MUTANTS & MASTERMINDS

actions

DHH page

free **f** | reaction **r** (GM may limit #) + move **m** | standard **s** or move **m** | move **m**

combat

initiative:

D20 + agility bonus + other modifiers 235

attack check:

(not required for perception)

20 = crit; 1 = miss

D20 + Attack Bonus + Modifiers vs. Target Defense Class 240

[Close = FGT / Ranged = AGL] + Skills, Advantages, Conditions

Defense Trait + 10

Ranged: Dodge
Close: Parry

if successful

Area effects: no attk check
Defender DC 10 + Dodge
(+2 / +5 partial/full cover)
Success: 1/2 rank +10 DC
Failure: Full rank + 10 DC

resistance check: 241

D20 + Resistance Attribute vs. Hazard +10/15

246 will, toughness, fortitude
mental | damage | toxins, sleep...

Damage: +15
All others: +10

if resistance fails

damage: 14 156

Check Result >=

DC -1 to -5	1 failure	Hit ("Bruise")
DC -6 to -10	2 failures	Dazed
DC -11 to -15	3 failures	Staggered
DC -16+	4 failures	Incapacitated

Circumstance modifiers:

Cover:
1/2 covered, partial, -2 penalty
3/4 covered, total, -5 penalty

Concealment:
Partial, -2; Total, -5

Other:
-2 / -5 penalty or +2 / +5 bonus

(don't forget power effects, etc.)

Other Rules

- In a tie, the dice-roller wins
- Non-damage attacks should have failure grades described
  (e.g. affliction: dazed, exhausted, asleep)
- Bruises accumulate!

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Hit — Accrue 'bruise' (-1 on Resistance Checks). These accrue. 17

Dazed — Take Hit; Dazed until end of next turn: 1 action/turn (move or standard)

Staggered — Take Hit; Staggered: 1 action/turn (move or standard); move 1/2 speed
If Staggered again, become Incapacitated. 156

Incapacitated — Defense bonuses 0; any hit critical; can't take actions; Unaware
If Damage Resistance Check fails, Dying.

Dying — Incapacitated.
If a Damage Resistance Check fails, Dead.

Dead — For now... it's comics.

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Targets with Stamina rank:
- Heal 1 damage condition/min.
- Worst to best til recovered

Targets without Stamina:
- Must be repaired

Dying: Defenseless, Stunned, & Unaware

- Make a Fortitude check (DC 15). 2+ degrees of success = character stable (Incapacitated)
- If the check fails, the character remains dying.
- Three or more total degrees of failure (across multiple checks) mean the character dies.
- Fortitude checks each turn until stable or dead.

Another can stabilize w Treatment check, DC 15 19

Extra Effort

- Additional action
- Bonus (+2), to major (+5), negate -2 penalty, reduce major penalty to -2
- Power by +1 rank for turn
- Alternate Power effect
- Resistance: add'l check
- Retry after failure
- Increase speed +1, 1 turn
- Increase strength +1, 1 turn

Cost

- Fatigued
- Exhausted
- Incapacitated

1 Hero Point cancels Fatigue 19

Hero Point uses 20

- Edit Scene (alter details w/ GM)
- Heroic Feat (get an Advantage)
- Improve Roll (Reroll, +10 for <11)
- Inspiration (a bit of help from GM)
- Instant Counter (vs. power effect)
- Recover (remove dazed, fatigued or stunned condition)

Standard actions

Aid	Drop Prone
Aim	Escape
Attack	Grab
Charge	Move
Command	Ready
Crawl	Recover
Defend	Smash
Delay	Stand
Disarm	Trip
Drop Item	

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Maneuvers

Accurate Attack
All-Out Attack
Defensive Attack
Demoralize
Feint
Finishing Attack
Power Attack
Slam Attack
Surprise Attack
Team Attack 248

combat advantages 132

Accurate Attack	Trade effect DC for attack bonus.
All-out Attack	Trade active defense for attack bonus.
Chokehold	Suffocate opponent you've successfully grabbed.
Close Attack (R)	+1 bonus to close attack checks per rank.
Defensive Attack (R)	Trade attack bonus for active defense bonus.
Defensive Roll (R)	+1 active defense bonus to Toughness per rank.
Evasion (2)	Circumstance bonus to avoid area effects.
Fast Grab	Make a free grab check after an unarmed attack.
Favored Environment	Circumstance bonus to attack or defense in an environment.
Grabbing Finesse	Substitute Dex for Str when making grab attacks.
Improved Aim	Double circumstance bonuses for aiming.
Improved Critical (R)	+1 to critical threat range with an attack per rank.
Improved Defense	+2 bonus to active defense when defend action.
Improved Disarm	No penalty for the disarm action.
Improved Grab	Make grab attacks with one arm. Not vulnerable while grabbing.
Improved Hold	-5 circumstance penalty to escape your holds.
Improved Initiative (R)	+4 bonus to initiative checks per rank.
Improved Smash	No penalty for the smash action.
Improved Trip	No penalty for the trip action.
Improv Weapon (R)	Use Unarmed Combat skill with improvised weapons, +1 damage bonus.
Move-by Action	Move both before and after your standard action.
Power Attack	Trade attack bonus for effect bonus.
Precise Attack (4)	Ignore attack check penalties for cover **or** concealment.
Prone Fighting	No penalties for fighting while prone.
Quick Draw	Draw a weapon as a free action.
Ranged Attack (R)	+1 bonus to ranged attack checks per rank.
Redirect	Use Deception to redirect a missed attack at another target.
Set-up (R)	Transfer the benefit of an interaction skill to an ally.
Takedown (2)	Free extra attack when you incapacitate a minion.
Throwing Mastery (R)	+1 damage bonus with thrown weapons per rank.
Uncanny Dodge	Not vulnerable when surprised or caught off-guard.
Weapon Bind	Free disarm attempt when you actively defend.
Weapon Break	Free smash attack when you actively defend.

Conditions

Compelled:
Free actions & single standard/move per turn, chosen by another.

Controlled:
No free will; standard actions/turn

Dazed:
Free actions & single standard/move per turn

Stunned:
Cannot take any actions, including free

Impaired:
–2 circumstance penalty on checks; add name of check to Disabled (Attack Impaired, etc.).

Weakened:
Temporary power points lost in a trait by Weaken power.

Disabled:
–5 circumstance penalty on checks; add name of check to Disabled (Attack Disabled, etc.).

Debilitated:
one or more abilities lowered below –5

Vulnerable:
Halve defense bonuses, rounding up

Defenseless:
Active defense bonuses of 0; attacks against you = routine checks; normal attacks = critical hits. Often Prone.

Fatigued/Hindered:
Move at half normal speed (–1 speed rank).
Fatigued can recover after 30 mins rest.

Immobile:
No movement speed; cannot move; still capable of taking actions unless prohibited by another condition.

Staggered:
Dazed, Hindered. If Staggered again, Incapacitated.

Incapacitated:
Defenseless, Stunned, Unaware. Usually fall Prone.

Transformed:
Traits altered but power point total cannot increase (may decrease) for duration of transformation.

Asleep:
Defenseless, Stunned, Unaware. Hearing Perception 3+ successes, sudden movement (shaking), resistance check actions will wake.

Surprised:
Stunned, Vulnerable

Unaware:
No interaction/perception checks or sense-based actions, name the sense (visually unaware). Others fully concealed from sense.

Exhausted:
Impaired, Hindered.
Recover after 1 hour rest in comfort.

Blind:
Hindered, visually Unaware, Vulnerable.
Impaired/disabled for vision based activities.

Entranced:
Stunned. No actions other than attention to entrancing effect.
Obvious threat or Interaction skill use by ally can break.

Deaf:
Total auditory concealment ; may allow surprise attacks.
Interaction limited to sign-language and lip-reading

Bound:
Defenseless, Immobile, Impaired.

Prone:
Hindered. On ground. –5 circumstance penalty on close attack checks.
Others: +5 circumstance bonus to close attack checks but a –5 penalty to ranged attack checks.
Standing up = move action.

Paralyzed:
Defenseless, Immobile, and physically Stunned
Still aware and able to take purely mental actions.

Recovery:
Living beings: remove 1 condition/minute, from worst to least. Healing and Regen can accelerate.
Lasting/serious injuries are complications. Objects (no Stamina) must be repaired.

MUTANTS & MASTERMINDS

Character Creation

General Advice:

Less is more! Great heroes are made by great players, not overstuffed powers and abilities.
What makes a character memorable...
is character.

Do you hit?
ABILITIES, SKILLS, ADVANTAGES

What happens when you hit?
POWERS

Campaign Power Level (PL)
x15 = Power Points for build

Costs: 24

Ability: 2 / rank
Defense: 1 / rank
Skills: 0.5 / rank
Advantages: 1 / advantage/advantage rank
Powers: [Base + extras - flaws] x rank + mods

Limitations: 25

- Skill modifier (ability + skill) ≤ PL +10
- Total attack bonus + effect rank ≤ PL x2
  - Effects without attack check ≤ PL x1
- Dodge + Toughness ≤ PL x2
- Parry + Toughness ≤ PL x2
- Fortitude + Will ≤ PL x2

Avoid "big swings" in general (like a Dodge and Parry of 2 and 2 with Toughness 18 in a PL10 campaign, or maxing out damage power rank while neglecting to-hit abilities).

Powers without saves (flight, strength) aren't capped unless used as attacks, then subject to the attack bonus + effect rank limit.

Don't forget...

Defenses! Defense ranks are important and should be close to campaign PL (if it makes sense for your concept - character first!).

You can't die! It's technically possible, but unlikely, and then it's an alien, a ghost, a clone... it's comics! Build for fun, not survival.

Flavour is everything. A "damage" power could be a punch, magic bolt, pulse blast, force beam, telekinetic slap...

Modifiers ≠ zero-cost powers

If flaws reduce a power's rank to zero or less, you acquire multiple ranks per power point:

Power cost per rank	Ranks per point
1	1
0	2
-1	3
-2	4

What's an array? 190

An array lets you bundle multiple powers into one as "Alternate Effects", lowering the overall cost (an Alternate Effect typically costs 1 PP) but forcing you to choose which aspect of the power you're using at any time.

A Star Trek phaser would be an array: a power (with the removeable flaw) that can be switched from stun (Affliction) to kill (Damage) to Disintegrate (Weaken [Toughness])... but you can only use one setting at once.

Use with caution!

This is a notoriously easy game to 'break,' so try not to lean too hard into maxing out points and powers.

What's a dynamic array?

Dynamic Alternate Effects give you a 'dimmer switch' between powers. Strength and Protection in a dynamic array would let you shift from strength to toughness by transferring power points back and forth.

Math is hard!

Yup. Google Sheets or Excel based character sheets are available and helpful. If a power build starts feeling complicated to the point of "mathy", that's a good time to talk to your GM.

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