

**MUTANTS
& MASTERMINDS**

SKILLS				
	BONUS	RANK	AGILITY	MISC
ACROBATICS*				
ATHLETICS			STRENGTH	MISC
CLOSE COMBAT			FIGHTING	MISC
DECEPTION			PRESENCE	MISC
EXPERTISE*			ABILITY	MISC
EXPERTISE*			ABILITY	MISC
EXPERTISE*			ABILITY	MISC
EXPERTISE*			ABILITY	MISC
EXPERTISE*			ABILITY	MISC
EXPERTISE*			ABILITY	MISC
INSIGHT			AWARENESS	MISC
INTIMIDATION			PRESENCE	MISC
INVESTIGATION*			INTELLECT	MISC
PERCEPTION			AWARENESS	MISC
PERSUASION			PRESENCE	MISC
RANGED COMBAT			DEXTERITY	MISC
SLEIGHT OF HAND*			DEXTERITY	MISC
STEALTH			AGILITY	MISC
TECHNOLOGY*			INTELLECT	MISC
TREATMENT*			INTELLECT	MISC
VEHICLES*			DEXTERITY	MISC
			ABILITY	MISC
			ABILITY	MISC

Skill Examples		Degrees of Success and Failure		
Skill	Opposed By	Check Result = OR - THAN	Degree	Equal or Greater Than ... (DC 20)
Stealth	Perception	DC+15	Four (Success)	35
Deception	Insight	DC+10	Three (Success)	30
Vehicles	Vehicles	DC+5	Two (Success)	25
Deception	Perception	DC	One (Success)	20
Height of Hand	Perception	DC-5	One (Failure)	15
Expertise	Expertise	DC-10	Two (Failure)	10
Expertise	Expertise	DC-15	Three (Failure)	5
Technology	Technology	DC-20	Four (Failure)	0

POWERS

[illegible]

ADVANTAGES

ADVANTAGE	ADVANTAGE	ADVANTAGE
EFFECT	EFFECT	EFFECT
ADVANTAGE	ADVANTAGE	ADVANTAGE
EFFECT	EFFECT	EFFECT
ADVANTAGE	ADVANTAGE	ADVANTAGE
EFFECT	EFFECT	EFFECT
ADVANTAGE	ADVANTAGE	ADVANTAGE
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ADVANTAGE	ADVANTAGE	ADVANTAGE
EFFECT	EFFECT	EFFECT
ADVANTAGE	ADVANTAGE	ADVANTAGE
EFFECT	EFFECT	EFFECT

RESOURCES

REPUTATION

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CONDITIONAL MODIFIERS

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NATURE OF REPUTATION

CURRENT WEALTH

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SOURCES OF WEALTH

MAXIMUM WEALTH

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EQUIPMENT

EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
EQUIPMENT	EP	EQUIPMENT	EP	EQUIPMENT	EP
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
CUSTOM EQUIPMENT	EP	POWER EFFECTS			
VEHICLE	EP	POWERS & FEATURES			
SPEED		SIZE			
STRENGTH	DEFENSE	TOUGHNESS	DAMAGE		
VEHICLE	EP	POWERS & FEATURES			
SPEED		SIZE			
STRENGTH	DEFENSE	TOUGHNESS	DAMAGE		
VEHICLE	EP	POWERS & FEATURES			
SPEED		SIZE			
STRENGTH	DEFENSE	TOUGHNESS	DAMAGE		
VEHICLE	EP	POWERS & FEATURES			
SPEED		SIZE			
STRENGTH	DEFENSE	TOUGHNESS	DAMAGE		
HEADQUARTERS	EP	POWERS & FEATURES			
TOUGHNESS	SQUARE-FOOTAGE	SIZE			
HEADQUARTERS	EP	POWERS & FEATURES			
TOUGHNESS	SQUARE-FOOTAGE	SIZE			
HEADQUARTERS	EP	POWERS & FEATURES			
TOUGHNESS	SQUARE-FOOTAGE	SIZE			

COMPLICATIONS & CHALLENGES

COMPLICATION	DESCRIPTION

CHARACTER DETAILS

GENDER	APPARENT AGE	TRUE AGE	HEIGHT	WEIGHT	GROUP AFFILIATION

DESCRIPTION

REFERENCES

MEASUREMENTS TABLE

RANK	MASS	TIME	DISTANCE	VOLUME
-5	1.5 lb.	1/8 second	6 inches	1/32 cft.
-4	3 lbs.	1/4 second	1 foot	1/16 cft.
-3	6 lbs.	1/2 second	3 feet	1/8 cft.
-2	12 lbs.	1 second	6 feet	1/4 cft.
-1	25 lbs.	3 seconds	15 feet	1/2 cft.
0	50 lbs.	6 seconds	30 feet	1 cubic ft. (cft.)
1	100 lbs.	12 seconds	60 feet	2 cft.
2	200 lbs.	30 seconds	120 feet	4 cft.
3	400 lbs.	1 minute	250 feet	8 cft.
4	800 lbs.	2 minutes	500 feet	15 cft.
5	1,600 lbs.	4 minutes	900 feet	30 cft.
6	3,200 lbs.	8 minutes	1,800 feet	60 cft.
7	3 tons	15 minutes	1/2 mile	125 cft.
8	6 tons	30 minutes	1 mile	250 cft.
9	12 tons	1 hour	2 miles	500 cft.
10	25 tons	2 hours	4 miles	1,000 cft.
11	50 tons	4 hours	8 miles	2,000 cft.
12	100 tons	8 hours	16 miles	4,000 cft.
13	200 tons	16 hours	30 miles	8,000 cft.
14	400 tons	1 day	60 miles	15,000 cft.
15	800 tons	2 days	120 miles	32,000 cft.
16	1,600 tons	4 days	250 miles	65,000 cft.
17	3.2 ktons	1 week	500 miles	125,000 cft.
18	6 ktons	2 weeks	1,000 miles	250,000 cft.
19	12 ktons	1 month	2,000 miles	500,000 cft.
20	25 ktons	2 months	4,000 miles	1 million cft.
21	50 ktons	4 months	8,000 miles	2 million cft.
22	100 ktons	8 months	16,000 miles	4 million cft.
23	200 ktons	1.5 years	32,000 miles	8 million cft.
24	400 ktons	3 years	64,000 miles	15 million cft.
25	800 ktons	6 years	125,000 miles	32 million cft.
26	1,600 ktons	12 years	250,000 miles	65 million cft.
27	3,200 ktons	25 years	500,000 miles	125 million cft.
28	6,400 ktons	50 years	1 million miles	250 million cft.
29	12,500 ktons	100 years	2 million miles	500 million cft.
30	25,000 ktons	200 years	4 million miles	1 billion cft.
+1	x2	x2	x2	x2

BASIC CONDITIONS

- **COMPELLED:** Single standard action determined by another.
- **CONTROLLED:** Another character determines actions.
- **DAZED:** May only take a single standard action.
- **DEBILITATED:** One or more abilities at -5.
- **DEFENSELESS:** Active defenses equal 0, often prone. *Supersedes vulnerable.*
- **DISABLED:** -5 penalty on checks. *Supersedes impaired.*
- **FATIGUED:** Hindered, recover after 1 hour of rest.
- **HINDERED:** Move at -1 speed rank.
- **IMMOBILE:** Have no movement speed, cannot move, but can take actions. *Supersedes hindered.*
- **IMPAIRED:** -2 penalty on checks.
- **NORMAL:** Unaffected by other conditions.
- **STUNNED:** Cannot take actions.
- **TRANSFORMED:** Traits altered by an outside agent. Depends on effect.
- **UNAWARE:** Unable to make interaction or Perception checks or perform actions based on them.
- **VULNERABLE:** Active defenses are halved (round up).
- **WEAKENED:** Temporarily lost power points in a trait. Depends on effect.

HERO POINTS

Spending a hero point is a reaction, takes no time, and players can spend as many as they have.

- **Edit Scene:** Edit a scene to grant your hero an advantage by adding or changing certain details. GM has veto power.
- **Heroic Feat:** Gain the benefits of one rank of an advantage you don't already have until the end of your next turn. Must meet all prerequisites. Cannot gain Fortune advantages.
- **Improve Roll:** Re-roll any die roll and take the better of the two rolls. On a result of 1-10 on the second roll, add 10 to the result, an 11 or higher remains as-is. You cannot spend a hero point to make

EXTRA EFFORT

Allows a hero to perform feats beyond even their amazing abilities. Players simply declare their heroes are doing so. Extra effort is a free action and can be performed at any time during the hero's turn, but only once per turn. Using extra effort nets one of the following benefits:

- **Action:** Gain an additional standard action during your turn, which may be exchanged for a move or free action.
- **Bonus:** Perform one check with a bonus (+2 circumstance bonus), or improve an existing bonus to a major bonus (+5 circumstance bonus). Or negate a penalty (-2 circumstance penalty), or reduce a major penalty from -5 to -2.
- **Power:** Increase one of your hero's power effects by +1 rank until the start of the hero's next turn. Not usable on Permanent effects.
- **Speed:** Increase your hero's speed rank by +1 until the start of the hero's next turn.

COMBINED CONDITIONS

- **ASLEEP:** Defenseless, stunned, and unaware.
- **BLIND:** Hindered, visually unaware, vulnerable, may be impaired or disabled for visual tasks.
- **BOUND:** Defenseless, immobile, and impaired.
- **DEAF:** Auditory unaware.
- **DYING:** Incapacitated. May die (see **Dying** in the *Hero's Handbook*).
- **ENTRANCED:** Stunned, but may only pay attention to entrancing effect. Breaks free if threatened or from allies interaction skill check (DC 10+effect rank).
- **EXHAUSTED:** Impaired and hindered, recover after 1 hour of rest.
- **INCAPACITATED:** Defenseless, stunned, and unaware. Usually prone.
- **PARALYZED:** Defenseless, immobile, and physically stunned; may be able to take mental actions.
- **PRONE:** Hindered, -5 penalty on close attack checks, +5 bonus to attacker's close attack checks, but -5 penalty to attacker's ranged attack checks. Move action to stand.
- **RESTRAINED:** Hindered and vulnerable, immobile if restraints are anchored.
- **STAGGERED:** Dazed and hindered.
- **SURPRISED:** Stunned and vulnerable.

the GM or other players re-roll (without the Luck Control effect).

- **Inspiration:** You get a sudden inspiration in the form of a hint, clue, or a bit of help from the GM. It's up to the GM to determine how much help the hero point supplies, but it should be worth a hero point.
- **Instant Counter:** Can attempt to counter an effect used against you as a reaction (see **Countering Effects** in the *Powers* chapter of the *Hero's Handbook*).
- **Recover:** Allows you to immediately, without taking an action, remove a dazed, fatigued, or stunned condition, or convert an exhausted condition into a fatigued condition, or use extra effort without suffering fatigue.

- **Power Stunt:** Gain an Alternate Effect that lasts until the end of the scene or until its duration expires, whichever comes first. Not usable on Permanent effects.
- **Resistance:** Gain an immediate additional resistance check against an ongoing effect. If compelled or controlled, the hero doesn't suffer fatigue until free of the effect.
- **Retry:** Certain effects *require* extra effort to retry after a certain degree of failure. This extra effort merely permits another attempt to use the effect; it grants no other benefits.
- **Strength:** Increase your hero's Strength rank by +1 until the start of the hero's next turn.

Cost of Extra Effort: At the start of the turn immediately after using extra effort, the hero becomes fatigued. A hero who's already fatigued becomes exhausted, and an exhausted hero becomes incapacitated. This fatigue may be negated by spending a hero point.

MAKING CHECKS

CHECK = D20 + YOUR RANK IN A SKILL OR ABILITY VS. DIFFICULTY CLASS (DC)

CRITICAL SUCCESS

A natural 20 on the die. Determine the degree of success normally and then increase it by one degree.

ROUTINE CHECKS

ROUTINE CHECK = 10 + YOUR RANK IN A SKILL OR ABILITY

Only possible when not under pressure. Always possible for skills for which a character has Skill Mastery.

CIRCUMSTANCE MODIFIERS

+/-2 FOR A BONUS/PENALTY
+/-5 FOR A MAJOR BONUS/PENALTY

TEAM CHECKS

TEAM CHECK = +2 CIRCUMSTANCE BONUS FOR ONE TOTAL DEGREE OF SUCCESS

+5 CIRCUMSTANCE BONUS FOR THREE OR MORE TOTAL DEGREES OF SUCCESS

-2 CIRCUMSTANCE PENALTY FOR TWO OR MORE TOTAL DEGREES OF FAILURE

MEASUREMENT RANKS

DISTANCE RANK = TIME RANK + SPEED RANK

TIME RANK = DISTANCE RANK - SPEED RANK

THROWING DISTANCE = STRENGTH RANK - MASS RANK

MATERIAL TOUGHNESS

MATERIAL	TOUGHNESS
Paper	0
Soil	0
Glass	1
Ice	1
Rope	1
Wood	3
Stone	5
Iron	7
Reinforced Concrete	8
Steel	9
Titanium	15
Super-alloys	20+

Listed ranks are for about an inch (distance rank -7) thickness. Apply a +1 per doubling of thickness or a -1 per halving of it.

TOTAL TOUGHNESS = BASE RANK + (THICKNESS RANK + 7)

DEVICE TOUGHNESS = TOTAL POINTS IN THE DEVICE / 5 (ROUNDED DOWN, MINIMUM 1)

