

Super-Powered by M&M FAQ

Q: Do I have to submit my products for approval?

A: No, you do not. We've tried to make the license easy to use. If you just follow the terms, you shouldn't have any problems. This is one of the biggest changes from M&M Superlink, our previous licensing program for Mutants & Masterminds.

Q: Can I use this license for electronic products other than PDFs, like character generators?

A: No, this license is only for the publication of printed books and PDF products. Any other sort of products must be licensed from Green Ronin on an individual basis.

Q: When can I start publishing using this license?

A: Any time after January 31, 2011.

Q: Who can use this license?

A: Almost anyone as long as you follow the terms. The only limitation is that those found in violation of the M&M Superlink license cannot take advantage of Super-Powered by M&M. This is spelled out in Section 2 of the Super-Powered by M&M license.

Q: Can I use this license to do product in other languages?

A: Yes, you can. The only additional limitation is that you must follow the terminology used in the licensed edition of the Mutants & Mastermind's Hero's Handbook if it exists in the language you're going to use. This is to ensure that terminology remains consistent in each language.

Q: What should the Section 15 of the Open Game License in my product include?

A: For starters it must include the entirety of the Section 15 from the Mutants & Masterminds Hero's Handbook. This is repeated below for easy reference. If you use any open game content from another source, you also have to copy over that product's Section 15. Finally, you need to add an entry for your own product. Remember, you must also include a declaration of open game content in your product.

Mutants & Masterminds Hero's Handbook OGL Section 15.

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