



SOURCE FLAW CORRECTION

Author & Design: Steven Trustrum

PRODUCT IDENTITY

The following items are hereby identified as Product Identity, as defined in the Open Gaming License version 1.0a, Section 1(e), and are not Open Content. All trademarks, registered trademarks, proper names (characters, artifacts, places, etc.), artwork and trade dress, with the exception of stock or public domain art used under permission or license.

DECLARATION OF OPEN GAME CONTENT

All text pertaining to game mechanics and statistics is declared Open Game Content. The remaining content, including all character, item, organization, etc. names and descriptions, along with all items subject to the definition of Product Identity (see previous), are the property of Misfit Studios™ and cannot be used without written permission, with the exception of stock or public domain art used under permission or license.

Super-Powered by M&M and its associated logo are Trademarks of Green Ronin Publishing and are used under the provisions of the Super-Powered by M&M Trademark License (see www.mutantsandmasterminds.com/licensing for details).

Requires the Mutants & Mastermind's Hero's Handbook by Green Ronin Publishing for Use.

Other than previously mentioned content, all content is Copyright 2020, Misfit Studios. All Rights Reserved. Better Mousetrap™ and Metahuman Martial Arts™ are Trademarks of Misfit Studios.



[HTTP://WWW.MISFIT-STUDIOS.COM](http://www.misfit-studios.com)

The publisher grants permission for **one** copy of this product to be printed in hard copy for **personal** use at any given time. **No additional** copies may be made, nor may the electronic version be copied and/or distributed.

Both Better Mousetrap 3e and Metahuman Martial Arts 3e contain a different version of the Source flaw. Better Mousetrap 3e's account was published first, and the Metahuman Martial Arts 3e was intended to add some new details brought up during feedback. Unfortunately, something got lost between the two so that the newer version seemed mostly different and missed some of the original version's key points.

Here, you'll find attached the intended, revised version.

SOURCE

-1 or -2 cost per rank

The power only works when you have exposure or access to, or contact with, a particular Source to draw from. Essentially, you are the conduit that controls the power, but you do not yourself contain or possess it. Examples include another person, electricity, scrap metal, sunlight, or being on the ground. Your power doesn't work without this Source or the necessary exposure.

Mechanically, this is a shorthand variation of the Limited flaw that somewhat crosses over with the Power Loss complication.

At the Gamemaster's discretion, an incredibly rare Source counts as a -2 modifier.

You may apply Area, Reach, or Increased Range to this flaw rather than to the effect itself to determine how close you need to be to your Source to access it. Yes, this means that applying Perception Ranged directly to a Source flaw effectively turns it into a +1 extra.



Get Your Favorite
MISFIT STUDIOS
Game Products in
PRINT
Through our **Lulu**
Storefront



<http://www.lulu.com/spotlight/misfitstudios>

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are

contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David

Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson

A Magical Medieval Society: Western Europe Copyright 2003, Expeditious Retreat Press; authors Suzi Yee and Joseph Browning.

Advanced Gamemaster's Guide, Copyright 2005, Green Ronin Publishing, LLC; Author Owen K.C. Stephens.

Advanced Player's Guide, Copyright 2004, White Wolf Publishing, Inc.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams

Blue Rose, Copyright 2005 Green Ronin Publishing, LLC; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchoir, and John Snead.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson

Crooks!, Copyright 2003, Green Ronin Publishing; Authors Sean Glenn, Kyle Hunter, and Erik Mona.

Cry Havoc © 2003 Skip Williams. All rights reserved.

Grim Tales, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Hot Pursuit, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc.

Immortals Handbook, Copyright 2003, Craig Cochrane.

Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!

Monster's Handbook Copyright 2002, Fantasy Flight Publishing, Inc.

Monte Cook Presents: Iron Heroes, Copyright 2005, Monte J. Cook. All rights reserved.

The Psychic Handbook, Copyright 2004, Green Ronin Publishing, LLC; Author Steve Kenson

Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook. All rights reserved.

Mutants & Masterminds Annual #1, Copyright 2004, Green Ronin Publishing, LLC; Editor Erik Mona.

Possessors: Children of the Outer Gods Copyright 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studioronin.com.

Spycraft 1960s Decade Book, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Robert J. Defendi, B. D. Flory, Scott Gearin, Clayton A. Oliver.

Spycraft Agency, Copyright 2004, Alderac Entertainment

Group, Inc.; Authors Steve Crow Alexander Flagg, B. D. Flory, Clayton A. Oliver, Steven Peterson.

Spycraft Battlegrounds, Copyright 2005, Alderac Entertainment Group, Inc.; Authors Andy C. David, Alexander Flagg, Clayton A. Oliver, Jason Olsan, Patrick Parish.

Spycraft Copyright 2002, Alderac Entertainment Group.

Spycraft Espionage Handbook, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.

Spycraft Faceman/Snoop Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver.

Spycraft Fixer/Pointman Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin.

Spycraft Mastermind Guide, Copyright 2004, Alderac Entertainment Group, Inc.; Steve Crow, Alexander Flagg, B. D. Flory, Clayton A. Oliver.

Spycraft Modern Arms Guide, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allard, Rob Drake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon.

Spycraft Soldier/Wheelman Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B. D. Flory, Scott Gearin, Patrick Kapera.

Spycraft U.S. Militaries Guide, Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera.

Spycraft, Copyright 2005, Alderac Entertainment Group; Authors Alex Flagg, Scott Gearin, Patrick Kapera, Cameron Haigh, Rob Vaux

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Tome of Horrors, Copyright 2002, Necromancer Games., Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.

Unearthed Arcana, Copyright 2003, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson

Caliphate Knights, Copyright 2006, Paradigm Concepts; Author Aaron Infante-Levy

Lex Aeternum, Copyright 2006, Blackwyrms Games; Author Ryan Wolfe, with Dave Mattingly, Aaron Sullivan, and Derrick Thomas

Mecha Vs. Kaiju, Copyright 2006, Big Finger Games; Author Johnathan Wright

Borrowed Time, Copyright 2006, Golden Elm Media; Authors Bruce Baugh and David Bolack

Out For Blood, Copyright 2003, Bastion Press; Author E.W. Morton

True20 Companion, Copyright 2007, Green Ronin Publishing, LLC; Authors Erica Balsley (Horror Adventures), Dave Jarvis (Modern Adventures), Matthew Kaiser (Fantasy and Space Adventures), Steve Kenson (Role Creation), Sean Preston (Horror Adventures)

Ultimate Equipment Guide, Copyright 2002, Mongoose Publishing

The Heartlands: Land of Reverie, Copyright 2007, Expeditious Retreat Press; Author Joseph Miller

True20 Expert's Handbook, Copyright 2007, Green Ronin Publishing, LLC; Author Joseph Miller

The Mastermind's Manual, Copyright 2006, Green Ronin Publishing; Author Steve Kenson.

Power Corrupts, Power Corrupts 2, Power Corrupts 3, Power Corrupted Copyright 2005 Louis Porter Jr. Design, Inc.

The Algernon Files, Copyright 2004, BlackWyrn Games; Authors Aaron Sullivan and Dave Mattingly.

Power Assaulting Copyright 2002, Louis Porter Jr. Design, Inc.

Blood and Fists Copyright 2003, RPGObjects; Author Charles Rice

Above and Beyond, Copyright 2003, Colin Fredericks

Superline #4: Hell's Belles copyright 2005 Michael Hammes and Philip Reed, published by Ronin Arts.

Headquarters and Hideouts, Headquarters and Hideouts 2 and Power Corrupted Copyright 2004, Louis Porter Jr. Designs, Inc.

Gimmick's Guide to Gadgets ©2005 Green Ronin Publishing; Design Mike Mearls

Golden Age, Copyright 2006, Green Ronin Publishing; Author Christopher McGlothlin.

Iron Heroes Revised, Copyright 2007 Adam Windsor. All rights reserved.

Warriors & Warlocks, Copyright 2009, Green Ronin Publishing; Developer Steve Kenson.

Blood and Fists Copyright 2003, RPGObjects; Author Charles Rice

Ultimate Power, Copyright 2006, Green Ronin Publishing; Author Steve Kenson.

Mecha & Manga, Copyright 2009, Green Ronin Publishing, LLC.; Author Alejandro Melchor.

Metahuman Mystics & Supernatural Supers Copyright 2005, Misfit Studios; Author Steven Trustrum

Metahuman Mystics & Supernatural Supers 2 Copyright 2006, Misfit Studios; Author Steven Trustrum

Metahuman Mystics & Supernatural Supers 3 Copyright 2007, Misfit Studios; Author Steven Trustrum

DC Adventures Hero's Handbook, Copyright 2010, Green Ronin Publishing; Author Steve Kenson.

Mutants & Masterminds Hero's Handbook, Copyright 2011, Green Ronin Publishing; Author Steve Kenson.

Mutants & Masterminds Deluxe Hero's Handbook, Copyright 2013, Green Ronin Publishing; Authors Leon Chang, Seth Johnson, Jon Leitheusser, Prof. Christopher McGlothlin, M.Ed., Steve Kenson

Power Profiles, Copyright 2013, Green Ronin Publishing, LLC; Author Steve Kenson.

Gadget Guides, copyright 2013, Green Ronin Publishing, LLC; Author Steve Kenson

Misfits and Menaces: Mixed Villains, Copyright 2008, Misfit Studios; Author Steven Trustrum

Misfits and Menaces: DOOM, Copyright 2008, Misfit Studios; Author Steven Trustrum

Do-Gooders and Daredevils: Mixed Heroes, Copyright 2008, Misfit Studios; Author Steven Trustrum

Do-Gooders and Daredevils: Good I\$ Capitali\$m, Copyright 2008, Misfit Studios; Author Steven Trustrum

Do-Gooders and Daredevils: Champions, Copyright 2009, Misfit Studios; Author Steven Trustrum

Misfits and Menaces: Cosmic Threats, Copyright 2009, Misfit Studios; Author Steven Trustrum

Better Mousetrap Copyright 2007, Misfit Studios; Author Steven Trustrum

Better Mousetrap 3e Copyright 2014, Misfit Studios; Author Steven Trustrum

Metahuman Martial Arts Copyright 2009, Misfit Studios; Author Steven Trustrum

Metahuman Martial Arts 3e Copyright 2016, Misfit Studios; Author Steven Trustrum

Source Flaw Correction Copyright 2020, Misfit Studios; Author Steven Trustrum