

MUTANTS & MASTERMINDS MATCH-UP #7



INTO THE DOOM ROOM!

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.



Into the Doom Room is a quick combat scene for *Mutants & Masterminds, Fourth Edition*, with different scenarios for play. It's minimal on story and intended primarily for trying out the game rules in low-stakes conflict scenes. You can use the game system guidelines, heroes, and examples from the *M&M Match-Up* previews in conjunction with these scenarios, if you don't have access to the full game.

The "Doom Room" is a training facility designed for the super-powered students of the Claremont Academy in Freedom City, like Bolt from *M&M Mix-Up #1*, although heroes like the Freedom League have use of the room on occasion and have a similar training facility in their headquarters. It is capable of creating a wide range of challenges and interesting environments for training exercises.

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.

DOOM ROOM ACTIONS

In scenarios where the Doom Room takes action, roll a d20 and use that number as the Doom Room's place in the initiative order. So, if you roll a 7, then the Doom Room "acts" on initiative 7. If the roll ties with a hero, have the Doom Room's turn come immediately after that character.

Each round, when the Doom Room's turn comes up, roll a die and consult the **DOOM ROOM ACTIONS** table on the following page. Follow the directions given under the description for that result. Doom

DOOM ROOM ACTIONS

D20	RESULT	D20	RESULT
1-2	Pit Trap	11-12	Stun Gas
3-4	Cage Trap	13-14	Vertigo Beam
5-6	Rampaging Robot	15-16	Homing Missiles
7-8	Flame Cage	17-18	Sonic Screamer
9-10	Steel Tentacles	19-20	Freeze Ray

Room actions randomly target one of the heroes each time they come up: have the players roll dice, with the lowest roll affected by the action that round.

The Doom Room normally makes attack checks with a +10 bonus, but feel free to adjust it to keep things interesting for the players.

PIT TRAP

A trap door opens under a character, revealing a pit underneath. If the character is flying, this trap has no effect, otherwise, have the character's player make a DC 15 Dodge resistance check. A successful check means the character leaps aside at the last moment and avoids the pit. A failed check means the character falls in and the trap door closes.

The fall requires a DC 11 Toughness resistance check against damage. Getting out of the pit requires the ability to reach the hatch, either a movement power or a DC 20 Athletics check to climb up to it.

Then the character has to get the hatch open, requiring a DC 20 Strength check or a damaging power: the hatch is Toughness 10. Characters from outside the pit can attack the hatch, if they wish, to help a trapped character escape.

CAGE TRAP

A cage of steel bars springs up around a character. Have the player make a DC 15 Dodge resistance check. A successful check means the character avoids the cage before it closes and is not trapped. A failed check means the character is trapped in the cage, limiting their movement and tactical options.

Getting out of the cage requires slipping through the narrowly spaced bars, a DC 25 Acrobatics check, or the sheer ability to bend or break the Toughness 10 bars.

RAMPAGING ROBOT

The Doom Room produces a fighting robot from a hidden compartment to attack a random character. The robot attacks a random character each round on the Doom Room's turn in addition to the Doom Room's other actions so long as it is active. See the Doom Room Robot on this page for its traits.

FLAME CAGE

A projector from the wall or floor surrounds the target character in a cage of flames, limiting movement and mobility. Touching the cage calls for a Toughness resistance check against damage 6: a failed check means the character remains trapped and unable to escape the cage, in addition to taking damage. A successful check allows the character to escape, possibly taking some minor damage (a Hit condition) in the process.

The cage's flames can be doused (countered) with an appropriate power: make an opposed check of d20 + the power's rank versus

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

d20 + 6 (the flames' damage rank). If the power wins, the flames are doused and the character is free.

STEEL TENTACLES

Four flexible steel tentacles spring from the wall, floor, or even ceiling of the Doom Room. Make an attack check for the Doom Room against the character's Defense. If successful, make an opposed check of +10 against the target's Dodge or Strength, their choice:

- **SUCCESS:** The tentacles grab the target, but they slip out of the hold. No effect.
- **FAILURE (ONE DEGREE):** The target is in a partial hold. They are -1 speed and -5 Defense.
- **FAILURE (TWO DEGREES):** The target is in a complete hold. They are 0 Defense and cannot move from that spot.

A held character can attempt to escape as a free action on their turn: Make a Strength, Acrobatics, or Dexterity check against DC 20: If they succeed, they end the grab and escape the hold.

STUN GAS

The room aims a jet of stun gas at the character. Make an attack check for the Doom Room against the character's Defense. If successful, the target rolls a DC 18 Fortitude resistance check:

- **SUCCESS:** No effect.
- **FAILURE (ONE DEGREE):** The target is Dazed, taking only a standard or a simple action on their turn. They cannot take reactions.
- **FAILURE (TWO DEGREES):** The target is Stunned, taking no actions on their turn.
- **FAILURE (THREE DEGREES):** The target is Incapacitated.

Characters not needing to breathe or with Fortitude Immunity are unaffected. The target rolls a new resistance check at the end of each of their turns, with success ending the stun gas's effects.

VERTIGO BEAM

The Doom Room strikes with a beam that upsets the sense of balance, inducing nausea and vertigo. Make an attack check for the Doom Room against the character's Defense. If successful, the target rolls a DC 18 Will resistance check:

- **SUCCESS:** They resist the beam and it has no effect.
- **FAILURE (ONE DEGREE):** The target is Impaired, with a -2 penalty on their action checks.
- **FAILURE (TWO DEGREES):** The target is Disabled, with a -5 penalty on their action checks.
- **FAILURE (THREE DEGREES):** The target is Incapacitated.

The target rolls a new resistance check at the end of each of their turns, with success ending the vertigo beam's effects.

HOMING MISSILES

A volley of three small homing missiles launches from a hidden panel in the Doom Room, locking on to a particular target. The missiles attack with a +10 attack bonus and do damage 8 if they hit, DC 18 Toughness resistance check. If they miss, they turn around and head back towards their target for another pass on the Doom Room's next turn, making another attack check. They do this up to five times until they hit something.

Characters can either attack or try and out maneuver the missiles. They are Defense 15 (DC 25 attack check to hit them) and any successful attack detonates them. Alternatively, a character who spends their entire turn evading the missiles can make a DC 18 Acrobatics

check, with success meaning the missiles miss them and veer too close to a wall, exploding without hitting anyone.

SONIC SCREAMER

A device extends from the Doom Room's ceiling, emitting a powerful ultrasonic shriek. No attack check is required, as the effect fills the whole room. Have all of the players make a DC 16 Will resistance check for their characters in the room against the effect:

- **SUCCESS:** No effect (this turn).
- **FAILURE (ONE DEGREE):** The target is Impaired, with a -2 penalty on their action checks.
- **FAILURE (TWO DEGREES):** The target is Stunned, taking no actions on their turn.

Each round, on the Doom Room's action, have the players roll another Will check, so long as the Sonic Screamer is active. Successfully hitting the Defense Class 18 screamer with an attack destroys it.

FREEZE RAY

An extending weapon fires a beam that traps a target in ice. Have the player make a DC 18 Dodge resistance check:

- **SUCCESS:** The character avoids the freeze ray. There is no effect.
- **FAILURE (ONE DEGREE):** The character weighed-down with ice: they are -5 Defense and -1 speed.
- **FAILURE (TWO DEGREES):** The character is encased in ice: Defense 0 and unable to move. Breaking free to overcome the conditions requires damaging the Toughness 8 ice.

DOOM ROOM SCENARIOS

The Doom Room setup can be used for the following quick scenarios:

THE PAWN'S GAUNTLET

The heroes need to cross the Doom Room from one side to the other, with the restriction that they can only move forward by one space (5 feet) per round, taking 12 rounds to cross the room.

KEEP AWAY

The heroes need to carry a Toughness 5 ball, about the size of a basketball or football, across to the far side of the Doom Room. The trick is, only one hero can cross the finish line with the ball and be declared the winner, so *everyone* else wants to take the ball away from them! Alternately, divide the heroes into teams with the goal of getting a ball-carrier on their team to the goal.

- **LIMITED MOVEMENT:** To make things more interesting, the Doom Room is filled with a network of Toughness 10 "monkey bars" that limit movement to 3 spaces (15 feet) per simple action, with each degree of success on a DC 15 Acrobatics check adding an additional space (5 feet), up to the character's full movement speed. The bars also provide Partial Cover against ranged attacks (+2 to Defense Class).

SURVIVE THE DOOM ROOM

The heroes simply need to stay in the Doom Room for a minute (10 rounds) while the room is attacking them. If the heroes outlast the room without being incapacitated, they succeed, and each successive test extends their time in the Doom Room by 1 round. How long can they go?

HEROES VS. HEROES

Either split the heroes into fairly even teams and pit them in combat against each other, or have a free-for-all of every character against every other with the last hero standing declared the winner. For extra excitement, give the Doom Room a turn each round as well and randomly have it attack one of the heroes.

HEROES VS. VILLAINS

Rather than the heroes against each other, the Doom Room creates realistic simulations of opponents: Use the villains from the *M&M Match-Up* previews or villains of your own creation if you have access to the full character creation guidelines. The heroes need to incapacitate all of the villains in order to win. For extra excitement, give the Doom Room a turn each round as well and randomly have it attack one of the heroes—or, if you're feeling magnanimous, have it randomly attack either a hero or a villain.