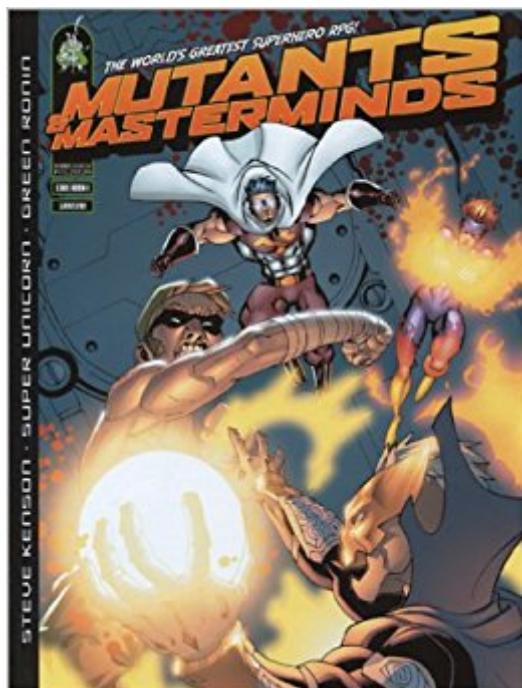


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Mutants & Masterminds (Superheroes RPG)



Synopsis

Bring four color action to your tabletop with the Mutants & Masterminds RPG! Brought to you by d20 system pioneers Green Ronin Publishing, Mutants & Masterminds has been designed from the ground up to be the definitive treatment of d20 superheroes. This full color, 192-page book contains everything you need to enter the world of comic book heroics. Mutants & Masterminds builds on the d20 base, optimizing the core rules for superhero play with point built characters and a modular powers system that lets you build exactly the character that you want to play. The game also includes an adventure that introduces Green Ronin's Freedom City setting and a selection of Hero Templates that let you jump right into the action. Featuring a stunning cover by Wildstorm/DC artist and Ninja Boy creator Ale Garza, Mutants & Masterminds blasts into retail stores this October. This is d20 supers done right!

Book Information

Series: Mutants & Masterminds

Hardcover: 192 pages

Publisher: Green Ronin Publishing (September 1, 2002)

Language: English

ISBN-10: 0972359915

ISBN-13: 978-0972359917

Product Dimensions: 11.1 x 8.6 x 0.6 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (65 customer reviews)

Best Sellers Rank: #982,845 in Books (See Top 100 in Books) #168 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#)

Customer Reviews

When I heard this little phrase, I couldn't believe my ears. But it's true. My background is thus: I've been playing superhero RPGs for around 10 years, including MEGS (DC Heroes and Blood of Heroes), Champions 3rd-5th (AKA HERO), Truth & Justice, Marvel FASERIP, Marvel Universe RPG, and Marvel SAGA. Maybe a couple others, but these are the ones that spring to mind first. Oh, I also played Mutants & Masterminds 1st Edition. Save a few minor nitpicks, Mutants and Masterminds leaves them all in the dust. Mutants and Masterminds 2nd Edition (from now on called M&M2E) is an OGL game based on the most popular game system on the market, d20. Those not familiar with d20 may have some trouble navigating this review, but any Dungeons & Dragons

knowledge will (hopefully) suffice. M&M uses the same Ability Scores and much of the same systems as core d20 - Stats, Skills, Feats, Saves, Base Attack, and Defense. The method with which the characters acquire them is different though, as all have a price tag. All the elements of a character are bought with Power Points (PP) M&M2E is remarkable on it's ability to balance out superheroes, as it uses a Power Level (PL) system which indicates how high a character's bonuses can go. A PL 10 character can't have an Attack, Defense, Damage, Toughness, or have those effects raised by Powers higher than +10. This doesn't limit the characters to be statistically identical, it's possible to trade off (having a maximum Toughness of +8 and Defense of +12, for example). All sorts of Superheroes can be built, including Batman or Punisher, all still balanced with the Hulk or Superman clone. While based on d20, it looks much different from core d20. How different?

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