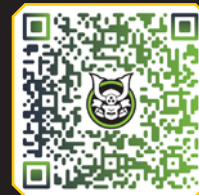




THE WORLD'S GREATEST SUPERHERO RPG!
MUTANTS & MASTERMINDS
FOURTH EDITION

M&M 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.



To play *M&M Match-Up*, you need a single 20-sided die (d20) or one for each player. One player can take the role of the hero and the other can take the role of the villain, or you can run both characters against each other in solo-play. You might also want some scratch paper to keep track of each character's damage conditions and the hero's Hero Points.

CHECK THIS!

The *Mutants & Masterminds* RPG uses the **check** as its core mechanic: Roll a d20, plus or minus a modifier based on the character's traits, and compare the result against a **DC** or **difficulty class**. So a "Strength check" is a d20 roll plus the character's Strength rank, for example. If you equal or exceed the DC, you succeed. If not, you don't. Every 5 points you are above or below the DC is a **degree** of success or failure.

- **20 AND 1:** If you roll a 20 on the die, add 5 to your final total. If you roll a 1 on the die, subtract 5 from your final total.

HERO POINTS

Heroes have a resource called **Hero Points** they can use for a variety of advantages in the game. The most common one, suitable for this match-up, is for **Luck**:

- **LUCK:** Spend a Hero Point to 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.

Each hero starts out with 1 Hero Point to spend.

PLOT COMPLICATIONS

Villains and circumstances can sometimes cause various **plot complications** for the heroes. A suitable one here is Luck as well, but when a villain gets the benefit of Luck, the affected hero *gains* a Hero Point instead.

HERO VS. VILLAIN

On the following pages, you'll find the hero and the villain for this issue's match-up. Some of their game traits and how you use them are explained in the scenario on the last page, others are from the full *Mutants & Masterminds* guidelines, and are just here for reference and a look at what a full character write-up looks like. You can learn more from the *M&M Hero's Handbook*.

SIREN

Psychologist Cassandra Vale was visiting the Caribbean studying Voudoun when she accidentally ran across a smuggling operation. When the smugglers tied her up and threw her overboard to the sharks, La Siren, the Iwa of the sea, reached out to her. Cassandra became Siren's vessel and agent in the mortal world, to aid humanity against the forces of evil.



ABILITIES

STRENGTH	STAMINA	AGILITY	INTELLECT	AWARENESS	PRESENCE
7	4	4	2	3	3

SKILLS

Athletics 4 (+11), Intimidation 8 (+11), Magic 8 (+10), Persuasion 8 (+11), Psychology Expertise 8 (+10), Voudoun Expertise 8 (+10)

ADVANTAGES

FAVORED ENVIRONMENT - AQUATIC: While in or under the water, Siren has a +2 bonus to either Attack or Defense. She chooses which the bonus applies to at the start of each of her turns.

ACTIONS

ATTACK	DEFENSE	INITIATIVE
+11	+11 (DC 21)	+4

On her turn, Siren can choose from the following actions:

BLINDING SPRAY: Standard. +11 Attack check vs. Defense Class at range. Hit: Target rolls a DC 21 Dodge check. If they fail, they are at -5 on all vision-based actions. The target rolls a DC 21 Fortitude check at the start of each turn to recover.

MOVE: Simple. Move up to 30 feet on the ground, 500 feet flying, or up to 4 miles swimming.

LIFT: Simple. Siren can lift and carry up to 12 tons.

SILVER NET: Standard. +11 Attack check vs. Defense Class. Hit: Target rolls a DC 21 Dodge check. If they fail, they are -1 Speed and -5 to Defense. If they fail by 5 or more, they are Defense 0 and Speed 0. It takes a DC 21 Strength or Damage check to escape.

WATER BLAST: Standard. +11 Attack check vs. Defense Class at range. Hit: Target rolls a DC 21 Toughness check against damage.

WATER CONTROL: Standard. Siren can control the movement of a mass of water about the size of a large shipping container, large enough to encompass the boat in this adventure.

WATER WEAPON: Standard. +11 Attack check vs. Defense Class. Hit: Target rolls a DC 21 Toughness check against damage.

UNARMED ATTACK: Standard. +11 Attack check vs. Defense Class. Hit: Target rolls a DC 17 Toughness check against damage.

TRAITS

In addition to the abilities given under **Actions**, Siren has the following power:

AQUATIC: Siren can breathe and move normally underwater.

RESISTANCES

DODGE	FORTITUDE	TOUGHNESS	WILL
11	9	10	12

DEVIL RAY

Carl Mattus was the military diver chosen to test the experimental Marine-Augmenting Naval Test Apparatus or MANTA diving suit. During a deep dive test, he faked his own death to steal the suit and the power it represented. He has since modified it and adopted the name Devil Ray, becoming a modern-day pirate and scourge of the seas.



ABILITIES					
STRENGTH	STAMINA	AGILITY	INTELLECT	AWARENESS	PRESENCE
11	3	2	0	0	0
SKILLS					
Athletics 4 (+15): Swimming 8 +19, Military Expertise 8 (+8), Perception 6 (+6), Survival 4 (+4)					
ADVANTAGES					
FAVORED ENVIRONMENT – AQUATIC: While in or under the water, Devil Ray has a +2 bonus to either Attack or Defense. He chooses which the bonus applies to at the start of each of his turns.					
ACTIONS					
ATTACK		DEFENSE		INITIATIVE	
+8		+8 (DC 18)		+2	
On his turn, Devil Ray can choose from the following actions:					
DEVIL RAY BLAST: Standard. +8 Attack check vs. Defense Class at range. Hit: Damage or Stun, chosen by Devil Ray. Target rolls a DC 19 Toughness check against damage, or a DC 19 Fortitude check against the Stun effect: Failure means they are Dazed, able to take only one action on their turn. If they fail by 5, they are Stunned and cannot take actions, and if they fail by 10, they are Incapacitated. Stun target rolls a new Fortitude check at the end of each of their turns to remove the effect.					
LIFT: Simple. Devil Ray can lift and carry up to 50 tons.					
MOVE: Simple. Move up to 30 feet on the ground, 500 feet flying, or up to 4 miles swimming.					
UNARMED ATTACK: Standard. +8 Attack check vs. Defense Class. Hit: Target rolls a DC 21 Toughness check against damage.					
TRAITS					
In addition to the abilities given under Actions , Devil Ray has the following powers from his armored diving suit:					
SENSOR SYSTEMS: Devil Ray has Dark Vision, Radio, and a sonar sense, giving him Accurate Ultrasonic Hearing.					
SUPPORT SYSTEMS: His suit gives Devil Ray Immunity to Environmental Hazards, including the ability to breathe under water.					
RESISTANCES					
DODGE	FORTITUDE	TOUGHNESS	WILL		
8	7	12	7		

BETWEEN THE DEVIL AND THE DEEP BLUE SEA

S.O.S! A cabin-cruiser belonging to a known smuggler is making its way into Great Bay, headed for Freedom City. Following a tip from the authorities, Siren is on her way to intercept when the cruiser is attacked by the infamous aquatic criminal Devil Ray. Two of the smugglers on-board have already been thrown overboard — into shark-infested waters!

You will want the conflict guidelines from **Swamp Slugfest!** from *M&M Match-Up #2* for initiative, attacks, damage, and such in this encounter as well, once Siren catches up with Devil Ray and there's a fight.

UNDERWATER ACTION

Characters in chest deep or deeper water have to take the following into consideration:

- They move at their Swimming speed, which is Speed 0 or 6 feet per Move action for normal characters.
- Attacks underwater have a -2 penalty to the attack check.
- Completely submerged characters have to hold their breath, which they can do for a minute, plus 2 rounds per 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.
- Only the Swimming guidelines apply to Devil Ray and Siren, who have their own considerable Swimming speed. In addition, they both have Favored Environment: Aquatic. While submerged, they get either a +2 bonus to Attack or to Defense each turn. They can decide which it is at the start of each of their turns.

SHARKS!

If Siren's player decides to save the smugglers flailing in the water from the sharks, on her turn, she can get one of them out of the water on her turn automatically and put them back onto the cruiser, using her net, her Water Control, or simply grabbing them. She can also fend off the sharks with a DC 20 Intimidation or Persuasion check, giving the smugglers time to get back on the boat themselves.

If a smuggler is in the water for more than two turns, he is attacked by a shark and injured before he can get away. If Siren chooses to fight the sharks, treat all of their relevant traits, like Attack, Defense, and resistances, as +4 and use the conflict guidelines from *M&M Match-Up #2*.

If Siren tries to save the smugglers, give her player a Hero Point.

A PEARL OF GREAT PRICE

While Siren is occupied with the endangered smugglers, Devil Ray is below-decks getting into a safe on the cruiser. Roll d20 + 10 for the safe against DC 21 for Devil Ray's Strength. If the roll succeeds, the safe remains intact that turn. If it fails, Devil Ray tears it open, allowing him to retrieve the palm-sized pearl inside.

SCUTTLED!

Once Devil Ray has the contents of the safe or when Siren gets below-decks to confront him, he uses his suit's blasters to blow through the hull, diving back into the water, which gushes in behind him! Award Siren's player a Hero Point for the plot complication.

Siren can use her Water Control power to stop the water from flowing in, keeping the cabin cruiser afloat, but she can't go after Devil Ray while she is doing that, meaning he will get away. She can decide to just abandon the boat and the smugglers to their fate, but keep in mind there are still sharks in the water and remind Siren's player that's not an especially heroic thing to do!

- **POWER STUNTS:** If Siren's player wants to spend one of her Hero Points for a **power stunt**, she can come up with a way to seal the hole or stop the boat from sinking, such as using her magical net, freezing the water into ice, or calling up an orca or whale to help support the boat. If she does that, she can go after the thief. Offer Siren's player these options for a power stunt or let them come up with their own.

SWIM FOR IT

If Siren swims after Devil Ray, have each of them roll a DC 10 Athletics: Swimming check. Devil Ray gets a +1 bonus on the first check due to his head-start, +2 if he fled before Siren came below deck. A check total of 10 counts as one success, and each interval of 5 (15, 20, etc.) counts as one more success. Keep rolling each turn until one of the characters has six total successes: If that's Siren, she catches up with Devil Ray. If that's Devil Ray, he gets away this time. If they tie on the exact same turn, Siren catches up.

If Siren catches up with Devil Ray, you can use the conflict guidelines from *M&M Match-Up #2* when they fight it out.

THE DEEP END

Once Siren allows Devil Ray to escape or if he incapacitates her, the villain gets away. If Siren incapacitates Devil Ray, she can turn him over to the police boats and Coast Guard who arrive shortly thereafter. The smuggled pearl gets handed over to the authorities as well. What is its story? Find out in upcoming issues of *M&M Match-Up!*

