

THIS OCTOBER, WITNESS THE ORIGIN OF A d20 LEGEND



The *Mutants & Masterminds* RPG propels you and your friends into a high-octane world of four-color comic book action and adventure. Take on the role of brave superheroes with fantastic powers and protect the innocent from the evil plans of super criminals. Green Ronin Publishing's 192-page full-color hardcover rulebook includes everything you need to create your own heroic adventures, with more than 100 powers, scores of new skills and feats, extensive technology rules, and full-color illustrations by comic industry professionals. But best of all:

**YOU ALREADY
KNOW HOW
TO PLAY!**

A FAMILIAR GAME SYSTEM

Based on the world's most popular roleplaying game system, *Mutants & Masterminds* allows players to jump right into the action without having to learn an entirely new rules system.

Everything your character does in the game is handled using a simple system of action checks. An action check consists of the roll of a twenty-sided die (1d20), plus various modifiers based on the hero's attributes. If the total of the roll and the appropriate modifiers equals or exceeds the Difficulty Class (DC) of the task, the hero succeeds.

For example, to determine if the nuclear powerhouse Protonik can bend a solid steel girder, the player rolls 1d20 and adds Protonik's Strength modifier (including the hero's spectacular Super-Strength bonus!).

Every action in the game, from using skills and super-powers to making attacks and avoiding damage, uses action checks. Once you've mastered this one simple rule, you're ready to play!

STREAMLINED PLAY

Since everything in *Mutants & Masterminds* uses action checks, you only need a single 20-sided die to play, and you only need to learn one simple mechanic. Everything else in the game is just a variation on the action check. There's no rolling and adding up lots of dice, making game play as fast-paced and action-oriented as the comic books themselves.

INFINITE SUPER-POWERS

Mutants & Masterminds provides you with all the tools you need to create any super-power, from energy blasts and force fields to magnetic mastery, powered armor, uncanny sorcery, or anything else you can imagine. All you need to do is choose the power's effects, total them up, and you're ready to go.

The game also provides more than 100 sample super-powers; a broad menu that allows you to create new or familiar characters simply by choosing the powers that you want.

HEROIC ACTION

Heroes in *Mutants & Masterminds* have Hero Points that allow them to pull off the amazing stunts and last-minute saves you see in the comics, to push their abilities beyond their limits, and to shrug off injury for that last-ditch attempt to stop a villain's evil schemes. Hero Points put control of the game and your character's success into your hands, rather than forcing you to always rely on getting that lucky die roll.

READY TO PLAY

Although creating heroes in *Mutants & Masterminds* is simple, the game comes with a dozen ready-made hero templates, allowing you to choose the type of character you want to play, make a few customization choices, and have a complete character in minutes! The core rulebook also includes the introductory adventure "Major League," allowing you to get into playing the game right away. But don't take our word for it! Turn the page and let the battle begin!

check out *Mutants & Masterminds* on the web at www.greenronin.com

PROTONIK

HERO OF THE PEOPLE

PROTONIK

POWER LEVEL 15
HERO

CONCEPT: GOLD FUSION POWERHOUSE

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
20	14	20	18	13	12
MELEE ATTACK	RANGED ATTACK	DEFENSE	INITIATIVE	HERO POINTS	
+11	+8	20	+2	2	
<small>DAMAGE DC 27.5 (SUPER-STRENGTH)</small>	<small>DAMAGE DC 25.5 (ENERGY BLAST)</small>	<small>18 FLAT-FOOTED</small>	<small>DEXTERITY</small>		

SKILLS

Diplomacy +5, Listen +11, Sense Motive +11, Spot +11

FEATS

Immunity: Protonik is immune to the effects of cold, exhaustion, heat, high- and low-pressure environments, radiation, starvation, and suffocation.

Penetration Vision: Protonik can see through solid objects. His Search and Spot checks are unaffected by concealment other than darkness. He can't see through objects made of lead.

Power Attack: Before making his attack for a round, Protonik can choose to subtract a number up to 5 from his attack roll and add the same number to his damage bonus. This lasts until the following round.

Shockwave: By sheer force of will, Protonik can create a powerful shockwave that radiates out 75 feet in all directions. Anyone within the area must make a Strength or Dexterity check (whichever has the better modifier) against the results of Protonik's Strength check, with a +1 bonus on to the check for every 5 feet that separates the victim and Protonik. If Protonik's check is higher, the target is knocked to the ground and has to spend his next attack action getting up.

SUPER-POWERS

Energy Blast (+10): Protonik can project powerful beams of cold fusion nuclear energy from his eyes with a range increment of 100 feet and a maximum range of 1,000 feet. His eye-beams have a damage bonus of +10 (stun).

Flight (+10): Protonik can fly through the air at a speed of 50 feet per round.

Super-Strength (+12): Protonik is super-strong, able to lift four thousand times the amount of a normal man of his Strength (maximum carrying capacity of 800 tons). He has a +12 (stun) bonus to his melee damage and to all Strength checks.

Super-Constitution (+12): Protonik is incredibly tough, giving him a +12 bonus on Constitution checks and Damage and Fortitude saving throws.

Super-Wisdom (+9): Protonik is also exceptionally perceptive and strong-willed, giving him a +9 bonus on his Will saving throws and Wisdom checks.

BACKGROUND

In the brisk Siberian winter of 1979, a cadre of Soviet psycho-scientists submerged brilliant research assistant Aleksandr Solokov into a psionically charged tank of electrolyzed heavy water, infusing his immaterial soul with a limitless source of cold fusion. The experiment destroyed the science city of Akademgorodok, taking the Soviet Union's top nuclear secrets with it.

An amnesiac Solokov survived, and after years of brainwashing became the Proletarian, a communist propaganda hero of the Russian people. In 1982, Solokov shook off his KGB programming and defected from the USSR. Aligning himself with no national government, Solokov took the name Protonik, swearing to protect the common men and women of all nations.

SAVING THROWS	DAMAGE (CON)	FORTITUDE (CON)	REFLEX (DEX)	WILL (WIS)
	+17	+17	+2	+10



KALAK

POWER LEVEL 15
VILLAIN

CONCEPT: DERANGED ATLANTEAN SORCERER

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
12	12	20	20	20	18
MELEE ATTACK	RANGED ATTACK	DEFENSE	INITIATIVE	VILLAIN POINTS	
+6	+6	16	+5	1	
<small>DAMAGE DC 16:S (FISTS)</small>	<small>DAMAGE DC 27:L (MYSTIC BOLT)</small>	<small>15 FLAT-FOOTED</small>	<small>DEXTERITY, IMPR INIT</small>		

SKILLS

Bluff +8, Concentration +16, Disguise +6, Intimidate +5, Knowledge (occult) +12, Language +5, Listen +16, Sense Motive +14

FEATS

Darkvision: Kalak can see normally in complete darkness and does not suffer penalties for darkness. Darkvision is black and white only.

Immunity: Kalak's undead form is immune to aging, cold, disease, exhaustion, heat, poison, pressure, radiation, starvation, and suffocation.

Improved Initiative: +4 bonus on all Initiative checks.

Lightning Reflexes: +2 bonus on Reflex saving throws.

SUPER-POWERS

Sorcery (+12): Kalak is a master of the dark arts of sorcery, allowing him to cast various spells. Once per round, he can use any of the following powers at will:

Flight: Kalak can fly through the air at a speed of 60 feet per round. Once initiated, his ability to fly lasts 12 rounds.

Mystic Bolt: Kalak can emit a ranged attack of mystical energy with a damage bonus of +12 (lethal). The bolt has a range increment of 120 feet and a maximum range of 1,200 feet.

Mystic Shield: Drawing upon the powers of Ancient Atlantis, Kalak can summon a shimmering field of protection that grants him a +12 bonus on Damage saving throws. Once summoned, the shield lasts 12 rounds.

Scrying: As an attack action, Kalak can magically see and hear events transpiring at any point on Earth.

Slow: Kalak can reduce the speed of any character within 1,200 feet. To do so he must make a normal ranged attack against an opponent. That opponent must make a DC 22 Reflex save. Those who fail are restricted to a half action each round and suffer a -2 penalty to melee attacks, Defense, and melee Damage saves for as long as Kalak sustains the power (up to 12 rounds).

Super-Wisdom (+10): Kalak's centuries of experience have strengthened his will to super-human levels. He adds his Super-Wisdom rank as a bonus to his Will saves, Wisdom checks, and skill checks with Wisdom as their key ability score.

BACKGROUND

Thousands of years ago, the Atlantean sorcerer Kalak bargained his soul with dark and evil powers that dwelled beyond Earth's dimension. He betrayed his people to their enemies with plans to rule over Atlantis in the names of his masters. His plan failed, and the wizards of Atlantis bound Kalak in a tomb specially prepared just for him.

In 1935, archeologists opened the Tomb of Kalak and revived the ancient sorcerer, now an undead creature, his features shrouded in a golden mask. Kalak seeks to regain the full measure of magical power he once wielded. Then he will conquer the world and offer it as a prize to the Dark Lords that own his soul.



Kalak
THE MYSTIC

SAVING THROWS	DAMAGE (CON)	FORTITUDE (CON)	REFLEX (DEX)	WILL (WIS)
	+5	+5	+3	+13



