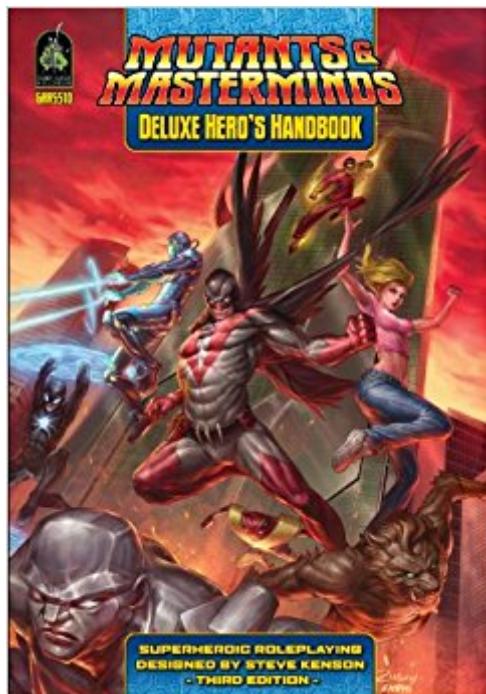


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# Mutants Masterminds Deluxe Heros Hand



## Synopsis

Since 2002, Mutants & Masterminds has earned its title as the Worldâ™s Greatest Superhero RPG, inspiring countless game sessions and winning many awards for excellence. The Mutants & Masterminds Deluxe Heroâ™s Handbook is the revised and expanded core rulebook of the gameâ™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 heroâ™s powers with modifiers to create an almost endless range of superhuman abilities. The Deluxe Heroâ™s Handbook includes a Quickstart Character Generator and two brand-new adventures.

## Book Information

Series: Mutants & Masterminds

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## Customer Reviews

In 2011, the 3rd editionâ™ M&M Hero's Handbookâ™ came out. It was followed by the very similarâ™ DC Hero's handbook. These are virtually identical, but are excellent books for a superhero system. A sample simplification from previous systems -- a totally normal person has stats of zero. If someone has a +1 bonus for Strength, the strength stat is 1. The Deluxe Hero's Handbook is identical to the Hero's handbook, but with 3 new chapters. 1. Character Archetypes (50 pages): Battlesuit, Construct, Crime Fighter, Elemental, Energy Controller, Gadgeteer, Martial Artist, Mimic, Mystic, Paragon, Powerhouse, Psychic, Shapeshifter, Speedster, Summoner, Supernatural Creature, Totem, Warrior, Weapon Master, Weather Controller. A full write-up and variations for each of these character types. 2. Emerald City (29 pages) 3. Freedom City (17 pages) Those are the

only differences. If you already had the older books, these are the only new pages. If you're new to the system, this is a great start, but I personally prefer the DC Hero book.

If you ever played a d20 based RPG, or one of the classic super-hero genre games, this is the next step for you. This edition includes an expanded character creation section originally only available in the GM's Kit. If you love role-playing games and love super heroes, you owe it to yourself to give it a spin.

The art quality in the book is inconsistent as heck and sometimes looks like it was drawn by a first grader, but the rules of the system are solid! Overall, the game plays great, the book is easy to navigate. It's indexed very well and bound together beautifully.

Great book...just I had trouble understanding it at the time. But I really wished I stuck with it as it could have better prepare me for the newer edition of this series that released as I'm always looking for something different to play/run with my rpg group. It not too much different other than I think the newer book is flashier or a little bit easier to read but I think its just me. Still a great purchase if your a collector or if you can get it at a good price.

UPDATE: A third edition of this game is now out. See: Mutants & Masterminds Hero's Handbook. That said, now here's the review I wrote for this product: the humble second edition of the game... You want it short and sweet? Fine. This is a great game. I recommend it. If you're into table-top RPG's and you'd like to play something in the superhero genre, this is definitely the game I suggest you go with. You want a bit more detail before making the decision to buy? Hrmm... Well, okay. Here goes: Green Ronin, the publishers of this game, took the d20 system and made a few carefully selected and well thought out changes. This means that if you have played 3rd ed or 3.5 ed D&D (and if you haven't, what on Earth are you doing reading this?) the basic core of the game engine will already be entirely familiar to you. What's more, the changes that have been made are all in the direction of increased simplicity, and all follow their own internal logic. So once you do get a hold of the basic idea of what's going on, these rules become extremely intuitive and easy to keep track of. Yes, I know all that sounds lovely. But what, I hear you ask, exactly are these changes? The two biggest are that character creation is now entirely point-based (no dice rolling at all), and the hit point system has been replaced by a slightly more qualitative system representing varying degrees of injury. Getting hurt in combat is now far more like failing a saving throw, and just how badly you

fail that save determines how badly you get hurt. The practical upshot is that your characters can and will get beat up and bruised, but actual fatalities are very much the exception rather than the rule. That may sound a tad complex, but trust me, in practice it's not. And just as importantly, it's pretty damn near perfect for simulating the way combat works in a typical comic book universe. That last little qualifier - "in a typical comic book universe" - is very important. As Gary Gygax commented way back when the original D&D was first released, as an attempt to simulate actual combat, his system could only be deemed a dismal failure. It's the same here. If you want a system that will accurately simulate what would happen if someone with the abilities of Superman took on someone with the abilities of Batman (i.e. you'd be left with a greasy smear of bat-goo), this is not that system. What this system will do is exactly what it's designed to do: simulate the way combat works IN COMIC BOOKS. In other words, it's a game, people! Let's not lose sight of the obvious. Another nice thing about Mutants & Masterminds is that the fan-base has created masses of really good and useful material that you can access for free online. For example, I've very easily been able to find a Wiki with stats for all the major Marvel heroes. Yes... I know GM's can cook up that sort of thing for themselves when they want to, but it's convenient to find that someone else has already done all the work. That said, of course we all know full well that most GM's will just use these stats as a starting point and then tweak them as needed to reconcile things with their own unique vision of the characters. Well, that's GM's for you! Incidentally, I do realize I've written a rave here. But honestly, that's only because I believe that this book really deserves one. If you look over my other reviews (those of superhero stuff in particular), you'll see that I'm quite capable of being critical when I feel it's warranted. Check out my reviews of *Batman Gotham Knight* (Single-Disc Edition) and *Green Lantern: First Flight* (Two-Disc Special Edition) if you don't believe me. To say nothing of *The Super Hero Squad Show: Volume One* and *The Super Hero Squad Show: Volumes 1 & 2 - Quest For The Infinity Sword!*. I gave those last two only one star apiece. Seriously, I think it's the most sexist damn show made this side of the 1950s... Although I suppose that's another story. So anyway, as you can see, I'm really not just blowing smoke up your cape when I give Mutants & Masterminds five stars. In fact, I truly believe that with the right gaming group behind you, this is the system that will finally allow all your superheroic fantasies to take flight. Happy gaming! Or as Stan Lee might put it... Excelsior! Theo.

**The Cons:** she's front-heavy and character creation can take a lot of time. It's very combat focused but feels a little spare in other areas. Learning curve is tricky but not insurmountable. A little granularity problems at low power levels  
**The Pros:** Character creation takes a lot of time because

there's enough options to do a LOT of stuff. Toss in Mecha & Manga and maybe Ultimate Power or Warriors and Warlocks and you can have a decent representation of a good 90% of fictional characters and settings. Combat is straightforward, but with some fun options. A teeny bit of rulebending on the GM's part and the possibilities open up splendidly.

It's a solid, professional piece of work with plenty of support. The mechanics are a bit too detailed for me though, for what I'd want to get out of it.

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