

## Mutants Masterminds Power Profiles

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MUTANTS & MASTERMINDS GAME MASTER'S GUIDE, REVISED EDITION.  
Hero High, Revised Edition  
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Gimmick's Guide to Gadgets  
Champions Universe  
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DC Adventures  
The Dark Side Sourcebook

## The Marvel Universe Roleplaying Game

GIMMICK'S GUIDE TO GADGETS is a whole new world of equipment for your MUTANTS & MASTERMINDS game! This complete guide to gadgets and inventing includes: NEW POWERS! Spontaneous Inventor, Scientific Genius, Weapon Master,

and many others help you make your hero an expert in whatever field you want. NEW OPTIONS! Extras, flaws, and stunts for powers like Super-Intelligence and Super-Wisdom let you take you gageteer to the next level. CONSTRUCTS! New rules and new feats for conructs, from robots to cyborgs or mystical golems. Also included are guidelines on how to use them as PCs. COMPUTERS! Expanded rules for computers, vehicles, device building and repair, and more! TECH LEVELS! Rules you can use to customize the technology and devices available in your campaign. ARCHETYPES! Brand new archetypes using these new rules, like the Agent, Cyborg, Inventor, Sniper, and War-machine. PLUSTOYS! Dozens of new gadgets for your games, including at least one new device for every power in the MUTANTS & MASTERMINDS rulebook! Designed by fan-favorite Mike Mearls and beautifully illustrated by Attila Adorjany, Dennis Calero, Jonathan Kirtz, Tony Parker, Ramon Perez, and Kevin Stokes, GIMMICK'S GUIDE TO GADGETS adds a whole new dimension to your MUTANTS & MASTERMINDS campaign.

### **Martian Manhunter Vol. 1: The Epiphany**

#### **Hero High**

A guide to the setting for the DC Adventures super hero role playing game,

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including historical DC characters, every location in the modern day world of DC comics, and over two hundred additional character write-ups.

### **The Algernon Files**

#### **Supers!**

Fantasirollespil.

### **Aaron Allston's Strike Force**

Visit a world not our own, but strangely familiar--a world of heroes and villains, of wonders and dangers, and limitless adventure! The Atlas of Earth-Prime is a trip around the world of the Freedom City and Emerald City settings for the Mutants & Masterminds RPG. Your heroes can explore the sites and perils of all seven continents, as well as fabled Atlantis, the Lost World, and the strange realms of Sub-Terra that lie at the center of the earth. Packed with locations, heroes, villains, and worldwide agencies, the Atlas of Earth-Prime is the campaign setting book Mutants & Masterminds fans have been waiting for!

### **Power and its Logic**

Containing all the rules needed to play the popular Star Wars Roleplaying Game, this rulebook has been updated and expanded to include changes based on customer feedback and all-new "Star Wars: Attack of the Clones" material.

### **Central Casting One**

### **Dragon Age: Magekiller**

Supers! is a game all about playing costumed heroes - the kinds of hero you see in good old-fashioned comic books. These heroes are larger-than-life; they have high ideals and they know right from wrong. Their world is black-and-white; they are good and the villains are bad. There are no real grey areas. Their cause is justice, liberty and freedom. They seek to protect the weak and defend the common man. Most are loved by all; some are misunderstood and don't get the adoration they feel they deserve. But regardless, they strive to do the right thing and aim to make a difference. This is a straightforward but fun role playing game, with quick character generation and easy-to-understand rules. You can pick up a few dice and be playing SUPERS! within minutes.

### **Atlas of Earth-Prime**

Hero High was one of the most popular and sought after books in the history of Mutants & Masterminds--and now it's returned for the game's Third Edition! The book examines the genre of teen heroes (and villains), provides players and GMs with all the information they need to create characters and run games featuring teenaged heroes, and includes pages and pages of plot ideas and story hooks. Finally, Hero High includes information on the Claremont Academy, a private school for the "gifted," and introduces a team of eight playable heroes--and their evil counterparts from a rival school known as the Elysian Academy. This Revised Edition updates and expands the original, making Hero High a must for any Third Edition Mutants & Masterminds campaign.

### **Marvel Heroic Roleplaying**

Giving you a plethora of villains to challenge your players, this book compiles most of Green Ronin's Threat Report PDF series of villain profiles, along with new content created just for this collection.

### **Ultimate Power**

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An exciting super-adventure that pits heroes against an army bent on domination, this D&D Accessory includes encounters designed for use with the D&D miniatures game.

### **Strange Academy**

Shut up! You am Ork! Enter the bone-cracking World of Orkdom with Ork: TheRoleplaying Game. This new edition is the standalone, streamlined roleplayinggame of orkish mayhem: a "beer and pretzels" game where monstrous, hilariousadventure matters more than rules and tables. Claw your way out of the Gunk Pit,earn your name with acts of spectacular violence, and bring terror to theSquishy Man villages in the name of Almighty Krom. Includes a blood-soakedcombat system, other, lesser rules, and a complete series of adventures to takeyour orks from nameless youth to sharp-toothed, unholy terrors--if you can avoidthe wrath of Krom. Being a monster has never been such fun!

### **Squadron UK**

Side by Side is the story of Evan and Rick, whose close childhood friendship in a small town setting evolves into the love of their lives. They move to the big city where they meet Billy and Charlie, and these four friends are soon inseparable.

Mioki presents a moving portrait of gay life with all its highs and lows. Drawn in a sure style and masterfully incisive, Mioki's comic is a joy to read, moving - and the sex isn't given short shrift either! A charming comic for the young and the young at heart.

### **Champions**

### **Corporia**

Freedom City is back in the first deluxe sourcebook for the Second Edition of Mutants & Masterminds. This exciting campaign setting includes a detailed history of the city, an overview of the its diverse neighborhoods, scores of locations and backdrops, a cast of supporting characters, several complete hero teams, and dozens of villains, all ready to use! The original book has been updated to the Second Edition and revised and expanded throughout. Richly detailed and lavishly illustrated in full color, Freedom City is the ideal companion book to the Mutants & Masterminds Roleplaying Game.

### **Power Profiles**

What is Squadron UK? Squadron UK is THE British Superhero Role-Playing Game. Although a completely new game - this is a classic, old-school system honed to perfection by a player, referee and writer with decades of Superhero Gaming experience. What's so special about it? \* Addictive character generation - the perfect blend of random rolling and design. \* Fast and furious combat - that makes you feel like you're IN the comic. \* Innovative campaign rules - this is a full role-playing game, not just a combat game. What's in this book? \* The complete Basic game system - with simplified character creation and an example adventure to get you up and running within minutes. \* Advanced rules to allow experienced players to customise the game to their tastes. \* A complete example campaign "Squadron: Birmingham" - months of adventure.

### **Star Wars Revised Rulebook**

"The Expanse created by James S.A. Corey."

### **The Lost Citadel Roleplaying Game**

Aldis, the Kingdom of the Blue Rose, shines as a new light following the dark age of the Sorcerer Kings. Now, envoys of the Sovereign's Finest strive to protect Aldis. Aided by the rhydan - their psychic animal allies - the champions of the Blue Rose

guard the Light against the power of the Shadow. This book gives you everything you need to play.

### **Boy Meets Hero**

Uncanny X-Men (1963) #32-42

### **Ork! the Roleplaying Game: Second Edition**

While Mutants & Masterminds players create heroes, the Gamemaster creates the villains, the adventures, and the entire world where the series takes place. That can be a lot of work, but the Mutants & Masterminds: Gamemaster's Guide is here to help. This book has everything a M&M Gamemaster needs, from guidelines on creating challenges and adventures to advice on designing your own setting and series. The Gamemaster's Guide includes guidance on how to set up and run your game and to help your players create the best heroes, archetypes that make building villains easy, world-building tips, and options for modifying the game to suit your group's play style.

### **Superteam Handbook**

Power is the essence of politics. Whoever seeks to understand and master it must understand its logic. Drawing on two decades of international experience in political consulting, Dominik Meier and Christian Blum give profound and honest insights into the inner workings of power. Introducing their Power Leadership Approach, the authors provide a conceptual analysis of power and present the tools to successfully exercise it in the political domain. "Power and its Logic" is a guidebook for politicians, business leaders, civil society pioneers, public affairs consultants and for every citizen who wants to understand the unwritten rules of politics.

### **Silver Age Sentinels**

Teenaged super-heroes don't have it easy. After all, being a teenager is hard enough: school, work, parents, friends, dating and more without complicating matters by adding super-powers and a secret identity to the mix. Hero High is a genre book for the Mutants & Masterminds RPG that explores the world of teen heroes (and villains!). In it, you'll find all you need to run a teen heroes series of your own, with all the trials and tribulations that entails. Hero High also includes expanded material for the Claremont Academy in the Freedom City campaign setting: visit the private school where a new generation of heroes trains.

## **Mutants and Masterminds RPG**

Provides instructions for creating characters and campaigns for the "Star Wars" roleplaying game that call on the dark side of the Force, and offers details on character classes, specific evil characters, and related topics.

## **Cosmic Handbook**

“Dragon Age: Magekiller is a fun and engaging fantasy story for anyone who enjoys the genre.”—Comic Book Resources Tessa and Marius are mercenary partners who eliminate those that use magic to hurt others. When they betray a powerful patron intending to kill them, they’re forced to flee and join the Inquisition. Collects issues #1-#5 of the miniseries.

## **MUTANTS & MASTERMINDS GAME MASTER'S GUIDE, REVISED EDITION.**

Collects Strange Academy (2020) #1-6. The Marvel Universe’s first school for sorcerers throws open its doors! The world has mysteriously changed in such an alarming way that Doctor Strange has finally done what he has avoided for decades and established an academy for the mystic arts! Young people from

around the world with an aptitude for magic are brought together in New Orleans to study under Stephen Strange, Brother Voodoo, the Ancient One, the Scarlet Witch, Magik, Daimon Hellstrom and all your favorite Marvel mages. From mindful Mindless Ones to pan-dimensional games of tag, the Strange Academy is definitely living up to its name. But the students' first field trip lights a fuse that is going to blow up in a big way! School's in session — and it's going to be spellbinding!

### **Hero High, Revised Edition**

Heroes Assemble! From the seas below to the skies above, from the land to the stars, heroes are all around us, and they come in many different forms. Now you can go beyond the common races and play a member of these 12 imaginative races in your game. Delve into each race's culture and see the world from their unique point of view. Play a character that you have always dreamed of playing, with all-new specific character options tailored to each race's flavor. Expand your horizons and your gaming experience with these Advanced Races today! The Book of Heroic Races: Advanced Compendium is the essential guide for playing untold numbers of characters. This 252-page supplement features: Racial Traits to play 12 different races, plus 60 Alternate Racial Traits and 49 Character Traits to customize your character for your desired unique play experience 125 New Character Class Options, including archetypes, sorcerer and bloodrager bloodlines, oracle mysteries and shaman spirits, cavalier orders, cleric domains and subdomains,

rogue talents, alchemist discoveries, familiars and animal companions, time thief temporal talents, soulknife blade skills, and much more 93 New Feats, including martial arts styles, metamagic feats, combat feats, and feats to enhance your chosen racial traits 84 New Magic Items, Mundane Items, and Technological Items 61 New Spells and Psionic Powers 23 New Deities and Philosophies, reflecting the unique viewpoints and values of each race Details for crafting your unique adventurer, as well as suggestions for GMs on how to incorporate each of these races into your campaign world Be Heroic With These Advanced Races Today!

### **The Expanse Roleplaying Game**

The cosmos is a vast realm of primal powers, alien empires, and wonders and dangers beyond imagining. Now it is yours to explore with The Cosmic Handbook for the Mutants & Masterminds Superhero Roleplaying Game. This sourcebook looks at the universe beyond Earth, from the history of the cosmic in the comics to the conventions of cosmic stories and characters. In its pages you will find advice and rules for creating characters and adventures in the depths of space. GMs get ready-to-use villains, from space tyrants and aliens to nigh-omnipotent cosmic beings, and an expanded look at the universe of Freedom City and Emerald City beyond the bounds of Earth. Get ready, heroes, infinity awaits!

### **Freedom City**

The second supplement to the Marvel Universe Role-Playing Guide delivers Earth's mightiest heroes in all their glory--and most of their lineups with dozens of new super hero and super-villain profiles.

### **Blue Rose: the AGE RPG of Romantic Fantasy**

Champions, the world's greatest superhero roleplaying game! Champions 6th Edition for the HERO System is the ultimate guide to creating heroes, having superheroic adventures, and creating superhero campaigns. Soar through the skies, fight villains, and save humanity from all kinds of fiendish menaces!

### **Rogues Gallery**

The Mutants & Masterminds Superhero Roleplaying Game gives you all the tools you need to create the super powers you imagine. Power Profiles gives you those powers and more! In this book are more than thirty power types from Air and Armor to Water and Weather, each with some two dozen or more powers described and built in M & M game terms. That's more than seven hundred different ready-to-use powers, all in one book! Power Profiles includes something for everyone. Think

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your ideal hero doesn't have any powers? Think again: Power Profiles includes Luck Powers, Martial Powers, and Talent Powers, special abilities that could all be described as superior training or skill! You can find endless ideas for M & M heroes and villains just by turning the pages of Power Profiles and letting your imagination go, and you can point both new and experienced players to just the right section for the hero they want to play. Power Profiles includes new power options, extras, flaws, and variants to modify the basic power effects from the Hero's Handbook, so you can create the powers you want. More than just powers, each profile also covers complications associated with those powers, to give your characters added depth and to help you earn hero points in play. Power Profiles refines and greatly expands the power options from Mutants & Masterminds, taking its basic effects and turning them into a wealth of options you can choose from. With this book, there's no limit to your power!"--Publisher description.

### **X-Men Masterworks Vol. 4**

Corporia is a 208-page tabletop role-playing game of genre-bending fiction and futuristic urban fantasy. In Corporia, you take on the roles of reborn Knights of the Round Table or their supernaturally-powered allies, fighting an invisible war for justice in the struggle between otherworldly Chaos magics and the oppressive Order of the ruling mega-corporations! Corporia is 'knights in shining Armani.' It's what happens when you mix Camelot with a spoonful of Torchwood, add a pinch of

cyberpunk, a dash of Joss Whedon's Angel, and a sprinkling of Shadowrun. If you enjoy these, you're going to love Corporia. Highlights One simple, unified game mechanic for all abilities, including fighting, spellcasting, and hacking! All characters can join the Hacker in virtual conflicts; no one gets left out! Spellcasters can cast whatever they can imagine, limited only by their skill rank in any of eight schools of magic - and all 64 sample spells can be easily modified at will! Four personality traits (three public, one private) keep situations interesting and provide points for permanent and temporary improvements, supplementing the core dice mechanics without becoming the main aspects of the rules! Metal melee weapons are more effective against monsters than firearms, keeping swords and daggers relevant even in a future of X-Calibre energy pistols and glowing raypiers! An innovative, modern design style in a book full of page-turning concepts!

### **Advanced Player's Manual**

An unforgettable new take on Jōonn Jōonz is presented here by up and coming writer Rob Williams (Star Wars: Rebellion) with stunning art by comic veterans Eddy Barrows (NIGHTWING) and Eber Ferreira (TEEN TITANS). For some time now, the Martian Manhunter has been lost in our world. An alien in every aspect, he has struggled to find his place even after joining the Justice League of America, Justice League United and Stormwatch. Now his past has come back to haunt him as an alien invasion threatens to destroy the world. In order to prove to the world, and to

himself, that he is the hero he knows himself to be, the Martian Manhunter must make the ultimate sacrifice. What happens next is truly alien! Collects MARTIAN MANHUNTER #1-6.

### **Mutants & Masterminds**

The Algernon Files is a compilation of heroic and villainous NPCs designed to give a GM and his players additional resources for the Mutants & Masterminds game. It includes over 100 write-ups for NPCs of varying power levels, as well as maps, new rules, new powers, and new feats. It introduces the hero teams, The Sentinels, The Aerie, and The Covenant, as well as solo heroes. The book also introduces the villainous teams The Black Knights, The Prometheans, and The Sinister Circle, as well as heavy hitters such as Praetorian and The Serpent Queen, followed by other villains and potential sparring partners of different types, power models, and general effectiveness.

### **Book of Heroic Races**

A Universe Of Superheroic Adventure! Champions Universe is the official Hero Games setting for Champions, the HERO System game of superpowered roleplaying. The Champions Universe is a compelling world, filled with unique and

intriguing details to make campaigns more exciting and fun.

### **Gimmick's Guide to Gadgets**

A superhero setting like no other. A role-playing game campaign book that includes techniques and lessons from over 22 years of play. A tribute to one of the greatest creators in the RPG industry, created using Champions 6th Edition.

### **Champions Universe**

Rogues Gallery collects super-villains from Green Ronin's popular online series, with the addition of new material and never-before-seen characters. It has dozens of fearsome foes for your Mutants & Masterminds series, enough to keep your heroes busy stopping schemes and saving the world for quite some time! In its pages you will find solo and loner villains, teams and alliances, organizations and outliers, and bad guys of many different power levels, backgrounds, and styles, suited for different M&M series, all with complete game information. Plus each villain comes with ready-made adventure hooks, making the book a collection of more than a hundred possible adventures as well!

### **The Red Hand of Doom**

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The Superteam Handbook puts the focus on the heroes and their team, with details for players and gamemasters alike to make their team cohesive, dramatic, and fun! Heroes can work closer together than ever before with new, team-focused powers, advantages, and attack options. Eight pre-made hero teams-ranging from PL 5 to PL 12-serve as campaign-kickstarters, with guidelines, resources, and advice for running a variety of heroic campaigns, along with background and statblocks for their members to use as player characters, rivals, or villains. Will you save the planet as part of the globe-hopping UNIQUE, battle to keep the streets safe as one of the street-brawling Ferroborg Four, or take on ancient aliens from the cockpit of your own giant robot as a member of MagnaForce? Whatever you choose, be stronger than the sum of your parts!

### **DC Adventures**

Ultimate Power is the complete guide to super-powers for the award-winning Mutants & Masterminds Super-hero RPG, written by M&M designer Steve Kenson. Its pages are packed with detailed power descriptions, expanding the material from the M&M rulebook alongside new powers, power modifiers, power feats and applications. Also included are optional rules for more detailed applications of powers and creating your own powers. Ultimate Power makes creating any sort of super-powered hero or villain a breeze: all the work is done for you! Just choose the powers you want your characters to have.

## **The Dark Side Sourcebook**

Silver Age Sentinels

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