

Mutants & Masterminds Combat Cheat Sheet (PL 10)

Adapted from Mutants & Masterminds, Second Edition
Brandon Blackmoor, 2009-07-12

Actions

The types of actions your hero can perform during a round are standard actions, move actions, full actions, free actions, and reactions. During a round you can:

- Take a standard action and a move action.
- Take a move action and then another move action (in place of your standard action).
- Take a full action.

You can perform as many free actions and reactions in a round as you wish, although the GM may choose to limit them to a reasonable number to keep the game moving.

Standard Actions

A standard action generally involves acting upon something, whether it's an attack or using a power to affect something. You're limited to one standard action a round.

Move Actions

A move action usually involves moving. You can take a move action before or after your standard action, so you can attack then move, or move then attack. You cannot normally split your move action before and after your standard action, however. Move actions also include things like drawing weapons, standing up from being prone, and picking up objects.

Full Actions

A full action, or full-round action, occupies all your attention for the round, meaning you can't do anything else. Full actions include a full speed charge at an opponent which ends in an attack, or spending the whole round moving as quickly as you can. Certain powers or maneuvers require a full action to perform, as do some skills.

Free Actions

A free action is something so comparatively minor it doesn't take a significant amount of time. You can perform as many free actions in a round as the GM considers reasonable. Free actions include things like talking (heroes and villains always find time to say a lot during a fight), dropping something, ending the use of a power, activating some powers, and so forth.

Reactions

A reaction is something you do in response to something else. A reaction doesn't take any time, like a free action. The difference is you might react when it's not even your turn, in response to something else happening during the round.

Attacking

The attacker makes an attack roll (1d20) against the defender. Rolling high is good for the attacker.

- Attack roll = Base attack bonus + attacker's size modifier + miscellaneous modifiers - range penalty
- Defense = 10 + defense bonus + defender's size modifier + miscellaneous modifiers
- Rolling equal to or greater than the target's Defense hits.
- A natural 1 automatically misses.
- A natural 20 automatically hits, and (if it would have hit without the auto-hit rule) increases damage by +5.

Area Attacks

Targets in the area get a Reflex saving throw (1d20) against a DC of (10 + attack's rank). If the save is successful, halve the attack's rank or bonus (rounding any fractions down) before applying it to the target, who then makes the normal saving throw against the attack.

Non-Toughness Saving Throws

- Non-Toughness DC = 10 + the effect's bonus or rank
- Saving throw roll = 1d20 + the appropriate ability modifier + your base save bonus + any bonuses for powers
- Rolling equal to or greater than the DC succeeds.

Taking Damage (Toughness Saving Throws)

The defender makes a Toughness saving throw (1d20) against the damage of the attack to see if she is injured. Rolling high is good for the defender.

- Melee Damage Bonus = Strength modifier + weapon damage
- Power Damage Bonus = power rank.
- Toughness DC = 15 + the attack's damage
- Saving throw roll = 1d20 + the appropriate ability modifier + your base save bonus + any bonuses for powers

Tracking Damage

Saving Throw	Normal Effect	Lethal Effect
Succeeds	No Effect	No Effect
Fails	Bruised	Bruised + Injured
Fails by 5 or more	Stunned + Bruised	Stunned + Bruised + Injured
Fails by 10 or more	Staggered + Stunned	Staggered + Stunned + Disabled
Fails by 15 or more	Unconscious	Unconscious + Dying

When a character suffers damage, mark it on the damage track with a slash or check mark. Characters can have any number of bruised or injured marks, but suffer only one staggered, unconscious, disabled, or dying condition at a time. If a character suffers an already checked-off condition (staggered, unconscious, disabled, or dying), move the damage up to the next highest condition, so a staggered character who is staggered again becomes unconscious, and a disabled character who is disabled again becomes dying.

Bruises	Staggered	Unconscious
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Injuries	Disabled	Dying

Bruised (Constitution vs. DC 10, once per minute of rest)

Bruised means the character has been battered and bruised and is in less than top condition. Each bruised condition imposes a -1 penalty on further Toughness saves against nonlethal damage, putting the character closer to being taken out of the fight.

Stunned (lasts one round)

If a Toughness save fails by 5 or more, in addition to the normal effects of the condition, the character is stunned for one round: unable to take actions, losing dodge bonus to Defense, and suffering an additional -2 reduction in Defense. This lasts until just before the attacker's turn in the initiative order on the following round.

Staggered (Constitution vs. DC 10, once per hour of rest)

A staggered character has been badly beaten, barely holding on to consciousness. He can only take a single standard or move action each round (not both).

Unconscious (Constitution vs. DC 10, once per minute of rest)

An unconscious character is knocked out and helpless. Further damage against an unconscious character is considered lethal.

Injured (Constitution vs. DC 10, once per hour of rest)

Injured means the character has suffered some minor injury. Each injured condition imposes a -1 penalty on further Toughness saves against lethal damage.

Disabled (Constitution vs. DC 10, once per day of rest)

A disabled character is conscious and able to act but terribly injured. If a disabled character performs any strenuous action, the character's condition becomes dying on the following round. Strenuous actions include moving all out, attacking, or using any ability requiring physical or mental effort (including most powers).

Dying (Fortitude vs. DC 10, immediately, and once per hour)

A dying character is near death. A dying character must make an immediate Fortitude saving throw and an additional save every hour (DC 10 + 1 per previous save). If a save fails, the character dies. If the save succeeds, the character remains dying for another hour. If the save succeeds by 10 or more, or the roll is a natural 20, the character stabilizes; erase the dying condition.

The character is now unconscious and disabled (and may recover from both conditions normally).

Another character can stabilize a dying character with a successful use of the Medicine skill (DC 15) or the Healing power (see page 87). The Medicine skill check to stabilize a dying character can be made untrained (as a DC 15 Wisdom check).

Dead

A dead character is, well, dead. Although death is usually the end, it may not be for superheroes, and it rarely is for supervillains, either. Certain powers, such as Healing and Regeneration, allow dead characters to come back to life, and Game Moderators may also arrange for the return of a dead character as a plot device.

Damaging Objects

Objects are only affected by lethal damage. They do not suffer nonlethal damage conditions.

- An “injured” object is damaged and suffers the normal cumulative -1 penalty on further Toughness saves.
- A “disabled” object is badly damaged. Disabled equipment and devices no longer function, while disabled barriers have holes punched through them, and other disabled objects may be bent, deformed, or otherwise damaged.
- A “dying” object is destroyed. Damaged and disabled objects can be repaired. It’s up to the GM whether or not a destroyed object is repairable; if it is, the difficulty of the Craft check is the same as creating an entirely new item.

Knockback

Take the attack’s damage bonus and subtract half the target’s Toughness save bonus (round down). Impervious Toughness save bonus is not halved, subtract the full amount instead. Subtract the rank of the target’s Immovable power. Subtract 4 for each size category larger than Medium (a Huge character subtracts 8, for example). Add 1 for each size category smaller than Medium (a Small character adds 1, for example).

- Knockback = attack’s damage bonus - one-half Toughness save bonus - Immovable +/- size modifiers

If the result is positive, the target is knocked back. Find the knockback result on the value column of the Time and Value Progression Table. That’s the distance (in feet) the character is knocked back. A result of less than 5 feet means the character falls prone in roughly the same spot

Skills

Rolling high is good for the person using the skill.

DC	Difficulty	Example (Skill used)
0	Very easy	Notice something in plain sight (Notice)
5	Easy	Climb a knotted rope (Climb)
10	Average	Hear an approaching security guard (Notice)
15	Tough	Disarm an explosive (Disable Device)
20	Challenging	Swim against a strong current (Swim)
25	Formidable	Break into a secure computer system (Computers)
30	Heroic	Climb a slippery overhang (Climb); overcome a sophisticated security system (Disable Device)
35	Superheroic	Convince the guards to let you into the building, even though you’re not wearing an ID badge and you aren’t on their list (Bluff)
40	Nearly impossible	Track a trained commando through the jungle on a moonless night after 12 days of rainfall (Survival)

Taking 1

If your total bonus on a check is equal to or greater than the DC minus 1, you will succeed regardless of what you roll on the die, even under pressure. In this case, the GM might not require you to roll and just assume you succeed, since the task is a trivial effort for someone of your skill. If the check has varying levels of success, you’re assumed to achieve the minimum possible (as if you’d rolled a 1).

Taking 10

When you are not under any pressure to perform a task, you may choose to take 10. Instead of rolling the check, calculate your result as if you had rolled a 10. For average (DC 10) tasks, taking 10 allows you to succeed automatically with a modifier of +0 or greater. You cannot take 10 if distracted or under pressure (such as in a combat situation). The GM decides when this is the case. Characters with Skill Mastery (see page 64) can take 10 with some skills even while under pressure.

Taking 20

When you have plenty of time and the task carries no penalty for failure, you can take 20. Instead of rolling the check, calculate your result as if you had rolled a 20. Taking 20 means you keep trying until you get it right. Taking 20 takes twenty times longer than a single check, or about 2 minutes for a task requiring a round or less. If there are penalties or consequences for failing the check, such as setting off an alarm or slipping and falling, you cannot take 20 on that check.

Power Level Caps

Power level caps which deviate from the standard rules are indicated by **bold red text**; these caps have been increased from power level (10) to power level + 5 (15). Page numbers refer to Mutants & Masterminds 2nd Edition, unless otherwise noted. "W&W" refers to the Warriors & Warlocks sourcebook.

PL (10)	PL + 5 (15)	No Limit
Attack Bonus	Ability Bonus	Aggressive Stance modifier (p. 159)
Attack Focus feat (p. 59)	Accurate Attack feat (p. 56, p. 108)	Aid action (p. 10, p. 154)
Attack Specialization feat (p. 59)	All-Out Attack feat (p. 56)	Aim action (p. 154)
Defense Bonus	Attractive feat (p. 59)	Charge action (p. 155)
Defensive Roll feat (p. 60)	Autofire extra ³ (p. 112, p. 160)	Combined Attack action (p. 155)
Dirty Fighting feat (W&W, p. 17)	Dedicated Dodge feat (W&W, p. 17)	Condition modifiers (p. 10, p. 161)
Dodge Focus feat (p. 60)	Defensive Attack feat (p. 60)	Cover bonuses (p. 160)
First Strike feat (W&W, p. 18)	Favored Conditions feat⁴ (W&W, p. 18)	Critical Hits (p. 152)
Improvised Weapons feat (W&W, p. 18)	Favored Environment feat⁴ (p. 61)	Dedication feat (W&W, p. 17)
Lionheart feat (W&W, p. 18)	Favored Opponent feat⁴ (p. 61)	Defensive Stance modifier (p. 161)
Luck feat ¹ (p. 62)	Fearsome Presence feat (p. 61)	Defensive Strike feat (W&W, p. 17)
Save DC	Power Attack feat (p. 63)	Endurance feat (p. 61)
Sneak Attack feat² (p. 64)	Rage feat (p. 63)	Extra Effort (p. 120)
Throwing Mastery feat (p. 165)	Save Bonus	Grapple action (p. 156)
Tough feat (W&W, p. 19)	Skill Rank	Hero Points (p. 121)
Toughness	Trap Sense feat (W&W, p. 19)	Improved Aim feat (p. 61)
		Improved Block feat (p. 61)
		Improved Critical feat (p. 61)
		Improved Defense feat (p. 61)
		Improved Disarm feat (p. 62)
		Improved Overrun feat (p. 62)
		Improved Sunder feat (p. 62)
		Improved Trip feat (p. 62)
		Inspire feat (p. 62)
		Master Plan feat (p. 62)
		Move All Out action (p. 157)
		Oathbound feat (W&W, p. 19)
		Overrun action (p. 158)
		Rush action (p. 158)
		Slam action (p. 158)
		Teamwork feat (p. 64)
		Total Defense action (p. 159)
		Trip action (p. 159)

Notes

1. The cap for Luck is one-half power level, rounded up (5).
2. The cap for Sneak Attack is power level + 2 (12).
3. The cap for the Autofire extra is PL+10 (20) if the extra is purchased twice.
4. Favored Conditions, Favored Environment, and Favored Opponent only have their power level cap increased to PL+5 (15) if the relevant circumstances are

unusual. Otherwise, the PL cap for these feats is standard (10).

Time And Value Progression

Rank	Time	Value
1	3 seconds (1 action)	1
2	6 seconds (1 round)	2
3	1 minute (10 rounds)	5
4	5 minutes	10
5	20 minutes	25
6	1 hour	50
7	5 hours	100
8	1 day	250
9	1 week	500
10	1 month	1,000
11	3 months	2,500
12	1 year	5,000
13	5 years	10,000
14	10 years (decade)	25,000
15	50 years	50,000
16	100 years (century)	100,000
17	500 years	250,000
18	1,000 years (millennium)	500,000
19	5,000 years	1 million
20	10,000 years	2.5 million