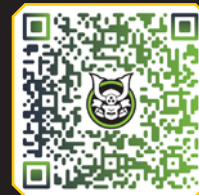




THE WORLD'S GREATEST SUPERHERO RPG!  
**MUTANTS & MASTERMINDS**  
FOURTH EDITION

**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*.

# THE RAVEN

Callie Summers is the daughter of Duncan Summers, the first hero known as the Raven, and took up her father's crime-fighting mantle under his guidance.

## ABILITIES

STRENGTH	STAMINA	AGILITY	INTELLECT	AWARENESS	PRESENCE
2	3	6	7	5	6

## SKILLS

Acrobatics 8 (+14), Athletics 8 (+10), Deception 8 (+14), Dexterity 8 (+14), Insight 8 (+13), Intimidation 8 (+14), Investigation 11 (+18), Leadership 4 (+10), Perception 7 (+12), Stealth 8 (+14), Technology 4 (+11), Vehicles 4 (+10)

## ADVANTAGES

**IMPROVED TRIP:** When performing the Trip action (see **Trip** on page 4) you choose the trait your target uses to resist—Dodge or Strength—rather than the target choosing.

**INSTANT UP:** When you stand from being Prone your movement speed is not reduced. See **Trip** on page 4.

**SEIZE INITIATIVE:** When rolling for initiative, Raven can spend a Hero Point to go first. If Magpie chooses to use his Seize Initiative as well, Raven's player regains the Hero Point and they both roll Initiative normally.

## ACTIONS

ATTACK	DEFENSE	INITIATIVE
+16	+16 (DC 26)	+10

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

**BOLO:** Standard. +16 Attack check vs. Defense Class at range. Hit: Target rolls a DC 15 Dodge check: **Success:** no effect, **One degree of failure:** Target -1 Speed and -5 Defense. **Two degrees of failure:** Target is 0 Speed and Defense. DC 15 Strength or Dexterity check each turn to escape.

**BOOMERANG:** Standard. +16 Attack check vs. Defense Class at range. Hit: Target rolls a DC 13 Toughness check against damage.

**FEARSOME PRESENCE:** Free. When Magpie first sees Raven in the scene, she can make an immediate Impress check with her Intimidation skill against him as a free action. See her **Demoralize** action under **Impress** and the **Impressing** section on page 4.

**GRENADE:** Standard. No attack check needed. Affects a hemisphere 30 feet across and 15 feet high adjacent to you.

- **GAS:** Anyone in the area rolls a DC 15 Dodge check. **Success:** Roll a DC 13 Fortitude check. **Failure:** Roll a DC 15 Fortitude check. **Fortitude check results:** **Success:** no effect • **One degree of failure:** Target is -2 on all action checks • **Two degrees of failure:** Target is -5 on all action checks • **Three or more degrees of failure:** Incapacitated. Target gets a new Fortitude check at the end of each of their turns to eliminate the first or second degree effects.
- **SMOKE:** Anyone in the area is blinded by clouds of smoke: half movement speed, -5 Defense, -5 to Attack checks.
- **STUN:** Anyone in the area rolls a DC 15 Dodge check. **Success:** Roll a DC 13 Fortitude check. **Failure:** Roll a DC 15 Fortitude check. **Fortitude check results:** **Success:** no effect • **One degree of failure:** Target is Dazed and can only take a standard or simple action next turn • **Two degrees of failure:** Target is Stunned and takes no actions next turn • **Three or more degrees of failure:** Incapacitated. Target gets a new Fortitude check at the end of each of their turns to eliminate the Dazed or Stunned conditions.

**IMPRESS:** Standard. Roll Deception or Intimidation vs. the same skill, Insight, or Will, whichever is highest. Options include:

- **DAZE:** Roll Intimidation. **Success:** Target is Dazed and can only take a standard or simple action next turn. **Success by 10 or more:** Target is Stunned and takes no actions next turn.
- **DISTRACT:** Roll Deception. **Success:** Target is -5 Defense. **Success by 10 or more:** Target is Defense 0.
- **DEMORALIZE:** Roll Intimidation. **Success:** Target is at -2 on all action checks. **Success by 10 or more:** Target is at -5 on all action checks and won't approach closer to you because they're frightened of you.

**MOVE:** Simple. Move up to 30 feet on the ground or the same distance by swing-line.

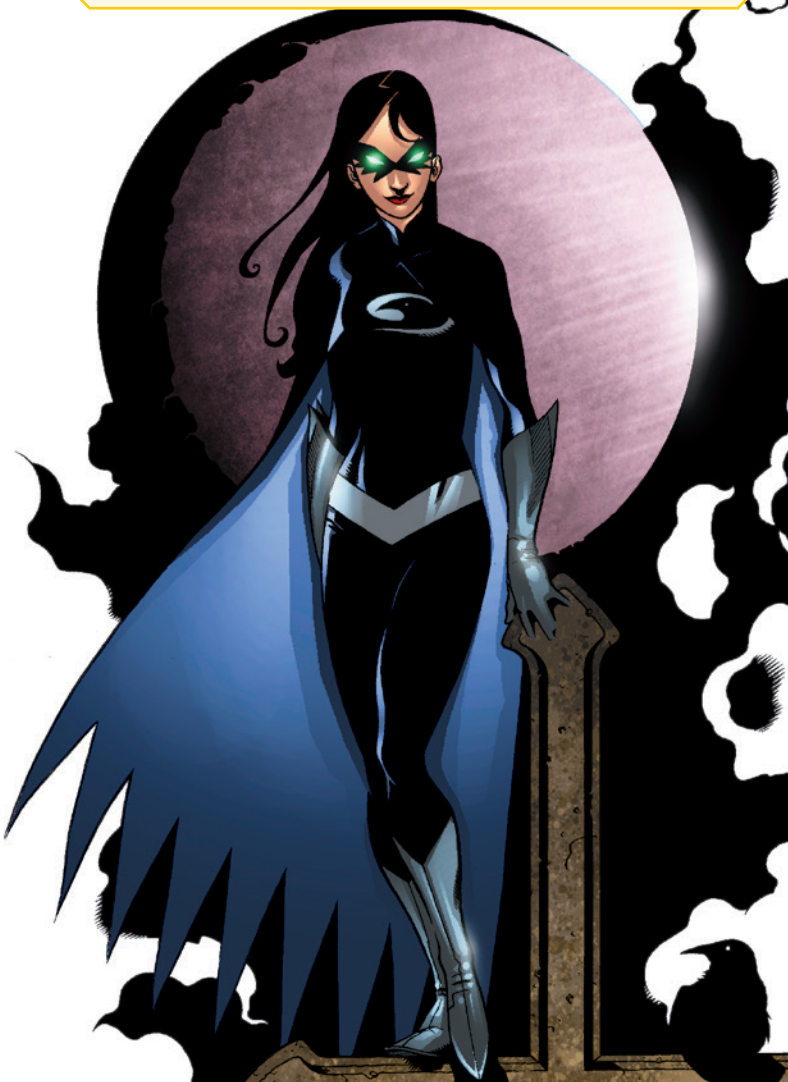
**UNARMED ATTACK:** Standard. +16 Attack vs. Defense Class. Hit: Target rolls a DC 14 Toughness check against damage due to Raven's gauntlet knuckles.

## REACTIONS

**DEFENSIVE THROW:** Trigger: Opponent attacks you in close combat and misses. Response: Roll an immediate Trip attack against them. See **Reactions** and **Trip** on page 4.

## RESISTANCES

DODGE	FORTITUDE	TOUGHNESS	WILL
12	8	8	11



# MAGPIE

The origins of the world-class thief known as Magpie are a mystery despite the best efforts of Interpol and the Raven to uncover them. He first made a name for himself in Europe with a series of daring and “impossible” robberies where he left his calling card: a black bird silhouette. He has implied that his powers come from an early theft of a gemstone with magical properties, but that may just be a fabrication intended to throw others off the trail of his true origins.



## ABILITIES

STRENGTH	STAMINA	AGILITY	INTELLECT	AWARENESS	PRESENCE
3	2	6	2	2	4

## SKILLS

Acrobatics 8 (+14), Athletics 10 (+13), Deception 10 (+14), Dexterity 10 (+16), Disguise Expertise 8 (+10), Insight 8 (+10), Investigation 6 (+8), Perception 8 (+10), Persuasion 8 (+10), Stealth 12 (+18), Technology 8 (+10), Vehicles 4 (+10)

## ADVANTAGES

**SEIZE INITIATIVE:** When rolling initiative for a conflict, Magpie can choose to go first as a plot complication, awarding Raven's player a Hero Point.

## ACTIONS

ATTACK	DEFENSE	INITIATIVE
+8	+8 (DC 18)	+2

On his turn, Magpie can choose from the following actions:

**DISARM:** Standard. +15 Attack check vs. Defense Class. Hit: Opposed Strength vs. Strength check. Success: Opponent drops the weapon or object they're holding.

**DISTRACT:** Standard. Roll Deception vs. the same skill, Insight, or Will, whichever is highest. Success: Target is -5 Defense. Success by 10 or more: Target is Defense 0.

**MOVE:** Simple. Move up to 30 feet on the ground.

**TELEPORT:** Magpie can teleport to different locations but it takes time and concentration to do, so he can't do it during a conflict or a chase, only if he gets away from Raven or incapacitates her. See page 4 for details.

**UNARMED COMBAT:** Standard. +15 Attack check vs. Defense Class. Hit: Target rolls a DC 13 Toughness check against damage.

## TRAITS

**IMPROVED EVASION:** Trigger: When you are in an area effect. Response: +5 to your Dodge resistance check. If you succeed, you can move your normal speed out of the area, up to your full movement or until you are outside the area, whichever comes first. If you move outside the area, you are not affected by it.

## RESISTANCES

DODGE	FORTITUDE	TOUGHNESS	WILL
12	9	6	10

# ROOFTOP CHASE!

Magpie has robbed the museum in Freedom City! Raven catches the thief on the rooftop and a chase ensues as Magpie tries to buy himself enough time to use his powers to escape.

## GOING SOMEWHERE?

When Raven initially appears in this scene, she gains the benefits of her Fearsome Presence: Make an immediate Impress check against Magpie using the **Demoralize** option. If she succeeds, Magpie has a harder time getting away.

## CHASE CHECK SEQUENCE

*Mutants & Masterminds* sometimes uses a sequence of checks of characters' traits to determine the outcome of more complex activities like chases, infiltrations, investigations, and so forth, known as a **check sequence**. Raven pursuing Magpie is one such check sequence and looks like this:

**GOAL:** To catch the thief Magpie.

**TIME INTERVAL:** Each check in the sequence is 1 round (6 seconds) of time.

**REQUIRED CHECKS:** Each round both characters must roll either an Acrobatics or Athletics check. Whoever rolls the highest that round gains a success, plus an additional success for every 5 points their roll exceeds the other character's.

**SUCCESS THRESHOLD:** If Raven gets six total successes, she catches up to Magpie. If he gets six total successes, he gets far enough out ahead of Raven to teleport away and escape.

**FAILURE THRESHOLD:** If either character gets a 1 on the die for their check, they lose one success from their total.

**TAKING ACTION:** If either character's player chooses to take a -2 penalty on their check for the chase that round, the character can take a standard action from among their listed **Actions**.

## REACTIONS

In addition to the usual standard action and simple action characters get each turn, as detailed in *M&M Match-Up #2*, this *Match-Up* introduces **reactions**, things characters can do in response to something that happens (a trigger) when it is *not* their turn. Each character gets one reaction per round and regains use of it at the start of their turn. Raven can use her reaction for a Defensive Throw, while Magpie can use his for Improved Evasion, including against Raven's grenades.

## IMPRESSING

The characters in this *M&M Match-Up* can use their interaction skills—notably Deception and Intimidation—to **impress** each other. Impressing is generally a standard action and requires an inter-

action skill check against the same skill, Insight, or Will, whichever is highest. Both characters roll and if the impressing character succeeds, they impose a condition on the other character based on the skill and advantage they're using. Raven can impress to daze, distract, or demoralize, while Magpie only impresses to distract.

At the end of each of the target's turns, the effect of an impression is decreased by 1 degree of success. If this drops the degree of success below the amount required for a condition, the condition decreases. When the impression is decreased to 0 degrees, its effects end.

## FIGHT!

You can use the conflict guidelines for initiative, attacks, damage, and such from *M&M Match-Up #2* in this encounter as well. Magpie only fights if Raven catches up to him and he has no other option.

## TRIP

You try to shove, throw, or trip your opponent. Make an Attack check against your opponent's Defense Class. If successful, make an opposed check of your choice of your Attack or Strength rank against the target's choice of their Strength or Dodge rank:

- **SUCCESS (TWO OR MORE DEGREES):** For each degree of success after the first you can move the target 5 feet away from you in the direction of your choice. The target is prone and must resist damage equal to the number of feet they're moved, divided by 10 and rounded up.
- **SUCCESS (ONE DEGREE):** The target falls prone in the space of your choice adjacent to you. While prone they have a -5 penalty on close attack checks. Opponents receive a +5 bonus on attack checks against the character while adjacent to them. Prone characters can only crawl 6 feet per Move action. It is a free action to stand up, removing the Prone condition, but it requires a DC 20 Acrobatics check or the character is at half movement speed on the turn that they stand.
- **FAILURE:** No effect.

## FAREWELL, MY PRETTY

If Magpie wins the chase sequence or incapacitates Raven, he escapes, teleporting away with his ill-gotten gains. If Raven incapacitates Magpie, she captures the cunning criminal and can turn him over to the authorities, but what he took from the museum is mysteriously missing: A bronze necklace and a pearl that fits into it. Even if he's conscious, Magpie won't say what has become of them, but you can find out in the next issue of *M&M Match-Up!*

