



THE WORLD'S GREATEST SUPERHERO RPG!
MUTANTS & MASTERMINDS
 FOURTH EDITION

MSM Match-Up is a series of previews for the upcoming **4th Edition** of the **Mutants & Masterminds Superhero Roleplaying Game**. Each one pits an iconic hero against a villain and introduces some elements of the game; collect them all for the final match-up against the villainous menace behind it all! Then check out the crowdfunding campaign for the new edition of **Mutants & Masterminds** on Kickstarter.



This quick solo-play scenario is good for picking up the essentials of *Mutants & Masterminds, Fourth Edition* game play and trying things out on your own. You take the role of Bolt, Captain Thunder's teenaged son and sidekick, on his first day at the Claremont Academy, facing the traditional test of ... "The Doom Room"!

HOW TO PLAY

For *Bolt Across the Doom Room*, you take on the role of **BOLT**, Captain Thunder's son and the newest student at the Claremont Academy for young superheroes. You need a copy of Bolt's game traits (p. 2), a 20-sided die or a dice app, and something to keep notes, like some scratch paper or a note-taking app.

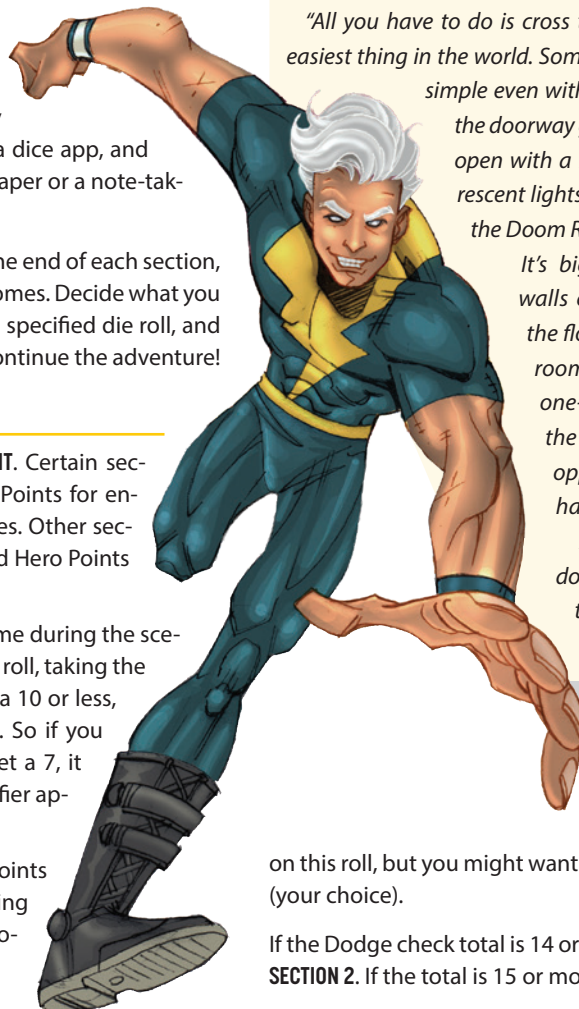
Begin reading the scenario with **SECTION 1**. At the end of each section, you will be given a choice of actions and outcomes. Decide what you want to do, or determine the outcome of the specified die roll, and go to the appropriate numbered section to continue the adventure!

HERO POINTS

Bolt starts out this scenario with **1 HERO POINT**. Certain sections of the scenario award additional Hero Points for encountering setbacks or overcoming challenges. Other sections point out opportunities for you to spend Hero Points for Bolt's benefit.

- **LUCK:** You can spend a Hero Point at any time during the scenario for the Luck advantage to re-roll a die roll, taking the better of the two rolls. If the second roll is a 10 or less, add 10 to it to get a result from 11 to 20. So if you spend a Hero Point for Luck, re-roll and get a 7, it becomes a 17 (7 + 10), plus whatever modifier applies to that roll.

You can keep track of Bolt's current Hero Points using tokens like poker chips or simply marking them down in your notes as the scenario progresses.



SECTION 1

You stand outside the door, doing your best not to feel nervous. What's in there? You wonder, looking at the blank door. The other students call it the "Doom Room" which doesn't exactly inspire confidence. Headmaster Summers says this is "just a test," but a test of what?

"All you have to do is cross the room," he said, like it was the easiest thing in the world. Somehow you suspect it won't be that simple even with your powers. Then the light over the doorway goes from red to green and it slides open with a faint hiss of compressed air. Fluorescent lights come on inside and you step into the Doom Room.

It's big, with high ceilings and sheer walls covered in smooth metal panels, the floor is much the same, making the room almost featureless, save for the one-way black window halfway up the far wall, and the doorway on the opposite side below it. The one you have to reach.

As soon as you step inside, the door slides shut behind you. You turn to look and suddenly the floor beneath drops away! A trap door!

MAKE A DODGE RESISTANCE CHECK FOR BOLT!

Roll the die and add Bolt's Dodge rank of 8 to the result. You can spend Bolt's 1 Hero Point for Luck on this roll, but you might want to save it for a bigger challenge later (your choice).

If the Dodge check total is 14 or less, give Bolt a Hero Point and go to **SECTION 2**. If the total is 15 or more, go to **SECTION 3**.

BOLT

Ray Gardener Junior, or “RJ” to his family and friends, is the son of the famous hero Captain Thunder, the leader of the Freedom League. RJ suffered from a form of epilepsy in early adolescence, and was placed on medication. His seizures worsened until he experienced one accompanied by a burst of electricity! It turned out RJ was a super-powered mutant with electrical powers similar to his father’s. Captain Thunder has enrolled him in Duncan Summers’s Claremont Academy to learn to control and use his powers.

SECTION 2

You tuck and roll and manage to hit the bottom of the pit without any harm, as the hatch slides closed above you, cutting off the outside light and leaving the pit lit only by the blue-white glow of your crackling electricity.

Just then, you hear a mechanical whir and the floor of the pit begins moving up towards the sealed hatch! If you don’t get out, you’ll be crushed! Looking up at the hatch, you think you can blast through it, but can you do it in time?

ABILITIES

STRENGTH	STAMINA	AGILITY	INTELLECT	AWARENESS	PRESENCE
0	1	3	0	1	1

SKILLS

Acrobatics 4 (+7), Deception 4 (+5), Insight 2 (+3), Perception 4 (+5), Popular Culture Expertise 4 (+5), Technology 2 (+2)

ADVANTAGES

DEFENSIVE ROLL: Bolt can avoid damage through agility and “rolling” with a hit, giving him a +3 bonus to Toughness resistance. When resisting rank 3 or less damage, roll two dice for Bolt’s Toughness check and take the better of the two rolls. He loses the benefit of the bonus die when Surprised or Unaware of an attack.

COMBAT

ATTACK	DEFENSE	INITIATIVE
+7	+9 (DEFENSE CLASS 19)	+11

POWERS

Bolt can generate—and even transform into!—electricity, giving him the following powers:

ELECTRICAL RESISTANCE: Electricity damage halves its rank (rounding up) before Bolt makes his resistance check against it.

ELECTROMAGNETIC FIELD: By surrounding his body with an electromagnetic field, Bolt gains a +4 bonus to his Toughness. It takes a free action to turn on his Force Field and a sustain action (also a free action) each turn to maintain it.

ELECTROSENSE: Bolt can sense electrical energy at a distance, making Perception skill checks to detect nearby electrical sources.

LIGHTNING BOLT: Bolt can throw bolts of lightning with a +7 bonus to-hit, doing Damage 9.

LIGHTNING JUMP: Bolt can momentarily convert his body’s mass into electricity to “arc” through the air up to 120 feet as a simple action, materializing at the point where he chooses.

LIGHTNING SPEED: Bolt can run at rank 9 ground speed, about 250 miles per hour!

RESISTANCES

DODGE	FORTITUDE	TOUGHNESS	WILL
8	6	7	8

PLAYING THROUGH WITH OTHER HEROES

If you want, you can play through *Bolt Across the Doom Room* with other heroes: Take a hero from one of the *M&M Match-Up* previews, and run them through the scenario, replacing Bolt’s traits and checks with theirs. You may need to improvise a few things, depending on the hero’s capabilities: Consult their *Match-Up* descriptions for how they work and what checks are involved for them.

BLAST THROUGH THE METAL HATCH!

Bolt’s lightning has a damage rank of 9. The hatch covering the pit has a Toughness rank of 10. It takes 30 seconds, or five rounds, for the rising floor to get close enough to the hatch to end the test. Each round, Bolt can try to blast through the metal:

ROLL A TOUGHNESS CHECK FOR THE METAL

Roll the die and add the hatch’s Toughness (+10) and compare the result against the Difficulty Class to resist Bolt’s Blast, which is 19, a base DC of 10, plus his damage of 9.

- *If the result is equal to or greater than 24, Bolt’s lightning has no effect. Roll again for the next round.*
- *If the result is between 19 and 23, Bolt does some damage: reduce the hatch’s Toughness by 1 and try again.*
- *If the result is 18 or less, Bolt blasts a hole in the hatch big enough to escape through. Go to SECTION 4.*

If Bolt fails to get through the hatch after five attempts, go to SECTION 5.

SECTION 3

You reflexively leap to the side as the pit drops open beneath you, hitting the floor of the Doom Room and rolling to a crouch. Whew! The hatch closes over the yawning pit and you wonder what other surprises the Doom Room has in store for you.

Go to SECTION 4.

SECTION 4

You get your bearings and move towards the door on the other side of the room. Instantly, hidden panels slide open and weapons arrays sprout from the walls on either side. They erupt with a barrage of blaster-fire!

ROLL AN ATTACK CHECK FOR THE BLASTERS

Roll the die and add +8 and compare the result against the Difficulty Class to hit Bolt with a ranged attack, which is his Defense Class of 19: 10 + his Defense rank of 9.

- *If the result is 19 or greater: See **Make a Toughness check for Bolt!** below.*
- *If the result is 18 or less: The blasters miss, and there’s no effect on Bolt.*

MAKE A TOUGHNESS CHECK FOR BOLT!

The Difficulty Class is 18: a base 10, plus 8 for the damage rank of the blasters. Roll the die + 7 (Bolt's Toughness rank with his Electromagnetic Shield up).

- If the result is 23 or greater, the blast simply bounces off Bolt's electromagnetic shield and doesn't damage him at all.
- If the result is 18 to 22, the blast only damages Bolt a bit: mark down a **Hit** condition for him. Each Hit subtracts 1 from Bolt's Toughness checks.
- If the result is 9 to 17, Bolt is **Hit** (as above) and momentarily **Dazed** so the blasters get a second shot at him. Roll their attack check again, as above.
- If the result is 8 or less, mark down a **Staggered** condition for Bolt. If he's Staggered again, he's Incapacitated. If that happens, go to **SECTION 5**.

If Bolt isn't Incapacitated by the blasters, go to **SECTION 6**. If he is, go to **SECTION 5**.

SECTION 5

As your consciousness fades and things start to go dark, your last thought is to wonder what Mr. Summers and your dad will think of your performance. Then you pass out.

Go to **SECTION 14**.

SECTION 6

In a band running around the inside of the room, from floor to ceiling and wall to wall, a series of bright laser beams form a shifting grid, a wall of moving lasers between you and your goal. There's no way around them, the only way is straight through, if you can avoid them! Do you...?

DODGE THROUGH?

Make a Dodge check for Bolt! Roll a die and add Bolt's Dodge rank of 8. The Difficulty Class is 17. If the total of the check is 16 or less, go to **SECTION 7**. If it is 17 or higher, go to **SECTION 8**.

LIGHTNING JUMP?

Technically, Mr. Summers said you couldn't lightning jump straight to the *door*, not that you couldn't do it at all in the Doom Room. If you lightning jump through the laser grid, go to **SECTION 8**.

SECTION 7

You try to dive past the laser-net, but you're a split second too slow and a laser clips you as you pass through!

MAKE A TOUGHNESS CHECK FOR BOLT!

The Difficulty Class is 19: a base 10, plus 9 for the damage rank of the lasers. Roll the die + 7 for Bolt's Toughness rank. Keep in mind any penalties Bolt might have from being Hit before.

- If the result is 24 or more, Bolt's shield absorbs the damage and there's no effect. Go to **SECTION 8**.

- If the result is 19 to 23, the laser blast only damages Bolt a bit through his force field: mark down a **Hit** condition for him. Each Hit subtracts 1 from Bolt's Toughness checks. Go to **SECTION 8**.
- If the result is between 14 and 18, the laser blast leaves Bolt **Hit** (as above) and also **Dazed**. Go to **SECTION 6** and try again.
- If the result is between 9 and 13, mark down a **Staggered** condition for Bolt. If this is his second Staggered condition or he's Staggered again, he's Incapacitated. If that happens, go to **SECTION 5**.
- If the result is 8 or less, Bolt is Incapacitated by the blast. Go to **SECTION 5**.

SECTION 8

You get past the laser net, you're almost home free! The far side of the Doom Room and the doorway that is the goal of your test are just ahead. You just have to remain on your guard...

MAKE A PERCEPTION SKILL CHECK FOR BOLT!

Is Bolt alert enough to avoid danger? Find out by rolling the die and adding his Perception skill bonus of +5. The Difficulty Class is 15. If the total of the roll is 14 or less, award Bolt a Hero Point and go to **SECTION 9**. If the total of the roll is 15 or more, go to **SECTION 10**.

SECTION 9

You've made it! You reach for the door, and are surprised when your hand passes right through it! An illusion! The door is some sort of trick. That's when the robot steps out and the hologram of the false wall fades, revealing the real wall just beyond it.

Go to **SECTION 11**. Bolt is **surprised** for the first round of the fight against the robot, meaning the robot gets one free attack against him before you roll for initiative, and Bolt's Defense is reduced from 9 to 4 while surprised, so the robot is rolling its attack check against DC 14 instead of 19.

SECTION 10

As you reach for the door, something catches your attention: the shadows, or lack thereof, falling on the far wall. It's an illusion! You step back a bit, on your guard as a hulking robot steps out through the hologram of the false wall as it fades, revealing the real wall just beyond it. It seems you have at least one more test to overcome before you reach your goal. Do you...?

FIGHT THE ROBOT!

Go to **SECTION 11**.

DODGE PAST THE ROBOT!

Go to **SECTION 12**.

SECTION 11

FIGHT THE DOOM-ROOM BOT!

The robot's game traits can be found on the next page. To have Bolt fight the Doom Room robot, go through the following steps:

DOOM ROOM ROBOT

ABILITIES

STRENGTH	STAMINA	AGILITY	INTELLECT	AWARENESS	PRESENCE
10	-	0	-	0	-

COMBAT

ATTACK	DEFENSE	INITIATIVE
+5	+5 (DEFENSE CLASS 15)	+0

POWERS

ARMOR: The robot's armor plating gives it protection from damage, already included in the robot's 10 Toughness.

BLASTERS: The robot can shoot damage 10 blasts of force from its hands, making attack checks with a +5 bonus. If a blast hits the DC of the Toughness check is 20: 10 + the blast's damage rank.

MACHINE: As a machine, the Doom Room robot has no Stamina, Intellect, or Presence rank. It is immune to any effects with a Fortitude or Will resistance check, including things like disease and poison, suffocation, mental powers, bright flashes of light, and so forth.

RESISTANCES

DODGE	FORTITUDE	TOUGHNESS	WILL
5	IMMUNE	10	IMMUNE

A. ROLL INITIATIVE

At the start of a fight, all characters involved roll for **initiative** to see what order they go in. Roll the die for each combatant and add the character's Initiative modifier: +11 for Bolt and +0 for the robot. The characters then go in order from highest result to lowest.

B. ATTACK

The character with the highest initiative gets to make an attack. Roll a die and add the character's Attack bonus. The DC for the attack roll is 10 + the target's Defense.

So for Bolt attacking the robot (Defense 5), the DC is 15 (10 base + 5 from Defense). Likewise, for the robot attacking Bolt, the DC is 19 (10 base + 9, Bolt's Defense).

If the total of the attack check is equal to or higher than the Difficulty Class, the attack hits. Otherwise, the attack misses.

C. RESISTANCE

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

Damaging attacks have a damage rank, which determines how much the attack hurts the target. A target hit by a damaging attack must make a **Toughness resistance check** against the Damage. Like any other check, this is a roll of the d20, plus the target's Toughness rank. The DC of the check is 10 + the attack's damage rank. So the DC for a Toughness check against an attack with a damage rank of 10 is 20 (or 10 + 10).

A check result equal to or greater than the DC is a success. If the check is 5 or more greater than the DC, it is two degrees of success. On the other hand, if the check result is less than the DC, it is one degree of failure, plus an additional degree for every 5 points the result is below the DC. The degree of success or failure determines the damage conditions the target takes:

- **SUCCESS (TWO DEGREES):** The target takes no damage.
- **SUCCESS (ONE DEGREE):** The target takes a **Hit**, a -1 penalty on further resistance checks against damage.
- **FAILURE (ONE DEGREE):** The target is **Hit** and **Dazed**, meaning they can only attack or move, not both.
- **FAILURE (TWO DEGREES):** The target is **Hit**, **Dazed**, and **Staggered**. If this is their second Staggered or they are Staggered again, they're Incapacitated.
- **FAILURE (THREE OR MORE DEGREES):** The target is **Incapacitated** and taken out of the fight.

D. REPEAT

Once the first character in the initiative order has gone through Steps B and C, move on to the other character and repeat. Then go back to the top of the initiative order and continue the process until one side or another achieves victory.

- *If Bolt defeats the robot by giving it the Incapacitated condition, go to SECTION 13.*
- *If the robot defeats Bolt by giving him the Incapacitated condition, go to SECTION 5.*

SECTION 12

DODGE PAST THE DOOM-ROOM ROBOT!

Bolt tries to move past the robot fast enough to reach the door and end the test before he has to fight.

ROLL AN ACROBATICS CHECK FOR BOLT

Roll the die + 7, Bolt's Acrobatics skill bonus:

- *If the check result is 20 or greater:* Bolt uses his great speed and agility to slip past the robot and makes it to the door! Go to SECTION 13.
- *If the check result is 19 or less:* Not so fast! The robot blocks Bolt's path. He's going to have to fight it! Go to SECTION 11.

SECTION 13

Mr. Summers' lined and hard face shows a tight-lipped smile and the slightest nod of approval.

"Congratulations," he says. "You did well for your first time in the Doom Room. I'm sure as you practice, you'll do even better in the future. Welcome to the Claremont Academy. Feeling up to meeting your new classmates?"

SECTION 14

You regain consciousness on an infirmary bed, surrounded by high tech sensors and equipment, as well as concerned-looking costumed teens, your fellow students at the Academy, and your parents. You turn your head to see Mr. Summers as he approaches your bedside.

"Welcome back," he says. "You did well for your first time in the Doom Room. I'm sure as you practice, you'll do even better."