Maximum Bonus by Effective Character Level

Level	Character Poir Cost	^{nt} 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

+20	TZ5	+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 + Toughnes Skill List Mod damage to break someone's defense. **Acrobatics** DEX Half of your Attack and Defense must be purchased from the base trait of 2pp/Rank. Climb STR All Variable powers (ie Variable Power, Transform, Mimic, Gadget) must have descriptor (ie Magic/Spirit, Tech, Computers INT Social) Concentration WIS Two-Weapon Fighting is allowed, along with any appropriate feats. Coercion CHA You only get the effects of Evasion 2 if you fail by less than 5, otherwise you take full effect. For Evasion 1 you Persuasion CHA defense broken at all. **Disable Device** INT What will cause an Attack of Opportunity: WIS **Empathy** Flaw: Distract **Gather Info** CHA Any power or action that takes a Full-Round action (you can attempt a concentration check to preven Knowledge Leaving a threatened area Arcane Lore INT • Ranged attacks in melee, without close combat shot. Civics INT Picking up an item. Current Event INT Any other appropriately distracting action Only as a Ritual/Inventor/etc can you increase the Action of a power beyond a Full-Round action. Chemistry INT Suppression fire is completed at the beginning of your turn in the next round, to see who took cover, but you of Engineering INT you are unable to at that time as if you completed in the last round. History INT Heal checks with the heal power use only the casters heal rank, not rank plus recovery check. **Physics** INT No Save effects should have a rank of at least half the power level. Religion INT Improved Grab does not do a second damage effect it only starts the grapple. Also, it is a reaction to resist a g Medicine WIS Falling damage is every 20 feet and the maximum is +20. WIS Perception Attack Specialization ranks do not stack for the same attack. Perform CHA Drain affects ranks instead of PP, and is a staged effect. Ex: Your defense is beaten by 4 you lose 4 ranks., up to **Pilot** DEX power. Also, it will return at the rate of one rank per round. Stealth DEX Survival WIS
- Condensed Skills List:
 - Craft skills are tied into appropriate Knowledge
 - Profession is chosen from any skill
 - Ride and Drive are tide into Pilot, but require appropriate proficiency feat for each method (ie Starship, norse, boat, Etc.)

STR

Swim

* Can not be used untrained

- 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 affect 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.

Mutants & Masterminds (house ruled) Character Sheet

Name: Player: Gender: Height: Weight: Birthday: Hometown: Goal: Age: Description **Hero Points** 10 14 15 16 18 19 20 **Abilities Skills** To all Defenses, Attacks, Ability Name Ability Score Ability Modifier Skills and Checks Name Rank Ability 10/20 Strength Total To all Defenses, Attacks, **Dexterity** Acrobatics*@ 10 Skills and Checks Constitution To all Defenses, Attacks, -5 Athletics@ + = 10 Skills and Checks Intelligence To all Defenses, Attacks, Computer Use* 20 + = Wisdom Skills, Checks, and move Charisma Concentration + = n/a at 1/2 speed **Defenses** Unconscious + = Endurance 10 **Fatigue** Save Base Ability Misc. Total Winded: -1 Atk/Saves. Coercion + = 10 **TOUGH** Con Physical Checks Persuasion + 10 Fatigued: -2 Atk/Saves, **FORT** 10 Con Physical Checks, No run Disable Device* + 20 **REF** 10 Dex Exhausted: -3 Atk/ Saves + = 10 Physical Checks, No run **Empathy** WIL 10 Wis -4 -5 -6 -7 **Gather Information** + 10 **Damage** 1-4 5-9 10-14 15-19 Initiative n/a Condition + Stun + Hurt Hurt Dazed + Hurt Uncon + Stun + Cond + Hurt 20 Know (arcane)* + = Know (civics)* + = 20 **Combat Information** Know (chemistry)* + 20 **Defense Bonus Attack Bonus** Know (engineering)* 20 **Dodge Bonus Melee Bonus** Know (history)* + 20 = Flat-Footed Ranged Bonus + = 20 Know (physics)* Total Base Ability Misc. Grapple + + = Know (religion)* + 20 Knockback Size + Know (medicine)* + 20 **Attacks** Language* + = n/a Attack Attack Damage DC Critical = 10 Perception + Descriptor Notes Range Perform * + 10 Pilot*@ + 10 Attack Attack Damage DC Critical + = 10 Stealth@ Dex Range Notes Descriptor 10 Survival + = Attack Attack Damage DC Critical Notes Range Descriptor Attack Attack Damage DC Critical *Trained Only, @Encumbrance penalty applies (double for Swim) Notes Range Descriptor **Drawbacks & Complications** Movement Movement Type Accelerated All-Out Running **x2 x2** Standing Long High **Jumping** $X^{1/2}$ $X^{1/4}$ **Equipment Points** Ranks Points Used Notes Languages **Carrying Capacity** Language R/W Language **Strength Score** Super-Strength Rank Light Medium Heavy Maximum Push/Drag

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