

METAHUMAN MYSTICS & SUPERNATURAL SUPERS 2

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INTRODUCTION

This work introduces a number of new character archetypes for use in the second edition of **M&M**. Each shares the common thread of having a mystical or supernatural nature.

NEW CHARACTER OPTIONS

This section includes new traits. Some are already employed by the included archetypes while others are here because they will likely be useful to such characters.

SKILLS

KNOWLEDGE (STAGE MAGIC) INT, SPECIALTY, TRAINED ONLY

Card tricks, stage illusion, prestidigitation uses, and all sorts of chicanery are yours to know, although carrying them out may require other skills.

POWERS

CONFESSION BURN

Effect: Skills

Action: Standard

Range: Ranged

Duration: Instant

Saving Throw: Will

Cost: 3 points per rank

You can inflict injuries on others comparable to their misdeeds in the form of an energy burst that envelopes the target, damaging them to a degree related to how foul their past is. The save DC is Base Damage + ranks. Base Damage is at the Gamemaster's discretion, but a guideline would be the following:

LEVEL OF EVIL	BASE DAMAGE
No evil deeds (newborn)	0; save is automatically successful
Occasional misdeed (typical adult)	5
Regular misdeeds (professional criminal)	10
Willfully evil (willing murderer)	15
Downright vile (serial killer)	20

Adjust the Base Damage to suit conditions such as the actual deeds (if known), the person using the power, situational context, and the campaign's overall moral tone. The power's user is not aware of the base damage caused, as that would give away the target's moral impurity, which should normally require an appropriate additional power to do so.

Despite appearing as flames, this power's damaging effect isn't (normally) actually fire and a more suitable descriptor should be chosen (although fire may be applied if desired.)

Alternatively, damage can be based upon the target's degrees of the moral purity—Innocence Burn rather than Confession Burn. This choice, however, must be declared when the power is taken. Determine the base damage by flipping the base damage table—'downright evil' targets suffer a base damage of 0 whereas 'no evil deeds' has a base damage of 20, for example.

POWER FEATS

- **Alternate Powers:** Innocence Burn (or Confession Burn) may be selected as an alternate power, allowing the character to choose from one attack to the next whether they wish to target morality or immorality.
- **Evaluate Misdeeds:** You know the Base Damage inflicted on any target you score at least a bruised result against with this power.

ENHANCED (SKILL)

Effect: Skills

Action: Reaction

Range: Personal

Duration: Continuous

Cost: 1 point per rank

One of your skills is enhanced (see **M&M Chapter 3**); each rank in Enhanced Skill gives you +4 ranks in the skill, just as though you had purchased skill ranks normally. Enhancing another skill requires purchasing this power separately. An Enhanced Skill can be nullified, unlike a normal skill, but may gain additional benefits from *extra effort*,

as with any other power. The Gamemaster approves any extra effort use in conjunction with your Enhanced Skill. An Enhanced Skill may also have appropriate descriptors applied to it, differentiating it from a normal skill, although Enhanced Skill ranks still count towards the maximum skill ranks of the your power level (PL + 5.) You can freely mix normal and enhanced skills.

POWER FEATS

- **Adroit:** Every time Adroit is applied to the Enhanced Skill, the skill's maximum number of ranks for your power level increases by 1.
- **Alternate Ability:** Instead of the skill's usual key ability, you select another that will apply. Gamemasters have final say on allowing this as a means to ensure the switch makes sense with regards to how the power works and is conceptualized.

EXTRAS

- **Critical Skill (+1/step):** If you roll a natural 20 on a check for this skill, you are allowed to roll another 20 and add the two totals together. Each additional step of this extra allows yet another roll per natural 20 rolled. For example, adding Critical Skill +2 to an Enhanced Skill would allow two additional d20 rolls if the first two resulted in natural 20s, but if the third was a natural 20 no new roll would be allowed.
- **Take 10 (+1):** When applied to a skill that normally doesn't allow for taking 10, this extra allows it to be done. The usual restrictions for taking 10 (cannot be distracted or under pressure) still apply.
- **Take 20 (+1):** When applied to a skill that normally doesn't allow for taking 20, this extra allows it to be done. The skill must allow for you to take 10 in order to apply this extra, either normally or by also applying the Take 10 extra. The usual restrictions for taking 10 (cannot be distracted or under pressure) still apply.

MAXIMUM SKILL RANKS AND EXTRA EFFORT OPTION

As an aspect of extra effort, as it applies to an Enhanced Skill, the Gamemaster may allow extra effort to permit more skill ranks be used than the power level would normally allow. Such a need is most likely to come up in the case of Devices that provide Enhanced Skills, such as a sensor granting Notice ranks or an advanced tool granting ranks of Craft. Extra effort will allow you to surpass your power level's normal skill rank maximum when using the Enhanced Skill, but doing so first requires a power check with a DC that is increased by +2 per rank used above the normal maximum.

FLAWS

- **Limited—restricted conditions (-1 or -2):** The skill can only be used under certain conditions, towards a specific purpose, etc. If these conditions are only uncommon enough to be somewhat annoying and mildly inconvenient in their denial of full use of the Enhanced Skill, this flaw is only worth -1. If the required conditions are very specific, to the point of severely cutting down the Enhanced Skill's utility, this flaw is worth -2.

TAKE 10/20 EXTRAS: A CAVEAT

Gamemasters should be careful about allowing characters with Quickness or Super-Speed to take a number of Enhanced Skill powers with the Take 20 extra just to boost their skill aptitude. Ensure that any such instance fits the character's concept and isn't merely a case of min/max'ing the character's PP returns.

SUBSTITUTE (SAVE)

Effect: Defense

Action: Reaction

Range: Personal

Duration: Continuous

Cost: 6 points per rank

When called upon to perform a specified type of saving throw, you may instead use the saving throw associated with this power. For every rank you may substitute the power's save for another save type; being able to substituting the power's save type for a Toughness save requires 2 ranks. For example, Substitute Will 2 (Toughness) would allow a character to use Will saves to resist physical damage instead of Toughness while Substitute Fortitude 4 (Toughness, Will, Reflex) would allow a character to use a Fortitude save in place of Toughness, Will or Reflex saves.

Substituting another save for a Toughness save means the new type of saving throw is limited by the PL's usual maximum Toughness modifier, but only for the purpose of said substitution. For example, a PL 10 character with Substitute Reflex (Toughness) and a Reflex saving throw modifier of +14 would only have a +10 bonus when substituting his Reflex save for his normal Toughness save.

POWER FEATS

- **Tougher:** Every application of this power feat increases the PL's maximum Toughness modifier solely for the purpose of how much of a substituted save can apply. For instance, a PL 10 character with Substitute Reflex (Toughness) and a Reflex save bonus of +15 who takes Tougher twice can substitute +12 of his Reflex bonus for

Toughness instead of being limited by the latter's usual +10 maximum.

EXTRAS

- **Critical Save (+2/step):** If you roll a natural 20 on a check for the power's save, you are allowed to roll another 20 and add the two totals together. Each additional step of this extra allows yet another roll per natural 20 rolled. For example, adding Critical Save +4 to a Substitute Save power would allow two additional d20 rolls if the first two resulted in natural 20s, but if the third was a natural 20 no new roll would be allowed.

FLAWS

- **Limited Uses (-1):** You may only substitute saves as many times per day as the modifier associated with the power's save type, with a minimum of once per day. For example, a character with Wisdom 14 (+2 modifier) and Substitute Will 1 (Fortitude) with this flaw could only substitute his Will save for a Fort save twice per day. This time frame may be shortened using the Progression power feat.
- **One At A Time (-1):** If this power applies to more than one save type you can only substitute the power's saving throw type for one other type of save at a time. Changing the save type requires a standard action.
- **Penalized (-1/Step):** When substituting saves, a -1 penalty is applied to the saving throw type belonging to this power per step of the flaw.

SUBSTITUTE WITH CARE

Gamemasters should take care with this power so that players don't use it as a cheap way to compensate for a low Toughness save or the like. To avoid a min-max scenario, Gamemasters should require great thought and planning when devising the concept behind the power's implementation and take care that it is adhered to.

FLAWS

LETHAL ONLY (-1 MODIFIER)

The attack this is applied to is only capable of inflicting lethal damage.

NONLETHAL ONLY (-1 MODIFIER)

The attack this is applied to is only capable of inflicting nonlethal damage.