in *M&M* and characters can return from it!

RECOVERING FROM OTHER CONDITIONS

Characters sometimes suffer other conditions, detailed in the **Conditions** section of **Chapter 1**. Each effect describes how characters recover from the conditions it imposes. Characters generally recover from those conditions once they have made a successful resistance check to overcome the ongoing effect.

LONG-TERM CONDITIONS

Mutants & Masterminds is intended for the kind of comic book continuity where the heroes largely shrug off the effects of being in a fight or other hazards between scenes. The Game Master can always impose more long-term conditions, if the story calls for it, by making them plot complications. See **Plot Complications** in **Chapter 1**, particularly the **Temporary Complications** section. The GM and a player might agree that a hero has suffered a concussion, for example, causing the hero to be occasionally Dazed or even Stunned later in the adventure, but earning the hero's player a Hero Point. Likewise for a hero temporarily Blind or Deaf because of injury, or dealing with conditions like Hindered or Impaired.

IMPRESS CHECKS

Mutants & Masterminds characters sometimes wield their force of personality and their interaction skills in conflicts, called **impressing**, which can impose conditions on affected characters.

To impress, choose an option available from your skills and advantages, take the Impress action, and make a check with the appropriate interaction skill against your target. The usual guidelines given under **Interaction Skills** in **Chapter 4** apply: The target must be aware of you and generally able to understand what you are conveying, otherwise you take a –5 penalty on the skill check or might not be able to make the check at all, depending on circumstances.

IMPRESSING MODIFIERS

The interaction skill check for an Impress action is modified depending on circumstances, as given on the **Impress Check Modifiers** table.

IMPRESS CHECK MODIFIERS

MODIFIER	SITUATION
–5	Impress as a simple action.
–5	Impress targets a group.
–5	Each previous attempt to Impress this character in this scene.
–1 to –5	Impression runs counter to the prevailing mood.
–1 to –5	Impresser is at a clear disadvantage.
+0	Impress as a standard action.
+1 to +5	Impresser displays an impressive power or ability or has a clear advantage.
+1 to +5	Impresser delivers effective dialog or description.
+1 to +5	Impression matches the prevailing mood.
+2	Target is surprised.
+2	Target has suffered damage or a similar adverse condition.
+5	Impress as a full action, using both the character's standard and simple action that turn.
+5 or more	Impression matches a target's complications.

ADDED SUCCESS AND FAILURE

A roll of 20 or 1 on the die is considered an added success or failure as usual, increasing or decreasing your final check result. See **Added Success and Failure** in **Chapter 1**.

OPPOSING IMPRESSIONS

The target opposes your check with a check of the same skill, Insight, or Will, whichever has the highest bonus. If their check result is higher, the Impress attempt has no effect. The target is not impressed.

IMPRESS CHECK = INTERACTION SKILL CHECK VS. SAME SKILL, INSIGHT, OR WILL RESISTANCE CHECK

Any penalties the target has to Will resistance checks, however, also apply to their checks to oppose impressions, whether they use their

Will or a skill rank.

IMPRESSION EFFECTS

A successful Impress action's results depend on the type of impression and the degree of success in the opposed check, given in its description and summarized here:

- **COERCED (INTIMIDATION SKILL):** Favorable (1 DS), Helpful (3 DS)
- **DAZED (DAZING INTERACTION ADVANTAGE):** Dazed (1 DS), Stunned (3 DS)
- **DISTRACTED (DECEPTION SKILL OR DISTRACTING INTERACTION ADVANTAGE):** Vulnerable (1 DS), Defenseless (3 DS)
- **DEMORALIZED (INTIMIDATION SKILL):** Impaired (1 DS), Frightened (3 DS)
- **FASCINATED (FASCINATING INTERACTION ADVANTAGE):** Stunned (1 DS)
- **TAUNTED (TAUNTING INTERACTION ADVANTAGE):** Impaired (1 DS), Disabled (3 DS)

IMPRESSION DURATION

At the end of each of the targets' turns, the effect of an impression is decreased by one degree of success. If this drops the degree of success below the amount required for a condition, the condition imposed by the impression also decreases. So, for example, when a Demoralized impression is decreased from 3 DS to 2 DS, the target goes from being Frightened to Impaired. When the impression is decreased to 0 degrees, its effects end.

OVERCOMING IMPRESSIONS

A successful impression has a DC used for checks to overcome it:

IMPRESSION DC = 10 + IMPRESSING CHARACTER'S SKILL BONUS

A target affected by an impression can use Extra Effort before its duration expires to make a new resistance check against the impression DC. Success means they end the impression, while failure means it persists.

Another character can take the Impress action and make an impress check specifically to overcome an existing impression. The player should describe how their interaction skill is used to overcome the existing impression and the Game Master must approve it.

The Impress check is done with the same action and modifiers as a regular Impress check, but is against the impression DC instead of resisted. Success decreases the impression's current degree by the degrees of success. If decreased to zero or fewer degrees, the impression ends.

REPEATED IMPRESSIONS

Impress attempts lose effectiveness over time in a scene. Each additional Impress action by the same character against the same target in a scene, regardless of the skill used or the desired effect, imposes a cumulative –5 penalty to the character's interaction skill check to Impress. This penalty is removed at the start of a new scene.

QUICK IMPRESSIONS

Impress is normally a standard action. By taking a –5 penalty on the skill check, a character can Impress as a simple action. Some advantages also allow characters to Impress more quickly, see **Chapter 5**.

GROUP IMPRESSIONS

Impress is normally focused on a single target. By taking a –5 penalty on the skill check, a character can target a group with a single Impress action. The character must use the same skill check result against all the targets, who roll individual resistance checks against it and its effect.

IMPRESSING MINIONS

Characters seeking to Impress minions can do so as a routine check, or make the check normally and gain a +5 bonus. This typically means a character can do either a quick impression or a group impression against minions with no penalty.

Minions who fail their resistance check against an Impress action suffer the most severe of its conditions, regardless of the degree of failure, as usual.

IMPRESSION ADVANTAGES

Some advantages modify or change how a character's Impress actions work, including the action required, skill used, or their effects. See the individual descriptions in **Chapter 5** for details.

ACTIONS

The most common actions characters take during conflicts are described here and summarized on the **Actions** table. The GM should use these as guidelines for dealing with any unusual action players might try.

AID — STANDARD ACTION

If you are close enough to attack an opponent, you can attempt to aid an ally engaged in close combat with that opponent. Make an attack check against DC 10.

- **SUCCESS:** If you succeed, you don't hit or affect the opponent, but instead grant your ally your choice of a +2 bonus on an attack check against that opponent or a +2 bonus to Defense against that opponent's attacks until the end of your ally's next turn. Three or more degrees of success grant your ally a +5 bonus on an attack check or a +5 bonus to Defense instead.
- **FAILURE:** Your Aid attempt has no effect.

AIM — STANDARD ACTION

By taking careful aim at a chosen target, you gain a bonus die for your next attack check against that target. If your next standard action after taking aim is *not* an attack check against your chosen target, you lose the benefits of aiming.

ATTACK — STANDARD ACTION

You make an attack check against an opponent within your attack's range. See the **Attack Check** section, previously, for details. See the specific attack's description for what happens if your attack is successful.

ACTIONS

ACTION	TYPE	CHECK	EFFECT
Aid	Standard	Attack, DC 10	1 DS: +2 attack or Defense bonus, 3+ DS: +5 bonus.
Aim	Standard	None	Bonus die on your next attack check.
Attack	Standard	Attack vs. Defense	1+ DS: Hit, added success: critical hit, +5 effect.
Catch	Reaction	Agility, DC 10	Catch a free-falling object within reach.
Charge	Standard	Attack –2 vs. Defense	Move your speed, then make a close attack.
Command	Simple	None	Issue a command to a character under your direction.
Concentrate	Standard	None	Maintain a concentration duration effect.
Counter	Standard	Rank vs. Rank	Use a trait to counter the effects of another.
Defend	Standard	None	Attacks have a penalty die against you until the start of your next turn.
Disarm	Standard	Attack –2 vs. Defense	Damage vs. Strength check, 1+DS disarms defender.
Drop Prone	Free	None	Character gains the Prone condition.
Escape	Free	Str, Dodge, or Dexterity	vs. grab Effect DC. Success ends.
Evade	Reaction	None	+2 to Dodge resistance against area effects.
Feint	Standard	Attack	Check vs. Attack, Deception, or Insight. 1DS: Target is Vulnerable against your next attack.
Grab	Standard	Attack vs. Defense	Str vs. Str or Dodge check. 1 DS: partial hold, 2+ DS: complete hold.
Impress	Standard	interaction skill	vs. same skill, Insight, or Will. Success imposes conditions.
Interpose	Reaction	None	Move between an ally and an attack, making yourself the Defenseless target.
Move	Simple	None	Move your normal speed, DC 15 Athletics for +1 speed.
Notice	Non-Action	Perception	Check to notice something you could perceive.
Observe	Simple	Perception	Try to perceive something new.
Ready	Standard	None	Ready another action to perform later when triggered.
Slam	Standard	Attack –2 vs. Defense	Move your speed and slam into a target, damage +1 or equal to the distance rank moved.
Smash	Standard	Attack –2 vs. Defense	–5 vs. handheld objects. Inflict damage on the held object with success.
Stand	Free	Acrobatics or speed rank	vs. DC 20 or become Hindered until next turn to end Prone condition.
Sustain	Free	None	Maintain a sustained duration effect
Trick	Standard	Deception	vs. Deception or Insight. Success leaves opponent heedless of danger or risk.
Trip	Standard	Attack vs. Defense	Attack or Str vs. Str or Defense, 1DS: target prone.
Tumble	Free or Reaction	Acrobatics, DC 5	Decrease falling damage by 1 per DS.
Use Effect	Varies	Varies (if any)	By effect. See descriptions in **Chapter 6**.

CATCH — REACTION

When a free-falling object comes within your reach, you can use your reaction for a DC 10 Dexterity skill check to catch that object, provided you have at least one hand free, and sufficient Strength to lift the object. The GM may increase the DC for difficult catches that are small, delicate, dangerous, or fast-moving. You cannot Catch attacks, but see the **Redirect** advantage in **Chapter 4** and the **Counter** effect in **Chapter 6** as options for doing something similar.

DAMAGE FROM A CATCH

If the object would suffer damage from falling, catching it may result in some damage. See **Falling** in **Hazards** section for more. If your Dexterity check is successful, subtract your degree of success and Strength rank from the falling damage rank at the point where you caught the object. Both you and the object suffer any remaining damage. If the catcher is using a power—such as Flight or Move Object—to catch the falling object, the power's rank can be substituted for Strength at the GM's discretion.

> **EXAMPLE:** A character with Strength 6 catches an object at a point where it would take damage 12 from the fall, with two degrees of success on the Dexterity check, subtract 8 (6 + 2) from 12, and both the character and the object resist damage 4.

CHARGE — STANDARD ACTION

You rush forward to attack. You move up to your speed rank in a mode of movement available to you in a relatively straight line toward your target, moving at least distance rank 1. At the end of your movement, you perform a close Attack action against your opponent with a –2 penalty to the attack check.

You can combine a Charge with a Move action, allowing you to move twice: your speed rank as a Move action, then again when you Charge.

SLAM ATTACK

When you Charge, you can slam *into* your target, using your momentum to hit harder but potentially damaging yourself in the impact. The damage rank for your Slam Attack equals your normal damage rank + 1 or the total distance rank moved during your Charge, prior to the Slam Attack, whichever is higher.

- **DAMAGE TO ATTACKER:** You take half the damage rank you inflict from slamming into the target, rounded up. Immunity to Slamming Damage you inflict on yourself is a rank 2 effect, while Immunity to Slam Damage inflicted on yourself or inflicted on you by others, is rank 5. See **Immunity** in **Chapter 6** for more.
- **POWER LEVEL:** Slam Attack is not generally limited by Power Level, due to the "wind up" involved and the potential damage to the attacker, which should make it an occasional tactic, but GMs should be cautious about characters with a high, particularly Impervious, Toughness or Immunity to Slamming Damage combined with a high movement speed rank, intended to exploit this action and make it their primary attack in order to bypass Power Level limits. The GM is always free to decide the maximum movement distance that can apply to a Slam Attack is equal to the character's Power Level +2, taking into account the –2 attack penalty for the Charge.

COMMAND — SIMPLE ACTION

You issue a command to a character under your direction, such as an ally, a minion or sidekick, or someone with the Compelled or Controlled condition. If you want to issue different commands to different characters or groups, each one requires a simple action, so you can issue two different commands per round as two simple actions. Some skills, advantages, and effects also require a Command action to use.

CONCENTRATE — STANDARD ACTION

You concentrate on an effect with the concentration duration. So long as you continue to take this action on each of your turns, the effect continues.

COUNTER — STANDARD ACTION

You take action to use the **Counter** effect—or one of your existing effects as a Counter Alternate Effect—against another chosen effect, the focus of your action, as detailed in the **Counter** effect description in **Chapter 6**.

READYING TO COUNTER

Counter is a standard action. To use it immediately in response to another action, you must take the Ready action on your turn, specifying your focus, then use your reaction to Counter. See the **Ready** action, following.

QUICK COUNTERING

Characters with the **Quick Counter** advantage can counter a chosen focus using just their reaction, as if they were always Readied to do so. Characters can also spend a Hero Point to use Quick Counter as a heroic feat in situations where they need to counter instantly without Readying first.

DEFEND — STANDARD ACTION

You focus on defense on your turn. Until the start of your next turn, any attack checks against you have a penalty die.

DISARM — STANDARD ACTION

You attempt to knock an object—such as a weapon—out of an opponent's grasp. Make an attack check with a –2 penalty against the opponent's Defense.

- **SUCCESS**: Make an opposed check of your attack's damage rank against the defender's Strength rank. If you win, the defender drops the held object. If you have a hand free and are adjacent to the target, you can use your reaction to Catch the dropped object.
- **FAILURE**: If your attack check fails, or if you lose the opposed check, there's no effect.

DROP PRONE — FREE ACTION

Dropping to the ground and gaining the Prone condition is a free action. Getting up requires the **Stand** action. While Prone, you can only move by crawling at speed rank 0.

ESCAPE — FREE ACTION

You attempt to escape from a successful **Grab**. Make a Strength, Acrobatics, or Dexterity check against a DC of your opponent's grab Effect DC.

- **SUCCESS**: You end the conditions of the grab and are no longer held.
- **FAILURE**: You are still in a hold.

You can take one Escape action per round on your turn. You can attempt an additional Escape action during the same round using Extra Effort for Resistance or whenever actions taken by the maintainer of the grab grant you one. See **Extra Effort** in **Chapter 1** and the **Grab** action in this chapter.

EVADE — REACTION

When you are within an area effect (see **Area Effect** in **Chapter 6**) you can use your reaction to gain a +2 bonus to your Dodge resistance checks against area effects until the start of your next turn.

FEINT — STANDARD ACTION

You attempt to mislead an opponent with a false attack or maneuver, leaving them Unaware of your real attack and opening them up to a Surprise Attack. Make an attack check opposed by the highest of your target's corresponding attack bonus, Deception, or Insight. You can attempt a Feint as a simple action rather than a standard action, but have a –5 penalty on your check if you do so.

- **SUCCESS**: Your next attack on the target before the end of your next turn is a Surprise Attack. The target is Vulnerable to it.
- **FAILURE**: No effect.

GRAB — STANDARD ACTION

You attempt to grab and hold a target. You normally need the use of two arms (or other grabbing limbs) or a suitable effect to grab. If you use only one arm, you are at –2 on the opposed check, your grab DC is 2 lower and you cannot achieve more than a partial hold.

Make an unarmed attack check against the target's Defense. If successful, make an opposed check of your Strength against the target's Dodge or Strength, their choice:

- **SUCCESS (TWO DEGREES OR MORE)**: The target is in a complete hold. They are Defenseless and Immobile.
- **SUCCESS (ONE DEGREE)**: The target is in a partial hold. They are Hindered and Vulnerable.
- **FAILURE**: You grab the target, but they successfully Escape from the hold.

You can attempt to improve an existing hold with another Grab action and opposed check on a later turn, no attack check required. The target can resist with their full Dodge rank or Strength. Any degrees of failure by the target are cumulative, but if they win the opposed check, the target escapes, ending the hold.

You are Hindered and Vulnerable while grabbing or holding an opponent. You can maintain a grab with a Sustain action, and doing so requires continued use of two of your arms (or other grabbing limbs).

GRABBING AND SIZE

If you grab a target three or more size ranks smaller than you, you gain the benefits of the **Grabbing Finesse** and **Improved Hold** advantages against them, whether you normally have them or not. See their descriptions in **Chapter 5** for details.

If you grab a target more than one size rank larger than you, and do not have the ability to encompass them in your grasp, you cannot achieve more than a partial hold.

ESCAPING A GRAB

A target can take the **Escape** action on their turn, and whenever your actions allow them to do so, to try and get out of a successful grab.

DRAGGING A GRAB PARTICIPANT

A participant in a grab, either grabber or target, may attempt a Move action, dragging other participants of the grab with them. Roll an opposed Strength check against the other participants of the grab.

- **SUCCESS**: You can move up to 1 distance rank per degree of success, up to your movement speed. If you are maintaining the grab, you can move faster than your degree of success, up to your normal movement speed, but a held target receives an immediate Escape action when you do so.
- **FAILURE**: You do not move, unless you are the character maintaining the grab and choose to release it.

At the Game Master's discretion, you can substitute the rank of a movement effect with suitable descriptors for your Strength in the opposed check to move.

SQUEEZING A GRABBED TARGET

As an Attack action on your turn, you can squeeze or crush a target in a hold, requiring them to resist damage equal to your Strength rank. No attack check is required.

THROWING A GRABBED TARGET

If you have sufficient Strength to lift a target in a hold, you can throw them like an object as an Attack action on your turn. See **Throwing** in **Chapter 3** for details. The target receives an immediate Escape action when you do so. If they do not escape, you can throw them.

A character thrown at a target as an attack effectively makes a Slam Attack against that target based on the distance they're thrown. See **Slam Attack** under the **Charge** action in this chapter for details. You roll a ranged attack check at –2 against the target's Defense. If you simply throw the target away, they suffer damage equal to half the distance rank of the throw, rounded up.

WIELDING A GRABBED TARGET

If you have sufficient Strength to lift a target in a hold, you can wield them like an improvised weapon! Each round you do this, the target gets an immediate Escape action. If their check fails, you wield them that round.

You can make close combat attacks by swinging the target, giving you reach equal to their size rank. Your attack checks with the grabbed target are at –2. A target you hit with your grabbed target takes your Strength damage, while the wielded character takes half that rank of damage, rounded up.

COVER FROM A GRABBED TARGET

While you have a target in a hold, you can use them as Cover; see **Cover** under **Attack Checks** in this chapter. Targets more than one size rank smaller than you do not provide Cover. A target one size rank smaller than you provides Partial Cover. A target of your size rank or greater provides Full Cover. You generally cannot gain Total Cover from a grabbed target, since you have to have some part of you exposed to keep them in a hold. The Game Master decides if this is otherwise.

If an attack check against you misses due to the Cover modifier, the attack hits your held target instead.

ENDING A GRAB

You can choose to end a hold, releasing your target, as a free action. If you are unable to take a Sustain action on your turn maintain the hold, the target is automatically released. If you are hit with an attack while maintaining a grab, you can choose to release it as your reaction, immediately ending the grab as well as your Hindered and Vulnerable conditions, and restoring your full Defense, which may cause the attack to miss.

IMPRESS — STANDARD ACTION

You attempt to use sheer force of personality and interaction skills to impose conditions on an opponent. See the **Impress Checks** section previously in this chapter for details. See the specific impress check's description for what happens if your attempt is successful.

QUICK IMPRESSIONS

You can Impress as a simple action, but doing so imposes a –5 penalty on your interaction skill check. Some advantages also allow you to Impress with a different type of action.

INTERPOSE — REACTION

When an ally is hit with an attack, you can use your reaction to move up to your speed to interpose yourself, giving your ally Total Cover against the attack. You become the target of the attack and are hit by it. You have your normal resistance to the attack.

MOVE — SIMPLE ACTION

You move up to your normal speed rank in any mode of movement you have available.

INCREASING MOVEMENT SPEED

If you choose to move twice on your turn, taking two simple actions, then you move your speed rank value each time, effectively speed rank +1. You can make a DC 15 Athletics check as part of your move action. Success increases your total ground or swimming speed rank by +1 for one round. **Extra Effort** can also increase your speed rank with any mode of movement by +1 for one round. See **Extra Effort** in **Chapter 1**.

SPLITTING MOVEMENT

You can split up your total movement speed between other actions on your turn, such as moving part of your speed, taking a standard action, and then moving the rest of your speed.

MULTIPLE MOVEMENT MODES

If you move in multiple modes during your Move action, you cannot move more than your distance value in any given mode, and your total movement distance value cannot exceed that of the fastest mode.

> **EXAMPLE:** If you have Flight 6, Swimming 4, for example, you can move up to your normal ground speed, fly at speed 6, or swim at speed 4, but your total movement cannot exceed distance value 6.

NOTICE — NON-ACTION

You make a Perception check to perceive something new within range of your senses, or the GM makes a secret check or uses your routine Perception check result to determine what you notice within range, and informs you about it.

OBSERVE — SIMPLE ACTION

You make a Perception check to perceive something you failed, or believe you failed, to notice previously, or to observe things in greater detail than simply noticing them. See **Noticing vs. Observing** under the **Perception** skill description in **Chapter 4** for more.

READY — STANDARD ACTION/REACTION

Readying lets you prepare to take an action later, after you would normally act on your turn in the Initiative Order, but prior to your next turn. Readying is a standard action, so you can take a simple action in addition to it.

You can ready a standard, simple, or free action. To do so, specify the action you will take and the circumstances when you will take it. Then, at any time before your next turn, you can use your reaction to perform the readied action in response to the circumstances.

Your place in the Initiative Order then becomes the point where you took the readied action, and remains there unless you Ready again.

COVERING

You can take a Ready action to "cover" a target with an attack. This is the same as the regular Ready action, except you also make an attack check against the target's Defense Class when you Ready. If the check is successful, when you use your Readied action, your attack automatically hits the target as if you had rolled that check result. The target remains covered so long as they are in range, you can accurately perceive them, and you continue to Ready on each of your turns, without the need for a further attack check. If any of those conditions no longer apply, you lose the benefit of covering the target.

SMASH — STANDARD ACTION

You attempt to damage or break an object held or worn by another character. Make an attack check with a –2 penalty against the Defense Class of the character with the object, –5 if you're attacking a handheld or smaller object.

- **SUCCESS**: You inflict damage on the object. See the **Damaging Objects** section previously for details on breaking things.
- **FAILURE**: Your attack misses, damaging neither the object nor the character holding or wearing it.

STAND — FREE ACTION

You stand up from a Prone position with a successful DC 20 Acrobatics or appropriate movement speed rank check. If you fail the check, you are no longer Prone, but you are Hindered until the start of your next turn. Characters with the **Instant Up** advantage can Stand without having to make the check.

SUSTAIN — FREE ACTION

You focus a modicum of your concentration to maintain an effect with the sustained duration. So long as you continue to take this action on each of your turns, the effect continues.

TRICK — STANDARD ACTION

You mislead an opponent so they are heedless of the risks of an action, such as trying to hit you while you are standing in front of an electrical junction box or at the edge of a precipice. Make a Deception check, opposed by your opponent's Deception or Insight check. If they have **Danger Sense** and succeed on its Perception check, they automatically win the opposed check, but roll it anyway to see if you get two or more degrees of failure.

- **SUCCESS**: Your opponent is Unaware of any potential danger if their action against you fails. On the other hand, if their action *succeeds,* it might slam *you* into the junction box or send you flying off the edge! You're taking a risk.
- **FAILURE (ONE DEGREE)**: Your opponent is aware of the risk of acting against you, although they may choose to do so anyway.
- **FAILURE (TWO DEGREES OR MORE)**: You put yourself in a *worse* position: your opponent gains a +5 bonus on their next action against you!

TRIP — STANDARD ACTION

You try to shove, throw, or trip your opponent. Make a close attack check against your opponent's Defense Class. If successful, make an opposed check of your choice of your close attack bonus or Strength rank against the target's choice of their Strength or Dodge rank:

- **SUCCESS (TWO DEGREES OR MORE)**: For each degree of success after the first, and each rank of Strength you have over your opponent's mass rank, you can move them one space away from you in the direction of your choice. The target is Prone and must resist impact damage equal to half the number of spaces they're moved, rounded up.
- **SUCCESS (ONE DEGREE)**: The target is Prone in the space of your choice adjacent to you.
- **FAILURE**: No effect.

TUMBLE — SIMPLE OR REACTION

You make a DC 5 Acrobatics check to lessen damage from a fall or similar impact, decreasing the damage by 1 rank per degree of success. A fall brought down to rank 0 damage does *no* damage and you quickly roll to or land on your feet as a part of your reaction. Otherwise, you are Prone at the end of a fall.

TUMBLING

FALL DISTANCE RANK	ACROBATICS DC
1	10
2	20
3	30
4	40

USE EFFECT — VARIES

You activate or use one of your power effects. The action and check required varies depending on the effect. See its description in **Chapter 6** for details.

HERO POINTS AND CONFLICT SCENES

Hero Points can be important in conflict scenes, especially climactic ones. In early conflict scenes in an adventure, players should look for opportunities to give their characters complications, and keep in mind that added failures and defeats should award them Hero Points. It's okay for heroes to lose an initial conflict or two! They're supposed to learn from the experience and bounce back—with added Hero Points—to achieve victory in the final conflict or scene of the adventure.

Hero Points for heroic feats are an important part of conflict scenes, particularly heroic advantages like Determination and Luck, which can help heroes stay in the fight by overcoming conditions and succeeding at vital die rolls, including resistance checks when they need it.

CHALLENGES

In *Mutants & Masterminds* game terms, a **challenge** is an action or series of actions where players are called upon to make checks of their characters' traits, but which do not involve direct conflict, such as fighting. Some challenges are quick and involve only a single character, such as a hero making a daring leap or acrobatic maneuver, while others are more involved and require the efforts of the whole team, such as clearing all of the people out of a burning building in time or racing against time to disarm a trap or get to a victim with a vital antidote or cure.

The challenges given in this section are by no means the only possible ones. They simply cover some major "building blocks" Game Masters can use to create challenges in their own games and offer examples. Feel free to come up with your own challenges to test the heroes' abilities and give the players an opportunity to come up with clever plans of their own.

CHALLENGES AND INITIATIVE

Challenges may or may not involve initiative checks, depending on the nature of the challenge.

If all the characters get a turn and it does not particularly matter who goes first or they generally act together the Game Master can dispense with initiative for the challenge. For example, if the heroes all have to leap across a chasm, then it is a challenge they must all complete, and it does not particularly matter which of them goes first or last in doing so, since their actions are all virtually simultaneous.

With other challenges, it does matter who goes first, when the challenge is timed in some fashion. So, for example, if the GM determines that part of a burning building will collapse after the first round, initiative may be checked to see which heroes go before the collapse and who does not quite act fast enough. The same may be true of other traps or hazards, which can have initiative totals of their own.

NARRATIVE CHALLENGES

Narrative challenge scenes typically pose some problem for the heroes to overcome, whether it is trekking across a savage wilderness, escaping a trap, or averting a disaster. Narrative challenge scenes tend to involve a bit less die-rolling, although challenge checks may come into play. Game Masters can rely on characters' routine check capabilities to get a sense of what they can handle easily. See **Routine Checks** in **Chapter 1**. For example, if there is a character on the team with a +5 or greater Survival skill bonus, chances are they can handle navigating the team through the wilderness and avoiding any natural hazards along the way. The GM can either just narrate the scene on the assumption the character succeeds or, more likely, look to make the challenge more difficult to account for the character's traits.

CHALLENGE CHECKS

Common checks for challenge scenes include:

- Acrobatics and Athletics checks to overcome physical challenges, like climbing, jumping, and running. See those skill descriptions and the **Characteristics** section of **Chapter 1** for guidelines on what constitutes a challenge for characters with certain trait ranks.
- Perception checks to pick up on potential hazards. Game Masters should take note of characters' routine Perception check result (10 + Perception check bonus) in terms of what they can be expected to notice and plan accordingly. If characters aren't specifically looking for danger, they will only notice what's within their routine result.
- Stealth checks to slip past foes unnoticed, important for characters operating covertly.
- Survival checks to deal with hazardous environments and harsh conditions.
- Vehicles checks to handle unstable terrain, chase scenes, and similar challenges.
- Resistance checks, particularly Fortitude and Toughness, for challenges involving endurance and hazardous environments, as well as Dodge checks to avoid sudden dangers.

CHALLENGE SEQUENCES

Often a more involved or detailed challenge calls for a check sequence, as described in **Chapter 1**. So, whereas a simple challenge might involve breaking down a door or figuring out a lock, a challenge sequence could be a chase scene, averting a disaster or rescuing people from one, executing vital repair or other actions just in time, and so forth.

AVERTING A DISASTER

GOAL: To minimize the effects of a disaster and prevent loss of life and damage to property and infrastructure. You can run a single challenge sequence for the entire disaster or break it down into multiple smaller sequences for dealing with aspects of the disaster, depending on the needs of the adventure.

TIME INTERVAL: From 1 round to 1 minute or more.

REQUIRED CHECKS: Chosen by the GM based on the disaster, but typically a power effect check or a physical skill check such as Acrobatics or Athletics.

OTHER CHECKS: Widely variable, based on the disaster and the heroes' approach to preventing or minimizing it. These can include interaction skills used to help organize and encourage people to evacuate, technical skills to blunt or minimize the effects of the disaster, Vehicles skill to get people to safety or clear the area, and a wide range of power effects, depending on how the players choose to apply them.

SUCCESS THRESHOLD: Three to five degrees of success for a minor accident or incident to eight or more for a major disaster.

FAILURE THRESHOLD: Typically, the characters have time intervals equal to the success threshold in which to succeed before the disaster strikes or becomes overwhelming. Their total degrees of success within that time determines how effective they are overall.

CONSEQUENCES: In addition to lost time, failed checks may impose complications or conditions on the challenge sequence. Characters can dedicate an interval and a check to removing the condition or complication, but this does not add to their success threshold, and takes additional time.

CHASES AND RACES

GOAL: To catch or escape opposition, or to win a race against one or more opponents.

TIME INTERVAL: 1 round or more.

REQUIRED CHECKS: Acrobatics (for Flight, Leaping, or Swinging), Athletics (for Leaping, Speed, or Swimming), or the Vehicles skill, if driving or piloting a vehicle. If one side has a significant speed rank advantage, they get a bonus of +1 per additional rank in speed, up to a +5 bonus for 5 or more ranks.

OTHER CHECKS: Generally, none for the sequence, although the GM may encourage team checks to assist a driver or pilot, or allow simultaneous conflict rounds to occur between pursuers close enough to be in range of attacks and power effects.

SUCCESS THRESHOLD: In a chase, with six of more degrees of success, the characters either catch their quarry or escape from their pursuers. In a race, once the total number of intervals expires, the racers with the highest total degrees of success win. In a "race against time" challenge, the characters must have a certain number of successes before the time expires.

FAILURE THRESHOLD: In a chase, if the opposition achieves six or more degrees of success, they either catch or escape the characters. In a race, if the opposition has the most degrees of success at the end of the race, they win.

CONSEQUENCES: Catching your quarry in a pursuit may shift things to a conflict scene if the quarry intends to put up a fight. A failed check during a chase or race usually calls for a control check. See **Control Check** under **Vehicles** in **Chapter 7**. At the Game Master's discretion, a failed check may lead to a complication other than a control check, or there may be added complications during each interval of the sequence, requiring separate added checks for the characters involved.

ESCAPING A TRAP

GOAL: To escape from a trap before its final effects occur.

TIME INTERVAL: 1 round to 1 minute, typically with a limit of three to six intervals.

REQUIRED CHECKS: None, since the possibilities vary depending on the trap.

OTHER CHECKS: Potential checks include: Acrobatics, Athletics, Stealth, and technical skills, effect checks, including damage, and possibly even interaction skill checks, if the trap or the individuals controlling it can be interacted with in some way.

SUCCESS THRESHOLD: Five degrees of success to escape.

FAILURE THRESHOLD: The characters have a set number of intervals to meet the success threshold before the consequences.

CONSEQUENCES: The trap's effect occurs, which can be anything from ongoing damage from closing walls, a laser beam, or the like, to a hazardous environment like a room completely filling with water or sand to cause **Suffocation** or exposure to **Radiation** or **Toxins**. See the **Environmental Hazards** section of this chapter for details. In some cases, so long as the characters survive, they can continue their escape attempt, although the DCs may increase.

PREVENTING A CRASH OR COLLISION

GOAL: Prevent an out-of-control vehicle from crashing.

TIME INTERVAL: 1 round, with a maximum of 5 to 10 rounds.

REQUIRED CHECKS: At least one of Athletics, the Mechanics specialty of Technology, or an appropriate vehicles skill, although the GM may allow substitutions. To make an Athletics check, a character needs a minimum rank of lifting Strength appropriate to the vehicle. See **Strength: Lifting and Throwing** in **Chapter 3** and some of the mass ranks in **Chapter 1**.

OTHER CHECKS: Other potential checks include power effects, either substituting for lifting Strength or providing thrust and steering, like movement effects. Intellect or scientific Expertise skills might calculate angles, momentum, and such. Even interaction skills might encourage a driver or pilot toward success.

SUCCESS THRESHOLD: Five degrees of success prevents the crash, although it may only ensure a rough but safe stop if the vehicle is too severely damaged.

FAILURE THRESHOLD: Three or more degrees of failure before success means the vehicle crashes. See **Control Check** in **Chapter 7**.

CONSEQUENCES: Degrees of failure above three count as degrees of failure on the control check for determining crash damage: two extra equal +2 damage, while three or more extra equal +5 damage.

VARIATIONS: The type of vehicle and circumstances will modify things like time interval and required or other checks: A train doesn't give the heroes many options for changing its course, for example, unless they find a siding, and a boat doesn't give non-flying or swimming heroes much to push against to stop it. This sequence can also be used for big collisions like diverting a meteor from hitting a spaceship or an asteroid from hitting a planet, with correspondingly longer time intervals and greater ranks required to have any real effect at all.

TECHNICAL FIX

GOAL: To fix a technical problem before time runs out.

TIME INTERVAL: 1 round to 1 minute, typically with a limit of three to six intervals.

REQUIRED CHECKS: Magic for repairing damaged wards, magical seals or barriers, and the like. An appropriate Technology specialization for technology: Computers for damaged software or programs or whipping up a software patch or the like on the fly, Electronics for rewiring or re-powering systems, Mechanics for broken or damaged machines. A technical fix can also include disarming a ticking time-bomb or other urgent uses of technical skills.

OTHER CHECKS: At the GM's discretion certain Expertise skills may assist or even substitute for a required technical skill with an increase in Difficulty Class.

SUCCESS THRESHOLD: Five or more degrees of success before the time runs out.

FAILURE THRESHOLD: The characters have a set number of intervals to meet the success threshold before the consequences.

CONSEQUENCES: The item or system isn't repaired in time, which can mean consequences ranging from a vehicle crashing to a villain or other threat escaping, or even a bomb or other weapon going off.

CHALLENGES & CONSEQUENCES

Challenges typically have some reward for success, usually moving on to the next part of the adventure, and some consequence for failure. The latter might be missing a vital clue or otherwise being unable to stop a villain's scheme. This may make later parts of the adventure more difficult for your heroes. Other consequences might include conditions. See **Conditions** in **Chapter 1**. For example, failing a wilderness survival challenge may result in the heroes becoming Fatigued or Exhausted. Failing a challenge to cross a chasm could mean the hero falls and suffers damage. Failing a challenge to overcome a trap could mean the heroes are Incapacitated, falling into the villain's clutches! The GM decides the consequences of failing a particular challenge based on the challenge and the needs of the story.

HERO POINTS & CHALLENGE SCENES

Award Hero Points during a challenge scene whenever a player suggests a particularly fun or insightful solution, whenever failing a challenge makes the situation worse, or when the Game Master decides to add an unexpected or new twist to a challenge to make it harder for the characters. Overcoming a challenge is usually a good occasion to award everyone involved a Hero Point.

ENVIRONMENTAL HAZARDS

Not all the threats heroes face come from supervillains. Sometimes the environment itself can be a danger, particularly when villains use or manipulate it to their advantage, or when the heroes confront disasters to help others. Heroes end up in a lot of dangerous places and situations. This section details some of the environmental hazards heroes may face and how to deal with them.

ENVIRONMENTAL IMMUNITY & ADAPTATION

The **Immunity** effect in **Chapter 6** can grant significant protection from environmental hazards. Generally, Immunity to a single specific environmental hazard is 1 rank, while Immunity to Environmental Hazards in general, also known as Environmental Immunity, is 10 ranks. This involves all hazards in this section offering or requiring a Fortitude resistance check, such as Deprivation, Disease, Intoxication, Suffocation, Temperature, Toxins, and Vacuum. Most of the environmental hazards involving damage have their own Immunities, although things like radiation and extreme temperatures are covered by Environmental Immunity.

The **Environmental Adaptation** effect of **Enhanced Movement** overcomes some of the difficulties posed by environmental hazards like Hazardous and Hindering Movement, including Underwater environments and Free-Fall, allowing characters to ignore their effects.

CHEMICALS

Caustic chemicals cause ongoing damage, requiring a Toughness resistance check each round they are in contact with a subject based on the concentration and strength of the chemicals. Some corrosives also cause a Lower Toughness effect at their rank, particularly for objects, in addition to damage.

CHEMICAL RANKS

RANK	EXAMPLE
1	Weak corrosive
2	Mild corrosive
4	Strong corrosive
6	Mild, concentrated corrosive
8	Strong, concentrated corrosive
9+	Super-science or supernatural corrosives

COLLAPSES

Characters caught in the collapse of a building, tunnel, cave, or similar structure face damage and the possibility of being buried in the debris. Underground cave-ins are dangerous not only because of falling rock, but also the possibility of being cut off from the surface.

A collapse buries anyone in the middle of the collapsing area, while sliding debris damages anyone in the periphery of the collapse. This slide zone is generally about half the radius of the bury zone. Characters in the bury zone take damage 8, with a Reduction if they succeed on a DC 15 Dodge resistance check. They are subsequently buried. Characters in the slide zone take damage 4, or none if they succeed on a DC 15 Dodge resistance check. Characters in the slide zone who fail their Dodge checks are also buried. A particularly severe collapse may have higher damage ranks.

Buried characters must make an additional damage resistance check each minute. The initial DC is 10 (equal to damage 0), increasing by +1 per check. If a character is Incapacitated, a failed damage resistance check changes the character's condition to Dying. Buried characters also must deal with suffocation if air cannot reach them. See **Suffocation** later in this section.

Characters who aren't buried can try to dig out others. Each minute (time rank 3) a character can clear a volume rank of debris equal to their Strength rank. Armed with an appropriate digging tool, a character can clear debris twice as fast, Strength +1 volume rank. A buried character may be able to free themselves with a DC 25 Strength check. Bonuses to lifting Strength apply to this check.

A hero strong enough to lift the collapsing mass overhead can hold it up, at least until any support structures crumble, resulting in a rain of debris. Effects improving Toughness protect against the damage of a collapse like any other sort of damage; sufficient Impervious Toughness can even make a character unaffected by the collapse damage.

AVALANCHES AND LANDSLIDES

Disasters like avalanches, landslides, and mudslides can also cause widespread "collapses" that bury characters in their area of effect, typically a width of distance rank 4–5, from one edge of the slide zone to the opposite edge. The bury zone in the center is half as wide as the full width (–1 distance rank). Such effects move at around speed rank 7, for those trying to outpace them.

CRASHES

Losing control of a vehicle can result in a crash and damage to the vehicle, its occupants, and whatever it hits. See **Control Check** and **Crashes** under **Vehicles** in **Chapter 7** for more information.

DARKNESS

Poorly lit areas provide Concealment. Dim lighting creates Partial Concealment, while full darkness creates Full Concealment. See **Concealment**, previously in this chapter. Characters with Counters Darkness Concealment or other appropriate Enhanced Senses effects can ignore Concealment penalties for poor lighting.

DEPRIVATION

Characters can go without water for a day. After this, they need to make a Fortitude check (DC 10, +1 per previous check) each hour to avoid gaining the Fatigued condition. Heroes can go without food for three days. After this, they must make a Fortitude check (DC 10, +1 per previous check) each day to avoid gaining the Fatigued condition. The character cannot recover from these conditions until they receive water or food. Reduction in Deprivation grants a bonus on the Fortitude checks. Immunity to Deprivation means a character can go an indefinite amount of time without water or food.

DISEASE

When characters come into contact with a disease, they must make a Fortitude check (DC 10 + the disease's rank) to avoid becoming infected. The method of infection depends on the disease: some are airborne while others require physical contact.

Diseases are generally various Affliction effects with the Contagious, Progressive, and Prolonged extras, the Onset flaw, and resistance checks spaced hours, days, or even weeks apart. Some diseases may impose multiple conditions. Potentially fatal diseases are usually Lower Stamina, in addition to their other effects. If the disease goes untreated for long enough, the subject's Stamina may be Debilitated, which can lead to death.

Immunity to Disease protects completely from disease effects while Reduction in Disease grants a bonus on the Fortitude checks. A Medicine skill check can provide a bonus on resistance checks against disease. See **Medicine** in **Chapter 4**.

SAMPLE DISEASE RANKS

RANK	SAMPLE DISEASE
1-2	**Common colds**: Usually nothing more than an Impaired condition.
3-5	**Influenza (including bird flu, swine flu, etc.)**: Affliction with 1) Impaired, 2) Disabled, 3) Incapacitated, and 4) Dying.
4	**Malaria**: Affliction with 1) Impaired, 2) Disabled, 3) Incapacitated, and 4) Dying.
5	**COVID**-19: Affliction with 1) Impaired, 2) Disabled, 3) Incapacitated, and 4) Dying.
6	**Typhoid**: Affliction with 1) Dazed, 2) Stunned, 3) Incapacitated, and 4) Dying.
7	**Rabies**: Affliction with 1) Impaired, 2) Compelled to paranoid and violent behavior, 3) Incapacitated, and 4) Dying.
8	**Leprosy**: Affliction with 1) Impaired, 2) Disabled, 3) Incapacitated, and 4) Dying.
10	**AIDS**: Lower Fortitude, leading to other opportunistic infections.
11	**Smallpox**: Affliction with 1) Hindered and Impaired, 2) Disabled, and 3) Incapacitated and Debilitated Stamina.
12-14	**Bubonic plague**: Affliction with 1) Dazed, Hindered, and Impaired Stamina; 2) Disabled Stamina, Immobile, and Stunned, and 3) Debilitated Stamina and Incapacitated.
15	**Ebola virus**: Affliction with 1) Dazed, Hindered, and Impaired; 2) Disabled, Immobile, and Stunned, and 3) Debilitated Strength and Stamina.
16+	**Engineered super-viruses**

ELECTRICITY

Characters encountering a source of electricity, from a live wire to a subway third rail or a lightning bolt, typically suffer damage in relation to the strength of the current. An ungrounded or insulated target gains a reduction in the damage, one half the rank, rounded up.

An added danger of electricity is that it can also cause a Paralyze effect at its rank, preventing the character from moving or letting go of the power source, and subjecting them to damage each round until they succeed on a Fortitude check against the Effect DC to overcome it.

Characters with Immunity to Electrical Damage or Electricity are unaffected by it.

SAMPLE ELECTRICITY RANKS

RANK	EXAMPLE	RANK	EXAMPLE
1	Car battery	6	Light industrial current
2	Household current	8	Heavy industrial current, lightning
5	Electric train third rail	10+	Power transmission cable

FALLING

A fall inflicts damage equal to twice the distance rank fallen to a maximum of rank 18 damage. Characters with the Acrobatics skill can fall greater distances without risk of damage. See **Acrobatics** in **Chapter 4**. Falling into or onto a dangerous surface may cause additional damage, at the GM's discretion.

You can use a Catch action to catch a falling character or object. See the **Catch** action in the **Actions** section of this chapter for details.

FIRE

Exposure to fire causes damage based on the fire's rank when a character first encounters it and whenever they begin their turn in contact with it, particularly for large areas of fire. Characters who gain a damage condition from fire remain on fire after they are no longer in contact with its source, a reduction of the original fire rank, one half, rounded up. This remains until countered or until the character drops Prone and takes a turn rolling to put out the flames.

Sources of fire can be countered by various effects. See **Countering Effects** in **Chapter 6**.

SAMPLE FIRE RANKS

RANK	FIRE EXAMPLE	RANK	FIRE EXAMPLE
1	Torch	6	Flame thrower
2	Campfire	8	Plasma torch
3	House fire	10+	Lava or molten metal
4	Blowtorch, forest fire		

FOG

Whether a low-lying cloud or a mist rising from the ground, fog provides Partial Vision Concealment for everything in the area it covers. See **Concealment**, previously, in this chapter.

FREE-FALL

In a free-fall environment, such as inside a plummeting aircraft or in the microgravity of space, characters can move in all three dimensions, provided they have a surface to push off from, effectively giving them speed 2, moving in a straight line until they encounter an obstacle. Free-fall is a kind of unstable movement requiring a DC 15 or higher Acrobatics check to avoid slamming into something or otherwise encountering a hazard whenever you move. Characters with the Flight effect can move normally in free-fall, provided the environment doesn't limit them in some way, such as a hero needing air to fly operating in a vacuum, for example.

HINDERING MOVEMENT

Some terrain or movement conditions are **hindering**, resulting in characters having the Hindered condition, lowering all their modes of movement by –1 speed rank. In some cases, a character may have multiple Hindered conditions, each lowering speed rank by –1. A mode of movement lowered below speed rank –5 effectively has no movement speed. See the **Hindered** condition in **Chapter 1**.

INTOXICATION

Intoxication due to drugs or alcohol usually results in an Impaired or Disabled condition while the effect persists, although other conditions are possible. Characters Immune to Toxins are unaffected.

PRECIPITATION

Most precipitation is rain, but in frigid conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap where the temperature drops below freezing may produce surface ice.

- **RAIN:** Heavy rain creates Partial Concealment for Vision.
- **SNOW:** Falling snow and sleet have the same effects on visibility as rain, and can also produce hindering and unstable terrain.
- **HAIL:** Hail does not create Concealment, but the sound of falling hail imposes a penalty on hearing Perception checks from –1 to –5. Sometimes, at the GM's option or on a natural 20 on a d20 roll, hail becomes large enough to require a DC 10 damage resistance check for anything out in the open. Once on the ground, hail also produces hindering and unstable terrain.

PRESSURE

High surrounding pressure, including the effects of the ocean depths, can cause damage, with rank and the interval for resistance checks varying based on the pressure.

As a guideline, ocean pressures start at damage 1 every 4 minutes for distance (depth) rank 5, with damage rank increasing by +2 and time rank decreasing by 1 per additional rank in depth up to damage 11 every round at depth rank 10. After that, damage per round continues to increase +2 per depth rank to a maximum of 20. This is similar for dense atmospheric pressures on alien planets. Characters with Immunity to Pressure are unaffected, while those with Reduction in Pressure halve the damage rank before their resistance check.

Pressure damage doesn't consider the effects of decompression sickness ("the bends") or the like. Again, for an extremely simple estimate, characters need to spend a time value in decompression equal to the depth value they experienced to avoid any harm in returning to a normal pressure. Those with Immunity to Pressure ignore this requirement.

QUICKSAND

Quicksand is a far more common hazard for superheroes than in the real world because it creates high-stakes tension without the unpleasantness of some other hazards. A character approaching a patch of quicksand at their normal ground speed is entitled to a DC 15 Perception check to spot the danger before falling into it, but characters moving faster than their normal ground speed increase the DC by their movement speed rank.

Characters in quicksand must make a DC 10 Athletics check every round to tread water in place, or a DC 15 check to move a speed rank 0 in whatever direction is desired. Two degrees of failure or more and the character sinks below the surface and begins to drown. See **Suffocation**, following.

Characters below the surface of quicksand may swim back to the surface with a successful Athletics check (DC 15, +1 per consecutive round of being under the surface, up to a maximum of +10).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs sufficient reach to get to the victim. Once they have, make a DC 15 Athletics check to successfully pull the victim, and the victim makes a DC 10 Athletics check to hold on. If the victim fails to hold on, they must make a DC 15 Athletics check to stay above the surface. If both checks succeed, the victim is pulled one space closer to safety per degree of success. Effects like Flight, Elongation, Move Object, Tether, or the Water-Walking effect of Enhanced Movement naturally make quicksand rescues *much* easier!

RADIATION

Radiation in the comic books often causes mutations or triggers latent powers in those exposed to it rather than simply causing radiation sickness. Exposure to radiation, especially exotic or alien radiation, may be an excellent opportunity for a Transformed condition or complication.

Otherwise, the GM can treat radiation exposure like a disease: The victim makes an initial Fortitude check against DC 10 + radiation's rank and an additional check each day. Radiation sickness is typically a Lower Stamina effect, but may include other effects, including Damage Resisted by Fortitude. At the GM's discretion, radiation exposure can lead to other conditions or effects, such as Impaired, Disabled, or Debilitated powers or other traits.

SAMPLE RADIATION RANKS

RANK	EXAMPLE
1	Lingering irradiation
2-5	Nuclear fallout
5-10	Exposure to radioactive materials
10-12	Stellar radiation (deep space)
13-14	Nuclear reactor
15+	Nuclear blast

SPACE

Outer space, outside of a planetary atmosphere, exposes characters to the effects of unfiltered solar radiation as well as vacuum.

Characters able to ignore the effects of deep space must have Immunity to Suffocation, Vacuum, and Radiation, at a minimum. Environmental or Fortitude Immunity for survival in space are more common. See **Immunity** in **Chapter 6** for details.

SUFFOCATION

Characters can hold their breath for time rank 3 plus the number of rounds equal to twice their Stamina rank. After that time, they must make a Fortitude check (DC 10) each round to continue holding their breath. The DC increases by +1 each round. Failure on the Fortitude check means the character becomes Incapacitated. On the following round the character is Dying. A Dying character cannot stabilize until able to breathe again. Characters with Immunity to Suffocation can go an unlimited time without air. Those with Reduction in Suffocation have a bonus on their Fortitude checks.

TEMPERATURE

Characters in hot or cold conditions must make Fortitude resistance checks (DC 10, +1 per previous check) to avoid becoming Fatigued. Fatigued characters who fail a check become Exhausted, then Incapacitated, at which point the character's condition becomes Dying after another failed Fortitude check.

How often characters have to make Fortitude checks depends on the conditions. Once an hour for uncomfortable heat or cold like a hot summer day or freezing cold winter day, once per 10 minutes for intense heat or cold like a blazing desert or arctic conditions, and once a minute for extreme heat or cold like the edge of a volcano or an arctic winter storm. Checks are made at the end of each period of exposure. Truly intense heat or cold—such as a blast furnace or touching liquid nitrogen—inflicts direct damage.

Characters with the appropriate Immunity do not need to make Fortitude checks for extreme temperatures. Appropriate protective gear can provide Reduction in extreme heat or cold, granting a bonus on the Fortitude checks.

TIDAL WAVES

Tsunami or "tidal waves" are massively tall waves usually caused by undersea quakes and eruptions, but also by supervillains and unnatural phenomena.

You can generally treat a tidal wave like a collapse made up of a huge mass of water. See **Collapses**, previously in this section. The wave does similar damage, possibly with an additional 1–4 ranks, in the area where it strikes. It may trigger additional collapses of structures and, rather than burying characters in the strike zone, it sweeps them away and they must swim under conditions calling for a DC 20–30 (or even higher) Athletics skill check.

TOXINS

A deadly toxin introduced through a scratch, or even in the air, may be able to take down the strongest character. Toxins typically use the Toxin configuration of **Affliction** from **Chapter 6** but may cause other types of Afflictions. Characters generally resist toxins with Fortitude.

Heroes with Immunity to Toxins are completely unaffected, while those with Reduction in Toxins have a bonus on their resistance checks. A Medicine skill check can provide a bonus on resistance checks against toxins. See **Medicine** in **Chapter 4**.

SAMPLE TOXIN RANKS

RANK	EXAMPLE
1	**Food poisoning**: Conditions typically include Impaired and Disabled, perhaps also Dazed and Stunned for especially severe nausea.
3	**Pesticides**: Common conditions include Impaired and Disabled, although a large enough dose or repeated exposure can also Lower Stamina, even leading to death.
4	**Chloroform**: Dazed, Stunned, and Incapacitated conditions.
7	**Cobra venom**: Typically, a Lower Affliction against Strength, Agility, or Stamina, sometimes more than one, with Lower Stamina potentially lethal.
8	**Mustard gas**: Impaired, Disabled, and Incapacitated conditions, linked with a Damage effect resisted by Fortitude.
9	**Poisonous mushrooms**: Normally a Fortitude Damage effect. Additional effects might include conditions like Dazed, Impaired, or Hindered.
11	**Chlorine gas**: Dazed, Stunned, and Incapacitated conditions, linked with a Damage effect resisted by Fortitude.
13	**Curare**: Dazed and Hindered, Stunned and Immobile, and Paralyzed conditions, linked with Lower Stamina, as the poison can potentially stop the target's heart.
14	**Cyanide**: Fortitude Damage effect.
15	**Nerve gas**: Dazed and Impaired, Stunned and Disabled, and Incapacitated conditions, linked with a Fortitude Damage effect.
16+	**Alien, supernatural, or super-science toxins**

UNDERWATER

Land-based characters have some difficulties under water. The following applies whenever a character is submerged in chest deep or deeper water.

- **MOVEMENT:** Characters in deep water swim at their swimming speed. See **Swimming** under **Speed and Movement** in **Chapter 3**.
- **CLOSE ATTACKS:** Close attacks underwater have a –2 penalty on attack checks. Characters with Aquatic **Environmental Adaptation** from Enhanced Movement ignore this penalty.
- **RANGED ATTACKS:** Ranged attacks through water take a –2 penalty on attack checks, in addition to the normal penalties for range.
- **ATTACKS FROM LAND:** Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have Partial Concealment from opponents on land. A completely submerged creature has Full Concealment against opponents on land.
- **FIRE:** Effects with a fire descriptor are ineffective underwater. The surface of a body of water also blocks the effect of any such power.

- **INVISIBILITY:** A solid invisible body may still displace water and leave a visible, body-shaped "bubble." The invisible character has Partial, but not Full, Concealment.
- **PERCEPTION AND STEALTH:** How far you can see underwater depends on the water's clarity. As a guideline, characters can see distance rank 3 if the water is clear, and distance rank 2 or less if it's murky. It's difficult to find Cover or Concealment to hide underwater, except along the bottom. Deep water is also dark, as little light penetrates, so characters need Dark-Vision or another accurate sense to navigate.
- **TEMPERATURE AND PRESSURE:** Open water is often cold, especially in the depths, and water pressure becomes intense the deeper characters dive. See **Cold** and **Pressure** elsewhere in this section. Those regularly operating in the watery depths need Immunity to Cold and Pressure, either as powers or provided by diving equipment.

UNSTABLE MOVEMENT

Some types of movement are **unstable**, involving the risk of losing control. These include (but are not limited to): climbing and swimming; crossing a narrow, uneven, or slippery surface; moving over unstable terrain; and improving movement speed using Athletics. Unstable movement requires a skill check, typically Acrobatics or Athletics, depending on the movement mode:

- **SUCCESS** means you move normally that turn.
- **FAILURE** indicates you make no progress and do not actually move that turn, although you do expend your simple action.
- **TWO DEGREES OF FAILURE OR MORE** mean you also fall, which may mean falling Prone on a surface, falling from a height or off a narrow balancing surface, sinking if you are swimming, or going into a dive if you're flying.

See the **Athletics** skill description in **Chapter 4** and the **Vehicles** section of **Chapter 7** for more on the effects of unstable movement.

VACUUM

Characters exposed to a vacuum must make a DC 15 Fortitude check each round, with the DC increasing +1 per round, with failure meaning they become Incapacitated, as under **Suffocation** previously.

On the third round of exposure to vacuum, a character must also make a DC 20 Fortitude check each round or suffer from excruciating pain as small air bubbles form in their bloodstream. A failed check results in the Dazed, Stunned, and Incapacitated conditions, depending on the degree of failure and further failed checks are cumulative.

WIND

The wind can limit movement, create a stinging spray of sand or dust, fan a fire, and blow gases or vapors away. If powerful enough, it can knock characters down, interfere with ranged attacks, or impose penalties on some checks. Wind challenges are categorized as follows:

- **LIGHT WIND:** A gentle breeze, having no real game effect.
- **MODERATE WIND:** A steady wind with a rank 1 Counter effect against small, unprotected flames, such as candles.
- **STRONG WIND:** Gusts with a rank 3 Counter effect against unprotected flames. Such gusts impose a –2 penalty on ranged attack checks with thrown weapons and on hearing Perception checks.
- **SEVERE WIND:** Winds of this magnitude cause protected flames, such as those of lanterns, to dance wildly and have rank 5 Counter effect against them. Ranged weapon attacks and hearing Perception checks have a –5 penalty.
- **WINDSTORM:** Powerful enough to bring down branches if not whole trees, windstorms have a rank 8 Counter effect against small fires. Ranged attacks with thrown or muscle-powered weapons are impossible, and other ranged attacks have a –5 penalty. Hearing Perception checks are at a –10 penalty due to the howling of the wind.
- **HURRICANE:** Rank 10–12 Counter against small fires. Ranged attacks with thrown or muscle-powered weapons are impossible, and other ranged attacks are at a –10 penalty. Hearing Perception checks are at a –20 penalty due to the roaring of the wind. Hurricane-force winds often fell trees and structures. See **Collapses** for those circumstances.
- **TORNADO:** All small, open flames are extinguished. All ranged attacks are impossible, as are hearing Perception checks. Characters near a tornado who fail a DC 20 Strength check are pulled toward the funnel. Those who come in contact with the funnel cloud are picked up and whirled around for 1–10 (d20 ÷ 2, round up) rounds, resisting damage 4 each round, before being violently expelled. Falling damage may also apply, see **Falling**, previously. While a tornado's rotational speed can be as great as speed rank 9, the funnel itself moves forward at an average of speed rank 4. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction, creating collapses and such.

INVESTIGATIONS

Investigation scenes rely heavily on each character's skills and powers to piece together a mystery, solve a crime, or figure out what to do next. They might be the familiar image of a detective scouring a crime scene for clues, but investigation scenes also involve talking to other characters, or breaking into buildings to search their records, or a hero using their powers to delve into someone's mind or the past and see what happened—or what may happen.

NARRATIVE INVESTIGATIONS

Unlike challenges and conflicts, investigations don't generally need the round-to-round tracking of action time, although an investigation can lead to an action time conflict or challenge if the heroes alert guards or set off alarms, and doing badly in an investigation can make an upcoming challenge or conflict more difficult, since the heroes may be lacking important information.

Narrative investigation scenes are fairly freeform, with the Game Master providing the players with the initial mystery or question to investigate, along with possible clues or leads. The players then apply their characters' traits to the problem to follow leads, find other clues, and progress toward gained more information or solving the question posed by the investigation.

INVESTIGATION CHECKS

The most common skill checks in investigation scenes are, of course, Investigation skill checks, for all the various uses of the skill: searching for clues, collecting, and analyzing evidence, and gathering information. Of course, other skills often come into play during investigations, including Insight, Perception, Stealth, various Expertise skills, and often technical skills. Examples of checks during an investigation scene include:

- Investigation checks at a crime scene or while gathering information.
- An Expertise check to recognize an obscure clue or reference, possibly as a routine or secret check.
- Insight checks to get a sense if people are hiding things or have hidden motives.
- Perception checks to spot certain clues or details.
- Stealth checks to slip past someone undetected or get access to restricted areas.

INVESTIGATION SEQUENCES

A single investigation can often be summed up as a check sequence as detailed under **Check Sequences** in **Chapter 1**: A series of checks reflecting the progress of the investigation, or major parts of it. The group can play out some or all the investigation scene step-by-step or summarize some or all of it using the checks in the sequence, as preferred. Sometimes an investigation scene is a key part of a story, other times it is just a step toward another important scene and can be summarized. Some examples of check sequences in investigation scenes include the following.

HACKING A COMPUTER SYSTEM

GOAL: To obtain access to and control over a particular computer system and its data.

TIME INTERVAL: 5 to 20 minutes. There may be a time limit on the sequence as well, depending on circumstances.

REQUIRED CHECKS: Technology: Computers

OTHER CHECKS: Deception to con passwords or other information out of users, Technology: Electronics to rewire or bypass systems, Expertise to understand the system or to guess things about it, or power effect checks, especially for powers with electrical or technological descriptors. Depending on access to the system, it may also be necessary to complete another check sequence, like **Infiltrating a Location**, to access the computer in the first place.

SUCCESS THRESHOLD: Five or more degrees of success grant access.

CONSEQUENCES: Two failed checks, regardless of degree, put the system on alert, increasing DCs by +2. Three failed checks result in a system lockout: The sequence cannot succeed until the characters start over, finding a different approach. Even then, DCs may be higher for some time.

INFILTRATING A LOCATION

GOAL: To enter and gain access to a location undetected.

TIME INTERVAL: 10 minutes.

REQUIRED CHECKS: At least one Stealth and one Technology: Electronics skill check to overcome the surveillance and electronic security, if any.

OTHER CHECKS: Acrobatics or Athletics to overcome physical barriers, Technology: Computers for digital security devices, Expertise to understand things about the location, including its vulnerabilities, interaction skills to bluff or persuade your way past guards and other personnel. Power effects as appropriate. Attack checks may reflect quietly taking out guards, or the GM may prefer to run a short conflict scene for such things.

SUCCESS THRESHOLD: A low-security location might require only three degrees of success, while a high-security installation could be eight degrees or more.

FAILURE THRESHOLD: Usually none, although if the characters accumulate degrees of failure greater than the required degrees of success, the GM may decide the sequence fails: The characters must either withdraw or they are captured.

CONSEQUENCES: Two or more accumulated degrees of failure impose the Impaired condition on the sequence, a –2 penalty to further checks. Three or more degrees of failure impose the Disabled condition, a –5 penalty. Two different failed checks, regardless of degree, also result in an encounter with guards or other security, which the GM may play out as a conflict scene.

SEARCHING AN AREA

GOAL: Searching a large area for someone or something.

TIME INTERVAL: 1 minute to 1 hour or more.

REQUIRED CHECKS: Perception

OTHER CHECKS: Other appropriate checks, depending on the nature of the search, include: Expertise: Criminal, Law, or Law Enforcement, interaction skills to question, persuade, or coerce witnesses, Investigation to find and follow clues, and effect checks that enhance the ability to search, sense, or process information.

SUCCESS THRESHOLD: From three degrees of success for finding someone or something lost or missing to five or more degrees for a subject deliberately taken or hidden.

FAILURE THRESHOLD: None, although there may be a limit on time intervals to find the subject, and the GM can decide that degrees of failure equal to or more than the required degrees of success mean the search cannot succeed without some additional lead or breakthrough to assist it.

CONSEQUENCES: Failing to find the subject in time can have consequences ranging from the death or significant injury of a hostage to a hidden bomb going off, or a criminal escaping from the area, leading to a wider and more difficult search for them.

SOLVING A MYSTERY

GOAL: To figure out a mystery, riddle, puzzle, or the like.

TIME INTERVAL: 1 minute or more.

REQUIRED CHECKS: Expertise or Investigation, depending on the nature of the mystery.

OTHER CHECKS: Related Expertise skills, interaction skills for interviewing and obtaining information and assistance from others. Power effects that can obtain or provide information. Other skills may be helpful depending on the nature of the mystery: Magic for occult lore or legends, Survival for wilderness conditions, Medicine for medical mysteries, and so forth.

SUCCESS THRESHOLD: Three or more degrees of success or two or more successful checks of any degree for simple mysteries or puzzles, five or more degrees of success or four or more successful checks for more involved ones. Some solutions might have a time limit on them. At the GM's discretion, the **Guidance** advantage can count as one automatic degree of success in this sequence.

FAILURE THRESHOLD: Typically, none, although total failed checks equal to the required successes may indicate the puzzle cannot be solved without additional information or clues, perhaps provided by a separate check or sequence or by the **Guidance** advantage, even as a heroic feat. Solutions often involve time limits, where the characters need to succeed within a certain number of time intervals.

CONSEQUENCES: Typically, none, although wrong answers for a puzzle connected to a trap might trigger consequences, and trying to solve an occult mystery could have consequences even for

success in terms of confrontation with occult forces.

VARIATIONS: This sequence is also usable for solving "mysteries" like technical problems, figuring out codes or ciphers, finding a cure for a disease or condition, and so forth.

SPECIAL: Investigation sequences like this one should not necessarily substitute for narrative investigation scenes or players using their own intellects and imaginations to solve mysteries. Still, it's an effective system for playing *characters* who are peerless detectives and brilliant thinkers, whether the players are or not, no different from conflict systems for characters who are supreme combatants.

TAILING SOMEONE

GOAL: To follow someone undetected to monitor their activities.

TIME INTERVAL: 1 minute to 1 hour or more.

REQUIRED CHECKS: Stealth

OTHER CHECKS: Deception to avoid notice.

SUCCESS THRESHOLD: If your subject is unsuspecting, you only need one successful Stealth check against their Perception. If they are concerned about being followed, including succeeding on a Perception check against you, you need a successful Stealth check against their Perception every time they change course: go around a street corner, exit a building, enter or exit a vehicle, and so on.

FAILURE THRESHOLD: Two failed checks against the subject mean they know you are tailing them, and react accordingly.

CONSEQUENCES: If the subject succeeds on a Perception check against your Stealth, you can make a Deception check, opposed by Insight, to cover-up the lapse and prevent them from noticing you. If you succeed, you manage to pass off your being there as coincidence and can continue tailing.

TEASING OUT INFORMATION

GOAL: Using interaction to get someone to reveal some clue or information.

TIME INTERVAL: 1 minute.

REQUIRED CHECKS: At least one Deception and one Insight check

OTHER CHECKS: Other interaction skill checks, depending on the approach of the conversation, Expertise involving the subject of the conversation or a topic of interest.

SUCCESS THRESHOLD: Three degrees of success for someone largely unsuspecting to six or more degrees for a target who has good reason to mistrust you and is on their guard.

FAILURE THRESHOLD: If you accumulate three or more degrees of failure, the subject is on to you and you have no chance of getting the information without taking a different approach.

CONSEQUENCES: Targets who recognize your attempt to get information out of them may react accordingly.

HERO POINTS & INVESTIGATION SCENES

Award Hero Points during an investigation scene when a player comes up with a particularly clever approach or angle, or when they hit on the real answers to mysteries or figure out clues on their own without any help from checks or their characters' traits. You can also award Hero Points for dead-ends or added failures on checks or any complications that make their investigation more difficult.

Players can spend Hero Points during investigation scenes for the **Guidance** advantage as a heroic feat, giving them automatic access to a key clue, insight, or the like from the Game Master that may advance the investigation. This is a great option if you feel stumped or if the investigation has dead ended. It doesn't mean you get to solve the whole investigation automatically, but should at least put you back on track.

INTERACTIONS

Interaction scenes are those times when it's more important to play up your character than it is to roll checks, although they may be part of it as well. Interaction scenes help the game world feel more realistic and help you understand what your character's life is like. Interaction scenes might involve talking to the media, or law enforcement, or a crowd of fans, or kids, taking your sweetheart on a date you hope isn't interrupted by random crime, running errands for your sick uncle, or making an impassioned plea to a fallen hero to coax them back to the light. Interaction scenes often have fewer skill checks than other scenes, though you may still roll for interaction skills or others depending on the scene of the opposition you face. Likewise, you don't usually need to track action time as often in interaction scenes. The goal is to have fun and develop your character's personal story.

NARRATIVE INTERACTIONS

Interaction scenes most often happen during narrative time, with the Game Master setting the scene and the players roleplaying their characters and describing what they do and say during the scene. Players and the GM may often speak as the character during an interaction, playing those characters' role much like actors, and it's up to you just how much drama to inject into those roleplaying moments! You may want to have a signal for when you are speaking out-of-character in such scenes, such as a "time-out" gesture or simply saying "out-of-character" to indicate the shift, so that it's clear. In some narrative interactions, the GM may assign the roles of certain NPCs to players whose player characters are not present in the scene to give them something to do and to take some of the responsibility for portraying all the NPCs off the Game Master.

SUBPLOTS AND COMPLICATIONS

A particular type of narrative interaction is the **subplot**, a side-story or add-on to the main plot of the adventure that usually concerns a character's personal life, goals, or interactions, and often brings their complications into play. Examples of subplots include:

- A character is interviewing for a new job in their secret identity and must manage interviews and other requirements around their responsibilities as a superhero, all without tipping off their potential new employer about their dual identity.
- A hero team is dealing with an especially persistent government official, who insists in meddling in all of their operations while they are trying to deal with the latest crisis or overcome the schemes of one of their foes, all while the official goes on and on about regulations, paperwork, clearances, and so forth.
- Characters are trying to plan a surprise party for one of the other player characters or an NPC and dealing with all the difficulties that come up in the process while also handling the challenges of the current adventure.
- A non-player character associated with the heroes is having problems and the player characters are trying to figure out what is wrong and what they can do to help.

Subplots are generally separate from the main plot of the adventure, although they may be peripherally connected. Subplots can also "seed" potential future plots: Perhaps the job a character is interviewing for turns out to be a front for a supervillain scheme, for example, or the surprise party is when a huge revelation gets dropped on all the characters.

Subplots are an optimal window in which to bring complications like Relationship or Responsibility, earning the players Hero Points for playing out the subplots during other scenes, which they can use elsewhere during the adventure. See **Complications** in **Chapter 2** for details.

INTERACTION CHECKS

During an interaction scene, the Game Master may call for one or more checks, especially interaction skill checks. See **Interaction Skills** in **Chapter 4** for details. This is particularly true if the player characters want to:

- Change an NPC's attitude through interaction.
- Bluff or deceive an NPC using Deception.
- Convey a secret or hidden message through innuendo using Deception.
- Coerce an NPC through Intimidation.
- Convince an NPC through Persuasion.
- Impress an NPC or a crowd with Performance or another type of check.

The GM can ask players to roleplay the interaction prior to making the skill check, assigning them an appropriate bonus for effective portrayals, or can simply ask for the skill check, especially if the players prefer not to play out the interaction.

INTERACTION SEQUENCES

Some interactions may be complex enough to call for a check sequence as detailed under **Check Sequences** in **Chapter 1**: A series of checks reflecting the process of the interaction toward the characters goals. This is a good option for interactions that are more involved than one of the simple outcomes outlined in **Interaction Checks**, previously.

BEING INTERVIEWED

GOAL: To come through an interview looking good. This could be a journalistic interview or a job interview or personal reference.

TIME INTERVAL: 1 minute.

REQUIRED CHECKS: At least one Persuasion check.

OTHER CHECKS: Deception to distract with clever wordplay or outright lies, Expertise to appear well-informed and knowledgeable, Expertise: Journalism to understand the tricks of the interview process, Insight to read the interviewer's motives and innuendos.

SUCCESS THRESHOLD: Ranges from three degrees of successes for an amateur blogger or "citizen journalist" to six or more degrees for a seasoned and professional interviewer.

FAILURE THRESHOLD: Two failures of any degree leave the interviewees rattled for the next day, giving them the Impaired condition. At the Game Master's discretion, three or more degrees of failure may have more significant consequences.

CONSEQUENCES: If the subjects cannot achieve the necessary degrees of success within six time intervals, their image suffers and the attitudes of anyone aware of the interview toward them generally worsen by one degree for the next few days.

INTERROGATION

GOAL: To get a subject to crack and reveal useful information or give a confession.

TIME INTERVAL: 1 minute.

REQUIRED CHECKS: Intimidation or Persuasion

OTHER CHECKS: Deception to bluff or fake someone out, Expertise to have command of the facts or to catch someone in a lie, Insight to pick up on the subject's real motives and attitude.

SUCCESS THRESHOLD: Checks are typically opposed by the subject's Insight or Will. Just three degrees of success are enough to crack a low-level bruiser or other minor character, while hardened subjects may require five or more degrees.

FAILURE THRESHOLD: Three or more degrees of failure mean the subject's resolve is too strong to overcome in that interrogation session.

CONSEQUENCES: A failed interrogation session gives the subject a +5 bonus to resist further interrogation attempts until solid new evidence or another approach can be found.

VARIATIONS: For a subtle interrogation intended to get information out of a target without them knowing, substitute Deception for Intimidation as the required check, with the failure threshold meaning not only does the target not reveal anything, but they may be on to the effort to get information out of them.

MONOLOGUING

GOAL: Get a villain talking to keep them distracted and occupied, get them to reveal information, or both.

TIME INTERVAL: 1 minute.

REQUIRED CHECKS: Deception or Persuasion

OTHER CHECKS: Expertise to have command of the facts or to catch someone in a lie, Insight to pick up on the villain's motives and truthfulness.

SUCCESS THRESHOLD: Checks are typically opposed by the subject's Insight or Will. Success is enough to keep the villain talking and focused on the characters involved in the interaction, leaving them Unaware, or at least Disabled, regarding Perception checks elsewhere. Each additional degree of success can reveal a bit of information at the GM's discretion, with five sufficient to get most villains to outline their entire brilliant scheme, especially if they feel the heroes cannot possibly do anything about it.

FAILURE THRESHOLD: A failed check means the villain is neither distracted nor provides any information during that interval. Three or more degrees of failure total mean the villain realized what the heroes are doing and cuts off the interaction.

CONSEQUENCES: A failed monologuing attempt gives the subject a +5 bonus to resist further attempts in that scene.

NEGOTIATION

GOAL: To negotiate an agreement between two or more parties.

TIME INTERVAL: 1 minute, possibly much longer.

REQUIRED CHECKS: Persuasion if the characters are being largely truthful, Deception if they rely on deceit to achieve their goals. Most of the checks are opposed against the other parties.

OTHER CHECKS: Expertise for knowledge and experience relevant to the negotiation, Insight for picking up on the other parties' goals and motives.

SUCCESS THRESHOLD: Once at least one party has achieved six or more degrees of success, the deal is done. The degree of difference between the parties indicates who gets the best of the deal and by how much: Close degrees mean an equitable agreement, while one party having a gap of more than two degrees indicates they came out ahead. The winning party can willingly offer concessions that make the deal fairer if they want.

FAILURE THRESHOLD: None, save the effects of falling way behind in degrees of success. At the GM's discretion, five or more degrees of failure blow up the negotiations entirely and no agreement can be reached.

PLAYING A LONG CON

GOAL: To pull off a convincing campaign of deception to get someone to believe something.

TIME INTERVAL: 1 hour, possibly much longer.

REQUIRED CHECKS: Deception

OTHER CHECKS: Other interaction skills, particularly Performance, Expertise to give the appearance of authority and knowledge, or skills related to the plan for the con in the Game Master's judgment.

SUCCESS THRESHOLD: Eight or more degrees of success means the con works perfectly as planned. Lesser degrees of success if the characters run out of time without hitting the failure threshold can mean the plan works partially.

FAILURE THRESHOLD: Four or more degrees of failure means the plan is blown and the subjects are not going to be fooled.

CONSEQUENCES: A failed check creates a complication for which the player characters do not receive Hero Points, or imposes a condition for the remainder of the sequence. See **Complications** in **Chapter 2**. Characters can dedicate one interval and a check to removing this condition or complication; success does so without counting toward the success threshold, but failure *does* count toward the failure threshold.

POLITICAL CAMPAIGN

GOAL: To win an election or other political campaign, such as getting a bill passed or defeated. Some campaigns may be split into multiple sequences, such as a primary and an election, for example.

TIME INTERVAL: 2 weeks, over two to eight months.

REQUIRED CHECKS: At least one Politics Expertise check and one interaction skill check, usually Persuasion or Deception.

OTHER CHECKS: Other appropriate Expertise skills, possibly Investigation for opposition research.

SUCCESS THRESHOLD: At the end of the campaign process, the candidate with the highest degree of success wins.

FAILURE THRESHOLD: None. One degree of failure has no effect apart from not making any progress that interval, but additional degrees of failure subtract from accumulated degrees of success.

CONSEQUENCES: A failed Deception check leaves the campaign Impaired unless an interval is dedicated to an Expertise: Politics or Persuasion check to remove the condition. Two or more failed Deception checks leave the campaign Disabled for the duration unless an interval is dedicated to a check to remove the condition—made with a –5 penalty like the Disabled campaign's other checks.

SWAYING A CROWD

GOAL: To win over an audience to your point of view.

TIME INTERVAL: 1 minute, possibly longer.

REQUIRED CHECKS: At least one Performance or Persuasion skill check.

OTHER CHECKS: Other interaction skills, possibly Expertise or appropriate skills to support an argument or demonstrate the character's point of view.

SUCCESS THRESHOLD: Five or more degrees of success win over the crowd, making their attitude Favorable toward the character's position or point of view. If the goal was to rally troops or inspire the crowd to act, the GM may include the benefits of a command advantage like Encourage or Rush of Victory with success in the sequence. See **Advantages** in **Chapter 5** for options.

FAILURE THRESHOLD: Three or more degrees of failure hardens the crowd's opposition, making their attitude at least Unfavorable.

CONSEQUENCES: If multiple characters or factions are competing, the first to achieve the success threshold without reaching the failure threshold wins the crowd's favor.

WINNING AN ARGUMENT

GOAL: To win an argument or debate. This could include a legal case argued before a judge or jury, or a debate in a political forum.

TIME INTERVAL: 1 minute to 1 hour.

REQUIRED CHECKS: Persuasion, a character can substitute Deception if their argument is based on lying or concealing the truth, but that has Consequences.

OTHER CHECKS: Other interaction skills, Expertise or other skills representing knowledge or understanding of the underlying concepts of the argument, such as Expertise: Theology for a religious debate or Expertise: Law for arguing a legal case. Investigation for arguments based on evidentiary findings.

SUCCESS THRESHOLD: Each side in the argument makes a check per interval. At the conclusion of the time, the side with the most degrees of success wins.

FAILURE THRESHOLD: At the GM's discretion, a particular failure threshold, say five degrees or more, may result in an automatic loss for that side or a failure for both sides, such as a legal mistrial.

CONSEQUENCES: The losing side may suffer consequences ranging from a loss of face to legal conviction or worse. If a side uses Deception to win an argument, and that can later be proven, their win might be reversed and they may suffer additional consequences, depending on the nature of the challenge.

VARIATIONS: This basic structure can handle any "battle of wits" contest or competition between two or more sides. In this case, the time interval may be much shorter—as little as one round—and all the interaction skills could be options rather than just Persuasion if the goal is to outclass the other side in impressive interactions.

HERO POINTS & INTERACTION SCENES

Award Hero Points during an interaction scene for particularly good roleplaying that gets everyone in the game into the scene, especially if it is clever, dramatic, or heartfelt. Also award Hero Points for interaction scenes that engage characters' complications and bring them into play, either as part of the main interaction or as subplots. Breaking up conflict and challenge scenes with interactions can be a great opportunity for the players to earn some extra Hero Points for those other, more difficult, scenes.

GLOSSARY OF TERMS

The following terms are initially capitalized or not according to their standard usage in the text.

ABILITY: Six traits that define all characters. The physical abilities are Strength, Stamina, and Agility. The mental abilities are Intellect, Awareness, and Presence. The combat abilities are Attack and Defense. Abilities are rated in ranks, with 0 being average or unremarkable.

ABILITY CHECK: A check using an ability rank as its check modifier. Ability checks are relatively rare, except as untrained skill checks.

ACCURATE SENSE: An accurate sense can pinpoint something's location relative to you. You can use an accurate sense to target other effects, particularly attacks in combat. Vision and touch sense types are normally accurate.

ACCURATELY SENSE: Successfully perceive something with an accurate sense, which may be automatic or involve a Perception skill check.

ACTION: A single defined thing a character does during action time. There are standard, simple, and free actions characters perform on their turn and reactions they can perform outside of their turn. Characters generally get one standard and simple action per turn; however, many free actions seem reasonable on their turn, and one reaction per round that renews at the start of their turn.

ACTION CHECK: A check made as part of an action.

ACTION TIME: When it becomes important to track time precisely and know exactly who is doing what when, the game shifts to action time, measured in 6-second segments called rounds. Each round, every character gets a turn to take actions.

ACUTE SENSE: An acute sense can pick out specific details about a subject. The hearing and vision sense types are normally acute, able to differentiate between individual people, for example.

ADDED FAILURE: If you roll a 1 on the die when making a graded check, you've scored an added failure. Subtract –5 from the check's total, which can turn a success into a failure or worsen an existing degree of failure. An added failure with an attack check is called a critical miss. An added failure that results in a failed check awards a player character a Hero Point, like a complication.

ADDED SUCCESS: If you roll a 20 on the die for a graded check, you score an added success. Add +5 to the check's total, which can turn a failure into a success or improve an existing degree of success. An added success with an attack check is called a **critical hit**.

ADJACENT: When a potential target is within your reach, they are said to be adjacent to you. A target must be adjacent for a close combat attack.

ADVANTAGE: A special trait that provides a character with a benefit or exception from the usual game system guidelines. Some advantages are ranked and some are focused, with multiple versions characters can take.

ADVENTURE: A single, self-contained story in the game. An adventure consists of multiple scenes and may take one game session (sometimes referred to as a "one-shot") or multiple sessions to play out.

ARCHETYPE: A set of traits designed to represent a particular type of character, often with assorted options to customize the archetype to fit certain concepts or uses.

AREA (ALSO AREA EFFECT OR AREA OF EFFECT): The defined space in which a particular game effect occurs.

ATTACK: An action intended to cause damage or some other detrimental effect to a target within the attack's range.

ATTACK CHECK: A check made to determine whether an attack hits or misses its intended target, usually made against the target's Defense Class. An attack check in close combat is a close attack check and an attack check in ranged combat is a ranged attack check.

ATTITUDE: How a non-player character feels and behaves toward another character or group. Attitude runs on a scale of Helpful, Favorable, Indifferent, Unfavorable, and Hostile. Interaction skills and some effects can modify an NPC's attitude.

BLIND [SENSORY CONDITION]: A Blind character cannot see. They are Hindered, Vision Unaware, and Vulnerable, and may be Impaired or Disabled for activities where vision is a factor. Blind characters who have an accurate sense other than vision are only Vision Unaware, but have none of the other conditions.

BONUS: A number a character adds to a check result to improve it.

BONUS DIE: If you have a bonus die for a check, roll the d20 an additional time, or roll an additional die and use the highest number rolled out of the dice for the check result.

BROKEN [OBJECT DAMAGE CONDITION]: A Broken object no longer functions, including simply as a barrier for a broken door or wall, for example.

CHALLENGE [SCENE]: A type of scene involving actions and checks, but not direct conflict.

CHARACTER: A fictional individual able to act in the context of the game. A character can be a player character (PC) controlled by a player or a non-player character (NPC) controlled by the Game Master. Characters in Mutants & Masterminds need not necessarily be human, or even living beings! Characters are defined by their various game traits.

CHARACTER SHEET: A written record of all a character's traits and game information (their stat block) often along with description and background details and possibly a sketch or illustration of the character.

CHARACTERISTIC: Basic defining trait about a character outside of their abilities, including their size, speed, and senses.

CHECK: A roll of a d20, plus any associated check modifier. The total, or check result, is compared against a Difficulty Class, or DC, to determine whether the check succeeds or fails. Checks are the prime game mechanic in Mutants & Masterminds for determining outcomes when they are in doubt.

CHECK MODIFIER: A total value applied to the die roll of a check to determine the check result, including applicable trait ranks and any bonus or penalty. Positive and negative check modifiers cancel each other out, so an equal amount of bonus and penalty means no effective check modifier.

CHECK RESULT: The total of the number rolled on the die and the check modifier for a particular check.

CHECK SEQUENCE: A series of checks representing a more involved or detailed action than can be resolved with a single check.

CLIMBING SPEED: The speed at which a character can climb, moving along especially steep or even vertical surfaces. Characters normally have a climbing speed rank of 0.

CLOSE COMBAT: Combat that occurs within a character's reach, defining the range of their close attacks.

COMPELLED [CONDITION]: A Compelled character is limited to a single standard action each turn, chosen by another, controlling, character. As usual, this standard action can be traded for a simple action. Compelled characters cannot take simple or free actions otherwise but can take reactions if the controlling character uses their own reaction to compel them to do so. Controlled supersedes Compelled.

COMPLICATION: An element of a character's background or description that sometimes makes things more difficult or complicated for them. One key complication is a character's motivation. Some complications have game mechanics; others are primarily roleplaying prompts. Whenever a complication comes into play for a character, they earn a Hero Point. The Game Master can also introduce plot complications to aid antagonists or to complicate things for player characters, sometimes both.

CONCEALMENT: Something that blocks or limits one or more senses, with two degrees: Partial and Full. Partial Concealment applies a –2 penalty to attack checks and requires a Perception check against the target's Stealth check result or a DC set by the GM to accurately perceive a target. Full Concealment prevents you from perceiving things at all.

CONDITION: A limitation or change in a character's capabilities or traits, conditions are usually imposed by various effects, particularly damage, where they are called damage conditions. Each condition has its own definition, including how characters recover from that condition and remove it. Conditions in this **Glossary** have the "[condition]" tag.

CONFLICT [SCENE]: A type of scene involving combat or direct confrontation between two or more opposing sides.

CONSTRUCT: A character lacking the Stamina ability and therefore non-living.

CONTROLLED [CONDITION]: A Controlled character's actions each turn are dictated by another, controlling, character, but the character otherwise has their normal capabilities and range of actions.

COUNTER: When one effect is used to counteract another, it usually involves the Counter effect and the Counter action.

COVER: A solid barrier that provides a degree of protection for characters behind it with three degrees: Partial, Full, or Total. Partial Cover grants a +2 bonus to Defense and Dodge rank for characters behind it. Full Cover grants a +5 bonus to for characters behind it. Total Cover means direct attacks cannot target that character.

CRAWLING SPEED: The speed at which characters move while Prone, normally speed rank 0, although some effects can change this.

CRITICAL HIT: An added success with an attack check. A critical hit adds +5 to the attack's check result and effect rank.

CRITICAL MISS: An added failure with an attack check. A critical subtracts –5 from the check result and, if the check result is still equal to or greater than the target's Defense Class, decreases the attack's Effect DC by –5.

D20: Abbreviation for "twenty-sided die," the standard die used in the Mutants & Masterminds game system. In general, references to "a die" or "the die" refer to a d20.

DAMAGE: The power effect of causing damage.

DAMAGE: The measure of various damaging attacks and hazards. Characters resist damage with a damage resistance check, usually using Toughness, with failure resulting in various damage conditions depending on the degree of failure on the check.

DAMAGE CONDITION: A condition imposed by damage.

DAMAGE RESISTANCE CHECK: A type of resistance check, specifically to determine the outcome of damage, usually made with Toughness.

DAMAGE TYPE: A descriptor for a type of damage. Damage types include, but are not limited to: ballistic, cold, corrosive, fire, electrical, impact, mental, piercing, radiation, slashing, and sonic.

DARKNESS: An area of darkness provides Full Concealment from normal vision.

DAZED [DAMAGE CONDITION]: A Dazed character is limited to free actions and a single standard action per round, although the character may trade their standard for a simple action, as usual. Dazed characters cannot take reactions. Stunned supersedes Dazed.

DEAD [DAMAGE CONDITION]: A Dead character is Helpless, Stunned, Unaware, and unable to recover (effectively having no Stamina rank). The Dead condition is normally the end of someone's mortal existence, but some effects in the Mutants & Masterminds system interact with Dead characters and allow them to recover!

DEAF [SENSORY CONDITION]: A Deaf character cannot hear and is Hearing Unaware, and may be Impaired or Disabled for activities where hearing is a factor.

DEBILITATED [CONDITION]: A Debilitated character has effectively lost the use of a trait, and may gain other conditions, while the Debilitated condition remains. See **Debilitated Abilities** in **Chapter 3** for details.

DEFENSE: A combat ability that measures effectively the character avoids being hit by attacks. Defense can be divided into Close Defense, affecting close attacks, and Ranged Defense, affecting ranged attacks.

DEFENSE CLASS (DC): A type of Difficulty Class that determines how difficult it is for an attack to succeed against that character. Typically, Defense Class is 10 + the rank of the character's Defense for that attack.

DEFENSELESS [CONDITION]: A Defenseless character has their Defense and Dodge ranks lowered to 0. Attackers can make attacks on De-

fenseless opponents as routine checks. If the attacker chooses to forgo the routine check and make a normal attack check, they can potentially roll a critical hit and can also make use of attack maneuvers. See **Critical Hits** and **Attack Maneuvers** in **Chapter 8.** Helpless supersedes Defenseless.

DEGREE OF FAILURE (DF): A measurement of how badly a check failed. Every 5 points the check result is below the Difficulty Class equals one degree of failure. Multiple degrees of failure are sometimes referred to simply as "failures" and sometimes abbreviated "# DF" where # is the number of degrees.

DEGREE OF SUCCESS (DS): A measurement of how well a check succeeded. Every 5 points the check result is above the Difficulty Class equals one degree of success. Multiple degrees of success are sometimes referred to simply as "successes" and sometimes abbreviated "# DS" where # is the number of degrees.

DEHYDRATION [HAZARD]: Characters can go without water for a day. After this, they need to make a Fortitude resistance check (DC 10, +1 per previous check) each hour without water to avoid gaining the Fatigued condition, which they cannot recover from until they drink water.

DELUSION [HALLUCINATING CONDITION]: A degree of hallucinating involving complete control over the subject's sensory impressions, able to change anything about their environment, from blank nothingness or total darkness to making the subject perceive and interact with a complete setting that exists solely in their mind. A Delusion degree of hallucinating means the subject is Unaware of the real world.

DESCRIPTOR: A description of the nature of an effect, which can determine how that effect works and interacts with other effects and traits.

DESTROYED [OBJECT DAMAGE CONDITION]: A Destroyed object has been completely broken apart, usually into pieces, perhaps even turned into fragments or dust.

DEVICE: An object providing its user with a particular power effect or set of effects with the Removable drawback.

DIE: A "die" or "the die" in Mutants & Masterminds refers to a single twenty-sided die or d20.

DIFFICULTY CLASS (DC): A value that determines how difficult a particular check is. A check result equal to or higher than the Difficulty Class is a success, while a check result that is lower than the DC is a failure.

DIM LIGHT: An area of dim light provides Partial Concealment from normal vision.

DISABLED [CONDITION]: A Disabled character has a –5 penalty on action checks, including routine checks. If the penalty applies only to specific checks, they are added to the name of the condition, such as Attack Disabled, Perception Disabled, etc.

DRAWBACK: An effect modifier that restricts or limits an effect and applies a flat decrease in its overall cost.

DYING [DAMAGE CONDITION]: A Dying character is Incapacitated and nearly Dead. When the character gains this condition, immediately make a DC 10 Stamina check. If the check succeeds, nothing happens. With two or more degrees of success, the character stabilizes, becoming Incapacitated. If the check fails, the character remains dying. Three or more total degrees of failure mean the character is Dead. Dying characters make a Stamina check at the start of each of their turns until they either die or stabilize. Another character can stabilize a dying character with a successful DC 15 Medicine check. Characters lacking a Stamina rank automatically gain the Dead condition when their condition becomes Dying.

EFFECT: A game trait that describes the effect of something that is not an ability, skill, advantage, or resistance. Also referred to as a power effect when it is specifically a part of a power.

EFFECT MODIFIER: An adjustment in the way an effect works that also changes its cost. Extras and features increase the cost of an effect, while flaws and drawbacks decrease cost.

EQUIPMENT: An object providing its user with a particular feature or other effect, limited by the highest degree of the Removable drawback.

EXHAUSTED [FATIGUE CONDITION]: Exhausted characters are Impaired and Hindered. Characters recover from an Exhausted condition after four hours of rest (time rank 11), becoming Fatigued.

EXTRA EFFORT: A game system where a character can gain one of a list of benefits in exchange for taking on the Fatigued condition, or worsening it, if they already have it. The benefits of Extra Effort can increase a character's ranks or bonuses beyond normal Power Level limits. Using Extra Effort is a non-action, although it may modify actions characters take.

EXTRA: An effect modifier that enhances, improves, or expands an effect and increases its cost per rank.

FALLING [HAZARD]: A fall inflicts damage 2 plus twice the distance rank fallen to a maximum total of damage 18. Falling into or onto a dangerous surface may cause additional damage, at the GM's discretion.

FATIGUED [FATIGUE CONDITION]: Fatigued characters are Hindered. Characters recover from a Fatigued condition after an hour of rest (time rank 9). Exhausted supersedes Fatigued.

FAVORABLE [ATTITUDE]: A Favorable NPC will communicate, advise, and offer limited help to anyone they feel Favorable toward.

FEATURE: An effect modifier that enhances, improves, or expands an effect and adds a flat increase to its cost.

FEATURE: An effect that grants a small benefit, essentially a standalone feature as an effect.

FIGMENT [HALLUCINATING CONDITION]: A degree of hallucinating involving minor changes in how a character perceives things: Making people look like someone else, altering or editing details like colors, the presence or absence of small objects, background noises, and so forth.

FLAW: An effect modifier that restricts or limits and effect and decreases its cost per rank.

FLYING SPEED: The speed at which a character with the Flight effect can move through the air, usually the rank of the Flight effect. Characters lacking the Flight effect do not have a flying speed.

FREE ACTION: A free action is something so comparatively minor it doesn't take considerable time, so you can perform as many free actions on your turn as the GM considers reasonable. Free actions

include things like talking, dropping something, drawing a weapon, ending the use of a power, activating, or maintaining some other powers, and so forth.

FRIGHTENED [CONDITION]: Frightened characters have a –5 penalty for action checks related to the object of their fear and cannot willingly move closer to the object of their fear.

GAME MASTER (GM): The person responsible for managing the game session. The GM prepares adventures, presents the players with situations for their characters, adjudicates the game's guidelines, and controls and portrays all the non-player characters.

GAME SESSION: Also, just a "session," a game session is one distinct instance of gameplay from when the group starts playing the game until they stop. Typically, a game session runs between two and five hours, depending on the preferences of the group. It may encompass an entire adventure or only part of one.

GRADED CHECK: A check that measures degree of success or degree of failure based on how much the check result is over or under the Difficulty Class. Every 5 points over the DC is an additional degree of success, and every 5 points under the DC is an additional degree of failure.

GROUND SPEED: The speed of a character's horizontal movement across fairly level, even ground. Characters have a normal ground speed rank of 2.

GROUP CHECK: A check that measures how well a group of characters do on a task overall. Each member of the group makes the check, but so long as at least half of the characters succeed, the whole group is considered to have succeeded with the lowest degree of success among the successful characters.

HAZARD: An environmental or situational effect potentially harmful to characters. Some hazards are natural effects of the environment while others are created or modified by characters. See other entries in this Glossary with the "[hazard]" tag.

HELPFUL [ATTITUDE]: A Helpful NPC will take risks to help or protect anyone they feel Helpful toward.

HELPLESS [CONDITION]: A Helpless character has a Defense rank of –5, a Dodge rank of 0, and automatically fails Dodge resistance checks with at least one degree of failure. Attackers can make attacks on Helpless opponents as routine checks. If the attacker chooses to forgo the routine check and make a normal attack check, they can potentially roll a critical hit and can also make use of attack maneuvers. See **Critical Hits** and **Attack Maneuvers** in **Chapter 8.** Additionally, if a Helpless character is hit with a damaging attack with the intention of killing them, two degrees of failure on the resistance check result in the Dying condition, while three or more degrees of failure on the resistance check means the target is Dead.

HERO POINT: A resource available to players they can spend to grant their character a one-time use of an advantage. Players earn Hero Points for their character's actions, added failures, and the introduction of complications in play.

HINDERED [CONDITION]: A Hindered character has a –1 to movement speed rank. In some cases, a character may be Hindered with more than –1-rank in movement speed, noted with a rank number after the condition, such as "Hindered 3". Movement ranks lowered below –5 are Immobile. Immobile supersedes Hindered.

HINDERING TERRAIN: Terrain that slows or impedes movement, giving characters the Hindered condition while they are in or moving through the area.

HIT [DAMAGE CONDITION]: The character has suffered some minor damage and has a –1 penalty to further resistance checks against damage per Hit condition. Characters recover from one Hit condition per minute of rest. Objects can also take Hit conditions from damage, but do not recover from them on their own.

HOSTILE [ATTITUDE]: A Hostile NPC will take risks to attack or interfere with anyone they feel Hostile toward.

HOVER: An effect allowing a character to hang in midair, maintaining their relative position, without falling.

ILLUSION: An effect that creates a false sensory impression without imposing hallucinating conditions. By default, an illusion can be perceived by anyone with the sense(s) it affects. Those experiencing an illusion can recognize it is not real with a successful Insight or Perception check (DC 10 + the illusion's rank) but only if they interact with the illusion directly or otherwise have some reason to believe it might be fake.

IMMOBILE [CONDITION]: Immobile characters have no movement speed and cannot move from where they are, although they are still capable of taking actions unless prohibited by another condition.

IMMUNITY: An effect measuring resistance to certain other effects. If you have Immunity to an effect, you are unaffected by it.

IMPAIRED [CONDITION]: An Impaired character is at a –2 penalty on action checks, including routine checks. If the impairment applies to specific checks, they are added to the name of the condition, such as Attack Impaired, Perception Impaired, and so forth. Disabled supersedes Impaired if it applies to the same trait(s).

IMPRESS CHECK: An interaction skill check made during action time to impress certain conditions on an opponent or opponents. Roll interaction skill vs. the target's same skill, Insight, or Will. If successful, the degree of success determines the effect.

IMPROVISED WEAPON: An ordinary object, used as a weapon, but generally not intended to be used as one.

INCAPACITATED [DAMAGE CONDITION]: An Incapacitated character is Helpless, Stunned, and Unaware. Incapacitated characters generally also fall Prone unless some outside aid keeps them standing. In one minute, an Incapacitated character recovers and removes the condition.

INDIFFERENT [ATTITUDE]: An Indifferent NPC has no feelings about a character and will act as is socially expected toward them unless their attitude changes.

INITIATIVE: A trait used as a check modifier for an Initiative check to determine who acts in what order during action time.

INITIATIVE CHECK: A check rolled using a character's Initiative modifier to determine their place in the Initiative Order.

INITIATIVE ORDER: The order in which characters take their turns during action time, established by each character making an Initiative check at the start of the action time scene and placing the characters into the Initiative Order from highest check result to lowest. Some actions, advantages, and effects can change a character's place in the Initiative Order.

INTERACTION [SCENE]: A type of scene focused on personal and social interaction between characters. Interaction scenes often have fewer checks than others, although interaction checks often feature as part of them.

INTERACTION CHECK: A check involving use of an interaction skill.

INTERACTION SKILL: A Presence-based skill that can affect the attitudes of other characters. Interaction skills are Deception, Intimidation, Leadership, Perform, and Persuasion.

INVESTIGATION [SCENE]: A type of scene relying on characters' traits—particularly the Investigation skill—to solve a mystery or acquire information.

JUMPING: Movement involving a character propelling themselves through the air with their Strength. Characters can normally cross distance rank 0 by jumping.

LOWERED [CONDITION]: A character with this condition has lost ranks in a trait, typically either –2 ranks or –5 ranks. The trait operates at its lowered rank while the condition persists. Traits lowered to 0 ranks no longer function, except for abilities, which function until they are lowered below –5 ranks and Debilitated, which supersedes Lowered.

MENACE: A type of NPC with greater significance, or offering a greater challenge. Menaces enjoy certain bonuses in relation to their opponents.

MEASURE (ALSO VALUE): A real-world measurement of mass, distance, size, volume, or time. Measures or values are often translated into ranks or vice versa to determine things like speed, lifting ability, or the measure of something affected by a character's powers.

MINION: A type of NPC with less significance to the story. Minions are less hardy than other characters, easier to overcome, and guidelines apply to interactions and conflicts with them.

MOTIVATION: A complication defining what drives a character, particularly why a hero is a hero and a villain is a villain.

NARRATIVE TIME: When the progression of time in the game follows the story and narration provided by the players and Game Master but there is no need for the precise timing of action time.

NON-ACTION: Some things are not actions at all but may still involve checks or other game mechanics. A resistance check, for example, is a non-action, just a check that happens automatically when a character needs to resist an effect. Non-actions essentially take no time or effort on a character's part; they just happen when they need to.

NON-PLAYER CHARACTER (NPC): A character controlled and portrayed by the Game Master. Sometimes, the GM may have a player temporarily assume control of an NPC.

NORMAL [CONDITION]: A Normal character is unaffected by any other conditions.

OBJECT: Something physical with no abilities other than Toughness, unlike characters. While objects are generally non-living, that isn't always the case: It's general easiest to treat sizable plants, such as trees, as objects, for example, even though they are alive. Objects have their own damage conditions that result from failed damage resistance checks.

OPPOSED CHECK: A check where two or more parties each roll a check, and whoever achieves the highest check result succeeds or beats the others. Some opposed checks are made using the same traits or modifiers, others use different ones, depending on what the various parties are attempting to do.

PARALYZED [CONDITION]: A Paralyzed character is Helpless and physically Stunned—frozen and unable to take physical actions, but still aware and able to take purely mental actions that involve no physical movement.

PENALTY: A number a character subtracts from a check result, worsening it.

PENALTY DIE: If you have a penalty die for a check, roll the d20 an additional time, or roll an additional die, and use the lowest number rolled out of the dice for the check result.

PHANTASM [HALLUCINATING CONDITION]: A degree of hallucinating involving major changes in perception including adding a large or complex element like an explosion, symphony, or fully interactive person, the presence or absence of large or significant objects, or making one thing look, sound, and otherwise seem like something else.

PLAYER CHARACTER (PC): A character controlled and portrayed by one of the players in the game. Generally, each player controls one player character.

PLAYER: Someone who creates and takes the role of a specific player character in the game.

POWER: A trait beyond a normal ability, skill, or advantage, consisting of one or more effects and their assigned ranks, along with any effect modifiers and descriptors defining the nature of the power.

POWER LEVEL: A guideline defining the overall trait values possessed by a character. A Power Level is assigned to the series as a whole and all player characters are required to observe its restrictions. It determines the base number of Power Points used create those characters. Non-player characters have their own Power Levels, used for comparison to the overall Power Level of the series and the player characters.

POWER POINT: A resource given to players to spend, assigning different traits to their character in Mutants & Masterminds. Power Points and effects in the game allow players to design a very wide range of possible characters.

PRONE [CONDITION]: A Prone character is lying on the ground and has a –5 penalty on close range attack checks. Opponents receive a +5 bonus on attack checks against the character while adjacent to them, but the Prone character has Full Cover from attacks against them from further away, a +5 bonus to Defense. See **Cover** in **Chapter 8**. A Prone character normally has to move at a crawl with a ground speed of rank 0. The **Stand** action from **Chapter 8** removes the Prone condition—once the effect imposing it is overcome in the case of Affliction effects.

RADIUS SENSE: A radius sense can make Perception checks to perceive things at any point around a character within the sense's range. The hearing, radio, smell, and touch sense types are normally radius.

RANGE: The distance at which an action or an effect, usually an attack, occurs. Standard ranges are close (or adjacent), ranged (at a distance greater than adjacent, based on the effect), and perception, a distance at which the acting character can accurately perceive the target or subject.

RANGED COMBAT: Combat that occurs outside of a character's reach, but within range of their ranged attacks.

RANGED SENSE: A ranged sense can make Perception checks for subjects at a distance, with a –1 modifier on the check result per twice the number of spaces for the character's size between them and the subject, a default of –1 per two spaces for a size rank 0 character. See **Size** in **Chapter 3** for the spaces a character occupies. Vision, hearing, and smell senses are normally ranged.

RANK: A numerical value quantifying a particular game trait. Ranked traits include abilities, skills, resistances, the effects of many powers, and some advantages. In some cases, a rank is translated into a measure of mass, distance, speed, or time.

REACH: The range of the character's close attacks in spaces and the area around the character considered adjacent to them for close combat, based on their size.

REACTION: An action taken in response to a particular trigger. A reaction doesn't take any considerable time, like a free action. The difference is you react in response to something else happening during the round, perhaps not even on your turn, and your reaction can even interrupt another turn. A character can take one reaction per round in response to specific circumstances, and you regains their expended reaction at the start of their next turn.

REDUCED: As a game term, generally this means a rank or value reduced by half and rounded up, particularly for effects like Reduction and the results of things like Dodge resistance checks against area effects.

RESISTANCE: A trait measuring a character's ability to resist or avoid particular effects and based on one of the character's abilities. There are four resistances: Dodge, Fortitude, Toughness, and Will.

RESISTANCE CHECK: A check made to determine whether a character can resist a particular effect. A resistance check usually applies one of the character's resistances as a check modifier with the Difficulty Class based on the rank of the resisted effect, usually (10 + effect rank). Most resistance checks are graded checks, using degrees of failure to determine how the character is affected.

ROUND: A basic measurement of action time during the game. A round is a period of about six seconds, time rank 0, during which each character involved in a challenge or conflict scene gets a turn to take actions.

ROUTINE CHECK: A check made under routine conditions, where there is no pressure to succeed, allowing a character to choose to not roll the die but simply add 10 to their total check modifier instead. The check result of a routine check is often called a character's routine result for that check.

ROUTINE RESULT: The check result of a routine check, which is 10 plus the character's total check modifier for that type of check, +5 if they usually have a bonus die, –5 if they usually have a penalty die.

SCENE: A basic measurement of time during the game. A scene is a distinct segment or chapter in an adventure, like a scene in a play. There are four types of scenes: challenge, conflict, interaction, and investigation, although many scenes encompass multiple types.

SENSE TYPE: A **descriptor** for a **character**'s senses. The sense types are: hearing, smell, taste, touch, vision, radio, mental, and special.

SERIES: A continuing series of adventures involving the same group of players, and usually the same group of player characters. If an adventure is a single issue of a comic book, then a series is a comic series.

SIMPLE ACTION: A simple action, usually involves moving or doing something that doesn't act on or against someone or something. You can take one simple action each turn. You can take your simple action before or after your standard action. Simple actions include things like issuing commands, movement, standing up, and picking up or manipulating objects.

SIZE CATEGORY: A descriptor of a character's size rank and the effect it has on them and their surroundings. Size categories (from largest to smallest) are: awesome (rank 5), colossal (rank 4), gargantuan (rank 3), huge (rank 2), large (rank 1), medium (rank 0), small (rank –1), tiny (rank –2), diminutive (rank –3), fine (rank –4), and minuscule (rank –5). Characters are medium size by default.

SIZE RANK: A measure of a character's size based on their overall height or length as a distance rank on the Measurement Table.

SKILL: A measure of learning or talent in using an ability in a particular way. Skills are measured in ranks and characters with ranks in a skill are considered trained in that skill. Skill rank is added to an underlying ability rank to determine the check modifier for that skill. Characters having no ranks in a skill are considered untrained in that skill. Skills have specializations, which are more focused and limited uses of that skill.

SKILL CHECK: A check made to use a particular skill. Characters with ranks in that skill add their rank to the check modifier for the skill check. Some skill checks can only be made by trained characters.

SLEEPING [CONDITION]: While Sleeping, a character is Helpless, Stunned, and Unaware. A hearing Perception check with three or more degrees of success wakes the Sleeping character and removes all these conditions, as does any sudden movement, such as shaking the Sleeping character, or any noticeable effect allowing the Sleeping character a resistance check.

SPACE: A basic measure of distance, particularly for positioning during action time. A space is rank 0 distance across.

SPECIALIZATION: Also "skill specialization." A more focused area of a skill. Specialization ranks in a skill are half their normal cost: 1 Power Point per 4 skill ranks.

SPEED: A measure of how quickly someone or something moves, usually given as a rank on the Measurement Table. Most characters move at speed rank 2 per Move action. Various movement effects allow characters to move at greater speed, often in separate ways, including flying speed and swimming speed.

STAGGERED [DAMAGE CONDITION]: A Staggered character is Hindered and, if they gain another Staggered condition, they are Incapacitated. A Staggered character with no other damage conditions can remove the condition after a minute of rest.

STANDARD ACTION: A standard action often involves acting upon or against something, whether it's an attack or using a power to affect something. You can take one standard action each turn. You can trade your standard action for a simple action allowing you to take two simple actions on your turn instead.

STARVATION [HAZARD]: Characters can go without food for three days. After this, they must make a Fortitude Check (DC 10, +1 per previous check) each day to avoid gaining the Fatigued condition, which they cannot recover from until they eat food.

STAT BLOCK: A collection of the defined game traits (or statistics, "stats") of a Mutant & Masterminds character.

STUNNED [CONDITION]: A Stunned character cannot take any actions, including free actions or reactions.

SUFFOCATION [HAZARD]: Characters can hold their breath for 10 rounds (one minute) plus the number of rounds equal to twice their Stamina rank. After that time, they must make a Fortitude resistance check against DC 11 at the end of each of their turns. Failure means the characters are Dazed. Two failures mean they are Stunned and three failures mean they are Incapacitated. Once the character is Incapacitated, their condition becomes Dying at the end of their next turn. The character must continue making resistance checks until they are able to breathe or they are Dying.

SURPRISED [CONDITION]: A Surprised character is Vulnerable and cannot take actions other than free actions, caught off-guard and unable to act.

SUSCEPTIBLE [CONDITION]: A Susceptible character increases the rank of an effect by +5 before determining the difficulty of their resistance check against it.

SWIMMING SPEED: The speed at which a character can swim, moving through liquids like water. Characters normally have a swimming speed rank of 0. The Swimming effect can greatly enhance swimming speed.

TARGET: The intended subject of an attack or other effect.

TEAM CHECK: A check where a lead character receives assistance from one or more helper characters. Each helper makes a check against DC 10. If the helpers have at least two total degrees of success, the leader makes their check with a +2 bonus. If the helpers accumulate three or more total degrees of success, the leader gets a +5 bonus.

TELEPORTATION: Instantaneous movement between two points in space without physically crossing the distance between them.

TRAINED: Having ranks in a particular skill.

TRAIT: A defined character aspect in the game such as an ability, skill, advantage, Defense, or effect. traits are generally quantified by rank.

TRANSFORMED [CONDITION]: Transformed characters have some or all their traits altered. This may range from a change in the character's appearance to a complete change in trait ranks, even the removal of some traits and the addition of others! The primary limit on the Transformed condition is that the character's Power Point total cannot normally increase, although it can effectively decrease for the duration of the transformation.

TURN: An individual character's part of a round when they take their allocation of actions.

UNARMED: A close attack made without use of a weapon, using just the character's own body and Strength.

UNAWARE [SENSORY CONDITION]: The character is oblivious to their surroundings. If the condition applies to a specific sense, it is added to the name of the condition, such as Vision Unaware (or Blind) and includes Deaf (Hearing Unaware), Numb (Touch Unaware), Anosmic (Smell Unaware), Ageusic (Taste Unaware), and Mute (unable to speak). Everything has Full Concealment from a character's Unaware senses and they automatically fail Perception checks reliant on them. See **Concealment** in **Chapter 8**. A Vision Unaware character is also Hindered. A completely Unaware character is also Defenseless and Disabled.

UNFAVORABLE [ATTITUDE]: An Unfavorable NPC will disdain, insult, mislead, or otherwise cause trouble for anyone they feel Unfavorable toward.

UNSTABLE TERRAIN: Unstable terrain requires a check, typically Acrobatics or Athletics, depending on the movement mode, whenever a character moves through or across it. Failure on the check indicates you make no progress and do not actually move that turn, although you do expend your simple action. Higher degrees of failure indicate you also fall, which may mean falling prone on a surface, falling off a climb or narrow balancing surface, or sinking if you are swimming.

UNTRAINED: Having no (or zero) ranks in a particular skill.

VULNERABLE [CONDITION]: Vulnerable characters are limited in their ability to defend themselves, lowering their Defense and Dodge ranks by 5, to a minimum of 0. Defenseless supersedes Vulnerable.

WEAKNESS [CONDITION]: A Weakness means a character increases the rank of an effect by +5 before determining the difficulty of their resistance check against it and their best possible result on the resistance check is one degree of failure, regardless of the check result.

WEAPON: A device or equipment that provides a character with an attack effect. An ordinary object, used as a weapon, is referred to as an improvised weapon.

WEAPON ATTACK: An attack, close or ranged, utilizing a weapon.

APPENDIX: REFERENCE TABLES

MEASUREMENTS TABLE (US IMPERIAL)

RANK	MASS	TIME	DISTANCE	VOLUME
-5	1.5 lbs.	1/8 second	1 inch	1/32 ft3
-4	3 lbs.	1/4 second	3 inches	1/16 ft3
-3	6 lbs.	1/2 second	6 inches	1/8 ft3
-2	12 lbs.	1 second	1 foot	1/4 ft3
-1	25 lbs.	3 seconds	3 feet	1/2 ft3
0	50 lbs.	6 seconds	6 feet	1 ft3
1	100 lbs.	12 seconds	15 feet	3 ft3
2	200 lbs.	30 seconds	30 feet	6 ft3
3	400 lbs.	1 minute	60 feet	15 ft3
4	800 lbs.	2 minutes	120 feet	30 ft3
5	1,600 lbs.	4 minutes	250 feet	60 ft3
6	3,200 lbs.	8 minutes	500 feet	120 ft3
7	3 tons	15 minutes	900 feet	250 ft3
8	6 tons	30 minutes	1,800 feet	500 ft3
9	12 tons	1 hour	1/2 mile	1,000 ft3
10	25 tons	2 hours	1 mile	2,000 ft3
11	50 tons	4 hours	2 miles	4,000 ft3
12	100 tons	8 hours	4 miles	8,000 ft3
13	200 tons	16 hours	8 miles	16,000 ft3
14	400 tons	1 day	16 miles	30,000 ft3
15	800 tons	2 days	30 miles	60,000 ft3
16	1,600 tons	4 days	60 miles	120,000 ft3
17	3,200 tons	1 week	120 miles	250,000 ft3
18	6,000 tons	2 weeks	250 miles	500,000 ft3
19	12,000 tons	1 month	500 miles	1 million ft3
20	25,000 tons	3 months	1,000 miles	2 million ft3
21	50,000 tons	6 months	2,000 miles	4 million ft3
22	100,000 tons	1 year	4,000 miles	8 million ft3
23	200,000 tons	2 years	8,000 miles	16 million ft3
24	400,000 tons	5 years	16,000 miles	32 million ft3
25	800,000 tons	10 years	32,000 miles	64 million ft3
26	1,600,000 tons	20 years	64,000 miles	120 million ft3
27	3,200,000 tons	50 years	125,000 miles	250 million ft3
28	6,400,000 tons	100 years	250,000 miles	500 million ft3
29	12,500,000 tons	200 years	500,000 miles	1 billion ft3
30	25,000,000 tons	500 years	1 million miles	2 billion ft3
+1	x2	x2	x2	x2

MEASUREMENTS TABLE (METRIC)

RANK	MASS	TIME	DISTANCE	VOLUME
-5	750 g	1/8 second	6 cm	.001 m3
-4	1.5 kg	1/4 second	12 cm	.002 m3
-3	3 kg	1/2 second	25 cm	.004 m3
-2	6 kg	1 second	50 cm	.008 m3
-1	12 kg	3 seconds	1 m	.015 m3
0	25 kg	6 seconds	2 m	.03 m3
1	50 kg	12 seconds	4 m	.06 m3
2	100 kg	30 seconds	8 m	.125 m3
3	200 kg	1 minute	16 m	.250 m3
4	400 kg	2 minutes	32 m	.500 m3
5	800 kg	4 minutes	64 m	1 m3
6	1,600 kg	8 minutes	125 m	2 m3
7	3 tons	15 minutes	250 m	4 m3
8	6 tons	30 minutes	500 m	8 m3
9	12 tons	1 hour	1 km	15 m3
10	25 tons	2 hours	2 km	30 m3
11	50 tons	4 hours	4 km	60 m3
12	100 tons	8 hours	8 km	120 m3
13	200 tons	16 hours	16 km	250 m3
14	400 tons	1 day	32 km	500 m3
15	800 tons	2 days	64 km	1,000 m3
16	1,600 tons	4 days	125 km	2,000 m3
17	3,000 tons	1 week	250 km	4,000 m3
18	6,000 tons	2 weeks	500 km	8,000 m3
19	12,000 tons	1 month	1,000 km	15,000 m3
20	25,000 tons	3 months	2,000 km	30,000 m3
21	50,000 tons	6 months	4,000 km	60,000 m3
22	100,000 tons	1 year	8,000 km	125,000 m3
23	200,000 tons	2 years	16,000 km	250,000 m3
24	400,000 tons	5 years	32,000 km	500,000 m3
25	800,000 tons	10 years	64,000 km	1 million m3
26	1,600,000 tons	20 years	124,000 km	2 million m3
27	3,200,000 tons	50 years	250,000 km	4 million m3
28	6,400,000 tons	100 years	500,000 km	8 million m3
29	12,500,000 tons	200 years	1 million km	16 million m3
30	25,000,000 tons	500 years	2 million km	32 million m3
+1	x2	x2	x2	x2

MEASUREMENTS TABLE (BENCHMARKS)

RANK	MASS	DISTANCE	SPEED	VOLUME
-5	A soccer ball or football	–	–	–
-4	–	Matchbox size	–	–
-3	A brick	–	–	Average party ballon
-2	Cat or small dog	A ruler	–	A basketball
-1	Bowling ball	A yardstick	–	–
0	Microwave or mini-fridge	A person's height	Crawling	–
1	Manhole cover	NBA basketball hoop height	Walking	–
2	Adult human	Telephone pole height	Dashing	Average bathtub
3	Lamppost, motorcycle	World long-jump record	Running	55 gallon drum
4	Steel girder, grizzly bear	US basketball court length	–	Average refrigerator
5	–	Olympic swimming pool length	–	–
6	30-ft. oak tree	US football field length	Human land-speed record	–
7	Car, Jersey barrier	Height of the Washington Monument	Average highway speed	–
8	Ambulance	Height of the Empire State Building	–	Cement mixer
9	Small fire engine	–	Earth wind-speed record	Average school bus
10	School bus, large fire engine	–	Bullet, commercial airliner	–
11	20-ft. shipping container	Depth of the Titanic	Speed of sound (Mach 1)	40 ft. shipping container
12	Main battle tank	Average to the horizon	Rifle bullet, jet fighter	–
13	Two-story house	–	Mach 4	–
14	The Statue of Liberty	Length of Manhattan	Mach 8	–
15	Loaded Boeing 747	–	Escape velocity on Earth	–
16	Loaded passenger train	–	–	Hot air balloon
17	–	–	–	Olympic swimming pool
18	–	–	–	–
19	The Eiffel Tower	Boston to Washington DC	–	–
20	Naval cruiser, suspension bridge	Length of the isle of Great Britain	–	Large commercial building or warehouse
21	Battleship	–	–	–
22	Aircraft carrier	Width of North America	–	–
23	–	–	–	–
24	The Empire State Building	–	–	–
25	–	Circumference of the Earth	–	The Empire State Building
26	The Golden Gate Bridge	–	–	–
27	–	–	–	–
28	The Great Pyramid of Giza	Earth to the Moon	–	–
29	–	–	–	–
30	–	Diameter of the Sun	The speed of light	–

CHECK OUTCOME MATRIX

DAMAGE RESISTANCE MATRIX

BASIC TRAIT COSTS

TRAIT	COST IN POWER POINTS
Ability	2 per rank
Attack	2 per rank
Close Attack	1 per rank
Ranged Attack	1 per rank
Attack Specialization	1 per 2 ranks
Defense	2 per rank
Close Defense	1 per rank
Ranged Defense	1 per rank
Initiative	1 per 4 ranks
Resistance	1 per rank
Skill	1 per 2 ranks
Skill Specialization	1 per 4 ranks
Advantage	1 per advantage or advantage rank
Power	((base effect cost + extras – flaws) × rank) + features – drawbacks
Power Feature	1 per feature or feature rank
Power Drawback	–1 per drawback or drawback rank

POWER LEVEL LIMITS

POWER LEVEL	ATTACK + EFFECT	DEFENSE OR DODGE + TOUGHNESS	FORTITUDE + WILL	SKILL MODIFIER	INITIATIVE BONUS	USES OF HEROIC ADVANTAGES
1	2	2	2	11	2	0
2	4	4	4	12	4	1
3	6	6	6	13	6	1
4	8	8	8	14	8	2
5	10	10	10	15	10	2
6	12	12	12	16	12	3
7	14	14	14	17	14	3
8	16	16	16	18	16	4
9	18	18	18	19	18	4
10	20	20	20	20	20	5
11	22	22	22	21	22	5
12	24	24	24	22	24	6
13	26	26	26	23	26	6
14	28	28	28	24	28	7
15	30	30	30	25	30	7
16	32	32	32	26	32	8
17	34	34	34	27	34	8
18	36	36	36	28	36	9
19	38	38	38	29	38	9
20	40	40	40	30	40	10

SKILLS

SKILL	ABILITY	UNTRAINED?	ACTION	SPECIALIZATIONS
Acrobatics	AGL	Yes	Varies	Balancing, Contorting, Maneuvering, Standing, Tumbling
Athletics	STR	Yes	Simple	Climbing, Jumping, Running, Swimming
Deception	PRE	Yes	Standard	Bluffing, Distracting, Impersonation, Innuendo, Resisting, Tricking
Dexterity	AGL	Yes	Standard	Catching, Concealing, Escaping, Planting, Sleight of Hand, Stealing
Expertise	INT	No	—	Area of Expertise, Animal Handling, Disguise, Riding
Insight	AWE	Yes	—	Avoiding Influence, Detecting Lies, Detecting Influence, Evaluating, Innuendo
Intimidation	PRE	Yes	Standard	Coercing, Demoralizing, Resisting
Investigation	INT	No	—	Analyzing Evidence, Gathering Evidence, Gathering Information, Searching, Surveillance
Leadership	PRE	No	—	Coordinating, Directing, Overcoming Impressions, Swaying
Medicine	INT	No	Standard	Diagnosing, Disease and Toxins, Providing Care, Reviving, Stabilizing, Medicine Expertise
Magic	INT	No	—	Building, Disabling, Magic Expertise, Repairing, Technique
Perception	AWE	Yes	Simple	Specific Sense Type
Performance	PRE	No	Standard	Type of Performance
Persuasion	PRE	Yes	—	Negotiating, Swaying, Type of Social Group or Environment
Stealth	AGL	Yes	Simple	Hiding, Sneaking, Tailing, Type of Environment or Terrain
Survival	AWE	No	—	Avoiding Hazards, Foraging, Navigating, Simple Building, Survival Expertise, Tracking, Type of Environment or Terrain
Technology	INT	No	—	Building, Computers, Disabling, Electronics, Operating, Mechanics, Repairing, Security, Technology Expertise
Vehicles	AGL	No	Standard	Driving, Sailing, Piloting, Vehicle Expertise

A "—" entry in the **Action** column means using the skill typically takes longer than a standard action and it is primarily used outside of action time. See the skill description for details.

COMBAT ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Alternate Feint	Combat, Focused	You can Feint using a different trait
Alternate Initiative	Combat, Focused	Your Initiative bonus is based on a mental ability
Blind Attack	Combat, Focused	Ignore Concealment penalties for close or ranged attacks
Counterattack	Combat, Reaction	Use your reaction to Attack an opponent who attacked you if they move out of your range
Damaging Escape	Combat, Reaction	Follow an Escape with an Attack action
Damaging Grab	Combat, Reaction	Inflict damage with a successful grab check
Defensive Grab	Combat, Reaction	Use your reaction to grab an opponent who just missed you
Defensive Roll	Combat, Ranked	+1 to Toughness checks per rank and bonus die for damage below your rank
Defensive Throw	Combat, Reaction	Use your reaction to Trip an opponent who just missed you
Elusive Target	Combat, Ranked	Gain Cover from ranged attacks while in close combat
Fast Feint	Combat, Skill	Feint as a simple action with no penalty
Favored Environment	Combat, Focused	+2 to Attack or Defense in a particular environment
Grabbing Block	Combat	Make an immediate Grab after successfully Countering a close attack
Grabbing Finesse	Combat	Grab with only one arm
Grabbing Throw	Combat, Reaction	After a successful Grab and hold, use your reaction to throw the target
Immediate Team Attack	Combat, Command, Reaction, Ranked	Command action to allow allies to join a Team Attack as a reaction
Impressive Superiority	Combat, Reaction, Skill	Use your reaction for an impress check against a foe who fails
Improved Aim	Combat	When Aiming, gain Luck with your bonus die
Improved Critical	Combat, Focused, Ranked 4	+1 critical range per rank with an attack
Improved Defense	Combat	+2 to Defense with the Defend action
Improved Disarm	Combat, Ranked 2	No attack penalty with Disarm action
Improved Evasion	Combat, Reaction, Ranked 2	(1) +5 for Dodge resistance checks vs. area effects; (2) move out of area effects
Improved Grab	Combat	Choose which trait targets use to resist your Grab action
Improved Hold	Combat	Use your reaction to impose a penalty die on Escape attempts
Improved Initiative	Combat	Bonus die for Initiative checks
Improved Interpose	Combat, Reaction, Ranked 2	(1) Displace ally, grant Cover, and retain full Defense when you Interpose (2) Grab an ally and move
Improved Smash	Combat	No attack penalty with Smash action
Improved Team Attack	Combat, Ranked	Contribute to a Team Attack even if not within 5 ranks
Improved Trip	Combat	Choose which trait targets use to resist your Trip action
Menacing Attack	Combat, Reaction	Use your reaction for Intimidation after incapacitating a foe
Precise Attack	Combat, Focused	Ignore penalties for less than total Cover for close or ranged attacks
Prone Fighting	Combat	No penalties for fighting while Prone
Ranged Pin	Combat	Use a ranged attack to make a target Immobile and Vulnerable
Redirect	Combat, Reaction	Use your reaction to redirect a missed attack at another target
Reverse Hold	Combat, Reaction	When you succeed on an Escape, you can Grab your opponent
Reviving Team Attack	Combat	When you participate in a Team Attack, you can remove a condition
Ricochet	Combat, Focused, Ranked	You can “bounce” a ranged attack to make trick shots
Riposte	Combat, Reaction	Use your reaction to make a close attack when missed
Rush of Victory	Combat, Command, Fortune, Reaction	Spend a Hero Point for allies to remove a damage condition when you Incapacitate a foe
Set-Up	Combat, Ranked	Transfer the combat benefits of a Feint or impress check to an ally
Sleeper Hold	Combat	Use a Grab to Incapacitate a target
Split Attack	Combat, Ranked, Focused	Split an attack into two smaller attacks

COMBAT ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Stunning Strike	Combat	Use a close impact damage attack to Daze or Stun a target
Tactical Advance	Combat, Command, Reaction	When you Daze or Stun, allies can move toward the target
Takedown	Combat, Ranked 2	Free extra attack when you Incapacitate a minion
Throwing Mastery	Combat, Ranked	+1 damage with thrown weapons per rank
Uncanny Dodge	Combat	Not Vulnerable or Surprised when Unaware
Up and At 'Em	Combat, Command	Command action to allow allies to Stand with Instant Up
Variable Team Attack	Combat	Apply a Variable Descriptor to a Team Attack
Weapon Bind	Combat, Reaction	Use your reaction to Disarm when missed with a weapon attack
Weapon Break	Combat, Reaction	Use your reaction to Smash when missed with a weapon attack

COMMAND ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Direct Action	Command	Take a standard action to allow an ally to perform a direct action as their reaction
Dive for Cover	Command, Reaction, Ranked 2	Command action for allies to drop Prone
Encourage	Command, Fortune	Command action and a Hero Point to grant an ally an advantage or Extra Effort
Immediate Team Attack	Combat, Command, Reaction, Ranked	Command action to allow allies to join a Team Attack as a reaction
Inspiration	Command, Fortune, Ranked 5	Use Command to give allies a +1 bonus per rank for one round
Rush of Victory	Combat, Command, Fortune, Reaction	Spend a Hero Point for allies to remove a damage condition when you Incapacitate a foe
Tactical Advance	Combat, Command, Reaction	When you Daze or Stun, allies can move toward the target
Up and At 'Em	Combat, Command	Command action to allow allies to Stand with Instant Up

FORTUNE ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Beginner's Luck	Fortune	Gain a rank 5 with a rank 4 or less skill
Encourage	Command, Fortune	Command action and a Hero Point to grant an ally an advantage or Extra Effort
Fallen Inspiration	Fortune, Ranked	Gain an additional Hero Point to distribute when you are Incapacitated
Holding Back	Fortune, Ranked	Temporarily increases your Power Level or traits at a cost
Inspiration	Command, Fortune, Ranked 5	Use Command to give allies a +1 bonus per rank for one round
Partner Bond	Fortune, Heroic, Focused, Ranked	Encourage a chosen partner once per session
Rush of Victory	Combat, Command, Fortune, Reaction	Spend a Hero Point for allies to remove a damage condition when you Incapacitate a foe
Seize Initiative	Fortune	Spend a Hero Point to go first in the Initiative Order
Ultimate Effort	Fortune, Focused	Spend a Hero Point to gain a 20 roll on a check

GENERAL ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Assessment	General, Ranked	You can use Insight to learn an opponent's combat capabilities
Benefit	General, Focused, Ranked	Gain a significant perquisite or benefit
Diehard	General	Stabilize while Dying
Eidetic Memory	General	Perfect recall, reduction in memory effects, potential Guidance
Equipment	General, Ranked	Configure 5 points worth of equipment
Extraordinary Effort	General	Gain two benefits while using Extra Effort
Fearless	General, Ranked 2	(1) Reduction in or (2) Immunity to Fear effects
Great Endurance	General	+5 for particular Fortitude and Stamina checks

GENERAL ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Instant Up	General	Take the Stand action with no limitations
Minion	General, Focused, Ranked	Gain a follower or minion with (rank × 15) Power Points
Quick Counter	General, Focused, Reaction	Use your reaction to Counter a chosen effect
Sidekick	General	Gain a sidekick with (5 × rank) Power Points
Teamwork	General	+5 on team checks
Trance	General	Go into a deathlike trance and slow body functions

HEROIC ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Determination	Heroic, Ranked	Remove Dazed, Fatigued, or Stunned, or new resistance check
Edit Scene	Heroic, Ranked	Make a minor change to the description of the scene
Guidance	Heroic, Ranked	Gain a flash of insight or a key piece of information
Luck	Heroic, Ranked	Re-roll a die, adding +10 on a 1–10 roll
Partner Bond	Fortune, Heroic, Focused, Ranked	Encourage a chosen partner once per session
Prepared Effect	Heroic, Ranked	One prepared Improvised Effect per rank per session
Untapped Potential	Heroic	Gain +2 ranks from Extra Effort
Well-Equipped	Heroic, Ranked	Produce one item or 5 points of Equipment per session

REACTION ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Damaging Escape	Combat, Reaction	Follow an Escape with an Attack action
Damaging Grab	Combat, Reaction	Inflict damage with a successful grab check
Defensive Grab	Combat, Reaction	Use your reaction to grab an opponent who just missed you
Defensive Throw	Combat, Reaction	Use your reaction to Trip an opponent who just missed you
Dive for Cover	Command, Reaction, Ranked 2	Command action for allies to drop Prone
Grabbing Throw	Combat, Reaction	After a successful Grab and hold, use your reaction to throw the target
Immediate Team Attack	Combat, Command, Reaction, Ranked	Command action to allow allies to join a Team Attack as a reaction
Impressive Superiority	Combat, Reaction, Skill	Use your reaction for an impress check against a foe who fails
Improved Evasion	Combat, Reaction, Ranked 2	(1) +5 for Dodge resistance checks vs. area effects; (2) move out of area effects
Improved Interpose	Combat, Reaction, Ranked 2	(1) Displace ally, grant Cover, and retain full Defense when you Interpose (2) Grab and ally and move
Menacing Attack	Combat, Reaction	Use your reaction for Intimidation after incapacitating a foe
Quick Counter	General, Focused, Reaction	Use your reaction to Counter a chosen effect
Redirect	Combat, Reaction	Use your reaction to redirect a missed attack at another target
Reverse Hold	Combat, Reaction	When you succeed on an Escape, you can Grab your opponent
Riposte	Combat, Reaction	Use your reaction to make a close attack when missed
Rush of Victory	Combat, Command, Fortune, Reaction	Spend a Hero Point for allies to remove a damage condition when you Incapacitate a foe
Tactical Advance	Combat, Command, Reaction	When you Daze or Stun, allies can move toward the target
Weapon Bind	Combat, Reaction	Use your reaction to Disarm when missed with a weapon attack
Weapon Break	Combat, Reaction	Use your reaction to Smash when missed with a weapon attack

SKILL ADVANTAGES

ADVANTAGE	PARAMETERS	DESCRIPTION
Connections	Skill	Call in assistance or favors with a Persuasion or Expertise check
Contacts	Skill	Make an initial Investigation check in one minute
Dazing Interaction	Skill, Focused	Make an impress check to Daze or Stun
Distracting Interaction	Skill, Focused	Use a skill other than Deception for an impress check to distract
Fascinating Interaction	Skill, Focused	Use an interaction skill to Stun a target while out of combat
Fast Feint	Combat, Skill	Feint as a simple action with no penalty
Favored Foe	Skill, Focused, Ranked 2	Bonus to skill checks with a particular type of opponent
Fearsome Presence	Skill	Free Intimidation impress check when you first appear or act
Hide in Plain Sight	Skill	Use Stealth to hide while being observed
Impressive Superiority	Combat, Reaction, Skill	Use your reaction for an impress check against a foe who fails
Improved Revive	Skill	Provide additional benefits using Medicine to revive
Improvised Effect	Skill, Focused	Use a technical skill to prepare and use an effect
Improvised Tools	Skill	No penalty for using technical skills without tools
Jack-of-All-Trades	Skill	Use any skill other than Intellect-based Expertise untrained
Know-It-All	Skill	Use any Intellect-based Expertise untrained
Multilingual	Skill	You know additional uncommon languages
Skill Mastery	Skill, Focused	Make routine checks with a chosen skill
Specialization Bonus	Skill, Focused	Gain a bonus die for checks with a skill specialization
Taunting Interaction	Skill, Focused	Make an impress check to Impair or Disable an opponent
Team Code	Skill	Tactical communication with teammates
Well-Informed	Skill	Immediate skill check for available information

POWER EFFECTS

NAME	EFFECT TYPE	ACTION	RANGE	DURATION	CHECK	RESISTANCE	BASE COST
Affliction	Attack	Standard	Close	Instant	Attack vs. Defense	Resistance vs. Effect	1 per rank
Burrowing	Movement	Free	Personal	Sustained	—	—	1 per rank
Communication	Sensory	Free	Rank	Sustained	—	—	2 per rank
Comprehend	Sensory	Free	Personal	Permanent	—	—	2 per rank
Concealment	Sensory	Free	Personal	Sustained	—	—	2 per rank
Counter	Control	Standard	Close	Instant	Attack vs. Defense	Effect vs. Effect	1 per rank
Create	Control	Standard	Ranged	Sustained	Attack vs. Defense	Defense vs. Effect	2 per rank
Damage	Attack	Standard	Close	Instant	Attack vs. Defense	Toughness vs. Effect	1 per rank
Dimensional Travel	Movement	Standard	Personal	Instant	—	—	2 per rank
Elongation	Alteration	Free	Personal	Sustained	—	—	1 per rank
Enhanced Movement	Movement	Free	Personal	Sustained	—	—	1 per rank
Enhanced Resistance	Defense	None	Personal	Permanent	—	—	1 per rank
Enhanced Senses	Sensory	None	Personal	Permanent	—	—	1 per rank
Enhanced Strength	General	None	Personal	Permanent	—	—	2 per rank
Enhanced Trait	General	None	Personal	Permanent	—	—	As trait
Environment	Control	Free	Rank	Sustained	—	—	1 per rank
Extra Limbs	Alteration	None	Personal	Permanent	—	—	1 per rank

POWER EFFECTS

NAME	EFFECT TYPE	ACTION	RANGE	DURATION	CHECK	RESISTANCE	BASE COST
Feature	General	None	Personal	Permanent	–	–	1 per rank
Flight	Movement	Free	Personal	Sustained	–	–	2 per rank
Fortune Control	Control	None	Perception	Instant	–	–	3 per rank
Growth	Alteration	Free	Personal	Continuous	–	–	1 per rank
Healing	General	Standard	Close	Instant	Effect vs. DC 10	–	2 per rank
Illusion	Sensory	Standard	Ranged	Concentration	–	Perception vs. Effect	1–5 per rank
Immortality	Defense	None	Personal	Permanent	–	–	1 per rank
Immunity	Defense	None	Personal	Permanent	–	–	1 per rank
Insubstantial	Alteration	Free	Personal	Sustained	–	–	10 per rank
Leaping	Movement	Free	Personal	Instant	–	–	1 per rank
Lifting	General	Free	Personal	Sustained	–	–	1 per rank
Mind Reading	Sensory	Standard	Perception	Sustained	Effect vs. Will	Will vs. Effect	2 per rank
Morph	Alteration	Free	Personal	Sustained	–	–	5 per rank
Move Object	Control	Standard	Ranged	Sustained	Attack vs. Defense	Strength vs. Effect	2 per rank
Obscure	Sensory	Standard	Ranged	Sustained	–	–	1+ per rank
Permeate	Movement	Free	Personal	Sustained	–	–	3 per rank
Postcognition	Sensory	Standard	Personal	Concentration	–	–	1 per rank
Precognition	Sensory	None	Personal	Permanent	–	–	1 per rank
Quickness	General	Free	Personal	Sustained	–	–	1 per rank
Regeneration	Defense	None	Personal	Permanent	–	–	2 per rank
Remote Sensing	Sensory	Free	Rank	Sustained	–	–	5–10 per rank
Shrinking	Alteration	Free	Personal	Continuous	–	–	1 per rank
Space Travel	Movement	Free	Personal	Sustained	–	–	2 per rank
Speed	Movement	Free	Personal	Sustained	–	–	1 per rank
Summon	Control	Standard	Close	Sustained	–	–	2 per rank
Swimming	Movement	Free	Personal	Sustained	–	–	1 per rank
Swinging	Movement	Free	Personal	Sustained	–	–	1 per rank
Teleport	Movement	Simple	Rank	Instant	–	–	2 per rank
Transmute	Control	Standard	Close	Sustained	Attack vs. Defense	Dodge	2–5 per rank
Variable	General	Standard	Personal	Continuous	–	–	8 per rank

POWER EFFECTS BY TYPE

NAME	EFFECT TYPE	ACTION	RANGE	DURATION	CHECK	RESISTANCE	BASE COST
ALTERATION EFFECTS							
Elongation	Alteration	Free	Personal	Sustained	–	–	1 per rank
Extra Limbs	Alteration	None	Personal	Permanent	–	–	1 per rank
Growth	Alteration	Free	Personal	Continuous	–	–	1 per rank
Insubstantial	Alteration	Free	Personal	Sustained	–	–	10 per rank
Morph	Alteration	Free	Personal	Sustained	–	–	5 per rank
Shrinking	Alteration	Free	Personal	Continuous	–	–	1 per rank
ATTACK EFFECTS							
Affliction	Attack	Standard	Close	Instant	Attack vs. Defense	Resistance vs. Effect	1 per rank
Damage	Attack	Standard	Close	Instant	Attack vs. Defense	Toughness vs. Effect	1 per rank

POWER EFFECTS BY TYPE

NAME	EFFECT TYPE	ACTION	RANGE	DURATION	CHECK	RESISTANCE	BASE COST
CONTROL EFFECTS							
Counter	Control	Standard	Close	Instant	Attack vs. Defense	Effect vs. Effect	1 per rank
Create	Control	Standard	Ranged	Sustained	Attack vs. Defense	Defense vs. Effect	2 per rank
Environment	Control	Free	Rank	Sustained	—	—	1 per rank
Fortune Control	Control	None	Perception	Instant	—	—	3 per rank
Move Object	Control	Standard	Ranged	Sustained	Attack vs. Defense	Strength vs. Effect	2 per rank
Summon	Control	Standard	Close	Sustained	—	—	2 per rank
Transmute	Control	Standard	Close	Sustained	Attack vs. Defense	Dodge	2–5 per rank
DEFENSE EFFECTS							
Enhanced Resistance	Defense	None	Personal	Permanent	—	—	1 per rank
Immortality	Defense	None	Personal	Permanent	—	—	1 per rank
Immunity	Defense	None	Personal	Permanent	—	—	1 per rank
Regeneration	Defense	None	Personal	Permanent	—	—	2 per rank
GENERAL EFFECTS							
Enhanced Strength	General	None	Personal	Permanent	—	—	2 per rank
Enhanced Trait	General	None	Personal	Permanent	—	—	As trait
Feature	General	None	Personal	Permanent	—	—	1 per rank
Healing	General	Standard	Close	Instant	Effect vs. DC 10	—	2 per rank
Lifting	General	Free	Personal	Sustained	—	—	1 per rank
Quickness	General	Free	Personal	Sustained	—	—	1 per rank
Variable	General	Standard	Personal	Continuous	—	—	8 per rank
MOVEMENT EFFECTS							
Burrowing	Movement	Free	Personal	Sustained	—	—	1 per rank
Dimensional Travel	Movement	Standard	Personal	Instant	—	—	2 per rank
Enhanced Movement	Movement	Free	Personal	Sustained	—	—	1 per rank
Flight	Movement	Free	Personal	Sustained	—	—	2 per rank
Leaping	Movement	Free	Personal	Instant	—	—	1 per rank
Permeate	Movement	Free	Personal	Sustained	—	—	3 per rank
Space Travel	Movement	Free	Personal	Sustained	—	—	2 per rank
Speed	Movement	Free	Personal	Sustained	—	—	1 per rank
Swimming	Movement	Free	Personal	Sustained	—	—	1 per rank
Swinging	Movement	Free	Personal	Sustained	—	—	1 per rank
Teleport	Movement	Simple	Rank	Instant	—	—	2 per rank
SENSORY EFFECTS							
Communication	Sensory	Free	Rank	Sustained	—	—	2 per rank
Comprehend	Sensory	Free	Personal	Permanent	—	—	2 per rank
Concealment	Sensory	Free	Personal	Sustained	—	—	2 per rank
Enhanced Senses	Sensory	None	Personal	Permanent	—	—	1 per rank
Illusion	Sensory	Standard	Ranged	Concentration	—	Perception vs. Effect	1–5 per rank
Mind Reading	Sensory	Standard	Perception	Sustained	Effect vs. Will	Will vs. Effect	2 per rank
Obscure	Sensory	Standard	Ranged	Sustained	—	—	1+ per rank
Postcognition	Sensory	Standard	Personal	Concentration	—	—	1 per rank
Precognition	Sensory	None	Personal	Permanent	—	—	1 per rank
Remote Sensing	Sensory	Free	Rank	Sustained	—	—	5–10 per rank

POWER MODIFIERS

EXTRAS	VALUE	DESCRIPTION
Affects Corporeal	+1/rank	Can use the effect on the corporeal world while incorporeal.
Affects Objects	+1/rank	Fortitude resisted effect works on objects.
Affects Others	+1/rank	Give someone else use of a sustained duration personal effect.
Area Effect	+1/rank	Allows a single target effect to work on an area.
Aura	+3/rank	Turns a close range effect into an aura around you.
Contagious	+1/rank	Effect works on the target and anyone coming into contact with them.
Increased Duration	+1/rank	Increases effect's duration by one step: instant, concentration, sustained, continuous.
Increased Range	+1/rank	Increase effect's range by one step: close, ranged, Perception.
Linked	+0/rank	Links two or more effects, making them operate as a single effect.
Multiattack	+1/rank	Allows an attack check effect to hit multiple times.
Penetrating	+1/rank	Allows an effect to overcome Improved or Impervious Resistance.
Permanent	+0/rank	Makes a sustained duration effect permanent.
Resisted by [Resistance]	Varies	Changes an effect's resistance.
Secondary Effect	+1/rank	Allows an instant effect to affect the target again on the following round.
Selective	+1/rank	Makes a resistible effect discriminating, allowing you to exclude targets.
Sustained	+0/rank	Makes a permanent duration effect sustained.
Targets [Resistance]	Varies	Changes the trait used to determine an effect's Defense Class.
Thrown	+0/rank	Allows a close range attack to be thrown once during a conflict.
Worst of Resistance	+1/rank	An effect is resisted by the lower of two chosen resistances.
FEATURES	**VALUE**	**DESCRIPTION**
Accurate	1 point/rank	The effect gets a +2 bonus on attack checks.
Affects Insubstantial	1–2 points	The effects works on Insubstantial targets at half rank (1) or full rank (2).
Alternate Effect	1–2 points	Add an Alternate Effect (1) or Dynamic Alternate Effect (2) to an array.
Dimensional	1–3 points	Allows an effect to work on targets in different dimensions.
Extended Range	1 point/rank	Each rank increases the distance value of a ranged effect's short, medium, and long ranges.
Feature	1 point/rank	Applies a general Feature benefit to the effect.
Homing	1 point/rank	Grants a ranged effect an additional chance to hit on a subsequent round.
Increased Mass	1 point/rank	Increases the mass rank an effect can carry by +1 per rank.
Indirect	1–4 points	Allows an effect to originate from a point other than the user.
Insidious	1 point	Makes the result of an effect harder to detect: DC 20 Perception or special sense.
Precise	1 point	Use the effect to perform tasks requiring delicacy and precise control.
Reach	1 point/rank	Extends the Reach of a close effect 1 space per rank.
Reaction	1 point	Use the effect as a reaction in response to a specific triggering circumstance.
Reversible	1 point	Remove conditions caused by the effect at will as a free action.
Ricochet	1 point/rank	Bounce the effect off surfaces, changing direction, once per rank.
Split	1 point/rank	Split an attack into (rank) number of effects with a minimum rank of 1.
Subtle	1–2 points	Make the effect harder to notice: DC 20 Perception or special sense (1) or undetectable (2).
Triggered	1 point/rank	Set an effect to activate in response to a particular circumstance.
Variable Descriptor	1–2 points	Change the descriptors of the effect within a particular group of options.
Wide Array	1 point/rank	+1 Power Point to distribute among the Alternate Effects of an array.

POWER MODIFIERS

FLAWS	VALUE	DESCRIPTION
Best of Resistance	–1/rank	An effect is resisted by the higher of two chosen resistances.
Decreased Duration	–1/rank	Decreases effect's duration by one step: continuous, sustained, concentration, instant.
Decreased Range	–1/rank	Decreases effect's range by one step: Perception, ranged, close.
Distracting	–1/rank	Become Vulnerable until the start of your next turn when using the effect.
Fading	–1/rank	Each time you use the effect, it loses 1 rank of effectiveness.
Feedback	–1/rank	If a manifestation of your effect is damaged, you suffer from a Side Effect.
Grab-Based	–1/rank	A close range effect requires you to successfully grab the target.
Increased Action	–1/rank	Increases effect's action by one step: Free, Simple, Standard.
Independent	–0/rank	A sustained duration effect lasts for 1 round per rank without any need for maintenance.
Limited	–1/rank or more	The effect is not effective or usable all the time or under all conditions.
Resistible	–1/rank	The effect gains a resistance check.
Sense-Dependent	–1/rank	The target of the effect must be able to perceive the source of it.
Short-Term	–1/rank	The effect has only six uses.
Side Effect	Varies	The effect has a problematic side effect associated with it.
Tiring	–1/rank	Using the effect causes you to become Fatigued.
Uncontrolled	–1/rank	You have no control over the effect.
Unreliable	–1/rank	The effect only works about half of the time.
DRAWBACKS	**VALUE**	**DESCRIPTION**
Activation	–1 or –2 points	Accessing the power takes a (1) simple action or (2) standard action.
Check Required	–1/rank	The effect takes a DC 10 + drawback rank check to activate.
Diminished Range	–1/rank	Each rank lowers the distance value of a ranged effect's short, medium, and long ranges.
Drawback	–1 to –3 points	The effect has some minor nuisance or drawback.
Inaccurate	–1 point	The effect imposes a –2 penalty on attack checks with it.
Noticeable	–1 point	A continuous or permanent effect is noticeable in some way.
Removable	–1, –2, or –4	The effect can be removed and taken away under certain circumstances

POWER CONFIGURATIONS BY EFFECT

CONFIGURATION	STATISTICS
Affliction Aura	Affliction, Aura · 4 points per rank.
Dazzle	Affliction, Ranged · 2 points per rank. 1) Disabled (accurate sense) or Unaware (non-accurate sense), 2) Unaware (one accurate sense), 3) Extend Interval for Unaware.
Fatigue	Affliction, Ranged · 1 point per rank. 1) Fatigued, 2) Exhausted, 3) Incapacitated.
Hallucination	Affliction, Perception Range · 3 points per rank. 1) Figment, 2) Phantasm, 3) Delusion.
Lower [Trait]	Affliction · 1 point per rank. 1) Lowered (–2 ranks), 2) Lowered (–5 ranks), and 3) Lowered (lowered to 0 ranks) or Debilitated.
Mind Control	Affliction, Perception Range · 3 points per rank. 1) Dazed, 2) Compelled, 3) Controlled.
Paralyze	Affliction · 1 point per rank. 1) Hindered, 2) Immobile, 3) Paralyzed.
Slip	Affliction, Ranged, Limited Degree · 1 point per rank. 1) Prone, 2) Immobile.

CONFIGURATION	STATISTICS
Snare	Affliction, Extra Condition, Ranged, Limited Degree · 2 points per rank. 1) Hindered and Vulnerable, 2) Defenseless and Immobile.
Stun	Affliction · 1 point per rank. 1) Dazed, 2) Stunned, 3) Incapacitated.
Suffocation	Affliction, Ranged, Concentration Duration · 3 points per rank. 1) Dazed, 2) Stunned, 3) Incapacitated.
Toxin	Affliction · 1 point per rank. 1) Impaired, 2) Disabled, 3) Incapacitated.
Transform	Affliction, Progressive, Limited Degree: Third Only · 1 point per rank. The first two degrees of effect only add to the total where the target is Transformed at three degrees.
Commlink	Radio Communication, One-Way, Removable · 1 Equipment Point per rank.
Interface	Electromagnetic Communication · 2 points per rank.
Psychic Connection	Mental Communication, Limited to One Person · 1 point per 2 ranks.

POWER CONFIGURATIONS BY EFFECT

CONFIGURATION	STATISTICS
Telepathic Link	Mental Communication · 2 points per rank.
Inaudibility	Hearing Concealment 1 · 2 points.
Invisibility	Vision Concealment 2 · 4 points.
Banish	Counter Summon Magical Beings, Ranged, Sphere Area Effect · 3 points per rank.
Deflector Field	Counter Attack, Aura, Broad, Close Range · 5 points per rank.
Power Nullification	Counter Powers, Broad, Nullify, Ranged, Simultaneous · 5 points per rank.
Reflection Field	Counter Attack, Aura, Broad, Reflect, Close Range · 6 points per rank.
Force Constructs	Create Construct, Movable · 3 points per rank.
Matter Shaping	Create Object, Permanent · 2 points per rank.
Blast	Damage, Ranged · 2 points per rank.
Damage Aura	Damage, Aura · 4 points per rank.
Mental Blast	Damage, Perception Range, Resisted by Will · 3 points per rank.
Strike	Damage, Strength-Based · 1 point per rank.
Weapon	Damage, Strength-Based, Removable · 1 point per rank, –1 point per 5 points.
Armored Skin	Enhanced Toughness, Noticeable · 1 point per rank – 1 point.
Force Field	Enhanced Toughness, Sustained · 1 point per rank.
Impervious Shield	Enhanced Toughness, Impervious, Sustained · 3 points per rank.
Mental Resistance	Enhanced Will, Limited to Mental Powers · 1 point per 2 ranks.
Partial Armor	Enhanced Toughness, Removable, Unreliable · 1 point per 3 ranks.
Precognitive Reflexes	Enhanced Dodge · 1 point per rank.
Radar	Accurate Radio, Noticeable · 2 points.
Sonar	Accurate Hearing, Noticeable · Ultra Hearing · 2 points
Spatial Sense	Ranged Touch, Subtle 2 · 3 points.
Tremor Sense	Ranged Touch, Subtle 2, Drawback · 2 points.
True Vision	Vision Counters All Concealment and Illusion · 7 points.
X-Ray Vision	Vision Penetrates Concealment · 5 points.
Berserker Rage	Enhanced Advantage: Fearless 2 · Strength, Sustained · Lowered Defense 1 · 2 points per rank of Strength.
Furious Strength	Strength, Limited to While Angry, Only Increases 1 Rank Per Round · 1 point for 2 ranks, +1 point per additional rank.
Trait Boost	Enhanced Trait, Fading · Trait Cost –1 point per rank.
Flashlight	Environment 1: Illumination, Cone Area · 1 point.
Mist	Environment, Visibility, Sphere Area · 1 point per rank.
Weather Control	Environment, Sphere Area, Variable up to 4 points per rank · 5 points per rank.
Quadruped	Extra Limbs 2 · 2 points.
Prehensile Hair	Extra Limbs 5 · Elongation 2, Limited to Hair · 6 points.
Prehensile Tail	Extra Limbs 1 · 1 point.
Animal Harmony	Feature 1 · 1 point.
Battery	Feature 1 · 1 point.
Built-in Equipment	Feature 1 · 1 point.
Charmed Life	Feature 1 · 1 point.
Chill	Feature 1 · 1 point.
Dimensional Pocket	Feature 1 · 1 point.
Display	Feature 1 · 1 point.
Higher Guidance	Feature 1 · 1 point.
Insulating Fur	Feature 1 · 1 point.
Internal Compartment	Feature 1 · 1 point.
Iron Stomach	Feature 1 · 1 point.
Light Sleeper	Feature 1 · 1 point.
Lucid Dreamer	Feature 1 · 1 point.
Massive	Feature 1 · 1 point.
Megaphone	Feature 1 · 1 point.
Mimicry	Feature 1 · 1 point.
Quick-Change	Feature 1 · 1 point.
Remote	Feature 1 · 1 point.
Shade	Feature 1 · 1 point.
Special Effect	Feature 1 · 1 point.
Temporal Inertia	Feature 1 · 1 point.
Weatherproof	Feature 1 · 1 point.
Wings	Flight, Restrainable · 1 point per rank.
Master Planner	Fortune Control · 3 points per rank.
Probability Control	Fortune Control, Action: Free, Attack Check · 1 point per rank.
Giant-Size	Growth 3 · Feature: Massive 10 · Improved Toughness 12, Impervious on Toughness 6 · Stamina +11 · Strength +11 · Fearsome Presence, Great Endurance, Improved Smash, Ultimate Toughness · Close Attack –1, Fortitude –5, Ranged Defense –1 · 78 points total.
Absorption	Immunity to a Damage Descriptor · Enhanced Trait with Fading.
Ageless	Immunity 1 · 1 point.
Reduction in [Effect]	Immunity, Reduction · 1 point per 2 ranks.
Environmental Immunity	Immunity 10 · 10 points.
Fortitude Immunity	Immunity 30 · 30 points.
Interaction Immunity	Immunity 10 · 10 points.
Life-Support Bubble	Immunity 10, Affects Others, Sphere Area Effect, Sustained · 30 points.
Mental Immunity	Immunity 10 · 10 points.
Personal Immunity	Immunity 1 · 1 point.
Water Breathing	Immunity 1 · 1 point.
Will Immunity	Immunity 30 · 30 points.

POWER CONFIGURATIONS BY EFFECT

CONFIGURATION	STATISTICS
Cyclone	Move Object, Cone Area, Limited Direction · 2 points per rank.
Energy Tendrils	Move Object · 2 points per rank.
Gravity Field	Move Object, Sphere Area, Limited Direction · 2 points per rank.
[Matter] Moving	Move Object, Limited Material · 1 point per rank.
Poltergeist	Move Object, Perception Range, Indirect 4, Precise, Subtle 2 plus Enhanced Senses 10: Radius Vision Counters and Penetrates All Concealment, Limited to Targeting · 12 points plus 3 points per rank.
Psychokinesis	Move Object, Perception Range · 3 points per rank.
Tether	Move Object, Limited Direction · 1 point per rank.
Darkness	Obscure Normal Vision, Sphere Area · 2 points per rank.
Silence	Obscure Normal Hearing, Sphere Area · 1 point per rank.
Static	Obscure Radio, Sphere Area · 1 point per rank.
Wards	Obscure Detect and Remote Sensing · 1 point per rank.
Astral Projection	Remote Sensing, Vision, Hearing, and Mental, Side Effect: Paralyzed While Projecting · 5 points per rank.
Scrying	Remote Sensing, Vision, and Hearing · 7 points per rank.
Telepresence	Remote Sensing, Vision and Hearing, Medium: Technology · 6 points per rank.

CONFIGURATION	STATISTICS
Ant-Size	Shrinking 5, Growth Momentum · Defense +8 · Stealth +10 · Elusive Target 2, Improved Evasion 2, Hide in Plain Sight, Improved Defense, Improved Trip, Redirect, Set-Up · 28 points.
Demon Summoning	Summon Demons, Broad Type, Controlled, Horde, Multiple, Hostile · 5 points per rank.
Duplication	Summon Duplicate · 2 points per rank.
Aquatic	Enhanced Movement: Aquatic Adaptation · Enhanced Senses: Dark-Vision · Immunity to Cold, Drowning, and Pressure 3 · Swimming 1 · 7 points.
Animal Mimicry	Variable: Animal Traits · 8 points per rank.
Gadgets	Variable: Devices, Slow · 7 points per rank.
Material Mimicry	Variable: Material Traits, Limited to Materials Touched · 7 points per rank.
Power Mimicry	Variable: Powers of Other Characters, Limited to Touched Characters, Requires an Attack Check · 6 points per rank.
Power Theft	Variable: Powers of Other Characters, Fading, Limited to Powers Lost to Target · 6 points per rank, Linked to either: 1) Counter Powers, Simultaneous, or 2) Lower Powers, Cumulative · 2 points per rank.
Shapeshift	Variable: Form Traits, Sustained · 7 points per rank.
Skill Mimicry	Variable: Skills and Advantages, Limited Traits · 7 points per rank.

POWER CONFIGURATIONS BY NAME

CONFIGURATION	STATISTICS
[Matter] Moving	Move Object, Limited Material · 1 point per rank.
Absorption	Immunity to a Damage Descriptor · Enhanced Trait with Fading.
Affliction Aura	Affliction, Aura · 4 points per rank.
Ageless	Immunity 1 · 1 point.
Animal Harmony	Feature 1 · 1 point.
Animal Mimicry	Variable: Animal Traits · 8 points per rank.
Ant-Size	Shrinking 5, Growth Momentum · Defense +8 · Stealth +10 · Elusive Target 2, Improved Evasion 2, Hide in Plain Sight, Improved Defense, Improved Trip, Redirect, Set-Up · 28 points.
Aquatic	Enhanced Movement: Aquatic Adaptation · Enhanced Senses: Dark-Vision · Immunity to Cold, Drowning, and Pressure 3 · Swimming 1 · 7 points.
Armored Skin	Enhanced Toughness, Noticeable · 1 point per rank –1 point.
Astral Projection	Remote Sensing, Vision, Hearing, and Mental, Side Effect: Paralyzed While Projecting · 5 points per rank.
Banish	Counter Summon Magical Beings, Ranged, Sphere Area Effect · 3 points per rank.
Battery	Feature 1 · 1 point.
Berserker Rage	Enhanced Advantage: Fearless 2 · Strength, Sustained · Lowered Defense 1 · 2 points per rank of Strength.
Blast	Damage, Ranged · 2 points per rank.
Built-in Equipment	Feature 1 · 1 point.
Charmed Life	Feature 1 · 1 point.

CONFIGURATION	STATISTICS
Chill	Feature 1 · 1 point.
Commlink	Radio Communication, One-Way, Removable · 1 Equipment Point per rank.
Cyclone	Move Object, Cone Area, Limited Direction · 2 points per rank.
Damage Aura	Damage, Aura · 4 points per rank.
Darkness	Obscure Normal Vision, Sphere Area · 2 points per rank.
Dazzle	Affliction, Ranged · 2 points per rank. 1) Disabled (accurate sense) or Unaware (non-accurate sense), 2) Unaware (one accurate sense), 3) Extend Interval for Unaware.
Deflector Field	Counter Attack, Aura, Broad, Close Range · 5 points per rank.
Demon Summoning	Summon Demons, Broad Type, Controlled, Horde, Multiple, Hostile · 5 points per rank.
Dimensional Pocket	Feature 1 · 1 point.
Display	Feature 1 · 1 point.
Duplication	Summon Duplicate · 2 points per rank.
Energy Tendrils	Move Object · 2 points per rank.
Environmental Immunity	Immunity 10 · 10 points.
Fatigue	Affliction, Ranged · 1 point per rank. 1) Fatigued, 2) Exhausted, 3) Incapacitated.
Flashlight	Environment 1: Illumination, Cone Area · 1 point.
Force Constructs	Create Construct, Movable · 3 points per rank.

POWER CONFIGURATIONS BY NAME

CONFIGURATION	STATISTICS
Force Field	Enhanced Toughness, Sustained · 1 point per rank.
Fortitude Immunity	Immunity 30 · 30 points.
Furious Strength	Strength, Limited to While Angry, Only Increases 1 Rank Per Round · 1 point for 2 ranks, +1 point per additional rank.
Gadgets	Variable: Devices, Slow · 7 points per rank.
Giant-Size	Growth 3 · Feature: Massive 10 · Improved Toughness 12, Impervious on Toughness 6 · Stamina +11 · Strength +11 · Fearsome Presence, Great Endurance, Improved Smash, Ultimate Toughness · Close Attack –1, Fortitude –5, Ranged Defense –1 · 78 points total.
Gravity Field	Move Object, Sphere Area, Limited Direction · 2 points per rank.
Hallucination	Affliction, Perception Range · 3 points per rank. 1) Figment, 2) Phantasm, 3) Delusion.
Higher Guidance	Feature 1 · 1 point.
Impervious Shield	Enhanced Toughness, Impervious, Sustained · 3 points per rank.
Inaudibility	Hearing Concealment 1 · 2 points.
Insulating Fur	Feature 1 · 1 point.
Interaction Immunity	Immunity 10 · 10 points.
Interface	Electromagnetic Communication · 2 points per rank.
Internal Compartment	Feature 1 · 1 point.
Invisibility	Vision Concealment 2 · 4 points.
Iron Stomach	Feature 1 · 1 point.
Life-Support Bubble	Immunity 10, Affects Others, Sphere Area Effect, Sustained · 30 points.
Light Sleeper	Feature 1 · 1 point.
Lower [Trait]	Affliction · 1 point per rank. 1) Lowered (–2 ranks), 2) Lowered (–5 ranks), and 3) Lowered (lowered to 0 ranks) or Debilitated.
Lucid Dreamer	Feature 1 · 1 point.
Massive	Feature 1 · 1 point.
Master Planner	Fortune Control · 3 points per rank.
Material Mimicry	Variable: Material Traits, Limited to Materials Touched · 7 points per rank.
Matter Shaping	Create Object, Permanent · 2 points per rank.
Megaphone	Feature 1 · 1 point.
Mental Blast	Damage, Perception Range, Resisted by Will · 3 points per rank.
Mental Immunity	Immunity 10 · 10 points.
Mental Resistance	Enhanced Will, Limited to Mental Powers · 1 point per 2 ranks.
Mimicry	Feature 1 · 1 point.
Mind Control	Affliction, Perception Range · 3 points per rank. 1) Dazed, 2) Compelled, 3) Controlled.
Mist	Environment, Visibility, Sphere Area · 1 point per rank.
Paralyze	Affliction · 1 point per rank. 1) Hindered, 2) Immobile, 3) Paralyzed.
Partial Armor	Enhanced Toughness, Removable, Unreliable · 1 point per 3 ranks.
Personal Immunity	Immunity 1 · 1 point.
Poltergeist	Move Object, Perception Range, Indirect 4, Precise, Subtle 2 plus Enhanced Senses 10: Radius Vision Counters and Penetrates All Concealment, Limited to Targeting · 12 points plus 3 points per rank.
Power Mimicry	Variable: Powers of Other Characters, Limited to Touched Characters, Requires an Attack Check · 6 points per rank.
Power Nullification	Counter Powers, Broad, Nullify, Ranged, Simultaneous · 5 points per rank.
Power Theft	Variable: Powers of Other Characters, Fading, Limited to Powers Lost to Target · 6 points per rank, Linked to either: 1) Counter Powers, Simultaneous, or 2) Lower Powers, Cumulative · 2 points per rank.
Precognitive Reflexes	Enhanced Dodge · 1 point per rank.
Prehensile Hair	Extra Limbs 5 · Elongation 2, Limited to Hair · 6 points.
Prehensile Tail	Extra Limbs 1 · 1 point.
Probability Control	Fortune Control, Action: Free, Attack Check · 1 point per rank.
Psychic Connection	Mental Communication, Limited to One Person · 1 point per 2 ranks.
Psychokinesis	Move Object, Perception Range · 3 points per rank.
Quadruped	Extra Limbs 2 · 2 points.
Quick-Change	Feature 1 · 1 point.
Radar	Accurate Radio, Noticeable · 2 points.
Reduction in [Effect]	Immunity, Reduction · 1 point per 2 ranks.
Reflection Field	Counter Attack, Aura, Broad, Reflect, Close Range · 6 points per rank.
Remote	Feature 1 · 1 point.
Scrying	Remote Sensing, Vision, and Hearing · 7 points per rank.
Shade	Feature 1 · 1 point.
Shapeshift	Variable: Form Traits, Sustained · 7 points per rank.
Silence	Obscure Normal Hearing, Sphere Area · 1 point per rank.
Skill Mimicry	Variable: Skills and Advantages, Limited Traits · 7 points per rank.
Slip	Affliction, Ranged, Limited Degree · 1 point per rank. 1) Prone, 2) Immobile.
Snare	Affliction, Extra Condition, Ranged, Limited Degree · 2 points per rank. 1) Hindered and Vulnerable, 2) Defenseless and Immobile.
Sonar	Accurate Hearing, Noticeable · Ultra Hearing · 2 points
Spatial Sense	Ranged Touch, Subtle 2 · 3 points.
Special Effect	Feature 1 · 1 point.
Static	Obscure Radio, Sphere Area · 1 point per rank.
Strike	Damage, Strength-Based · 1 point per rank.
Stun	Affliction · 1 point per rank. 1) Dazed, 2) Stunned, 3) Incapacitated.

POWER CONFIGURATIONS BY NAME

CONFIGURATION	STATISTICS
Suffocation	Affliction, Ranged, Concentration Duration · 3 points per rank. 1) Dazed, 2) Stunned, 3) Incapacitated.
Telepathic Link	Mental Communication · 2 points per rank.
Telepresence	Remote Sensing, Vision and Hearing, Medium: Technology · 6 points per rank.
Temporal Inertia	Feature 1 · 1 point.
Tether	Move Object, Limited Direction · 1 point per rank.
Toxin	Affliction · 1 point per rank. 1) Impaired, 2) Disabled, 3) Incapacitated.
Trait Boost	Enhanced Trait, Fading · Trait Cost –1 point per rank.
Transform	Affliction, Progressive, Limited Degree: Third Only · 1 point per rank. The first two degrees of effect only add to the total where the target is Transformed at three degrees.

CONFIGURATION	STATISTICS
Tremor Sense	Ranged Touch, Subtle 2, Drawback · 2 points.
True Vision	Vision Counters All Concealment and Illusion · 7 points.
Wards	Obscure Detect and Remote Sensing · 1 point per rank.
Water Breathing	Immunity 1 · 1 point.
Weapon	Damage, Strength-Based, Removable · 1 point per rank, –1 point per 5 points.
Weather Control	Environment, Sphere Area, Variable up to 4 points per rank · 5 points per rank.
Weatherproof	Feature 1 · 1 point.
Will Immunity	Immunity 30 · 30 points.
Wings	Flight, Restrainable · 1 point per rank.
X-Ray Vision	Vision Penetrates Concealment · 5 points.

ACTIONS

ACTION	TYPE	CHECK	EFFECT
Aid	Standard	Attack, DC 10	1 DS: +2 attack or Defense bonus, 3+ DS: +5 bonus.
Aim	Standard	None	Bonus die on your next attack check.
Attack	Standard	Attack vs. Defense	1+ DS: Hit, added success: critical hit, +5 effect.
Catch	Reaction	Agility, DC 10	Catch a free-falling object within reach.
Charge	Standard	Attack –2 vs. Defense	Move your speed, then make a close attack.
Command	Simple	None	Issue a command to a character under your direction.
Concentrate	Standard	None	Maintain a concentration duration effect.
Counter	Standard	Rank vs. Rank	Use a trait to counter the effects of another.
Defend	Standard	None	Attacks have a penalty die against you until the start of your next turn.
Disarm	Standard	Attack –2 vs. Defense	Damage vs. Strength check, 1+DS disarms defender.
Drop Prone	Free	None	Character gains the Prone condition.
Escape	Free	Str, Dodge, or Dexterity	vs. grab Effect DC. Success ends.
Evade	Reaction	None	+2 to Dodge resistance against area effects.
Feint	Standard	Attack	Check vs. Attack, Deception, or Insight. 1DS: Target is Vulnerable against your next attack.
Grab	Standard	Attack vs. Defense	Str vs. Str or Dodge check. 1 DS: partial hold, 2+ DS: complete hold.
Impress	Standard	interaction skill	vs. same skill, Insight, or Will. Success imposes conditions.
Interpose	Reaction	None	Move between an ally and an attack, making yourself the Defenseless target.
Move	Simple	None	Move your normal speed, DC 15 Athletics for +1 speed.
Notice	Non-Action	Perception	Check to notice something you could perceive.
Observe	Simple	Perception	Try to perceive something new.
Ready	Standard	None	Ready another action to perform later when triggered.
Slam	Standard	Attack –2 vs. Defense	Move your speed and slam into a target, damage +1 or equal to the distance rank moved.
Smash	Standard	Attack –2 vs. Defense	–5 vs. handheld objects. Inflict damage on the held object with success.
Stand	Free	Acrobatics or speed rank	vs. DC 20 or become Hindered until next turn to end Prone condition.
Sustain	Free	None	Maintain a sustained duration effect
Trick	Standard	Deception	vs. Deception or Insight. Success leaves opponent heedless of danger or risk.
Trip	Standard	Attack vs. Defense	Attack or Str vs. Str or Defense, 1DS: target prone.
Tumble	Free or Reaction	Acrobatics, DC 5	Decrease falling damage by 1 per DS.
Use Effect	Varies	Varies (if any)	By effect. See descriptions in **Chapter 6**.

INDEX

CHARACTER SHEET

CHARACTER SHEET