

**FAVORED CONDITIONS****COMBAT, RANKED**

You have set of circumstances you're especially suited for fighting under. Examples include when outnumbered, when drunk, when cornered, and so forth. While operating under you favored conditions, you gain either a +1 attack bonus or +1 dodge bonus. Choose at the start of each round whether your bonus applies to attack or dodge. Your maximum attack and defense bonus is limited by the series' power level.

**FINISHING BLOW****COMBAT**

You can perform a coup de grace as a standard rather than a full-round action. (See Helpless Defenders in the Combat chapter of *M&M*.)

**FIRST STRIKE****COMBAT, RANKED**

When you make an attack against a flat-footed opponent (someone who hasn't yet acted in combat) whose initiative is lower than yours, increase your attack's damage bonus by +2. Opponents immune to critical hits suffer no additional damage. Additional ranks increase your First Strike damage bonus by +1, to a maximum of +5. First Strike damage stacks with the Sneak Attack feat. Your total damage bonus is limited by the series' power level.

**FOLLOW-UP STRIKE****COMBAT**

If you score a critical hit with a melee attack, you can make an additional melee attack against the same opponent immediately as a free action, with the same attack bonus as the attack that scored the critical hit.

**GRAPPLING BLOCK****COMBAT**

When you successfully block a melee attack while unarmed, you can initiate a grapple against your attacker as a free action without an initial attack roll.

**IMPROVED CONCEALMENT****GENERAL**

When you have concealment, the miss chance for attacks against you is improved by 2 (from 17 to 15 in the case of normal concealment). The miss chance cannot be lower than an 11 (on d20), so this feat does not improve total concealment.

**IMPROVED RANGED DISARM****COMBAT**

You have no penalty to your attack roll when making a disarm attempt at range.

**IMPROVED TRICK****COMBAT**

You can use Bluff to trick an opponent in combat as a move action rather than a standard action without the usual -5 penalty.

**IMPROVISED WEAPONS****COMBAT, RANKED**

You have +1 damage bonus with improvised weapons per rank in this feat. You can use normal objects as weapons more effectively than usual. You must follow all the rules for using improvised weapons (see *Improvised Weapons*, *M&M*, page 162) except your damage bonus may be greater than +2 and, at the Gamemaster's discretion, your weapon may grant you extended reach appropriate to the weapon you're using. Your power level limits your maximum damage bonus with this feat.

**IRON STOMACH****GENERAL**

You can eat anything that's not toxic - spoiled or unpleasant food, for example - without ill effects. You get a +4 bonus on Survival checks involving keeping yourself nourished.

**LIGHT SLEEPER****GENERAL**

You do not suffer the +10 DC modifier to Notice checks for being asleep. This means you're much less likely to be caught by surprise while sleeping. You can also act immediately upon waking (characters are normally dazed for one round after waking).

**LIONHEART****GENERAL, RANKED**

You gain a +4 bonus per rank on Will Saves versus fear and related effects. This bonus cannot increase your total effective Will save bonus higher than the series' power level limit.

**MONKEY CLIMBER****GENERAL**

You scale walls and other obstacles with fluid ease. You can use your Acrobatics skill in place of Climb to ascend steep inclines so long as there are at least some narrow handholds or parallel walls or even well-positioned other characters to use as jumping positions during the climb.

**NICHE PROTECTION (TRAIT)****GENERAL**

You are extremely good at what you do. Pick a single trait (ability or non-combat skill) at which the Gamemaster is willing to allow you to declare you are going to have niche protection. That one trait (and only that one) can be increased beyond the series level's normal limits by +1 for an ability bonus or +2 for a skill rank.

**OATHBOUND****COMBAT**

Your strong devotion to your allegiance gives you an additional +1 modifier on aiding another actions for allies who share your allegiance (providing a +3 bonus rather than a +2 bonus). You also gain a +1 bonus on attack rolls against opponents with an allegiance opposed to your own. (See p. 118 of *M&M* for more on allegiances.)

**PRECISE STRIKE****COMBAT**

When making a melee attack, you ignore the defense bonus from any cover that is less than total.

**RALLYING CRY****FORTUNE**

Your signature call reminds your friends they're not alone in the fight. As a standard action, you can spend a hero point to grant your allies within auditory perception range a new Will save to overcome fear and lasting mental effects.

**REVERSAL****COMBAT**

When you escape from being grappled, you may immediately make a grapple check against the attacker from whom you escaped. If you escaped from multiple grapplers, you must choose one to be the target of your grapple check.

**SEA LEGS****GENERAL, RANKED**

You're better able to deal with the pitch and yaw of a rolling deck. Reduce the speed penalty for hampered movement by one-quarter for each rank of this feat. Moderate pitch is generally a 3/4 movement penalty, while severe (such as a storm) is a 1/2 movement penalty. If you reduce the movement penalty to 0 or less, you are unaffected by that condition and move at your full normal speed.

**SWEEPING STRIKE****COMBAT**

When you make a successful unarmed attack against an opponent, you can split your damage bonus between damaging your opponent and a free and immediate trip attack. So, for example, if you have a +4 unarmed damage bonus, you can inflict +1 damage and make a trip attack with a +3 bonus in place of your normal Str bonus, or +2 damage and +2 trip, or any such combination. You must assign at least a +1 bonus each to damage and trip to use Sweeping Strike. The trip attack is resolved normally, including your opponent potentially having the opportunity to trip you.

**SWIFT****GENERAL, RANKED**

You can move unusually fast; each rank in this feat counts as a rank of the Speed power (*M&M*, page 100) for ground movement. You're

limited to no more than 2 ranks in this feat, which allows you to move all-out at speeds rivaling the fastest land animals!

**TOUGH****GENERAL, RANKED**

You are unusually tough; add your rank in this feat as a bonus to your Toughness saving throws. Your maximum Toughness save bonus is limited by power level as normal. The Gamemaster may choose to set a limit on how many ranks you can have in this feat; Tough is an innate talent or knack, as opposed to the Protection power, which is a superhuman trait. A maximum of three ranks of Tough is usually a fair limit for semi-realistic games.

**TRAP SENSE****GENERAL, RANKED**

You're acutely attuned to the hazards posed by traps. Each rank of this feat grants you a +1 bonus to Reflex saving throws and Defense against traps, although you lose this bonus if you are helpless (but not merely flatfooted). Your maximum Reflex and Defense bonuses are limited by power level, although the Gamemaster may choose to waive the limit in the case of this feat, or treat the bonus from Trap Sense as worth half (or less) its actual bonus due to its limited nature.

**UNBALANCING STRIKE****COMBAT**

When you hit an opponent with a melee attack, you can choose to throw him off balance rather than inflicting damage. Your opponent makes a Reflex saving throw (DC 10 + your attack's damage bonus). A failure means he loses his dodge bonus to defense for the next round.

**VETERAN FIGHTER****COMBAT**

Your long years in harsh combat have taught you how to exploit your deadliest blows for lasting and sometimes unexpected effect. When you score a critical hit with a particular attack, you may spend a hero point and choose for the hit to have a different additional effect of up to 10 power points in value (in place of the normal +5 bonus to saving throw DC). This includes any power effect the Gamemaster judges suitable for the attack. Particular effects most likely to be associated with critical hits include Dazzle, Drain, Fatigue, Nauseate, or Stun, but others may be appropriate at the GM's discretion.

## OLD FEATS REVISITED

Of the existing feats detailed in the core rulebook, there are a handful that bear re-examining in how they can be used in a *Warriors & Warlocks* game.

As a general class of feats that may need tweaking (depending on the type of game people are looking to play), those feats which pump up damage bonuses are of particular interest. The rules from which *Mutants & Masterminds* draws many of its concepts uses a linear damage scale that really doesn't have any sort of expectations for caps; *M&M*, however, has more of a curved scale, such as to allow a smaller range of values to represent a large variety of damage infliction, from daggers to bunker-buster bombs. A simple one or two rank increase in *M&M* can represent a significant increase in the actual damage represented. A five-rank difference is, in essence, the difference between an assault rifle and an anti-tank weapon.

# POWERS

Within the realm of the sword & sorcery genre, heroes are, for the most part, human within their capabilities – extraordinary, usually, and highly impressive most likely, but still far below what we would classify as superhuman. Even protagonist representatives of inhuman races seldom display greater than human capabilities in broad respects, and when they do show such talents, the characters are noted for it. The use of the power mechanics in *M&M* will generally be used in *Warriors & Warlocks* to represent three primary kinds of constructions: incredible levels of skill or talent, racial abilities, and the use of magic.

Note that at the highest end (the “Epic” series type presented earlier in this chapter), this metagame restraint can easily be ignored, as demigods and the like can be built to whatever ideals and abilities that a Gamemaster is willing to allow in the series (see the **Demigod Adventurer** archetype at the end of this chapter for such an example); as with more standard *M&M* settings, at that power level anything goes. The “Heroic” and “Cinematic” models, though, are more reflective of this game trope.

## “ARCANE” MAGIC

*“Flee, you pitiful rabble! I have mastered the secrets of the cosmos and am beyond your ken! Hahahahaha!”*

As the name implies, one of the hallmarks of the sword & sorcery genre is *sorcery*. Ironically, only a small percentage of protagonists in the source material, either comics or literature, are actual practitioners of the arts arcane or whatever passes for them in the setting. In most cases where magic or its like is encountered, it is in the hands of the opposition of the piece, or is itself one of the obstacles the heroes must overcome to bring the plot to a successful close. This isn’t saying that characters *can’t* possess magical prowess to awe the masses, just that such abilities are far from the norm, even in a genre steeped in using the fantastic as a backdrop. Should spellcasters or other magic wielders be allowed as player-character options, there are a few options available.

## RITUALIST FEAT

One way to allow magic users in the game is simply to allow the Ritualist feat and nothing more. It is an accurate model of much of the source material for magic to be time-consuming and fraught with the potential for failure (and attendant consequences thereof). This feat, with its existing limitations, fulfills those requirements handily. It includes a minimum of up-front investment, as it is a single point to purchase (though investing in the Knowledge [arcane lore] or other controlling skill would be a very wise move), rituals (i.e., “spells”) need not be built out mechanically until needed, and the flexible nature of what it can accomplish and what it may require presents both a poor man’s Alternate Power array while allowing a Gamemaster to institute as rigorous a control as deemed necessary. (“*The Efficacious Evocation of the Everbright Gate* requires the nail clippings from a pregnant Wyvern taken during a summer solstice – you do have those, right?”)

## THE MAGIC POWER

One of the most fundamental rules of RPGs is that they are supposed to be fun. If a game requires systems or rule inserts that make play tedious or unfun for the participants, don’t use them. In that vein, there is absolutely nothing wrong in using the tried and true **Magic** power rules simply as written from the core rulebook. It is a perfectly valid interpretation that the flavor of magic in the sword & sorcery genre is presentable in terms of roleplaying and descriptive color (as well as a potential complication or two) with no greater modification needed, or more specifically, no more mechanics needed. The rules in the core book are designed to be flexible and easy to use, and do that job quite well. This section merely presents a few more options for those interested – “Optional” means exactly that.

## INVOKING ENTITIES OF POWER

As presented in *The Book of Magic* (page 50), one handy way of introducing power stunts and other uses of the Alternate Power feat associated with the **Magic** power is as additional effects provided by invoking power from named entities. This is a very appropriate option for this genre, especially when matched to the described complications associated with it.

## DEVICES AND THE ARTIFICER FEAT

In many stories, magical power comes only through the use of specifically crafted foci. At lower power levels, this can easily be modeled with the Artificer feat. Items are created as specific effects and are consumed or rendered powerless by their usage, perhaps to be cannibalized afterward for other needs. At higher power needs, or for those characters whose magical gadgetry lasts longer than intended by the Artificer feat, a more appropriate investment of points is the Devices power, specifically as the basis of an array. (The Gadgets power might even be suitable, if the Gamemaster allows it.) Characters with a magical Devices array power are walking arcane arsenals or mobile lore collections, always either possessing exactly what they need or able to cobble such together quickly.

Gamemasters should generally be wary of allowing Devices or Gadgets, since they can swiftly put a character outside the bounds of reasonable challenges or they can allow the heroes to circumvent vital story elements. As always, greater flexibility requires greater attention from the GM. More commonly, the Device power represents a single item, albeit an item that may contain a terrible power or multiple powers thematically linked. See the **Cursed Wanderer** archetype later in this chapter for an example of someone with such a Device.

## “NEW” POWERS

The following two powers represent “variations” upon the basic **Magic** power, modified to fit the “flavor” presented in many

## DABBING FOR FUN, PROFIT, AND A MEMORABLY NASTY DEATH

Another use for the Ritualist feat is to pair it with a low (or perhaps even nonexistent) rank in the associated controlling skill, such as Knowledge (arcane lore), to represent a dabbler, someone with more curiosity than skill. Such a character is constantly putting himself and his companions at risk by not only delving into Things Man was Not Meant to Know, but by leaving his forwarding address and an open invitation behind him when he does. Gamemasters call such characters "Walking Story Engines" (other players at the table may have less complimentary titles for such characters, of course).

Alternately, a Gamemaster could rule that Ritualist is an everyman feat – pretty much anyone can walk through a ritual as long as they can read and follow the instructions (though they may not be able to actually design rituals, they can certainly perform them). Or, certain spell items and grimoires may grant the powers **Enhanced Feat** (Ritualist; Subtle 2; Insidious [see *Ultimate Power*, page 101]) and **Enhanced Skill** (Knowledge [arcane lore]; Subtle 2; Insidious; Limited to uses involved in performing rituals), representing magic that wants to be cast, spells that want to be used and "freed."

sword & sorcery stories. Both are built from the basic power with the described modifications. They are presented only for shorthand purposes in character builds – or to call out the distinctions in a character's particular usage and how it departs from the core power's build. A caster with **Wizardry 7** has perhaps a slightly different feel (and connection to a setting's limitations) than a similar character with **Magic 7** and listed extras and flaws.

## MAGICAL MASTERY

<b>Effect:</b> Variable	<b>Action:</b> One hour (see description)
<b>Range:</b> Self	<b>Duration:</b> Continuous
<b>Cost:</b> 2 points (rank 1), 6 points per additional rank	<b>Saving Throw:</b> None

You have access to a store of magical lore and might, allowing you to possess a variety of powers. Each rank in Magical Mastery gives you 5 power points to spend on powers. You can re-allocate these points by taking an hour to engage in an appropriate activity, such as prayer, study of arcane texts, magical rituals, and so forth. Decide on the appropriate means of re-allocating your Magical Mastery points when you choose the descriptor(s) for your power; these things do not change.

The Gamemaster must approve allocations of your Magical Mastery points, and you remain limited by power level and appropriate descriptors, but you can otherwise divide up and allocate your points as you see fit.

In Freeport, the primary forms of Magical Mastery are arcane (using spellbooks and texts), divine (using prayer and religious ritual), and preternatural (relying on forbidden rites to entities like the Unspeakable One).

## SORCERY

<b>Effect:</b> Array (varies)	<b>Action:</b> Standard (active)
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 1 point per 2 ranks	<b>Saving Throw:</b> See description

Through birthright, bargained gift, or other means, you are a sorcerer, capable of tapping external sources of magical energy and channeling them for directed effect. Choose a single power with a total cost of (power rank x 2) points. You can acquire others as Alternate Power feats.

Use of Sorcery is strenuous. Every time this power is used, the sorcerer must make a Will save against a difficulty equal to (10 + rank

used). Success results in no negative effects on the user; failure is treated as failing a save against the **Fatigue** power with the resulting effect determined by comparison to the margins of failure listed under that power's description.

All effects obtained using this power carry the magic descriptor. Sorcery can counter other Sorcery effects or, with Gamemaster permission, any magical effect (see **Countering Powers**, *M&M*, page 70).

Sorcery is essentially the **Magic** power with the Flaw: Side Effect (Fatigue, Always Occurs) -2. Characters with Immunity to Fatigue should either be disallowed from taking this power or have its effect act as an exception to the character's immunity. Though there are no designated restrictions in Array choices, Sorcery tends to lean toward destructive (such as Blast and Nausea) and aggressive (such as Mind Control and Transform) powers, as well as the Summoning power (which is *very* common).

## POWER FEATS

**Affects Insubstantial** and **Dimensional** are common power feats applied to Sorcery in general as "floating" power feats applicable to any of the Alternate Powers associated with the array. At the Gamemaster's discretion, Subtle may also be available. However, Sorcery in most comic books is rarely if ever Subtle; usually it is quite the opposite with all of the accompanying pyrotechnics

## EXTRAS

- **Learned Caster:** Through great experience and practice, you have learned how to apply the meditative or other secrets of your occult knowledge to assist you in dealing with the deleterious costs of your power. Substitute your bonus for Knowledge (arcane lore) [or other associated control skill chosen when this extra is selected] when making the required save against Fatigue.

## FLAWS

- **Corrupting:** Using Sorcery opens a caster to outside influences that change, warp, and corrupt his very soul. Each use threatens to darken the sorcerer until such time as they succumb entirely to such baleful forces. Each time a natural "1" or natural "20" is rolled, either case, to resist the Fatigue effect of their casting efforts, the character earns a villain point. A player may spend a hero point to get rid of villain points on a one-to-one basis...unless a player chooses to spend the villain point instead. A villain point may be used in all of the same ways a hero point can (except to erase other villain points). Once actually spent, a villain point is considered permanent. A character that accumulates a number of

villain points equal to his Power Level is taken out of play and is considered an NPC under control of the Gamemaster thereafter. Note that this is a means of emulating story elements presented here for those interested in purely mechanical resolutions—it is equally appropriate to relegate this element to the realm of Complications and other roleplaying tools without ever resorting to numbers and die rolls. Gamemasters and players should decide on how to handle such an element (or whether include it at all) in a consistent manner before adopting either method.

- **Distracting:** Using Sorcery may be Distracting, requiring exacting concentration to maintain control of the effect. If only changing a Sorcery Array's configuration is distracting (but using its effects is not), apply a power drawback instead.
- **Physically Demanding:** Instead of channeling power through force of will, the caster instead draws the energy to power his spells through raw physical stamina instead. Instead of a Will save, casters with this flaw on their Sorcery power use a Fortitude Save. This is a net -0 to the cost, but it should be noted that most character types that use magic are substantially worse off with Fortitude as their builds tend to emphasize Will Saves and other mental traits. Characters with no Constitution score or the power Immunity (Fortitude effects) should *not* be allowed to take this flaw.
- **Tiring:** This Flaw is not usually appropriate, as the base structure supercedes this similar effect. Conversely, this flaw can apply to only specific upper ranks of a Sorcery power build to represent a "threshold" above which any caster, regardless of innate power and skill, is going to suffer Fatigue effects.

## DRAWBACKS

- **Action:** A Sorcery array may have a drawback affecting the time required to change its configuration, perhaps needing particular invocations to the entity granting the power or time to clear the caster's mind so that they can "visualize" the new effect before casting (see the Array power structure for details).
- **Power Loss:** A common Power Loss drawback for Sorcery is the requirement to speak and gesture freely to cast spells; a character unable to do so cannot use Sorcery at all. Other Power Loss drawbacks for Sorcery include contact with certain substances that block the spell-caster's powers, such as cold iron or magical herbs (moly, wolfsbane, etc.). This is especially common for casters who gain their powers through pacts with infernal, fae, or other entities whose own natures render them and their powers vulnerable against certain proscribed substances.

## WARD UNDEAD

<b>Effect:</b> Mental	<b>Action:</b> Standard (active)
<b>Range:</b> Touch (burst area around you)	<b>Duration:</b> Sustained
<b>Saving Throw:</b> Will	<b>Cost:</b> 3 points per rank

You can hedge out undead creatures from an area up to (rank x 5) feet in radius around you. Undead must make a Will saving throw against the result of your Ward power check. A failed save means

the creature must leave the area of your ward immediately and as quickly as possible and cannot enter the affected area so long as the ward is maintained. A successful save means the creature is unaffected. Although affected creatures cannot enter the area of your Ward, they can still launch attacks from outside of it, interact and observe from a distance, and so forth.

In addition to driving out undead creatures, your Ward may damage them; any creature failing the Will save against your Ward also suffers damage read on the Toughness Saving Throw table (see **Toughness Saving Throws**, *M&M*, page 163) in addition to the Ward's normal effect. Thus a creature failing the Will save suffers a bruised result, failure by 5 results in a bruise plus a stun, and so forth. The Ward can inflict lethal or non-lethal damage, as you choose, when you use it.

## WIZARDRY

<b>Effect:</b> Array (varies)	<b>Action:</b> Standard (active)
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Saving Throw:</b> See description	<b>Cost:</b> 1 point per 2 ranks

You are a wizard, a practitioner of the fabled arts arcane. Your learning and training grant you the ability to harness the powers of the universe through carefully prepared and executed spell constructs. Choose a single power with a total cost of (power rank x 2) points. You can acquire others as Alternate Power feats.

Even the most relatively "simple" of spell constructs is still a massively complex thing, requiring great knowledge and practice to use correctly. Any spell cast involves concentration on the part of the caster, costing him the use of his Dodge bonus. Further, any Wizardry effect requires a Knowledge (arcane lore) check with a Difficulty of (10 + power rank used) in order to work normally. If the check fails, the effect doesn't work, although the standard action required to use it is expended. The check occurs as part of the action to use the effect and provides no benefit other than helping to activate it. Normal modifiers apply to the skill check, however, and if you are unable to make the required check for any reason, then the effect doesn't work. This check must be in addition to any check(s) normally required for the effect. So, for example, the normal Notice or Search check made in conjunction with a sensory-based Wizardry effect does not count as an application of this flaw, and applying it means an additional check is required before the effect's normally required check(s).

All effects obtained using this power carry the magic descriptor. Wizardry can counter other Wizardry effects or, with Gamemaster permission, any magical effect (see **Countering Powers**, *M&M*, page 70).

Wizardry is essentially the Magic power with the flaws Distracting and Check Required (*Ultimate Power*, page 102) already added.

## POWER FEATS

As per Sorcery, listed earlier in this section.

## EXTRAS

- **Veteran Caster:** You are a highly experienced caster. Through intensive practice, you have made even the massively complex workings of your chosen spell constructs practically reflexive. You do not lose your Dodge bonus during the round in which you cast.

**UNTOUCHABLE DEFENSE (MELEE, RANGED)**

So long as you keep your focus on what is going on around you, you are able to move unharmed through even the most blistering barrage of attacks. If using the melee version, your blade is always between you and your opponent, perfectly timed blocks executed again and again without fail; if the ranged version, you are simply never where the arrows seem to land, a blur of motion dodging like a ribbon dancing in the wind. The melee version is built as **Immunity to Melee Attacks**, Concentration Duration, for a total of 5 power points. The ranged version is built as Immunity to Ranged Attacks, Concentration Duration, for a total of 5 power points.

**POWERS AS FEATS**

At the Gamemaster's discretion, a power with a final cost of 1 power point can be made into a feat. The difference is primarily stylistic, since it doesn't affect the trait's cost or usage whether it's called a feat or a power. The key difference is the new feat cannot be nullified, but also can't be used in conjunction with extra effort; it's a permanent capability—a feat and not an actual "power." It also has different descriptors, which can affect interaction with other traits. Players and Gamemasters can use various minor powers to create new feats, particularly if the GM has decided to restrict the availability of powers in the series. In fact, for a low-powered action-hero game of *M&M*, the Gamemaster may choose to allow *only* 1-point powers, treating them all as feats (some of which characters may be able to acquire in ranks) and disallowing all other powers—and even then, these abilities may, GM's discretion, still only be appropriate for certain types of series.

Note that some constructions here use material presented in the *Ultimate Power* rulebook.

**BANK SHOT****COMBAT, RANKED**

You can accurately bounce ranged attacks off of convenient surfaces, allowing you to attack around corners, bypass cover and possibly even gain surprise attacks against a target. For every rank in this feat, you can bounce the attack an additional time before it hits. This is mechanically identical to the Ricochet power feat.

**CAT'S FEET****GENERAL**

You can operate completely undetectable by normal hearing when you so choose. This is essentially 1 rank of the Silence power (see *Ultimate Power*).

**COMBAT AWARENESS****COMBAT**

You are incredibly difficult to surprise in combat. When you would normally be surprised in combat, make a Notice check against DC 15. Success means you are not surprised and can act normally, failure that you are surprised. This is essentially Danger Sense (mental).

**COMBAT CONCEALMENT****COMBAT**

Make a Stealth check against your opponent's Notice check as a move action. If you win, you gain partial concealment from sight

until your next round. If you make the check as a full-round action, you gain total concealment. This is based on Concealment (visual) with the flaws Partial and Action (Move), for a cost of 1 power point per 2 ranks.

**DEFLECT ARROWS****COMBAT, RANKED**

You can make block checks to deflect thrown weapons and projectiles like arrows with an effective attack bonus of +1 per rank. This is 1 rank of the Deflect power.

**DIRECTION SENSE****GENERAL**

You have an innate sense of direction. You always know which way is north and can retrace steps through any place you've been. This is 1 rank of Super-Senses (direction sense).

**EAGLE EYES****GENERAL**

Exceptionally sharp-eyed, your visual Notice checks have a range increment of 100 feet rather than 10 feet. This is 1 rank of Super-Senses (extended vision).

**EYES IN THE BACK OF THE HEAD****GENERAL**

You are impossible to sneak up on from your rear flank, possessing an almost preternatural awareness of your surroundings. This is 1 rank of Super-Senses (radius vision).

**HARDY****GENERAL**

You are particularly resistant to diseases and poisons. Halve the effective DC modifiers of either effect before adding them to 15 for the final Toughness DC. This is a combination of Immunity to Disease and Immunity to Poison, with the flaw Limited applied to them both.

**LIGHTNING STRIKE****COMBAT**

You are so quick with your weapon that you are able to move from just outside melee range into melee range with a target, attack, and move back to just outside melee range with an opponent, all before they have an opportunity to react. This is essentially the Extended Reach and Subtle power feats applied to your Strength, Limited to Only for Attacks.

**LOW-LIGHT VISION****GENERAL**

Simple darkness shrouds few secrets from you. You can see twice as far in low-light conditions as normal. This is 1 rank of Super-Senses (Low-Light Vision).

**MARTIAL STRIKE****COMBAT, RANKED**

Your unarmed attacks inflict additional damage: +1 per rank in this feat. Your maximum damage is still limited by the series' power level, and the Gamemaster may set an additional limit on the number of ranks you can have in this feat based on things like fighting style and other series limits. This is 1 rank of the Strike power combined with the Mighty power feat and limited to unarmed strikes only.

# WORLD-WEARY SELLSWORD

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	+1	+2	+2
16	12	16	12	14	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+7*	+6	+4	+6		

\*+3 without armor

**SKILLS**

Acrobatics 4 (+5), Bluff 4 (+6), Climb 4 (+7), Handle Animal 4 (+6), Intimidate 6 (+8), Knowledge (tactics) 8 (+9), Medicine 2 (+4), Notice 8 (+10), Profession (mercenary) 8 (+10), Ride 6 (+7), Search 4 (+5), Sense Motive 8 (+10), Stealth 4 (+5), Survival 2 (+4)

**FEATS**

All-out Attack, Assessment, Blind-Fight, Cunning Fighter, Distract, Endurance, Finishing Blow, Improved Block, Improved Initiative, Iron Stomach, Lionheart, Luck 2, Power Attack, Set Up, Startle, Takedown Attack 2, Veteran Fighter  
*Equipment:* banded mail (+4 Toughness), sword (+3 damage)

**COMBAT**

Attack +6 (melee), +6 (ranged), Grapple +9, Damage +6 (sword), +3 (unarmed), Defense +4 (+2 flat-footed), Knockback -3 (-2 without armor), Initiative +5

**Abilities 24 + Skills 18 (72 ranks) + Feats 19 + Combat 20 + Saves 8 = 90**

"SPARE ME THE SPEECHES. ALL I NEED TO KNOW IS WHERE THEY ARE AND HOW MUCH YOU'RE PAYING ME TO KILL THEM."



You've been everywhere worth pillaging, seen exotic people of all kinds, and killed sterling specimens of most of them. Best of all, you're still breathing and able to tell the tales... assuming someone is willing to foot the tab for a strong mug of ale in exchange for you sharing the story; nothing is free, after all. Some claim you sold your conscience before you first sold your sword arm, but those are children mocking what they don't understand. War is no place for ideals or foolishness. You've known heroes aplenty in your time, and watched them die, usually in some stupid gesture that gained little advantage, and usually taking with them good men who should have known better than to believe some speech. You won't throw your life away like that, and have no patience for those that would expect you to; the only cause you believe in glitters in the light, and the only values to which you lay claim are those you can count and drop into your well-guarded purse.

# TIMELOST HERO

POWER LEVEL 8

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+1	+2	+3
16	16	16	12	14	16
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6*	+6	+6	+8		

\*+3 without armor

**SKILLS**

Acrobatics 4 (+7), Bluff 6 (+9), Computers 4 (+5), Diplomacy 8 (+11), Disable Device 2 (+3), Drive 4 (+7), Intimidate 6 (+9), Knowledge (tactics) 8 (+9), Knowledge (current events) 4 (+5), Medicine 4 (+6), Notice 8 (+10), Pilot 4 (+7), Profession (Military) 7 (+9), Ride 4 (+7), Search 4 (+5), Sense Motive 8 (+10), Stealth 3 (+6), Survival 4 (+6), Swim 4 (+7)

**FEATS**

Accurate Attack, Assessment, Attack Focus 2 (melee), Attack Specialization 3 (guns), Attack Specialization (sword), Benefit 3 (status; general of rebel army), Defensive Attack, Dodge Focus 4, Equipment 2 (pistol), Improved Aim, Improved Disarm, Inspire, Leadership, Minions 10 (rebel army, x 2500, as Bystander in the *M&M* rulebook), Seize Initiative, Takedown Attack  
*Equipment:* Heavy pistol (+4 damage), chainmail (+3 Toughness), sword (+3 damage)

**COMBAT**

Attack +7 (melee), +9 (sword), +5 (ranged), +11 (guns), Grapple +10, Damage +4 (Big Damn Pistol), +6 (sword), +3 (unarmed), Defense +9 (+3 flat-footed), Knockback -3 (-2 without armor), Initiative +3

**Abilities 30 + Skills 24 (96 ranks) + Feats 34 + Combat 20 + Saves 12 = 120**



**"YEAH. YOUR BIG POINTY STICK IS REAL IMPRESSIVE. NOW WATCH WHAT HAPPENS WHEN I POINT THIS SHINY BABY AT YOU AND PULL THIS ITTY-BITTY PIECE OF METAL CALLED A 'TRIGGER.'"**

Space warps, sorcery, experiments gone wrong, tears in the folds of time—how the Timelost Hero actually arrived in his current predicament is far less important than the simple fact that he is actually there. He’s a modern man, cast adrift in a land of magic and monsters, with only his wits and well-trained military background making the difference between life and death. He has adapted, as best he can, and in so doing has made his mark on the lands that never saw his birth. Whether he’s slaying mighty sorcerers with his silver-plated “thunderwand” (as the natives call it) or trying to teach the virtues of modern justice and philosophy to masses accustomed to a might-makes-right ethos, he can say one thing with absolute certainty: Life *ain’t* boring.

STORM

# CURSED WANDERER

POWER LEVEL 10

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
+2/-3	+2/-3	+3/-2	+6	+6	+3
15/5	15/5	16/6	22	22	16
<b>TOUGHNESS</b>					
+9*					
<b>FORTITUDE</b>		<b>REFLEX</b>		<b>WILL</b>	
+11/+5		+10/+4		+10	

\*+3 without armor

**SKILLS**

Acrobatics 4 (+6), Bluff 10 (+13), Climb 2 (+4), Concentration 8 (+14), Craft (chemical) 4 (+10), Diplomacy 4 (+7), Intimidate 10 (+13), Knowledge (arcane lore) 8 (+14), Knowledge (art) 4 (+10), Knowledge (history) 4 (+10), Notice 4 (+10), Ride 4 (+6), Search 4 (+10), Sense Motive 8 (+14), Sleight of Hand 6 (+8)

**FEATS**

Artificer, Dodge Focus 6, Fearless, Improved Block, Improved Disarm, Power Attack, Ritualist, Startle, Taunt  
*Equipment:* plate armor (+6 Toughness)

**POWERS**

**Device 10** ("Bloodsong," easy to lose; Indestructible, Restricted 2 – the sword decides who wields it and who doesn't)

**Enhanced Constitution 10**

**Enhanced Dexterity 10**

**Enhanced Fortitude 6**

**Enhanced Reflex 6**

**Enhanced Strength 10**

**Super-Senses 1** (magic awareness)

*Bloodsong:* **Drain Constitution 5** (Linked to Strike; Power Loss when Strike fails to inflict damage after Toughness Save rolled, -1 point), **Enhanced Feat 4** (Fearful Presence 4), **Feature 1** ("Diabolic" Inspiration), **Strike 9** (Autofire, Penetrating, Vampiric; Accurate 3; *Alternate Powers:* **Nullify All Magic Powers 10** [Selective Area, Touch Range], **Summon Chaos Horde 9** [Broad Type\*, Horde, Action [full round], Progression 3])

\*use stats for demon archetypes from *M&M* rulebook (or *Book of Magic's* various demons)

**COMBAT**

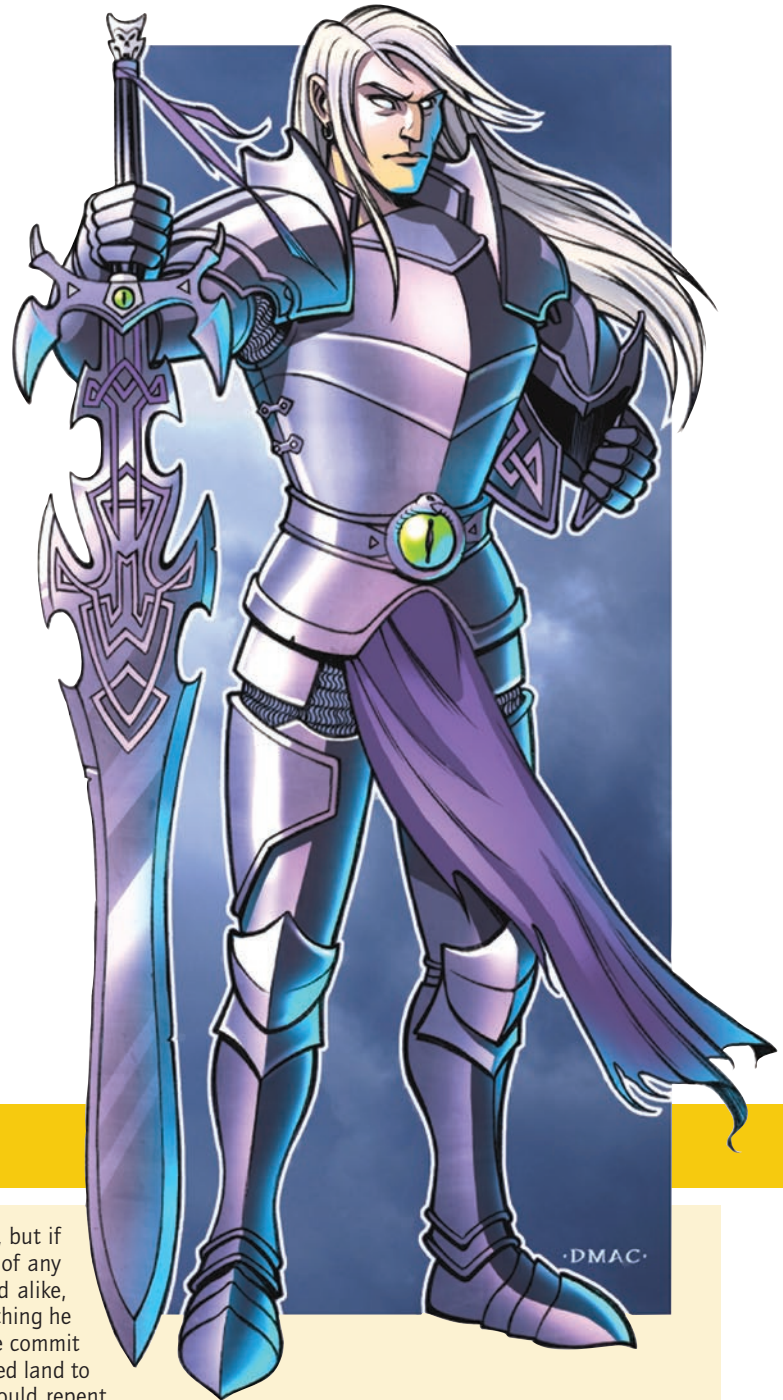
Attack +4 (melee), +10 (Bloodsong), +4 (ranged), Grapple +6, Damage +9 (Bloodsong), +2 (unarmed), Defense +10 (+2 flat-footed), Knockback -4 (-1 without armor), Initiative +2

**DRAWBACKS**

All Enhanced Traits fade at 1 point per day unless daily ritual is performed (-1 point)

**Abilities 16 + Skills 21 (84 ranks) + Feats 14 + Powers 76 + Combat 16 + Saves 8 - Drawbacks 1 = 150**

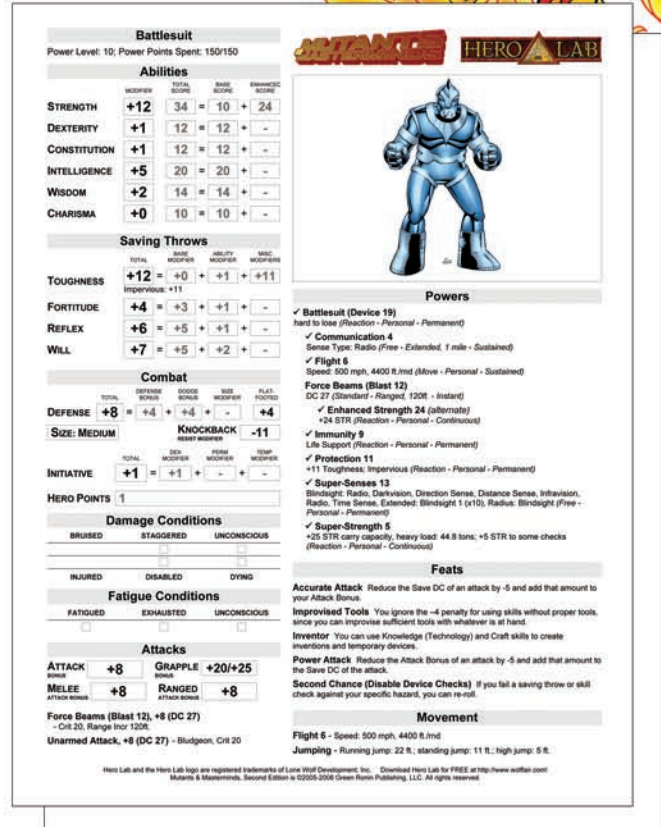
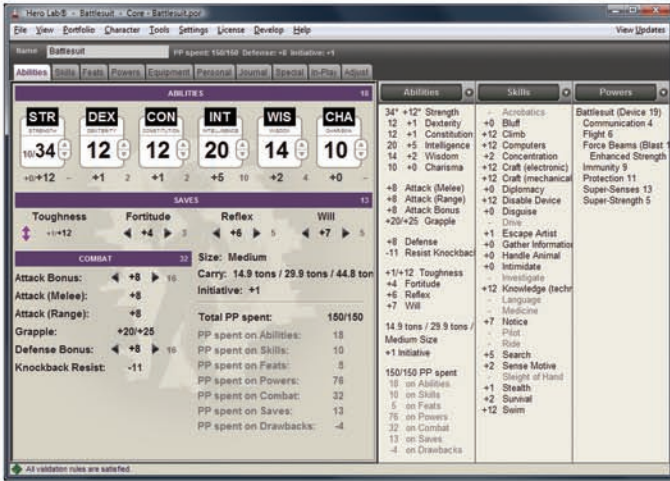
"LET THE MIGHTY OPAL TOWERS CRUMBLE, THE VERDANT FIELDS BURN, AND THE MOON FALL INTO THE BLACK SEAS OF HELL. SO LONG AS I HAVE MY VENGEANCE, I CARE NOT..."



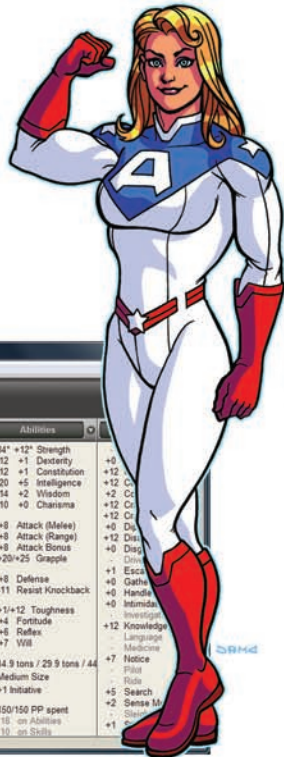
The Wanderer may have been born with a silver spoon in his mouth, but if so, the fates quickly conspired to unceremoniously rip it out. Stripped of any rank or station, cast out of his society and ostracized by kin and friend alike, the Wanderer's only companion is himself, and the monumental self-loathing he harbors doesn't make that an easy relationship, either. What sins did he commit to become fortune's whipping boy, forever striding from one mist-wrapped land to another? Perhaps even he doesn't know, and it may not be that he would repent from them if he did. Only his skill in the secrets of the arts arcane, mastered at hideous cost to the health of his body and soul, give him edge enough to survive the constant battles against the many enemies he draws as a flame draws moths. Skill, and the chilling ferocity of his infamous—and some say *diabolical* – blade.

# HERO LAB

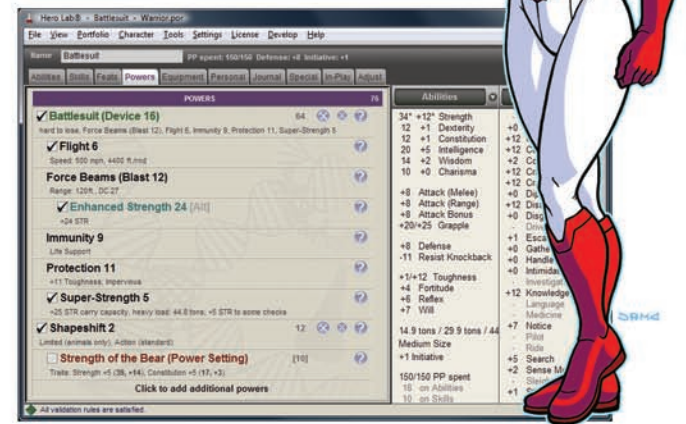
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