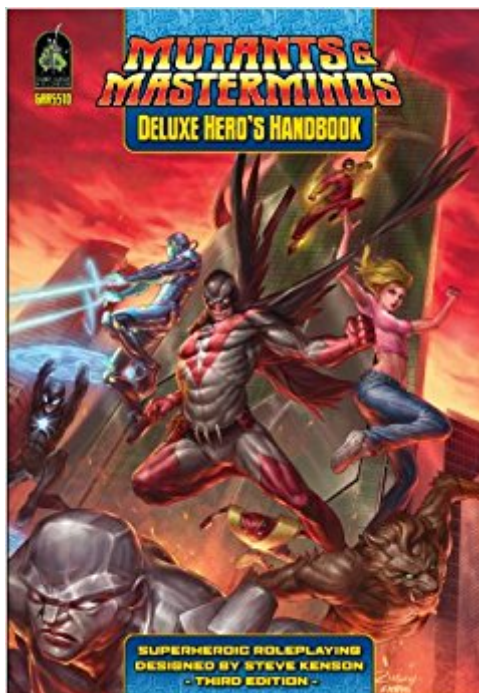


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Mutants Masterminds Deluxe Heros Hand



Synopsis

Since 2002, Mutants & Masterminds has earned its title as the World's Greatest Superhero RPG, inspiring countless game sessions and winning many awards for excellence. The Mutants & Masterminds Deluxe Hero's Handbook is the revised and expanded core rulebook of the game's Third Edition, detailing everything you need to have your own superheroic adventures. The character creation system lets you make the hero you want to play, choosing from a wide range of skills, advantages, and power effects. Customize your hero's powers with modifiers to create an almost endless range of superhuman abilities. The Deluxe Hero's Handbook includes a Quickstart Character Generator and two brand-new adventures.

Book Information

Series: Mutants & Masterminds

Hardcover: 320 pages

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Product Dimensions: 7.8 x 1 x 11.1 inches

Shipping Weight: 2.8 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (20 customer reviews)

Best Sellers Rank: #115,377 in Books (See Top 100 in Books) #12 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#) #12637 in [Books > Teens](#) #22104 in [Books > Textbooks](#)

Customer Reviews

This is the hardback "Deluxe" version of the core game book originally published in soft back a few years ago. In addition to the upgrade to hardback, this new "Deluxe" version also adds an optional Quickstart Character Generator (50 pages), and two new adventures at the end. I've bought both versions via . The (cheaper) original, softback version is entirely playable on its own. If, like me, you played super hero RPGs as a kid back in the 1980s (especially Champions), some of the system mechanics will already be familiar (like a point buy system for character generation, and effects-based powers). But the production values of this book far exceed the standard of the 1980s, so much so as to be almost unrecognizably better. The full color interiors and vastly more professional-looking artwork stand out to me in this regard. I also liked the fact that the same

publisher also released an RPG based specifically on the DC universe (a four volume set titled "DC Adventures") that's fully compatible with this game. So you can play your own, original character alongside any of DC's famous heroes and villains. This game isn't the most simple, or the most complex complex, pen-and-paper super hero RPG available. (It's somewhere in between.) But it has apparently been the most popular such game for over a decade. In my opinion, this edition of the game benefits from those years of refinement. But even having played RPGs as a kid, this game would require significant reading (and understanding of the system) before playing. This is not the type of very simple RPG that could be played 'off the shelf' immediately by novices.

The Mutants & Masterminds Deluxe Hero's Handbook is... super! It has all the incredible flexibility in character design of Champions, the reigning geezer of superhero rpgs, married to the swift, easy play of the streamlined d20 rpg mechanics. Designed under Wizard's of the Coast's Open Gaming License for their 3rd edition D&D role-playing game, this is the 3rd edition of Green Ronin's Mutants & Masterminds rpg (M&M). Despite its D&D lineage, there are no classes, no races, no hit points, and no attacks of opportunities in this game. In fact the character creation rules of M&M looks much more like Hero Games' Champions Complete rpg than it does D&D. The d20 mechanics of M&M are even more streamlined than they are in D&D. Players need only a single twenty-sided die to play, for example. So, what does a set of rules based on D&D look like when you take out the character classes, class levels, races, hit points and attacks of opportunities? You still have abilities. In fact you have 8 of them. Most of them have different names than they did in D&D and you now buy the ability bonuses directly: a strength of 4 means you get a +4 bonus on strength checks, for example. Skills remain, though there are now only 16 in the game, and so do feats, called advantages in M&M. There are 74 advantages. The super powers and high-tech gear of the comics are built picking from the 40 power effects and 60+ modifiers (extras and flaws). All of these things are bought with points, making character creation a more involved affair than is typical of most starting D&D PCs. Because we are talking about a genre based on hard to kill heroes and villains, hit points have been replaced with conditions.

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