

Variant MnM Maximum Bonus by Effective Character Level

Level	Character Point Cost	Total Save Bonus	Total Skill Bonus	Ability Score	Attack Bonus	Save DC	Toughness	Defense Bonus	Fate Points
1st	25	+6	+11	21	+1	+6	+1	+1	1
2nd	35	+7	+12	22	+2	+7	+2	+2	2
3rd	45	+8	+13	23	+3	+8	+3	+3	3
4th	60	+9	+14	24	+4	+9	+4	+4	4
5th	75	+10	+15	25	+5	+10	+5	+5	5
6th	90	+11	+16	26	+6	+11	+6	+6	6
7th	105	+12	+17	27	+7	+12	+7	+7	7
8th	120	+13	+18	28	+8	+13	+8	+8	8
9th	135	+14	+19	29	+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

Variant Progression Table

	RANK	TIME	VALUE	RANGE		RANK	TIME	VALUE	EXTENDED RANGE
TIME AND VALUE PROGRESSION LOWER POWER	1	3 seconds (1 action)	1	10 ft	TIME AND VALUE PROGRESSION REGULAR	1	3 SECONDS	1	10 FT
	2	6 seconds (1 round)	2	15ft		2	6 SECONDS	2	100 FT
	3	1 minute (10 rounds)	5	25ft		3	1 MINUTE	5	1,000 FT
	4	5 minutes	10	35f t		4	5 MINUTES	10	1 MILE
	5	10 minutes	15	75ft		5	20 MINUTES	25	5 MILES
	6	15 minutes	25	100ft		6	1 HOUR	50	20 MILES
	7	20 minutes	35	150 ft		7	5 HOURS	100	200 MILES
	8	25 minutes	75	250ft		8	1 DAY	250	2,000 MILES
	9	40 minutes	100	350 ft		9	1 WEEK	500	20,000 MILES
	10	1 hour	125	500 ft		10	1 MONTH	1,000	200,000 MILES
	11	6 hours	150	750 ft		11	3 MONTHS	2,500	2 MILLION MILES
	12	12 hours	200	1000 ft		12	1 YEAR	5,000	20 MILLION MILES
	13	1 day	300	1500 ft		13	5 YEARS	10,000	200 MILLION MILES
	14	1 week	400	2500 ft		14	10 YEARS	25,000	2 BILLION MILES
	15	2 weeks	500	3500 ft		15	50 YEARS	50,000	ANYWHERE IN SOLAR SYSTEM
	16	1 month	600	1 Mile		16	100 YEARS	100,000	NEARBY STAR SYSTEMS
	17	2 months	700	1.5 Miles		17	500 YEARS	250,000	DISTANT STAR SYSTEMS
	18	4 months	800	2 Miles		18	1,000 YEARS	500,000	ANYWHERE IN GALAXY
	19	8 months	900	3 Miles		19	5,000 YEARS	1,000,000	NEARBY GALAXIES
	20	1 year	1000	5 Miles		20	10,000 YEARS	2,500,000	ANYWHERE IN UNIVERSE

Variant Progression Tables

FREE STUFF for True20 advancement

Level	Character Points	Base Save	Skill Ranks	Ability Score	Feat	Attack Bonus	Fate Points
1st	+3		24	+6	4	+0	1
2nd	+2		28		1	+1	2
3rd	+3	+1/all	32		1	+1	3
4th	+2		36	+1	1	+2	4
5th	+3		40		1	+2	5
6th	+2	+1/all	44		1	+3	6
7th	+3		48	+1	1	+3	7
8th	+2		52		1	+4	8
9th	+3	+1/all	56		1	+4	9
10th	+2		60	+1	1	+5	10
11th	+3		64		1	+5	11
12th	+2	+1/all	68		1	+6	12
13th	+3		72	+1	1	+6	13
14th	+2		76		1	+7	14
15th	+3	+1/all	80		1	+7	15
16th	+2		84	+1	1	+8	16
17th	+3		88		1	+8	17
18th	+2	+1/all	92		1	+9	18
19th	+3		96	+1	1	+9	19
20th	+2		100		1	+10	20

FREE STUFF for MnM advancement

Level	Character Points	Base Save	Skill Ranks	Ability Score	Feat	Attack Bonus	Fate Points
1st	+7		24	+6	4	+0	1
2nd	+6		28		1	+1	2
3rd	+7	+1/all	32		1	+1	3
4th	+6		36	+1	1	+2	4
5th	+7		40		1	+2	5
6th	+6	+1/all	44		1	+3	6
7th	+7		48	+1	1	+3	7
8th	+6		52		1	+4	8
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19th	+7		96	+1	1	+9	19
20th	+6		100		1	+10	20

MAXIMUMS for advancement

Level	Atk/ Def/ Tough/ Skill/ Save DC Bonus	Ability Bonus True20	Ability Bonus MnM
1st	+6	+5	+5
2nd	+7	+5	+6
3rd	+8	+5	+6
4th	+9	+6	+7
5th	+10	+6	+7
6th	+11	+6	+8
7th	+12	+6	+8
8th	+13	+7	+9
9th	+14	+7	+9
10th	+15	+7	+10
11th	+16	+7	+11
12th	+17	+8	+12
13th	+18	+8	+13
14th	+19	+8	+14
15th	+20	+8	+15
16th	+21	+9	+16
17th	+22	+9	+17
18th	+23	+9	+18
19th	+24	+9	+19
20th	+25	+10	+20

DIFFERENCES

True20: Ability Scores will add to your Attack and Defense bonuses, as well as your magic rank.

- Magic Rank: 2 character points / Rank

Mutants and Masterminds: Ability Scores do not add to your Attack and Defense bonuses. All powers such as Magic function are not affected by your ability scores. The Saves to resist them may be. Just like in the core MnM rules.

- Skills: Skills in MnM can go +5 higher than in True20

Mutants and Masterminds (house rules)

Skill List		Ability
Acrobatics	*	DEX
Climb		STR
Computers	*	INT
Concentration		WIS
Coercion		CHA
Persuasion		CHA
Disable Device	*	INT
Empathy		WIS
Gather Info		CHA
Knowledge		
<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
Medicine	*	WIS
Perception		WIS
Perform	*	CHA
Pilot	*	DEX
Stealth		DEX
Survival		WIS
Swim		STR
* Can not be used untrained		

- ◆ Alternate Die Rolling: You roll 1d20 and 2-6 d10s. The d20 is your damage check. The d10's are broken up as such:
 - ◆ 2d10 for a base roll
 - ◆ 1d10 for adding a really good description to what you are doing
 - ◆ 1d10 for focusing on the action, spend a move action or similar to focus on what you are doing.
 - ◆ 2d10 for spending an Fate Point, these are the only dice that can be rolled after the initial roll. If the total is still below 10, then add ten to the roll.
 - ◆ You take the two highest die rolls, if there are two or more 1's that come up this is considered a botch, which cancels your highest die roll. You then bases the roll off of the remainder. If there are no dice left you fail the action. If there is only one just use it. You ignore all botched dice if you spend an Fate Point.
 - ◆ Defenses instead of Saves. Fortitude, Reflex, and Willpower defense is 10 + Bonus, Toughness is 5 + Toughness. Roll a d20 + Rank as damage to break someone's defense.
 - ◆ Half of your Attack and Defense must be purchased from the base trait of 2pp/Rank.
 - ◆ 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 Variable powers (ie Variable Power, Transform, Mimic, Gadget) must have descriptor (ie Magic/Spirit, Tech, Biological, Equipment, 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 must not have your reflex defense 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)
 - ◆ 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 complete the action even if 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 uses the lower powered range scale, and caps at +20.
 - ◆ Attack Specialization can only be purchased once for a 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 max rank of the drain power. 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 Coercion 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, and 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 affect that ignores a characters Reflex Defense it will cost +3/rank. Other Perception effects will remain the same.
 - ◆ Trade-Offs I allow: up to half the campaign level, to a maximum of 5
 - ◆ 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.
 - ◆ 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. Unless you like being smacked.

