

MISFIT STUDIOS SERVICES RATES CARD



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PRINT AND DIGITAL LAYOUT SERVICES AND RATES

Rather than work on an hourly rate that asks you to just take it on faith that I'm doing the work, I charge by the page for digital and print layout. My current rate is **\$5 USD/page**. This also covers any minor changes and fixing any errors on my part after your initial proof.

If you have specific fonts you want used, you are responsible for any purchase or licensing fees.

INDEXING

Creating an index is a laborious, time-consuming process, which is why many publishers opt to do without. If you need an index added to your book from scratch, the final layout costs increase by **+10%**. Reduce this cost to **+5%** if you provide the index text and only need me to add the page numbers.

ADDITIONAL FORMATS

The provided base rates for layout are based on a single resulting PDF, be it a standard portrait PDF for digital or print purposes or landscape "interactive" (for tablet/screen) layout. If you buy one PDF type, though, adding another type is half the original's price (that is to say, **\$2.50 USD/page**.)

Layout Rate Summary

Basic Layout: \$5 USD/Page (base rate; includes bookmarking)

Indexing: +5% or +10% (see "Indexing" for details)

Additional Formats: \$2.50 USD/Page

Manuscript Prep: +\$1 USD/Page

If you want, I can also provide a print-friendly (black and white, no background images, etc.) version of the portrait PDF at no additional cost. I will also replace any interior color art with line art or greyscale art you provide for this purpose.

SIGNIFICANT CHANGES / ADDITIONAL COSTS

If you require significant changes on a portion of work I've already completed, it is at my discretion whether an additional cost will be charged. This pertains to changes made by the client after work has begun. This could include, for example, adding new content or changing their mind about the fonts they want to use and thus altering pagination. Any such additional charge will be discussed and must be approved before any such changes are made.

Preparing a manuscript that is far from layout ready may result in a cost increase. This means the work is missing the appropriate layout tags, there are line spaces added between paragraphs that have to be removed, etc. If you prefer, I can tell you what the problems are so you can fix them yourself. If the issues are so severe that I'll essentially be prepping the entire manuscript for layout, that is considered an entirely different, supplementary service (see **Additional Costs, Services and Rates**.)

ART SERVICES AND RATES

I provide a variety of services related to art and trade dress. Although I am not an illustrator, I can suggest several if you need help finding someone for your project.

IMAGE PREPARATION / GRAPHIC DESIGN

If you need images manipulated, page backgrounds designed, trade dress/titles added to your cover art, etc., let's talk. Rates depend on what you need, whether any font licensing is required, etc.

DIGITAL COLOURING

I provide simple digital colouring services. Typically, colouring a single character with no background and one-quarter page in size is **\$10 USD**. Prices range from this point depending upon size and complexity. (See attached samples to follow.)

ADDITIONAL COSTS, SERVICES AND RATES

The following additional services are also available.

MANUSCRIPT PREPARATION

Manuscript preparation for layout is also available. This is primarily for publishers who are not familiar with how a manuscript must be formatted and "tagged" (meaning codes added to indicate heading styles, side-

bars, image locations, etc.) for layout. Typically, considering all standard editing is already done, this increases the cost of layout by **\$1 USD/page**.

ART DIRECTION

Do you have a manuscript and art budget but no idea how to get the art done or not enough time to do it? I've over a decade's experience as an art director for **Misfit Studios'** products. The cost is negotiable after a discussion of what you need and how much of it.

EDITING

Did you write the manuscript yourself or are you self-aware enough to know you don't have what it takes to edit it on your own? Did your editor bail on you? Not to worry -- I've plenty of proofing and editing experience, too.

Prices are negotiated on just what you want to be done and how much content there is. (As a baseline, figure on **\$0.01** or **\$0.02 USD/word**.)

RESOURCES USED

I use the latest Adobe InDesign and Photoshop software (PC.)

COMMUNICATIONS

While doing layout, I will make myself as available as possible to answer questions and provide samples of the on-going work. I will also be certain to ask any questions that arise about the work-in-progress as soon as possible.

PAYMENT

All payments are to be made via **Paypal** within 30 days of the work's completion. It is at my discretion to begin charging an additional 10% per week of nonpayment beyond this.

If you are online, click on an image to see a larger sample.

LAYOUT SAMPLES

BETTER MOUSETRAP 3E

Various pages from this **Mutants and Masterminds 3e** sourcebook. I've included a variety of different formats, including tables and indicators of text interaction with sidebars, tables, and art.

This book was 290+ pages, included both a colour and black and white portrait (standard) versions, as well as a landscape (screen-oriented), interactive version for tablets. All told, layout took me about a week to complete, proof, and test all versions.

(I also created the "Better Mousetrap" logo that appears on the credits page, to the left.)

BETTER MOUSETRAP

Author, Design, Additional Graphics: Steven Trustrum
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Third Edition Playtesters & Proofreaders: Psistrike, Emily Brumfield, bwgustaf

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Chapter 4: Rules

PRICE

There is a "price" to be paid for using the power effect this complication is applied to, and it must be paid every time the power is used. Typically, this complication is only applied to power effects that are rarely used, although this is not set in stone. Determine a Price that is comparable to the effect's potency and how it fits the character's concept.

This Price can be an actual cash requirement, in which case the trait's value should be determined as though it were a piece of equipment with the same capabilities. Maybe every time a piece of Equipment is used, parts of it need replacing or servicing by a specialist (who may charge a high fee or ask a favor), most likely after the adventure. In most cases, the Price will be a role-playing effect or something other than monetary in nature.

Example Prices include the soul of an innocent, a favor to be performed on behalf of the character's patron deity, or a permanent reduction to the character's Will modifier.

The Gamemaster has final approval on what the Price is, but the Gamemaster and player should confer regarding whether the Price is paid before the power effect is activated or after, as suits the power's concept and the nature of the Price.

TECHNOLOGY REPELLANT

Characters with this complication are nearly incapable of using any type of advanced technology correctly. Bad things usually happen while using technology, even if no check is involved.

The Gamemaster should determine what happens (and how often) based on this complication's concept. Things are easier to decide when a check is involved—the worse the degree of failure, the more severe the repercussion. Even when a single degree of success is achieved, something minor should go wrong to offset the good somewhat. A die roll is not necessary, however, if the Gamemaster wants to come up with appropriate consequences on the fly.

One degree of success with a Technology skill check to operate a computer means the computer does what desired, but the complication also causes a fatal error.

This forces the system to slowly reboot, which wastes time before letting the character do anything else with the computer. Another example would be a car's brakes giving out during a routine driving maneuver that did not require a skill check.

TRAIT OF CONSEQUENCE

There is a chance for an adverse effect in either the result of the game mechanics or role-playing whenever the character uses the advantage or skill this complication applies to.

If applied to the Contacts advantage, a contact may only aid the character in exchange for something of value that is difficult to get. Some reason would have to exist why the character would need to keep the contact happy and the assistance coming.



Chapter 4: Rules

Movement Rank	Speed—Distance per ...			
	Day	Hour	Minute	Round
-5	2 miles	500 ft.	6 ft.	6 in.
-4	4 miles	900 ft.	15 ft.	1 ft.
-3	8 miles	1,800 ft.	30 ft.	3 ft.
-2	16 miles	3,600 ft.	60 ft.	6 ft.
-1	30 miles	1 mile	120 ft.	15 ft.
0	60 miles	2 miles	250 ft.	30 ft.
1	120 miles	4 miles	500 ft.	60 ft.
2	250 miles	8 miles	900 ft.	120 ft.
3	500 miles	16 miles	1,800 ft.	250 ft.
4	1,000 miles	30 miles	3,600 ft.	500 ft.
5	2,000 miles	60 miles	7,200 ft.	1,000 ft.
6	4,000 miles	120 miles	14,400 ft.	2,000 ft.
7	8,000 miles	250 miles	28,800 ft.	4,000 ft.
8	16,000 miles	500 miles	57,600 ft.	8,000 ft.
9	32,000 miles	1,000 miles	115,200 ft.	16,000 ft.
10	64,000 miles	2,000 miles	230,400 ft.	32,000 ft.
11	128,000 miles	4,000 miles	460,800 ft.	64,000 ft.
12	256,000 miles	8,000 miles	921,600 ft.	128,000 ft.
13	512,000 miles	16,000 miles	1,843,200 ft.	256,000 ft.
14	1,024,000 miles	32,000 miles	3,686,400 ft.	512,000 ft.
15	2,048,000 miles	64,000 miles	7,372,800 ft.	1,024,000 ft.
16	4,096,000 miles	128,000 miles	14,745,600 ft.	2,048,000 ft.
17	8,192,000 miles	256,000 miles	29,491,200 ft.	4,096,000 ft.
18	16,384,000 miles	512,000 miles	58,982,400 ft.	8,192,000 ft.
19	32,768,000 miles	1,024,000 miles	117,964,800 ft.	16,384,000 ft.
20	65,536,000 miles	2,048,000 miles	235,929,600 ft.	32,768,000 ft.

MANEUVERS

Since pursuit is represented as an abstract system, the distance covered and specific locations of each participant are left to your imagination. What's really important is the lead—the distance between the pursuer and the target at any given time. Many maneuvers require a certain lead, so make sure to update the lead at the start of each round.

Maneuver Descriptions

Maneuvers are split into pursuer and target categories. Each maneuver has a general description you can modify to suit the particular conditions of a pursuit. Maneuvers include the following information:

- Finishing:** A finishing maneuver has prerequisites that must be met before it can be attempted, but ends the pursuit if performed successfully.
- Lead:** The minimum or maximum lead required to perform the maneuver.
- Speed:** Some maneuvers modify current pursuit speed. If both pursuer and target choose maneuvers that alter speed, only the highest modifier (positive or negative) applies.
- Success:** The maneuver's effect if the character wins the opposed maneuver check for the round.
- Special:** Any additional information about the maneuver.

PURSUER MANEUVERS

Pursuer maneuvers are aimed toward slowing down and catching the target.

Box-In Finishing

It takes skill to trap an opponent without any damage, but sometimes it's essential to do so.

Lead: 5 lengths or less.

Success: The pursuer wins the chase, forcing the target into a corner where there's nowhere left to run.

Pursuit and Gamemaster Fiat:

Clean Getaways
You can choose to have a fleeing NPC automatically escape pursuit by exercising Gamemaster Fiat. You should award players a bonus point when this happens, usually ensuring a villain gets away to appear in a later scene of the adventure.

You can also help ensure a clean getaway for certain NPCs by giving the heroes other things to worry about. If a fleeing villain starts the support roles of a badge, for example, the heroes should break off pursuit to help the people endangered by the badge's imminent collapse. Players should also get a bonus point for this sort of setback and allowing the villain to escape (as well as any great acts of heroism during the rescue attempt).

Chapter 9: Evil to the Utmost

The previous organization statistics are for Masters, Inc., an independent corporation. Any one of its varied subsidiaries may (and almost certainly will) have very different statistics than our character's name and purpose.

PL: 18

Leadership: Dictatorship (although nominally a council)

Intellect: 7, Awareness 10, Presence 10

Will: 15

Skills: Deception 12 (+22), Espionage 12 (+19), Expertise: Current Events 7 (+17), Expertise: Electronics 12 (+19), Expertise: Engineering 10 (+17), Expertise: History 6 (+15), Expertise: Law 14 (+21), Expertise: Mechanics 12 (+19), Expertise: Tactics 10 (+17), Intimidation 8 (+18), Investigation 10 (+17), Perception 12 (+22), Persuasion 15 (+25), Technology 14 (+21), Stealth 10 (+17).

Advantages: Bewitch (Mental), Connected R.O.P. (Business), Criminal, Espionage, Justice System, Law Enforcement, Military, Terrorism, World Government, Contact 8 (R.O.P.), Business, Criminal, Espionage, Justice System, Law Enforcement, Military, Terrorism, World Government, Equipment 10 (Headquarters), Equipment 10 (Vehicles), Mission 47, Mobile Network 4, Secure 2 (Hard-to-Takeover), Whole-Blowing, Well-Informed.

Members: Mission 15 (Spt. U.S. High Employees, x 16,000), Mission 15 (Spt. Security, x 1,000), Militant 17 (45-pt. Security Guard, x 250).

Vehicles: Equipment 10 (10-pt. Fleet Vehicles, x 250).

Headquarters: Equipment 10 (20-pt, x 16).

Legally Bound: Masters, Inc. is (supposedly) bound by the laws of the various nations within which the company and its subsidiaries operate.

Totals: Abilities 54 + Advantages 95 + Skills 82 + Defenses 9 = 250.



cultures (both real and theoretical. Astroxeno has also created and maintains a paramilitary team (known as AASPs—Alien Assessment Strike Personnel) of ready-response personnel with training and equipment for tackling and containing alien threats, preferably without public knowledge.

The company is also often tapped to examine and reverse engineer alien technology the government acquires. Even the government is not aware of all of Astroxeno's activities, however.

Masters has held back data from the government when examining alien technology, filtering such findings to his other companies, which then claim to make breakthrough discoveries that can be patented for millions. Astroxeno has also sought out and contained aliens in secret, without government knowledge, which they have then experimented on and even killed in order to dissect. Several times this has resulted in breakouts that put civilian lives in jeopardy.

Astroxeno Corp. Expertise: Business / Metahuman Check

DC	Example
10	Knowing Astroxeno Corp. is owned by Masters Inc.
15	Being able to name a project Astroxeno was publicly involved with.
20	Knowing Astroxeno contracts to the government regarding projects involving extraterrestrials.
25	Being aware that Astroxeno operates the AASP teams.

Chapter 9: Evil to the Utmost

Bomb Bombs: These (non-lethal) grenades are a specialty of Scarlet Jester's arsenal.

Buzz Killers: A pin buzzer with a kink used for close combat to deliver a dangerous electrical shock.

Goofy Gas Wrist Spray: Concealed in the wrist, behind the palm, or just a spray that contains various drugs used to act unpredictably and out of control while weakening them.

Goofy Gas Bombs: These specialized grenades contain the same mind-warping gas as Scarlet Jester's wrist spray.

Screamers: Small, throwaway devices made to look like screaming gaffer faces.

Skills

Acrobatics 12 (+18), Deception 8 (+13), Expertise: Acting 8 (+13), Expertise: Art 6 (+9), Expertise: Chemistry 8 (+11), Expertise: Comedy (INT/PER) 12 (+15/+17), Expertise: Dancing (AGI/INT) 6 (+12/+9), Expertise: Electronics 6 (+9), Expertise: Mechanics 6 (+9), Expertise: Popular Culture 8 (+11), Intimidation 4 (+9), Perception 6 (+7), Sleight of Hand 8 (+14), Stealth 8 (+14), Technology 2 (+9), Vehicles 4 (+10).

Offense

Initiative +6	
Bomb Bombs +6	Burst Area Ranged Damage 8
Buzz Killer +6	Contagious Ranged Damage 12
Death Rattle +9	Close Damage 12, Enhanced Knockback 8
Goofy Gas Bombs +6	Cloud Area Ranged Affliction 9; Cloud Area Ranged Weaken Stamina 9
Goofy Gas Wrist Spray	Cone Area Affliction 9; Cone Area Weaken Stamina 9
Screamers +6	Burst Area Cumulative Ranged Affliction 12
Unarmed +9	Close Damage 2

Defense

Dodge 12	Fortitude 8
Parry 8	Toughness 1
	Will 9

Power Points

Abilities	64	Skills	56
Powers	68	Defenses	21
Advantages	33	Total	242

Complications

Dark Humor: This mad villain has a witty sense of humor, although it mostly tends towards the darker (and frequently deadlier) side of comedy. She has a weakness for jokes and those who can make her laugh, which has been known to unpredictably change her moods and intentions.

Madness: Scarlet Jester is entirely insane, a fact that makes her unpredictable and irrational. She enjoys chaos and anarchy for its own sake rather than it being a means to an end.

Real Name: Sasha Kubric

Aliases: Sara Cubic, Sara Rounder

Threat Level: Gamma

Age: 31

Height: 5 feet, 4 in

Weight: 125 lbs

Native Language: English

Typical Quote: Want to hear a joke? A blinded superhero walks into a bar ... [and as she throws her foe into a metal bar of some kind] Teeheehee! Watch out for that punch line—it's a killer.

Occupation: Criminal

Base: Various

Appearance

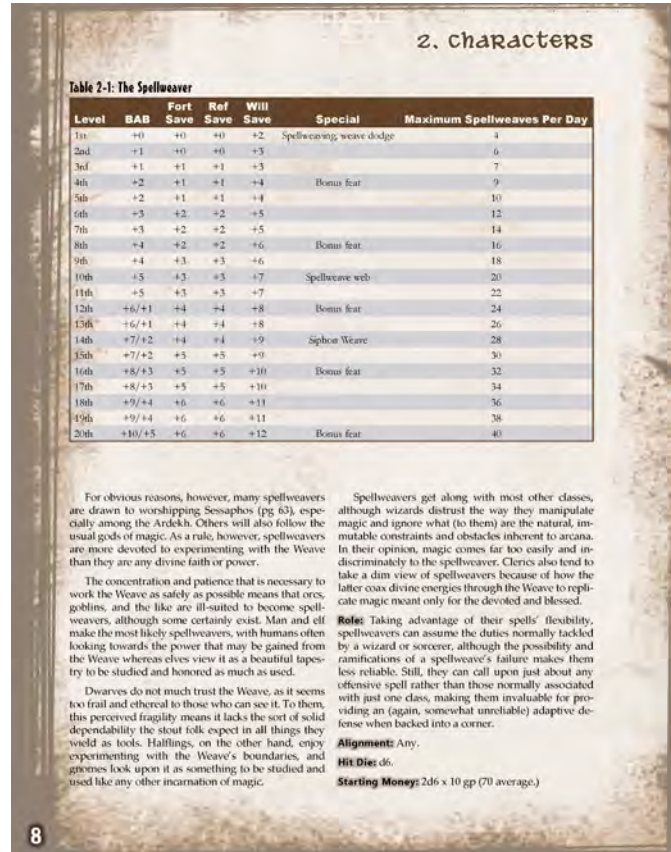
Scarlet Jester wears a red and white checkered suit reminiscent of a medieval jester's costume. Her scar-

Scarlet Jester Expertise: Metahuman Checks

DC	Example
10	Knowing Scarlet Jester's real name.
15	Being able to name all of Scarlet Jester's gear.
20	Identifying an event as a primary target for Scarlet Jester's sense of humor.
25	Being able to recognize Goofy Gas following a chemical analysis.

THE SPELLWEAVER (PATHFINDER EDITION)

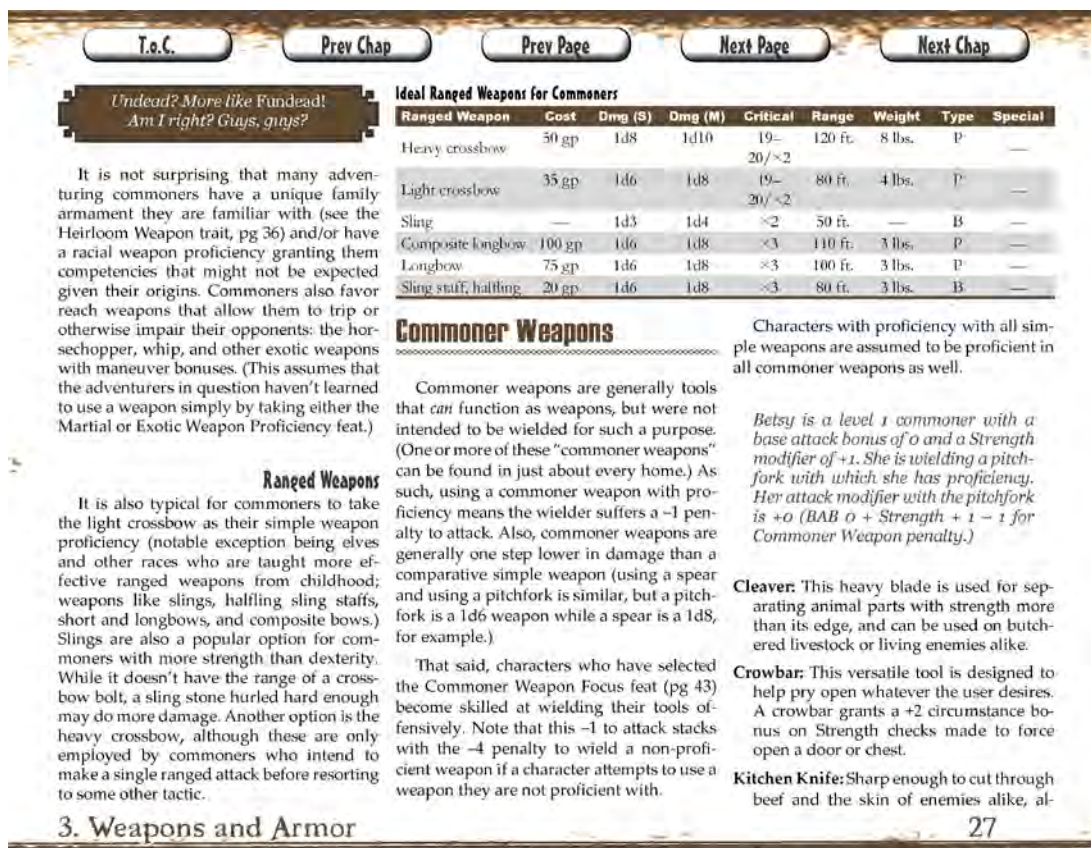
Aside from layout, I created the page background, chapter heading background, and coloured the art.



If you are online, click on an image to see a larger sample.

THE ADEQUATE COMMONER

Here are examples of layout for the screen. I made the title graphic, and coloured the last 2 images.



4. Making the Most of Things

Much like any character, the capacities and likely playstyle of a commoner is determined largely by their abilities, though these are largely unrelated to their class. In the following chapter, we analyze the various attributes, explain how commoners are likely to use each, and offer advice on how to make best use and prioritize these abilities in creating your concept commoner character. We also provide opinion on how commoners should choose the skills they will master and how they may use those skills cleverly to meet the challenges they're likely to face. Finally, we discuss how a commoner's race provides access to unexpected tactics and options.

Overview of Ability Scores

Let's look at how a commoner character's ability scores relate to their capabilities and the choices players should make as such a character develops.

Strength

This attribute is important for commoners specializing in melee damage (preferably with reach), combat maneuvers (again,

preferably with reach), or using a composite longbow or some kind of sling. More to the point, commoners need to make use of strength-based skills that magically equipped adventurers rarely bother with, giving the former another reason to favor developing Strength. For commoners not interested in climbing, swimming, or melee fighting, Strength can be ignored. Except, that is, when pack-muling their (often extensive) goods. See *muleback chords* in **Chapter 9: Wondrous Items** for an option for lower strength commoners to still be able to carry their necessary supplies and equipment.

Constitution

Not blessed with the superhuman endurance of fighters or barbarians (or even rogues or clerics), most commoners are naturally hardy from a lifetime of toil. This will serve them well when the time comes to better survive a dangerous world, whether they are shrugging off wounds, disease, or even poison.

Simply put, having a high Constitution represents a commoner's best chances for surviving being hit in combat.



I've known plenty of tough people, but very few are tough when you catch them asleep in their bed with their armor off and their weapons out of reach. After that, you can be the tough guy as you promenade around town with your shiny new armor and wondrous items!

4. Making the Most of Things

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Gumtion	CR 1
XP 400	
Male human commoner 1 / warrior 2	
N Medium humanoid (human)	
Init +0; Senses Perception -1	
Defense	
AC 12, touch 10, flat-footed 12 (+2 armor)	
hp 23 (1d6+2/2d10+6)	
Fort +7, Ref +0, Will -1	
Offense	
Speed 30 ft.	
Melee club +3 (1d6+1); dagger +3 (1d4+1/19-20)	
Ranged club +2 (1d6+1); dagger +2 (1d4+1/19-20)	
Statistics	
Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 8	
Base Atk +2; CMB +3; CMD 13	
Feats Great Fortitude, Improved Bull Rush, Power Attack	
Skills Climb +5, Handle Animal +3, Intimidate +3, Profession (butcher) +3, Ride +4, Swim +5	
Languages	
Common	

Combat Gear leather armor, club, dagger
Other Gear gallon jug of ale

Act 3b. Vermin Hunt (Optional)

If the player characters run out of funds, a DC 15 Diplomacy or Knowledge (local) check to gather information puts them in touch with or point them towards Glaren Furst in the Scales District. Glaren is the warden of the city's sewer system.

Upon entering the office, read this to the players:

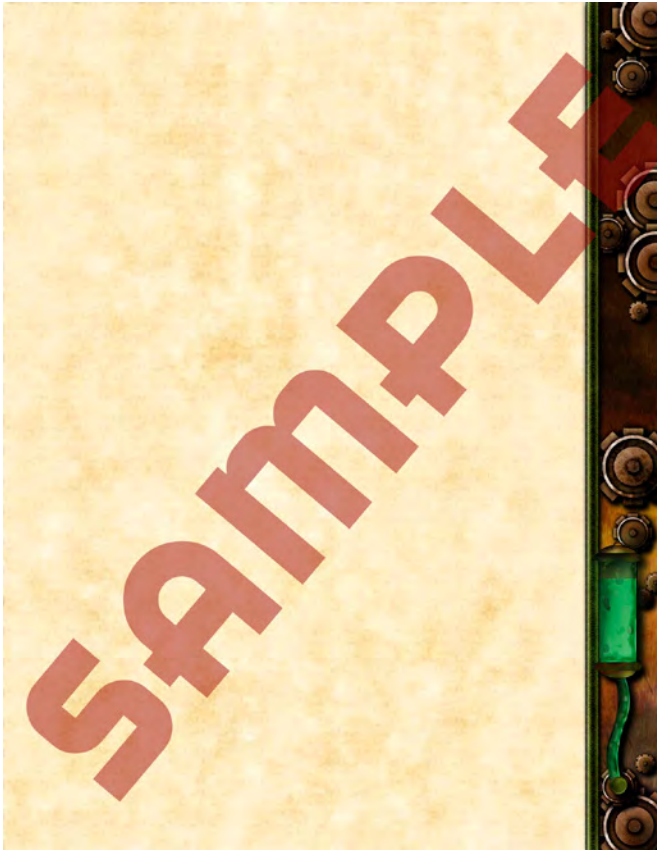
You enter a small, neat office. Every wall is plastered with diagrams of sewer works, each surface covered with at least twenty sheets. A large, darkwood desk dominates the room, and behind it sits a small northman with a pockmarked face who smiles in greeting.

"Well 'ello, 'ello. What brings you to humble Mr. Furst's office today?"

Once the cooks introduce themselves, Glaren Furst explains that he's always looking for help keeping the city's waste pipes (more or less) free of dangerous vermin. Glaren is willing to pay the cooks for proof of each monster they kill (tongues, claws, ears, etc.) The rate is 5 gp for every dire rat, 10 gp for every cave fisher, and 15 gp for anything bigger.

If you are online, click on an image to see a larger sample.

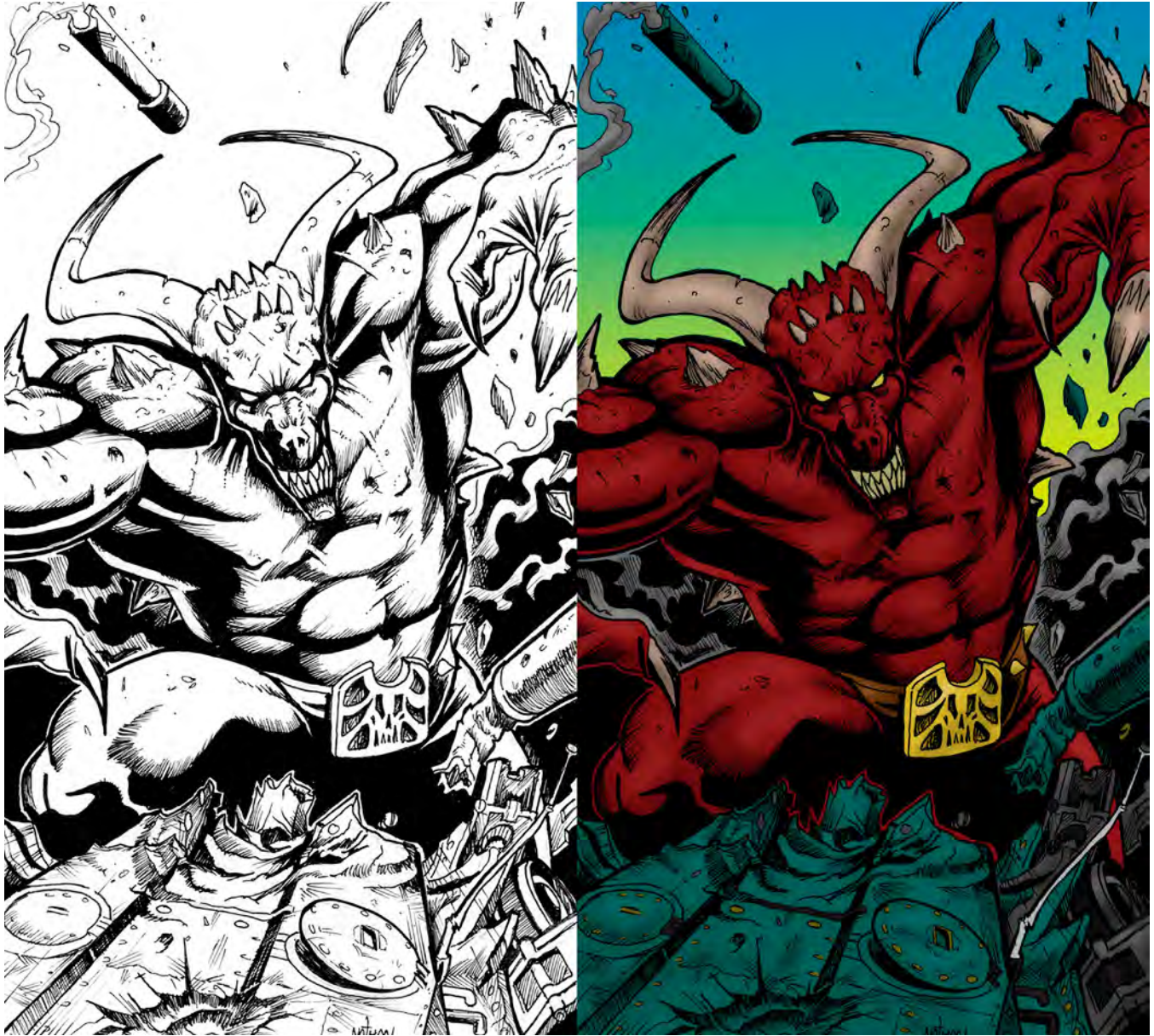
PAGE BACKGROUND SAMPLES



If you are online, click on an image to see a larger sample.

COLOURING SAMPLES

All of the following images are original pieces commissioned by **Misfit Studios** or commercially available stock art. Either way, the illustrations were by someone else and I coloured them all in Photoshop.



ARMY OF REVOLUTIONS DEMON FROM "ARMED FORCE"

Line art by Nathan Rosario

If you are online, click on an image to see a larger sample.



PURIFIERS FROM "YOUR WORLD NO LONGER: MUTANTS" MỀM 3E

Line art by Mancerbear

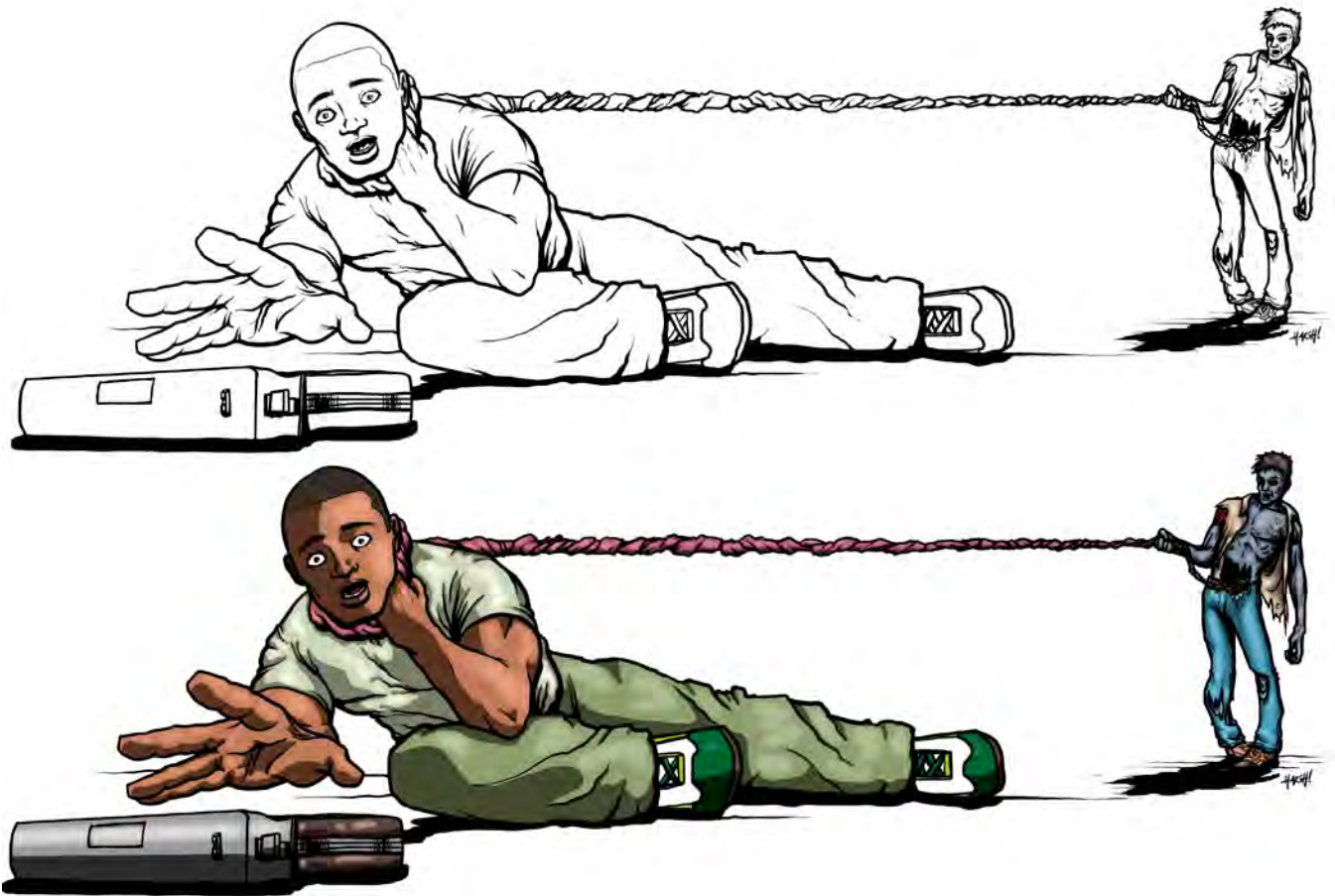
If you are online, click on an image to see a larger sample.



WINTER WOLF ATTACK FROM "ADEQUATE COMMONER"

Line art by Daniel Sguiglia

If you are online, click on an image to see a larger sample.



LASSO ZOMBIE FROM "YOUR WORLD NO LONGER: ZOMBIES" MỀM 3E

Line art by Scott Harshbarger

If you are online, click on an image to see a larger sample.



IMAGE PORTFOLIO STOCK ART © LOUIS PORTER JR., DESIGN