MUTANTS & MASTERMINDS SECOND EDITION ERRATA

Mistakes happen, but when they do, we try our best to correct them. This file provides errata and corrections for the first printing of the second edition of Green Ronin's *Mutants & Masterminds* superhero roleplaying game.

Clarifications and answers to frequently asked questions are found in the *Mutants & Masterminds FAQ* file. For this and more information about *Mutants & Masterminds* in general, please visit our website: *www.mutantsandmasterminds.com*.

New additions are listed in color for ease of reference.

page 13 — dodge bonus: change "(rounded up)" to "(rounded down)".

page 16 — Doing the Math: Change "Costimed Adventurer" to "Costumed Adventurer"

page 17 — Martial Artist: In the last sentence, change "+11" and "+9" to "+12" and "+8".

page 17 — Battlesuit: Change heavy load under **Super-Strength** to "45 tons".

page 18 — Costumed Adventurer: The archetype's feats are not listed. They are: Defensive Roll 3, Equipment 4, Evasion 2, Jack-of-All-Trades, Power Attack, Skill Mastery (Acrobatics, Disable Device, Escape Artist, Stealth), Startle, Sneak Attack, Uncanny Dodge.

page 20 — Mystic: Change notation after Magic to read: (choose five power feats). Change Drawbacks to read: Power Loss (Astral Form array and Magic array, when unable to speak or gesture to cast spells, −2 points).

page 21 — Paragon: Change heavy load under **Super-Strength** to "90 tons".

page 21 — Powerhouse: Change heavy load under **Super-Strength** to "180 tons".

page 26 — Costumed Adventurer Example: In the third to last paragraph, change "Surprise Strike" in the last sentence to "Sneak Attack".

page 28 — Ability Modifiers: In the second paragraph, third sentence, insert a space between "modifier" and "comes". In the third paragraph, change the last sentence to read: "Strength and Constitution are affected by the power level limits on damage and Toughness, respectively (see page 24)."

page 32 — Debilitated Ability Scores: In the second paragraph on this page, change "Abilities" at the start of the first sentence to "Ability" so it reads: "Ability scores cannot..."

page 32 — Nonexistent Ability Scores: Under **Constitution**, delete "but cannot exert extra effort (see **Extra Effort**, page 120)" from the eighth sentence (since constructs can, in fact, use extra effort, they just do so differently).

page 32 — Dodge Bonus: Change the second sentence to read: "Other conditions—such as when you are helpless—cause you to lose your dodge bonus and impose additional penalties to your defense."

page 42 — Bluff: Change the last sentence of the *Feint* subsection to read: "If your Bluff check succeeds, your target loses any dodge bonus against your next attack."

page 46 — Craft: Under **Action** change "on" in the first sentence to "to" so it reads: "The time to make something varies according to its complexity."

page 49 — Intimidate: Under Demoralizing in Combat, change the parenthetical note after "Shaken" to "(−2 to attack rolls, saving throws, and checks)".

page 54 — Search: Change all instances of "radius" in the example to "diameter."

page 58 — Feats Table: Change the Benefit of Blind-Fight to read: "You suffer half the normal miss chance due to concealment and half speed penalty in darkness."

page 60 — Defensive Roll: Delete the extra period at the end of the second sentence.

page 61 — Fast Overrun: The page reference to the overrun action should be page 158.

page 62 — Improved Overrun: The page reference to the overrun action should be page 158.

page 65 — Ultimate Effort: Change "Fortuine" in the header to "Fortune".

page 65 — Uncanny Dodge: Delete the third sentence of the feat's description.

page 65 — Fighting Styles: Under **Wrestling**, "Improved Escape" should be "Improved Grapple".

page 69 — Opposed Power Checks: The page reference in the last sentence is missing; it should be page 10. Also in the last sentence, change "who's" to "whose".

page 71 — Alternate Powers sidebar: In the second sentence, it should be "form sculptures of flame" rather than "forms sculptures of flame".

page 72 — Powers Table: Change the **Cost** of Confuse to 2/rank. Add "Fortitude" under **Save** for Life Control.

page 76 — Anatomic Separation: The last sentence should begin "You recover..." rather than "Your recover..."

page 79 — Confuse: Change **Cost** to 2 points per rank.

page 81 — Dazzle: Delete the last sentence of the second paragraph: "Targets immune to Fortitude effects cannot be dazzle." They can, they just immediately recover due to their ability to automatically succeed on the Fortitude save.

page 84 — Emotion Control: Range should be "Perception". **Saving Throw** should be "Will" as correctly given on the Powers table on page 72. Under Despair, change the first sentence to read: "The subject is shaken, suffering a −2 on attack rolls, saving throws, and checks."

page 86 — Gestalt: Change **Action** in the stat block to "Standard".

page 87 — Growth: Change **Cost** to 3 points per rank (as correctly given on the table on page 72).

page 88 — Illusion: Under **Extras** change **Action** to **Duration**.

page 90 — Leaping: In the next to last sentence, change "(x1,000 your normal distance)" to "(x2,500 your normal distance)".

page 90 — Life Control: Add "**Saving Throw:** Fortitude" to the power's statistics.

page 91 — Magic: Under **Alternate Powers**, remove "and rank" from the second half of the first sentence.

page 95 — Obscure: Change the **Power Feats** header to **Extras**.

page 95 — Paralyze: In the next to last sentence, insert "physical" before in between "any" and "actions".

page 96 — Plasma Control: Change **Cost** to 2 points per rank (as correctly given on the table on page 73).

page 97 — Regeneration: In the last paragraph (before **Power Feats**), change the cost of total Regeneration to 36 points, and 44 if it includes ability damage.

page 98 — Shapeshift: Delete the third sentence of the power's description: "No rank or bonus of the assumed form can be higher than your Shapeshift rank."

page 99 — Snare: In the second paragraph, second sentence, delete "loses his defense bonus, and suffers a further −5 modifier to Defense." (It's implicit in the helpless condition.) In the last paragraph change the damage bonuses to automatically break out of a snare to 10 or more than the Snare's rank and 15 or more, respectively.

page 100 — Spinning: In the last sentence, change the second "your" to "you" so it reads "...as long as you continue spinning."

page 100 — Strike: Under **Cost** change "points" to "point". Under **Thrown** change the first "Your" to "You".

page 102 — Wall-Crawling: Change the description after the first sentence to read:

You still lose your dodge bonus while climbing unless you have 5 or more ranks of Climb (see page 42). An additional rank of Super-Movement applied to this effect means you climb at your full speed and retain your dodge bonus while climbing.

page 108 — Alternate Power Example: In the sentence "Each Alternate Power can have a cost of up to 2 power points per Magic rank (or 32 points total) and a rank no greater than 16" delete everything after the parenthesis.

page 110 — Slow Fade: Change the last sentence after the colon to read: "from one round to one minute (10 rounds) to five minutes, and so forth."

page 111 — Alternate Save: In paragraph three, first sentence, change "save" to "saves".

page 112 — Aura: Insert "sustained" between "range" and "power" in the first sentence.

page 112 — Disease: In the last sentence, insert "on" after "effect".

page 115 — Feedback: Change the flaw's description to read as follows:

You suffer pain when a manifestation of your power is damaged. This flaw only applies to powers with physical manifestations, such as Create Object, Duplication, Snare, or Summon, for example. If your power's manifestation is damaged, make a Will save against damage equal to the attack's damage, with a bonus equal to the manifestation's Toughness. For example, if you create a Toughness 12 object and it is attacked for +15 damage, you must make a Will save against +15 damage with a +12 bonus (the object's Toughness) added to your normal Will save bonus.

page 132 — Wealth Bonus: Change the third sentence to read: "The Profession skill (see page 53) grants a bonus to Wealth: +1 per 5 full points of skill bonus."

page 137 — Sample Utility Belt: Change **Stun Pellets** to **Flash-Bangs**.

page 138 — Melee Weapons: Change the knife's equipment cost to 4 points.

page 139 — Ranged Weapons: Change the bow's equipment cost to 8 points.

page 139 — Ranged Weapons: Change the shotgun's equipment cost to 13 points.

page 140 — Grenades and Explosives: In the table, the effect of the smoke grenade should be "Obscure 2 (visual)".

page 141 — Archaic Armor: Under **Chain-mail**, change "hauberk" to "coif".

page 143 — Ground Vehicles Table: Change the **Cost** of the sports car to 7/2.

page 143 — Navigation System: Change "per additional power point" to "per additional equipment point".

page 144 — Air Vehicles Table: Change the cost of the military helicopter to 45/9

page 144 — Immunity: Change the second sentence to read: "Vehicles that travel in space or underwater provide life support for their passengers at no additional cost."

page 149 — Damaging and Repairing Constructs: In the second paragraph, change "A construct" to "Constructs".

page 152 — Saving Throw Types: Under **Will**, change "Wisdom bonus" to "Wisdom modifier".

page 156 — Combined Attack: Remove the first line on this page, it's repeated from the previous page.

page 160 — Suppression Fire: "An opponent who chooses not to seek cover ignores the attack modifier from by suppression fire but is automatically attacked." Delete the word "by" in this sentence.

page 162 — Helpless Defenders: Change the text under **Regular Attack** to read:

A helpless character loses any dodge bonus and has a Defense of 5 + size modifier, like an immobile object. Attacks from adjacent opponents gain an additional +4 to hit.

page 167 — Damage to Objects: In the last paragraph, change the last sentence to read:

If the attacker's damage bonus equals the object's Toughness −4, it's damaged. If damage equals (object Toughness +5),

the object is broken, and if it is (object Toughness +10) or greater, the object is automatically destroyed.

page 168 — Poison: In the second paragraph, first sentence, delete "the" and "feat" before and after "Immunity to Poison".

page 170 — Vacuum: Where it says "Constitution check" in this section, substitute "Fortitude save".

page 171 — Helpless: Replace the listing with the following:

Helpless: Sleeping, bound, paralyzed or unconscious characters are helpless, unable to defense themselves. Enemies can make advantageous attacks against helpless characters, or even deliver a coup de grace. An attack against a helpless character is handled like an attack on an immobile object: the target has a Defense of 5 + size modifier and adjacent attacks get a +4 bonus to hit.

page 171 — Paralyzed: Delete the last sentence of the description (it's implicit in the helpless condition).

page 171 — Staggered: Change the second sentence to read: "A staggered character who is staggered again is rendered unconscious."

page 186 — Futuristic: In the third paragraph, first sentence, change "stores" to "stories".

page 191 — Human Heroes: In the second paragraph, second sentence, change "martial" to "marital".

page 191 — Social Issues: Indent the second paragraph (starting with "The major social issues...").

page 210 — Why the Villain Gets Away: In the third paragraph, second sentence, change "changes" to "chances" so it reads "to improve their chances in the future..."

page 212 — Armored Megalomaniac: Change the header of the page to "Megalomaniac" rather than "Megalomanic." At the end of **The Enemy of My Enemy** add the word "else" (so it reads "... or conquered by someone else.")

page 214 — Deal With the Devil: Change "power" in the first sentence to "powerful".

page 219 — Master of Disguise: Change "Mastre" in the stat block header to "Master".

page 221 — Puppeteer: Under **Variations and Capers**, "pheremones" should read "pheromones". Under *Only a Dream*, "the sleep" should read "their sleep". Under **Pawns of the Puppeteer**, "puppeteer" in the last sentence should be capitalized.

page 226 — Assassin: Change Toughness save to +4 (+0 flat-footed).

page 226 — Bulter: Change Power Level to 3 (to accomodate 8 ranks in Profession). Everyone knows comic book butlers are secretly really tough...

page 226 — Crime Lord: Change Abilities total to 14 and Total value to 61. Change Unarmed damage to −1. Change Sense Motive bonus to +5 and Toughness to +0. Raise Power Level to 5 to accomodate skills.

page 226 — Criminal: Change Saves total to 1, Combat total to 4, and Total value to 27. Add "leather jacket (+1 Toughness)" to Equipment. Lower Defense to +1.

page 226 — Cultist: Change unarmed damage to +1, change "sword or axe" under Equipment to "dagger (+1 damage)" to solve PL issues.

page 227 — Gang Leader: Change Save total to 9 and Total vlue to 43. Change Toughness save to +2.

page 227 — Ninja: Change Climb bonus to +5. Add Defensive Roll to Feats, increase Feats cost to 3, lower Saves to 4, point total remains the same.

page 228 — Police Chief: Change Abilites to Str 10, Dex 11, Con 10, Int 13, Wis 15, Cha 14 (there was a cut-and-past error, presumably). Change Toughness save to +0.

page 228 — Reporter: Change Power Level to 1 to accomodate skill ranks.

page 229 — Scientist: The archetype's ability scores should be: Str 8, Dex 10, Con 9, Int 15, Wis 13, Cha 9

page 229 — Soldier: Change Abilities total to 8, Feats total to 7, and Total vlue to 43. Change Equipment rank to 7.

page 229 — SWAT Officer: Change point totals to the following:

Abilities 13 + Skills 6 (24 ranks) + Feats 4 + Powers 0 + Combat 24 + Saves 10 = 57

page 229 — Terrorist: Change Save total to 9 and Total vlue to 51. Change Toughness save to +1. Change the "Professional" skill to "Profession"

page 229 — Thug: Change Toughness save to +3 (+2 without jacket).

page 230 — Ape: Change Climb skill to 10 ranks and a +11 bonus, change Notice to 6 ranks and a +7 bonus. Change Skills total to 4 (16 ranks) and Feats total to 0. Change Total value to 42.

page 230 — Bat: Change Abilities total to −2, Skills total to 2 (8 ranks), Powers total to 19, Saves total to 4, and Total value to 19. Change skills to: Notice 4 (+6), Stealth 4 (+18 due to size). Add **Flight 1** to powers. Change Toughness save to −3 (includes −1 size).

page 230— Bear: Change Climb skill to 10 (+14) due to Growth. Change Notice skill to 6 (+7) and Skill total to 16 ranks.

page 230— Cat: Change skills to: Acrobatics 5 (+7), Climb 5 (+7), Notice 5 (+6), Stealth 5 (+15 with size). Change Toughness save to −2. Add a Feats line with **Benefit** (substitute Dex for Str for skill checks). Change point totals to:

Abilities −3 + Skills 4 (20 ranks) + Feats 1 + Powers 10 + Combat 8 + Saves 4 − Drawbacks 8 = 16

page 230— Crocodile: Delete the Improved Swim feat. Change Stealth to "Stealth 4 (−3 due to size)". Change Skills cost to 2 (8 ranks), Feats cost to 1, and total cost to 54 points.

page 230— Dog: Change Power Level to 3 (to accomodate damage and Toughness). Change damage to +2 (unarmed).

page 231— Elephant: Change damage to +11.

page 231— Hawk: Change damage to −2, change Toughness to −2.

page 231— Herd Animal: Change Initiative to +0.

page 231— Horse: Change Abilities cost to −11 and Damage to +1 (unarmed). Change Total value to 23.

page 231— Lion: Change Stealth bonus to +7 (due to size modifier).

page 231— Monkey: Change Skills to: Acrobatics 6 (+8), Climb 6 (+8), Notice 6 (+7), Stealth 6 (+16 for size). Change Toughness save to −2. Change Damage to −4. Add Feats line with **Benefit** (substitute Dex for Str for skill checks). Change point totals to:

Abilities −5 + Skills 5 (20 ranks) + Feats 1 + Powers 10 + Combat 12 + Saves 4 − Drawbacks 4 = 23

page 231— Owl: Change skills to: Notice 6 (+8), Stealth 6 (+17 for size). Bold power names and ranks. Change damage to −2. Change point totals to:

Abilities 1 + Skills 3 (12 ranks) + Feats 0 + Powers 12 + Combat 20 + Saves 4 − Drawbacks 8 = 32

page 232— Rat: Change skills to: Acrobatics 5 (+7), Climb 5 (+7), Stealth 5 (+15 for size), Swim 5 (+7). Add Feats line with **Benefit** (substitute Dex for Str for skill checks). Change point totals to:

Abilities −9 + Skills 4 (20 ranks) + Feats 1 + Powers 11 + Combat 12 + Saves 1 (included reduced Toughness) − Drawbacks 8 = 12

page 232— Snake (Constrictor): Change Climb skill to 8 (+11), Skill total to 8 (32 ranks) and total value to 36.

page 232— Snake (Viper): Change skills to: Climb 9 (+12), Notice 7 (+8), Stealth 8 (+19 for size), Swim 8 (+11). Add Feats line with **Benefit** (substitute Dex for Str for skill checks). Change point totals to:

Abilities −3 + Skills 8 (32 ranks) + Feats 1 + Powers 21 + Combat 20 + Saves 4 − Drawbacks 8 = 43

page 232 — Wolf: Delete the first **Saving Throw** line (the second one is the correct one). Replace the second saving throw line with the following point totals:

Abilities 3 + Skills 1 (4 ranks) + Feats 1 + Powers 3 + Combat 14 + Saves 6 − Drawbacks 8 = 20

page 233— Demon, Imp: Change Toughness save to +2. Change Powers total to 35 and total value to 81.

page 233— Gargoyle: Change Powers total to 15 and total value to 48

page 233— Giant Ooze: Change **Strike** power to **Strike 5** (acid, *Extras:* Aura, Sustained) and move to the end of the powers listing. Change **Insubstantial** power to **Insubstantial 1** (fluid, *Extra:* Continuous; *Flaw:* Permanent; *Power Feat:* Innate). Change Powers total to 67 and total value to 50.

page 234— Golem, Clay: Change damage to +7.

page 234— Golem, Flesh: Change damage to +5.

page 234— Monstrous Flytrap: Change Stealth skill modifier to −3 (for size). Change Abilities total to −16 and total value to 42.

page 234— Monstrous Spider: Change power level to 8. Add **Protection 4** to powers. Change Powers total to 68 and Saves total to 10. Total cost remains unchanged.

page 235— Sea Monster: Add Swim 8 (+8) to skill. Change Initative to +4. Change Skills cost to 6 (24 ranks). Change Saves cost to 33 and total cost to 168.

page 235— Tyrannosaurus Rex: Change Combat cost to 44 and total cost to 119.

page 235— Werewolf: Change Con to 16. Add a **Skills** line with the following: Handle Animal 1 (+1), Notice 1 (+1), Stealth 4 (+6), Survival 2 (+2).

page 241 — Daedalus: Change the second sentence to: "The Greek gods granted him immortality after the death of his son, Icarus."

page 254 — character sheet: Change the second **Abilities** box to **Saving Throws**. Change the "Dodge Bonus" header over the third box of the **Defense** line to "Misc. Modifier".

page 255 — character sheet: Add **Investigate** to the list of skills.