



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*.

LADY LIBERTY

Since the American Revolution, perhaps even before, the Spirit of Liberty has chosen certain women to wield her light and protect liberty and freedom. That has included several superheroes known as “Lady Liberty.” The most recent is Sonia Gutierrez, a young trans woman and daughter of Mexican immigrants. When the pre-med college student rushed to stop an assault one night, the Spirit of Liberty was drawn to the shining beacon of Sonia’s courage and empowered her as the newest Lady Liberty.



ABILITIES

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

SKILLS

Deception 4 (+7), History Expertise 4 (+7), Insight 8 (+12), Medicine 5 (+8), Perception 4 (+8)

ADVANTAGES

LUCK: Lady Liberty can make one use of **Luck** as described on page 1 without having to spend a Hero Point.

ACTIONS

| ATTACK | RANGED ATTACK | UNARMED ATTACK | DEFENSE | INITIATIVE |
|--------|---------------|----------------|------------|------------|
| +6 | +12 | +12 | +7 (DC 17) | +2 |

On her turn, Lady Liberty can choose from the following actions:

BLINDING LIGHT: Standard. +12 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.

DISTRACT: Standard. +7 Deception check vs. the same skill, Insight, or Will, whichever is highest. Success: Target is -5 Defense. Success by 10 or more: Target is Defense 0.

HEALING LIGHT: Standard. Lady Liberty touches a character (including herself) and rolls a +11 Healing check vs. DC 10. Each degree of success on the check removes one damage condition the subject has, in the following order: Incapacitated, Hits (one per success), Dazed, Staggered.

LIFT: Simple. Lady Liberty can lift and carry up to 6 tons.

MOVE: Simple. Move up to 30 feet on the ground or half a mile flying.

POWER GRAB: Standard. +12 Attack check vs. Defense Class at range. Hit: Make a Grab against the target with Strength 11. See **Grabs** in **M&M Match-Up #1** for details. Lady Liberty can project streams of glowing light that can grab and move objects at a distance.

TAUNT: Standard. +7 Deception check vs. the highest of Deception, Insight, or Will. Success: Target is at -2 on all action checks. Success by 10 or more: Target is at -5 on all action checks.

UNARMED ATTACK: Standard. +12 Attack check vs. Defense Class. Hit: Target rolls DC 18 Toughness check against damage.

REACTIONS

INTERPOSE: Reaction. When someone within her movement range is hit with an attack, Lady Liberty can choose to use her reaction to interpose herself between the target and the attack. She becomes the target of the attack and is hit by it, but she has her normal resistance against it.

LIGHT SHIELD: Trigger: When hit by an attack. Response: +12 Attack check vs. attacker’s Defense Class. Hit: Roll +11 Counter Attack vs. attack effect rank. Success: Lady Liberty counters the attack and it has no effect.

RESISTANCES

| DODGE | FORTITUDE | TOUGHNESS | WILL |
|-------|-----------|-----------|------|
| 11 | 9 | 10 | 12 |

SHADOW AGENTS

Nazi occultist Wilhelm Kantor founded the Secret Hierarchy of Agents for Domination Over the World, or SHADOW, in the decades following the fall of the Third Reich. Not trusting ordinary soldiers, the rank-and-file of SHADOW is made up of legions of troops cloned from Kantor's own DNA, telepathically linked and programmed for absolutely loyalty to his goal of world domination



ABILITIES

| STRENGTH | STAMINA | AGILITY | INTELLECT | AWARENESS | PRESENCE |
|----------|---------|---------|-----------|-----------|----------|
| 1 | 1 | 1 | 0 | 0 | 0 |

SKILLS

Athletics 4 (+5), Insight 4 (+4), Perception 4 (+5), Tactical Expertise 4 (+4)

ACTIONS

| ATTACK | DEFENSE | INITIATIVE |
|--------|---------|------------|
| +5 | +5 | +1 |

On their turn, SHADOW Agents can choose from the following actions:

BLASTER ATTACK: Standard. +5 Attack check vs. Defense Class at range. Hit: Target must roll a DC 15 Toughness check against damage.

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

TEAM ATTACK: Standard. One primary SHADOW Agent takes the Blaster Attack or Unarmed Attack action. Up to three other agents each roll a +5 Attack check vs. the target's Defense Class. Total their degrees of success: **One degree of success:** The DC of resisting the primary agent's attack increases by +2, **three or more degrees of success:** The resistance DC increases by +5.

UNARMED ATTACK: Standard. +5 Attack check vs. Defense Class. Hit: Target must roll a DC 11 Toughness check against damage.

TRAITS

In addition to the options given under **Actions**, SHADOW Agents have the following power:

WE ARE LEGION: All clones of SHADOW's leader, SHADOW Agents have a telepathic connection with each other and can communicate silently without speaking.

RESISTANCES

| DODGE | FORTITUDE | TOUGHNESS | WILL |
|-------|-----------|-----------|------|
| 8 | 7 | 12 | 7 |

PRISONER BREAKOUT!

The Freedom City Police are transporting the teleporting thief Magpie, from *M&M Match-Up #4*, to Blackstone Prison. Magpie is wearing a power-nullifying collar to prevent him from teleporting. The police have asked Lady Liberty to help with the prisoner transfer and it's a good thing they did, as an explosion near the docks knocks over the armored van carrying Magpie and incapacitates the police escort! A group of eight uniformed SHADOW Agents land a small flier on the street and move-in.

CONFLICT

Use the guidelines for conflicts, including initiative, attacks, and damage, presented in *M&M Match-Up #2*. Start by having Lady Liberty's player roll initiative and do the same for the SHADOW Agents. Make just one initiative check for the agents and have them all act at the same point in the initiative order.

MINIONS

The SHADOW Agents are **MINIONS**, lesser villains with particular limits, including:

- **NO ADDED SUCCESS:** Minions do not get a bonus to their check total when they roll a 20 on the die.
- **NO REACTIONS:** Minions do not get reactions. (See **REACTIONS** in *M&M Match-Up #3* for more.)
- **ROUTINE OPPOSITION:** Non-minions can make checks against minions as routine checks, including attack and interaction checks. See **ROUTINE CHECKS**, following.
- **MAXIMUM DEGREE OF DAMAGE:** If a minion takes *any* damage condition, including a Hit, they are Incapacitated unless the attacker chooses otherwise.
- **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.

ROUTINE CHECKS

A **ROUTINE CHECK** works just like a normal check as detailed on page 1, except instead of rolling the d20, just assume you rolled a 10 and add that to your modifier to determine the check result. So Lady Liberty's routine Perception check is an 18, a 10 plus her usual modifier of +8. Characters can make routine checks in situations where they're not under pressure and can even make routine attack or interaction checks against minions. Some advantages allow *Mutants & Masterminds* characters to make routine checks in other circumstances as well.

SHADOW'S GOALS

The SHADOW Agents are under orders to capture Magpie and take him with them or, failing that, to kill him to keep him from talking about the attempted theft from *M&M Match-Up #4*. Because he's manacled, Magpie is at -5 on any action checks, -5 to Defense, and his speed is reduced by half, so he can only move 15 feet per Move action. The power nullifier collar keeps him from teleporting to escape, so he's pretty much a sitting duck unless Lady Liberty helps him.

READY PLAYER TWO?

If she wants, Lady Liberty can free Magpie using just a standard action: Her Light of Liberty can remove bindings and restraints, so don't even bother rolling for it. If Lady Liberty's player decides to use an action on her turn to free Magpie, then he's free. Of course, she has to trust that the wily thief won't just run for it, but it turns out he feels indebted enough not to leave his rescuer to face SHADOW alone. You can have another player use Magpie's stats from *M&M Match-Up #4* to play alongside Lady Liberty, let her player control both characters, or you can run Magpie yourself as the Game Master alongside the SHADOW Agents, playing both sides.

Of course, as soon as the SHADOW Agents are defeated, Magpie makes a break for it! You can use the **CHASE CHECK SEQUENCE** from *M&M Match-Up #4* to play out the chase, if you want, with the addition that Lady Liberty can use her Flight rank of 9 in place of an Acrobatics or Athletics check and she gets a +5 bonus for being a lot faster, so she rolls +14 for the chase against Magpie's +14. If the thief evades his liberator, he teleports away to safety.

IMPRESSING GROUPS

By taking a -5 penalty on the skill check, a character can target a group with a single Impress action. Characters seeking to Impress minions can either do so as a routine check, or make the check normally and gain a +5 bonus, cancelling out the -5 penalty. This means Lady Liberty can perform her Distract or Taunt Impress action against *all* of the SHADOW Agents at once using her normal bonus!

HEROIC FEATS

As noted on page 1, heroes can spend Hero Points on various advantages, called **HEROIC FEATS**. Luck is just one of them. Almost any advantage in the game can be a heroic feat, but one in particular is useful to Lady Liberty in this adventure:

- **TAKEDOWN:** If you Incapacitate a minion with an attack, you can take an immediate extra Attack action against another minion within range and adjacent to the previous target 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.

Lady Liberty's player can spend a Hero Point to use Takedown for one turn, possibly taking out multiple SHADOW Agents!

