

Maximum Bonus by Effective Character Level

Level	Character Point Cost	Save Bonus	Skill Bonus	Ability Score	Attack Bonus	Save DC	Toughness	Defense Bonus	Hero Points
1st	25	+2	+11	12	+1	+2	+1	+1	1
2nd	35	+4	+12	14	+2	+4	+2	+2	2
3rd	45	+6	+13	16	+3	+6	+3	+3	3
4th	60	+8	+14	18	+4	+8	+4	+4	4
5th	75	+10	+15	20	+5	+10	+5	+5	5
6th	90	+11	+16	22	+6	+11	+6	+6	6
7th	105	+12	+17	24	+7	+12	+7	+7	7
8th	120	+13	+18	26	+8	+13	+8	+8	8
9th	135	+14	+19	28	+9	+14	+9	+9	9
10th	150	+15	+20	30	+10	+15	+10	+10	10
11th	165	+16	+21	32	+11	+16	+11	+11	11
12th	180	+17	+22	34	+12	+17	+12	+12	12
13th	195	+18	+23	36	+13	+18	+13	+13	13
14th	210	+19	+24	38	+14	+19	+14	+14	14
15th	225	+20	+25	40	+15	+20	+15	+15	15
16th	240	+21	+26	42	+16	+21	+16	+16	16
17th	255	+22	+27	44	+17	+22	+17	+17	17
18th	270	+23	+28	46	+18	+23	+18	+18	18
19th	285	+24	+29	48	+19	+24	+19	+19	19
20th	300	+25	+30	50	+20	+25	+20	+20	20

RANK	TIME	VALUE	RANGE
1	3 seconds (1 action)	1	10ft
2	6 seconds (1 round)	2	100ft
3	1 minute (10 rounds)	5	1,000ft
4	5 minutes	10	1 Mile
5	20 minutes	25	5 Mile
6	1 hour	50	20 Miles
7	5 hours	100	200 Miles
8	1 day	250	20, 000
9	1 week	500	2, 000 Miles
10	1 month	1,000	20, 000 Miles - Earth
11	3 months	2,500	2 Million Miles
12	1 year	5,000	20 Million Miles
13	5 years	10,000	200 Million Miles
14	10 years (decade)	25,000	2 Billion Miles
15	50 years	50,000	Anywhere in the
16	100 years (century)	100,000	Nearby star system
17	500 years	250,000	Distant star system
18	1,000 years (millennium)	500,000	Anywhere in the galaxy
19	5,000 years	1 million	Nearby galaxy
20	10,000 years	2.5 million	Anywhere in the

Mutants and Masterminds (house rules)

- ◆ Defenses instead of Saves. Fortitude, Reflex, and Willpower defense is 10 + Bonus, Toughness is 5 + Toughness, and Evasion is 5 + Evasion. You need 10 damage to break someone's defense.
- ◆ Half of your Attack and Defense must be purchased from the base trait of 2pp/Rank.
- ◆ All Variable powers (ie Variable Power, Transform, Mimic, Gadget) must have descriptor (ie Magic/Spirit, Tech, Social)
- ◆ Two-Weapon Fighting is allowed, along with any appropriate feats.
- ◆ You only get the effects of Evasion 2 if you fail by less than 5, otherwise you take full effect. For Evasion 1 you take half damage and your defense is broken at all.
- ◆ What will cause an Attack of Opportunity:
 - ◆ Flaw: Distract
 - ◆ Any power or action that takes a Full-Round action (you can attempt a concentration check to prevent this)
 - ◆ Leaving a threatened area
 - ◆ Ranged attacks in melee, without close combat shot.
 - ◆ Picking up an item.
 - ◆ Any other appropriately distracting action
- ◆ Only as a Ritual/Inventor/etc can you increase the Action of a power beyond a Full-Round action.
- ◆ Suppression fire is completed at the beginning of your turn in the next round, to see who took cover, but you cannot move or take any actions you are unable to at that time as if you completed in the last round.
- ◆ Heal checks with the heal power use only the casters heal rank, not rank plus recovery check.
- ◆ No Save effects should have a rank of at least half the power level.
- ◆ Improved Grab does not do a second damage effect it only starts the grapple. Also, it is a reaction to resist a grapple.
- ◆ Falling damage is every 20 feet and the maximum is +20.
- ◆ Attack Specialization ranks do not stack for the same attack.
- ◆ Drain affects ranks instead of PP, and is a staged effect. Ex: Your defense is beaten by 4 you lose 4 ranks., up to a maximum of 10 ranks. Also, it will return at the rate of one rank per round.
- ◆ Condensed Skills List:
 - ◆ Craft skills are tied into appropriate Knowledge
 - ◆ Profession is chosen from any skill
 - ◆ Ride and Drive are tied into Pilot, but require appropriate proficiency feat for each method (ie Starship, Horse, Boat, Etc).
 - ◆ Intimidate, Bluff, Disguise, Intimidate skills are tied into the Deception Skill.
 - ◆ Sleight of Hand tied into Stealth.
 - ◆ Investigate tied into Gather Information
 - ◆ Notice and Search tied into Perception Skill
 - ◆ Sense Motive, Knowledge: Tactics, and Knowledge: Behavioral Sciences tied into the Empathy Skill
 - ◆ Condensed Knowledge Skills
 - ◆ Condensed Perform Skills
 - ◆ Complete Finalized Skills List to the right, attribute it is tied to, and if it can not be used untrained.
- ◆ Perception attacks that deal any sort of damage, whether it affects Toughness or another Defense, will cost +2 /rank. If it is an area effect that ignores a characters Reflex Defense it will cost +3/rank. Other Perception effects will remain the same.
- ◆ Trade-Offs I allow: +5 Attack/ -5 Damage, or +5 Defense/-5 Toughness, or +2 Damage/-2 Attack, or +2 Toughness/-2 Defense.
- ◆ No more than a total of 5 minions or side kicks, total, at any given time in the scene. Higher ranks is of course allowed, but not if they are all present at the same time.
- ◆ All summons must be made out ahead of time.
- ◆ What you can make out of Equipment points will be very limited.
- ◆ Equipment can not be purchased with Device points.
- ◆ Nearly everything in the game is considered a power for the purpose of feats and alternate powers.
- ◆ For good taste please spend at least one point per PL on skills.
- ◆ Unless you have a non-existent ability you may only reduce it to a 8.
- ◆ All things are at the discretion of my self and good taste.
- ◆ You must decide what you want to do within 30 seconds and do it.
- ◆ Do not open the book on your turn unless the GM asks you to.

Skill List	Ability Mod
Acrobatics	* DEX
Climb	STR
Computers	* INT
Concentration	WIS
Coercion	CHA
Persuasion	CHA
Disable Device	* INT
Empathy	WIS
Gather Info	CHA
Knowledge	*
<i>Arcane Lore</i>	* INT
<i>Civics</i>	* INT
<i>Current Event</i>	* INT
<i>Chemistry</i>	* INT
<i>Engineering</i>	* INT
<i>History</i>	* INT
<i>Physics</i>	* INT
<i>Religion</i>	* INT
Medicine	* WIS
Perception	WIS
Perform	* CHA
Pilot	* DEX
Stealth	DEX
Survival	WIS
Swim	STR

* Can not be used untrained

Mutants & Masterminds (house ruled) Character Sheet

Name: _____ Player: _____

Age: _____ Gender: _____ Height: _____ Weight: _____ Birthday: _____ Hometown: _____ Goal: _____

Description _____
