

# MUTANTS & MASTERMINDS SECOND EDITION ERRATA

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January 31, 2005

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](http://www.mutantsandmasterminds.com).

**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 21 – Paragon:** Change heavy load under **Super-Strength** to "90 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 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 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 – 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:** Add "Fortitude" under **Save** for Life Control.

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

**page 84 – Emotion Control:** Range should be "Perception". Saving Throw should be "Will" as correctly given on the Powers table on page 72.

**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 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 99 – Snare:** In the last paragraph changes 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 108 – Alternate Power:** 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 111 – Alternate Save:** In paragraph three, first sentence, change “save” to “saves”.

**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 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 – 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 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, it's damaged. If damage equals (object Toughness +10), the object is broken, and if it is (object Toughness +15) 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 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 and the stat block to "Megalomaniac". At the end of *The Enemy of My Enemy* add the word "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 227 – Ninja:** Add Defensive Roll to Feats, increase Feats cost to 3, lower Saves to 4, point total remains the same.

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

**page 232 – Wolf:** Replace the last line of the stat block with the following: **Abilities 3 + Skills 1 (4 ranks) + Feats 1 + Powers 3 + Combat 14 + Saves 6 – Drawbacks 8 = 20**

**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**.

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