

**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	10 ft
2	6 seconds (1 round)	2	15ft
3	1 minute (10 rounds)	5	25ft
4	5 minutes	10	35f t
5	10 minutes	15	75ft
6	15 minutes	25	100ft
7	20 minutes	35	150 ft
8	25 minutes	75	250ft
9	40 minutes	100	350 ft
10	1 hour	125	500 ft
11	6 hours	150	750 ft
12	12 hours	200	1000 ft
13	1 day	300	1500 ft
14	1 week	400	2500 ft
15	2 weeks	500	3500 ft
16	1 month	600	1 Mile
17	2 months	700	1.5 Miles
18	4 months	800	2 Miles
19	8 months	900	3 Miles
20	1 year	1000	5 Miles

# 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 cover again until 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
<b>Acrobatics</b>	* DEX
<b>Climb</b>	STR
<b>Computers</b>	* INT
<b>Concentration</b>	WIS
<b>Coercion</b>	CHA
<b>Persuasion</b>	CHA
<b>Disable Device</b>	* INT
<b>Empathy</b>	WIS
<b>Gather Info</b>	CHA
<b>Knowledge</b>	*
<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
<b>Medicine</b>	* WIS
<b>Perception</b>	WIS
<b>Perform</b>	* CHA
<b>Pilot</b>	* DEX
<b>Stealth</b>	DEX
<b>Survival</b>	WIS
<b>Swim</b>	STR

\* Can not be used untrained

# Mutants & Masterminds (house ruled) Character Sheet

Name: \_\_\_\_\_ Player: \_\_\_\_\_

Age: \_\_\_\_\_ Gender: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_ Birthday: \_\_\_\_\_ Hometown: \_\_\_\_\_ Goal: \_\_\_\_\_

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