TASK CHECKS

TASK CHECK FORMULA   success: ≥ DC

Check = d20 + Ability vs. Difficulty Class

ROUTINE CHECKS

Ability + 10

CRITICAL SUCCESSES

If you roll a natural 20, determine the degree of success normally and then increase it by one degree. A Critical Success with an attack is a **Critical Hit**.

CIRCUMSTANCE MODIFIERS

+/-2 for **minor bonus/penalty**

+/-5 for **major bonus/penalty**

TEAM CHECKS

+2 Circumstance Bonus for
1 total degree of success

+5 Circumstance Bonus for
3 or more total degrees of success

-2 Circumstance Bonus for
2 or more total degrees of failure

DEGREES OF SUCCESS AND FAILURE

CHECK RESULT EQUAL OR GREATER THAN	DEGREE	EQUAL OR GREATER THAN... (DC 20)
DC+15	Four (Success)	35
DC+10	Three (Success)	30
DC+5	Two (Success)	25
DC	One (Success)	20
DC-5	One (Failure)	15
DC-10	Two (Failure)	10
DC-15	Three (Failure)	5
DC-20	Four (Failure)	0

DIFFICULTY CLASSES

DC	EXAMPLE (SKILL)
Very easy (0)	Notice something in plain sight (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear an approaching security guard (Perception)
Tough (15)	Disarm an explosive (Technology)
Challenging (20)	Swim against a strong current (Athletics)
Formidable (25)	Climb a wet, slippery rock face (Athletics)
Heroic (30)	Overcome a sophisticated security system (Technology)
Super-heroic (35)	Convince the guards, even though you're not wearing an ID badge and aren't on their list, they should let you into the building (Deception)
Nigh-impossible (40)	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (Perception)

ABILITY BENCHMARKS

RANK	DESCRIPTION
-5	Completely inept or disabled
-4	Weak, infant
-3	Younger child
-2	Child, elderly, impaired
-1	Below average, teenager
0	Average adult
1	Above average
2	Well above average
3	Gifted
4	Highly gifted
5	Best in a nation
6	One of the best in the world
7	Best ever; peak of human achievement
8	Low superhuman
10	Moderate superhuman
13	High superhuman
15	Very high superhuman
20	Cosmic

MUTANTS & MASTERMINDS *third edition*
HANDY DANDY REFERENCE GUIDE
updated: aug 25, 2014 @cobiegoesboom

ABILITIES

STRENGTH (STR)

Sheer muscle power and the ability to apply it.
- Damage dealt by your unarmed and strength-based attacks.
- How far you can jump.
- The amount of weight you can lift, carry and throw.
- Athletics skill checks.

STAMINA (STA)

Health, endurance and overall physical resilience.
- Toughness defense, for resisting damage.
- Fortitude defense, for resisting effects targeting health.
- Stamina checks to resist or recover from things affecting health when a specific defense does not apply.

AGILITY (AGL)

Balance, grace, speed and overall physical coordination.
- Dodge defense, for avoiding ranged attacks and other hazards.
- Initiative bonus, for acting first in combat.
- Acrobatics and Stealth skill checks.
- Agility checks for feats of coordination, gross movement and quickness when a specific skill does not apply.

DEXTERITY (DEX)

Hand-eye coordination, precision and manual dexterity.
- Attack checks for ranged attacks.
- Sleight of Hand and Vehicles skill checks.
- Dexterity checks for feats of fine control and precision when a specific skill does not apply.

FIGHTING (FGT)

Close combat: hitting a target, ducking and weaving
- Attack checks for close attacks.
- Parry defense, for avoiding close attacks.

INTELLECT (INT)

Reasoning ability and learning, being knowledgable and well-educated.
- Expertise, Investigation Technology and Treatment skill checks.
- Intellect checks to solve problems using sheer brainpower.

AWARENESS (AWE)

Common sense, intuition and wisdom.
- Will defense, for resisting attacks on your mind.
- Insight and Perception skill checks.
- Awareness checks to resolve matters of intuition.

PRESENCE (PRE)

Force of personality, persuasiveness, leadership ability and (to a lesser degree) attractiveness.
- Deception, Intimidation and Persuasion skill checks.
- Presence checks to influence others through force of personality.

Debilitated STR, AGL or DEX:
The hero collapses; *defenseless, immobilized* and *stunned*.

Debilitated STA: Dying. -5 to Fort checks

Debilitated FGT: dazed, defenseless and cannot make attacks.

Debilitated INT, AWE or PRE: unaware and remains so until restored to at least -5 in the ability.

ATTACKS

INITIATIVE

$$d20 \; + \; \text{Agility} \; + \; \text{Initiative Modifier}$$

ATTACK CHECK FORMULA — hit: ≥ DC

$$\text{Attack Check} \; = \; d20 \; + \; \text{Attack Bonus} \quad \text{vs.} \quad \text{Defense Class}$$

CRITICAL HITS

If you roll a natural 20, you automatically hit and you score a threat. If the attack check total is ≥ target's defense, it is a critical hit and can have one of the following effects:

Increased Effect
Increase the difficulty to resist the attack by +5. Minions automatically receive the highest degree of the attack's effect.

Added Effect
Add another effect onto the attack but its effective rank is 0 (resistance DC is just the base value: 10 or 15 for Damage).

Alternate Effect
Apply an alternate effect for the attack, like a use of extra effort for a power stunt except the character suffers no *fatigue* as a result.

CRITICAL MISSES

A natural 1 on an attack check is always a miss.

RANGE

RANGES	DESCRIPTION
Close	Within melee range
Ranged	Short Range: RANK x25 ft with 0 penalty Medium Range: RANK x50 ft with -2 penalty Long Range: RANK x100 ft with -5 penalty
Perception	Can hit targets you are able to accurately perceive automatically without need for an attack check

RESISTANCE CHECK

$$d20 \; + \; \text{Defense Bonus} \quad \text{vs.} \quad [\; \text{Hazard Rank} \; + \; 10 \;]$$

DAMAGE RESISTANCE CHECK

$$d20 \; + \; \text{Toughness} \quad \text{vs.} \quad [\; \text{Damage Rank} \; + \; 15 \;]$$

Success
The damage has no effect.

Failure (one degree)
The target has a -1 circumstance penalty to further resistance checks against damage.

Failure (two degrees)
The target is *dazed* until the end of their next turn and has a -1 circumstance penalty to further resistance checks against damage.

Failure (three degrees)
The target is *staggered* and has a -1 circumstance penalty to further resistance checks against damage. If the target is *staggered* again, apply the fourth degree of effect. The *staggered* condition remains until the target recovers.

Failure (four degrees)
The target is *incapacitated*.

The circumstance penalties to Toughness checks are cumulative. If an *incapacitated* target fails a resistance check against Damage, the target's condition shifts to *dying*. A *dying* target who fails a resistance check against Damage is *dead*.

CONCEALMENT   COVER

PARTIAL -2 CIRCUMSTANCE PENALTY

| Not being able to clearly perceive target (e.g. dim lighting, foliage, heavy precipitation, fog, etc.) | Half the target is behind cover (e.g., around a corner, behind a tree or pillar, or a low wall |

TOTAL -5 CIRCUMSTANCE PENALTY

| Not being able to perceive target at all, presuming the attacker even knows the right area to target (e.g., total darkness, heavy fog, etc.) | Three-quarters or more of the target is behind cover (e.g., like a narrow window or crouched behind a wall) |

CONDITIONS

Compelled (superseded by *controlled*)
Limited to free actions and 1 standard action per turn as chosen by the controlling character.

Controlled
No free will. Actions each turn are dictated by another controlling character.

Dazed (superseded by *stunned*)
Only free actions and 1 standard action per turn.

Debilitated
One or more abilities lowered to -5.

Defenseless
Active defense bonuses of 0, often prone. Attackers can attack as routine checks. Successful rolled attacks are critical hits.

Disabled (superseded by *debilitated*)
-5 penalty on general or specific checks.

Fatigued
Hindered. Recovered after an hour of rest.

Hindered (superseded by *immobile*)
Moves at half normal speed (-1 speed rank).

Immobile
No move speed and cannot move from spot occupied. Still capable of taking other actions.

Impaired (superseded by *disabled*)
-2 penalty to general or specific checks.

Stunned
Cannot take any actions, including free actions.

Transformed
Some or all traits altered by an outside agency. Primary limit on condition is the character's power point total cannot increase, although it can effectively be decreased for the duration of the transformation.

Unaware
Unable to make interaction or perception checks or perform any action based on them. Subjects have full concealment from all of a character's unaware senses.

Vulnerable (superseded by *defenseless*)
Half active defenses, rounded up.

Weakened (superseded by *debilitated*)
Temporarily loses power points in a trait.

COMBINED CONDITIONS

Asleep   *defenseless, stunned, unaware*
A hearing Perception check with 3+ degrees of success or any sudden movement wakes the character.

Blind   *hindered, visually unaware, vulnerable*
Everything effectively has full visual concealment from the character. May be *impaired* or *disabled* for visual activities.

Bound   *defenseless, immobile, impaired*

Deaf
Full auditory concealment, allowing for surprise attacks on the unaware character. Interaction is limited to lip-reading and sign language.

Dying   *incapacitated*
Immediately make a Fort check vs DC 15 and then each round until stabilized or dead. If failed, the character remains dying. 3+ total degrees of failure and the character dies. If the check succeeds with 2 degrees of success, the character stabilizes. Others can stabilize a dying character with a Treatment check (DC 15) or use of a Healing effect.

Entranced   *stunned*
Take no actions other than paying attention to the entrancing effect. Obvious threats automatically break the trance and an ally can attempt the same with an interaction skill check (DC 10 + effect rank).

Exhausted   *impaired, hindered*
Recovered after an hour of comfortable rest.

Incapacitated   *defenseless, stunned, unaware*
Generally also falls prone.

Paralyzed   *defenseless, immobile, stunned*
Frozen in place, unable to move but still aware and able to take mental actions.

Prone   *hindered*
Lying on ground, -5 on close attack checks. Foes receive +5 close attack, -5 ranged attack. Standing up is a move action.

Restrained   *vulnerable, hindered or immobile*

Staggered   *hindered, dazed*

Surprised   *stunned, vulnerable*

ACTIONS

During a round, you can take a standard and a move action (or substitute an additional move action for your standard action) along with as many free actions and reactions as are called for.

Aid — STANDARD
Make an attack check against an opponent an ally is fighting (vs DC 10). If you succeed, you don't hit or affect the opponent but success grants ally a +2 bonus against that opponent or a +2 bonus to Defense against them until the end of your ally's next turn. 3+ degrees of success grants a +5 bonus.

Aim — STANDARD
If making a close or ranged attack at close range, get a +5 bonus on attack check. If making a ranged attack at a greater distance, gain a +2 bonus. You are *vulnerable* while aiming and it requires a free action to maintain before your attack. If you can't maintain it, you lose the bonus. Your next action must be the attack or you lose the bonus.

Attack — STANDARD
Attack a target within range. If the attack is an area effect or perception range, no attack check is needed.

Charge — STANDARD
Move your speed rank in a relatively straight line towards your target. At the end of your movement, perform a close attack with a -2 penalty. You can also move first and combine it with a charge.

Command — MOVE
Issue commands to a character you control.

Crawl — MOVE
Move half your speed (or speed rank -1).

Defend — STANDARD
Focus entirely on defending. Make an opposed check of your appropriate active defense versus any attack made on you until the start of your next turn. Add 10 to any roll of 10 or less.

Delay — NO ACTION
Take your turn later in the initiative order, moving into the new place when you act. If you don't act before the turn is up, you lose your delayed action and your initiative stays the same. Beneficial effects lasting until the end of your turn end when you choose to delay but harmful ones that last until the end of your turn last until after you act.

Disarm — STANDARD
Make an attack check against a defender with a -2 penalty (with ranged -5). If successful, make an opposed check of your attack's damage against the defender's Strength. If you win, the defender drops the held object. If you made the disarm attempt unarmed, you can grab the dropped item as a free action. If you make the disarm attempt with a melee weapon and fail, the defender may immediately make an attempt to disarm you as a reaction (make another opposed damage vs. Strength check). If this attempt on you fails, you do not get an additional disarm attempt.

Drop An Item — FREE
Dropping or throwing an item with the intent of hitting a target is a standard action.

Drop Prone — FREE

Escape — MOVE
Make an Athletics or Acrobatics check against the routine check result of your opponent's Strength or grab effect rank. If you succeed, you end the grab and move away from your opponent, up to your normal speed rank -1.

Grab — STANDARD
Make an attack check against the target. If successful, the target makes a resistance check against your Strength (or the rank of a grab effect) using the better of Strength or Dodge. If you win with 1 degree of success, the target is *restrained*. 2+ degrees leaves your opponent *bound*. You can improve an existing hold with another grab on the following turn. Degrees of success are cumulative but if you lose, the target escapes. You are *hindered* and *vulnerable* while grabbing and holding an opponent. Maintain a grab as a free action but you cannot perform other actions requiring a grabbing limb. You can take a standard action to inflict Strength damage to a grabbed target after the grab is established. You can drag a *restrained/bound* target with you. They get a Strength resistance check against your Strength. If they resist, you are *immobilized* that turn unless you release them. End the grab as a free action.

Move — MOVE
Move up to your normal speed rank. You can move twice on your turn as 2 move actions. Make a DC 15 Athletics check as a free action to run faster: 1 or more degrees of success increases your ground speed by +1 for one round.

Ready — STANDARD
Ready a single standard, move or free action as a reaction to a triggered event. Prepare to take that action later, after you would normally act on your initiative but before your initiative on your next turn. You can still take a move action. Your place in the initiative order then becomes the point you took the readied action.

Recover — STANDARD
Take your entire turn to remove your highest level of damage or *fatigue*. Alternately, you can choose to make a resistance check against an ongoing effect, in addition to the normal resistance check at the end of your turn. You can only recover once per conflict. Once you have done so, you must recover normally or with outside assistance.

Smash — STANDARD
Damage or break an object held or worn by an opponent. Make an attack check against the defense of the character with the object at -5. If your attack succeeds, you inflict damage on the object and not the character.

Stand — MOVE
You can go from *prone* to standing as a free action by making a DC 20 Acrobatics check.

Trip — STANDARD
Make a close attack check against your opponent's Parry with a -2 penalty. If successful, make an opposed check of your Acrobatics against the higher of your opponent's Acrobatics or Athletics. If you win, the defender is *prone* in an area adjacent to you of your choice. If you lose, the defender immediately gets another opposed check to try to trip you. If it fails, the trip attempt ends.

MANEUVERS

Accurate Attack
Take a penalty of up to -2 on the effect modifier of an attack and add the same number to your attack bonus. Your effect modifier cannot be reduced to below 0 and your attack bonus cannot be more than double this way. Changes are declared before the attack check is made and last until the end of your next turn.

All-Out Attack
Take a penalty of up to -2 on your active defenses (Dodge and Parry) and add the same number to your attack bonus. Your defense bonuses cannot go below 0 and your attack bonus can not be more than double. Changes are declared before you make the attack check is made and last until the end of your next turn.

Defensive Attack
Take a penalty of up to -2 on your attack bonus and add the same number to your active defenses (Dodge and Parry). Your attack bonus cannot be reduced below +0 and your defense bonuses cannot more than double. The changes last until the start of your next turn. This maneuver does not apply to effects requiring no attack check or allowing no resistance check.

Demoralize
Make an Intimidation check as a standard action opposed by the better of your target's Insight or Will defense. If successful, target is *impaired* until the end of your next round. With 4 or more degrees of success, target is *disabled* until the end of your next round.

Feint
Make a Deception check as a standard action opposed by the target's Deception or Insight. If you succeed, the target is *vulnerable* against your next attack until the end of your next round.

Finishing Attack
Attack a defenseless target at close range with a routine check. If you choose to make your attack check normally (against DC 10), then a successful hit is treated as a critical hit with a +5 bonus to the attack's resistance DC. Additionally, if you hit with a damaging attack with intent to kill and the target's resistance check has 3+ degrees of failure, the target dies immediately.

Power Attack
Take a penalty of up to -2 on your attack bonus and add the same number to the effect bonus of the attack. Your attack bonus cannot be reduced to below 0 and the effect bonus cannot be more than double this way. Changes are declared before the attack check is made and last until the end of your next turn. This maneuver does not apply to effects requiring no attack check or allowing no resistance check.

Slam Attack
Charge right into your target, using your momentum to strengthen your attack. The damage rank for the attack equals your movement speed rank or your normal damage rank with a +1 bonus, whichever is higher. If you move your full speed before you charge, increase your damage by either means by an additional +1. You suffer some of the impact and must make a Toughness check against half the damage rank (rounded down) of your attack.

Surprise Attack
Targets caught by surprise are *vulnerable*. Surprise attacks occur during the surprise round of a conflict and may also occur as a result of stealth, concealment or a sneaky maneuver.

Team Attack
Attacks to be combined must have the same effect and resistance and be within 5 ranks of each other. All attackers must delay to the same point in the initiative order (that of the slowest attacker). Each attacker makes an attack check against the target's defense. Effects not requiring an attack check may be used as a team attack; count the effect as 1 degree of success if it is not the main attack. Take the largest effect rank of the attacks that hit and count the combined degrees of success for the other attacks: 1 degree provides a +2 bonus to the rank of the main attack, 3+ provides a +5. Unlike a normal team check, degrees of failure do not reduce success; those simply miss and have no effect.

MEASUREMENTS TABLE

RANK	MASS	TIME	DISTANCE	VOLUME
-5	1.5 lbs	1/8 second	6 inches	1/32 cft.
-4	3.0 lbs	1/4 second	1 foot	1/16 cft.
-3	6.0 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.
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

POWERS

EFFECT CHECK	DURATION
d20 + Rank + Modifiers **vs.** **Difficulty Class**	**Instant**: Occurs and ends in the same turn **Concentration**: Maintained with a standard action **Sustained**: Maintained with a free action each turn **Continuous**: Remains activated until deactivated **Permanent**: Always on, cannot be deactivated

EXTRA EFFORT

ACTION	RETRY
Gain an additional **standard action** during your turn.	Certain effects require extra effort to retry after a certain degree of failure.

RESISTANCE	BONUS
Gain an immediate additional resistance check against an ongoing effect. If *compelled* or *controlled*, the *fatigue* from the extra effort doesn't affect you until freed of the effect.	Perform a check with a bonus (+2 circumstance bonus) or improve an existing bonus to a major bonus (+5). This can also negate circumstance penalties, removing the penalty or reducing it from a -5 to a -2.

POWER*, STRENGTH or SPEED	POWER STUNT*
Increase either one power's effects, your Speed or your Strength by **+1 rank** until the start of the next turn.	Temporarily gain and use an Alternate Effect that lasts until the end of the scene or until its duration expires, whichever comes first.

Extra effort is a free action but causes *fatigue*. It can be performed any time doing the hero's turn but limited to only once a turn.   *can not be used with permanent effects*

HERO POINTS

EDIT SCENE	HEROIC FEAT
Edit a scene to gain an advantage by adding or changing certain details.	Gain a rank in an Advantage you don't already own until the end of your next turn.

IMPROVE ROLL	RECOVER
Reroll any check and take the better of the two rolls. If the roll is less than 10, add 10 to the value rolled.	Immediately remove a *dazed*, *fatigued* or *stunned* condition without taking an action or downgrade *exhausted* to *fatigued*.

INSTANT COUNTER	INSPIRATION
Successfully counter an effect used against you as a reaction.	Gain a clue or beneficial insight from the GM.

Spending Hero Points is a reaction and there is no limit to how many can be spent. They do not carry over from session to session and are used for advancement. Each hero starts with a point each session.