**Flash Point (Mutants & Masterminds)**

**PC Creation: 8/13/17**

**Campaign Background**

You are people from our world in the modern day (July, 2017). You should be adults, at least sixteen, with some history and skills. You are normal people visiting California, specifically Disneyland, for Independence Day. Alone, with a partner, or with a whole family, you are experiencing in the happiest place on Earth. It is nearing dark and the end of the day when you experience the event that changes everything. A powerful, blinding light engulfs the world, or so it seems to each of you. You pass out and awake with weird powers while confusion and chaos rage around you.

About your characters:

* This will begin as a low powered campaign, so your characters should have experience in a “useful” career. Useful meaning things like cop, scientist, reporter, or even thief. This will be something like an X-Files game. You will need to hold up your end when it comes time to figure shit out or do things that are not flying or punching stuff (you will, however, need to do some of that too).
* I will need a pretty solid history for your character. Age, sex and all the usual stuff, but also parents and siblings and your relationship with them, and preferably a little bit about their lives. This along with a bit of history about your character’s past that should include motivations for important choices they have made. Any details you can add would be great. Take some time one this. If it isn’t fun for you, give me whatever you come up with and we can work to fill out details.
	+ For example, if your character dropped out of college to become a tech thief, why? If your character chose to be a member of a bomb squad, why the hell? Is he an adrenaline junky, or perhaps he lost friends to terrorist.
* You will need to be heroes. You can get there during the course of the game, but you will need to have some inclination to try to help people and do good.
* Characters will need to be COMPLETELY DONE long before the first game. As usual, I want to tailor some stuff to your characters, especially for the first game, so arriving without a complete character will make me sad and your game less fun. Arriving with an incomplete character will make everyone unhappy while they wait for you to finish and for me to figure out what to do with you during your “conception”. At the very least I would like your background stuff as early as possible.

**Basic Themes and Plots**

This will start as a street level game with the feel of X-Files or Fringe. It will grow into a more traditional super hero game that, if all goes well, should be pretty expansive. However, as with most of my games, there will always be a more serious undertone. The world will actually need saving, and it will probably be up to you to save it. And, well, you can fail.

**Character Development**

I will be using Mutants and Masterminds 2nd edition for this game in the hope that it will play faster than Champions without losing too much of what I like about Champions.

Each PC must start with a single theme to your powers, effectively one power. This will change and grow over time, so keep future expansion in mind when building your character. At the same time, do not tie yourself to a specific plan; you should be flexible depending on how things go. Evolution of characters will be of two types, the usual slow experience gain coupled with widely-spaced, large pulses of experience.

To spice things up, I will also be giving you some points that you won’t necessarily now about, so there’s that.

It is also important to note that you will not start with any “items” or other such things. The eruption event changes the PCs and may very will give them powers, but it will not give them magical amulets, cybernetic limbs, or demonic organs. This does not mean you can’t have them, but they must be things that you acquire somehow after the event that gives you powers. This can be sudden knowledge about how to make amazing nano-bots, or inspiration about how to find a magical or alien device, but it can’t be any actual physical item. It CAN be physical changes. You can grow a fleshy tail, but you can’t have a mechanical tail.

For example: Billy wakes up from the event only to discover that he has goat horns and tail. He also gains the knowledge about how to summon a creature of power and the nagging desire to do so. A few days later, while standing within his summoning circle, Billy suddenly realizes that he is meant to be on the outside of the circle. A demon appears and is destroyed when it merges with Billy’s body. A magical amulet belonging to the demon falls to the floor, along with several gallons of blood. Billy finds that he can use the amulet to enhance his personal power.

**Pre-Eruption Character Creation:**

PCs begin at 1st level with 15 Power Points to spend on Attributes, Skills, Feats, Attack/Defense, and Saves. PCs may not begin with Powers. Attributes begin with a base 10, and may have whatever material wealth, objects, and connections that fit their background, within reason. No presidents, no super rich billionaires… or you can be, but know that you will lose much of that when you gain your powers.

Below is a description of character creation in two steps, pre and post eruption. The game will pretty much start on the day of eruption, but I still want you to develop your character in two stages. PCs should have once been regular people and become enhanced, and I think creating them this way will make that easier to understand. And there will be some portion of the first game session that will take place with pre-eruption PCs, at least in part to get acquainted with playing Mutants and Masterminds, especially for me.

*The rest of this is stolen directly from Mark with only a few changes (except the formatting, I fixed that)*

**Character Creation Part I (Skilled Normal PC Adventures-1st Level):**

Level: PCs begin at 1st Level.

Power Points: PCs begin with 15 Power Points. You may save some of them for post eruption if you wish, but you must spend at least five points on skills (as noted below), and only 2 points can be spent on powers, no matter how many you save. So, for example, if you would like your character to become more capable after eruption, say stronger and smarter, you can raise stats after eruption, as long as you follow the restrictions above.

Abilities: All PCs have a base 10 for each Ability (which may be lowered or bought up). Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. At this point, Abilities are limited to 18.

Attack is your bonus to hit. Defense is your PCs Armor Class (along with Dexterity, Size Modifiers and other Powers). Both are limited to your level (+1).

Skills: PCs may only take “Normal” Skills and are limited to Level +5 (6). Also, PCs MUST spend at least 5 PPTs on skills.

 Feats: PCs are limited to one Normal Feat (Not Super Human or Extraordinary)

**List of Skills:**

Acrobatics, Bluff, Climb, Computers, Concentration, Craft, Demolitions, Diplomacy, Disable Devise, Disguise, Drive, Escape Artist, Gather Information, Handle Animal, Intimidate, Investigate, Knowledge, Language, Medicine, Notice, Perform, Pilot, Profession, Ride, Search, Sense Motive, Sleight of Hand, Stealth, Survival, Swim

**Lists of Feats**

**Combat Feats:**

Accurate Attack, All-out Attack, Attack Focus, Attack Specialization, Blind Fight, Chokehold, Critical Strike, Defensive Attack, Defensive Roll, Dodge Focus, Elusive Target, Evasion, Fast Overrun, Favored Environment, Favored Opponent, Grappling Finesse, Improved Aim, Improved Block, Improved Critical, Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Overrun, Improved Pin, Improved Sunder, Improved Throw, Move-by Attack, Power Attack, Precise Shot, Prone Fighting, Quick Draw, Rage, Ranged Pin, Redirect, Set-up, Sneak Attack, Stunning Attack, Takedown Attack, Throwing Mastery, Uncanny Dodge, Weapon Bind, Weapon Break

**Fortune Feats:**

Beginner’s Luck, Inspire, Leadership, Luck, Seize Initiative, Ultimate Effort

**General Feats:**

Ambidexterity, Assessment, Diehard, Eidetic Memory, Endurance, Environmental Adaptation, Equipment, Fearless, Fearsome Presence, Instant Up, Interpose, Master Plan, Minions, Quick Change, Second Chance, Side Kick, Team Work, Trance

**Skill Feats:**

Acrobatic Bluff, Animal Empathy, Artificer, Attractive, Connected, Contacts, Distract, Fascinate, Hide in Plain Sight, Improvised Tools, ~~Inventor~~, Jack-of-all-Trades, ~~Ritualist~~, Skill Mastery, Startle, Taunt, Track, Well-Informed

**Powers Not Appropriate for this Campaign:** None, later, but for now only what’s above.

**Power Point Cost Chart**:

Level: A PC gains a level for every 15 over-all Power Points (PP).

 Abilities: Costs 1 PP each (over 10)

Attack Bonus: Costs 2 PP per +1

 Defense Bonus: Costs 2 PP per +1

Save Bonus: Costs 1 PP per +1

 Skills: Costs 1 PP per 4 Ranks each (spent in any skill)

 Feats: Costs 1 PP per 1 Rank each

 Powers: (See Chart) Base cost x Ranks

 Drawbacks: -1 or more points

**Maximum Power Level (Pre Eruption):**

Power Level: 1st (15 Power Points)

Attack/Defense: +1

Max Save DC Mods: +1

Max Toughness: +0

Max Save/Ability Bonus: +6

Max Ability Score: 18

Max Skill Rank: 6

Maximum Feat Level: +1 (PCs may only begin with 1 Feat)

Maximum Power Level: 0 (PCs may not begin with Powers)

**Post-Eruption Character Creation:**

Once PCs “Erupt” or gain power they will gain 2 Power points ~~and advance to 2nd Level~~. They may then increase their Maximums (See Below). PCs powers must begin based on a Theme (this Theme may change or be added too later on). PC appearance may also change as they evolve in power. For instance, a dragon character may develop scales, and a cyborg could evolve circuitry in his system. These sorts of changes don’t cost points unless they have an actual effect on gameplay.

**Maximum Power Level (Post Eruption):**

Power Level: 1st (17 Power Points)

Attack/Defense: +1

Max Save DC Mods: +1

Max Toughness: +1

Max Save/Ability Bonus: +6

Max Ability Score: 20

Max Skill Rank: 6

Maximum Feat Level: 1 (PCs may now buy any Feats)

Maximum Power Level: 1st/+1

**Feats**

You may now take Ritualist or Inventor, but they will count as Powers against your 2 points

**Example PC**

**Pre-Eruption**

**Name**: Billy Trevor

**Level**: 1st **Power Points**: 15 (1 Unused) **Hero Points**: 0

**Appearance**: 24 year-old White Male, 5’8”, scraggly beard, brown hair, brown eyes.

**Abilities**: PP: 8

Strength: 12 + 1 (+2 pps)

Dexterity: 14 +2 (+4 pps)

Constitution: 12 +1 (+2 pps)

Intelligence: 10 (+0 pps)

Wisdom: 10 (+0 pp)

Charisma: 10 (+0 pp)

**Saves**: PP: 1

Toughness: +1

Fortitude: +2 (+1 pp)

Reflex: +2

Will: +0

Defense: +0

Initiative: +2

Speed: 30 ft.

**Attacks**: PP: 1

 Base Attack: +0

 Melee: +1 (+1 pp)

 Ranged: +0

**Feats**: PP: 0

None

**Skills**: PP: 5 (20 points)

Total Skill (base points + ability + mods)

Acrobatics: +2 (0+2+0), Bluff: -1 (0-1+0), Climb: +1 (0+1+0), Computers: +0 (0+0+0), Concentration: +0 (0+0+0), Craft: +4 (4+0+0), Demolitions: +0 (0+0+0), Diplomacy: -1 (0-1+0), Disable Devise: +2 (0+2+0), Disguise: -1 (0-1+0), Drive: +2 (0+2+0), Escape Artist: +2 (0+2+0), Gather Information: -1 (0-1+0), Handle Animal: -1 (0-1+0), Intimidate: -1 (0-1+0), Investigate: +0 (0+0+0), \*Knowledge - Occult: +4 (4+0+0), \*Knowledge - Religion: +4 (4+0+0), \*Language:+1 (Spanish), Medicine: +0 (0+0+0), Notice: +2 (2+0+0), Perform: -1 (0-1+0), Pilot: +2 (0+2+0), \*Profession - Mechanic: +4 (4+0+0), Ride: +2 (0+2+0), Search: +0 (0+0+0), Sense Motive: +0 (0+0+0), Sleight of Hand: +4(2+2+0), Stealth: +2 (0+2+0), Survival: +0 (0+0+0), Swim: +1 (0+1+0)

 **Damage Conditions**:

 **Gear/Devises**: Clothes, Cell Phone, Wallet, Keys, Car, Pocket Knife

**Example PC Post Eruption**

**Name**: Billy Trevor (Billy Goat)

**Power Theme**: Inhabited by a Goat Demon

**Appearance**: 24 year-old White Male, 5’8”, scraggly white beard, grey-white hair, brown eyes. Short goat-like horns. Goat tail poking out of the back of his overalls.

**Level**: 2nd **Power Points**: 15+2 **Hero Points**: 1

**Abilities**: PP: 8

Strength: 12 (+2)

Dexterity: 14 (+4)

Constitution: 12 (+2)

Intelligence: 10 (+0)

Wisdom: 10 (+0)

Charisma: 9 (-1)

**Saves**: PP: 2

Toughness: +1

Fortitude: +1 (+1)

Reflex: +1

Will: -1

Defense: +1 (+1)

Initiative: +1

Speed: 30 ft.

**Attacks**: PP: 1

 Base Attack: +1

 Melee: +0

 Ranged: +0

**Feats**: PP: 1

 **Ritualist (pg. 132)**: 4 hrs to research ritual (per point) and 10 minute to perform ritual (per point), DC: 10 + Power point Cost of Spell. Ritual lasts for one encounter. May only have one Ritual prepared at a time (Unless spends a Hero Point).

**Skills**: PP: 5 (20 points), Total Skill (base points + ability + mods)

Total Skill (base points + ability + mods)

Acrobatics: +2 (0+2+0), Bluff: -1 (0-1+0), Climb: +1 (0+1+0), Computers: +0 (0+0+0), Concentration: +0 (0+0+0), Craft: +4 (4+0+0), Demolitions: +0 (0+0+0), Diplomacy: -1 (0-1+0), Disable Devise: +2 (0+2+0), Disguise: -1 (0-1+0), Drive: +2 (0+2+0), Escape Artist: +2 (0+2+0), Gather Information: -1 (0-1+0), Handle Animal: -1 (0-1+0), Intimidate: -1 (0-1+0), Investigate: +0 (0+0+0), \*Knowledge - Occult: +4 (4+0+0), \*Knowledge - Religion: +4 (4+0+0), \*Language:+1 (Spanish), Medicine: +0 (0+0+0), Notice: +2 (2+0+0), Perform: -1 (0-1+0), Pilot: +2 (0+2+0), \*Profession - Mechanic: +4 (4+0+0), Ride: +2 (0+2+0), Search: +0 (0+0+0), Sense Motive: +0 (0+0+0), Sleight of Hand: +4(2+2+0), Stealth: +2 (0+2+0), Survival: +0 (0+0+0), Swim: +1 (0+1+0)

**Powers**: See Feats,

 **Gear/Devises**: Magical Amulet – Sign of the Goat