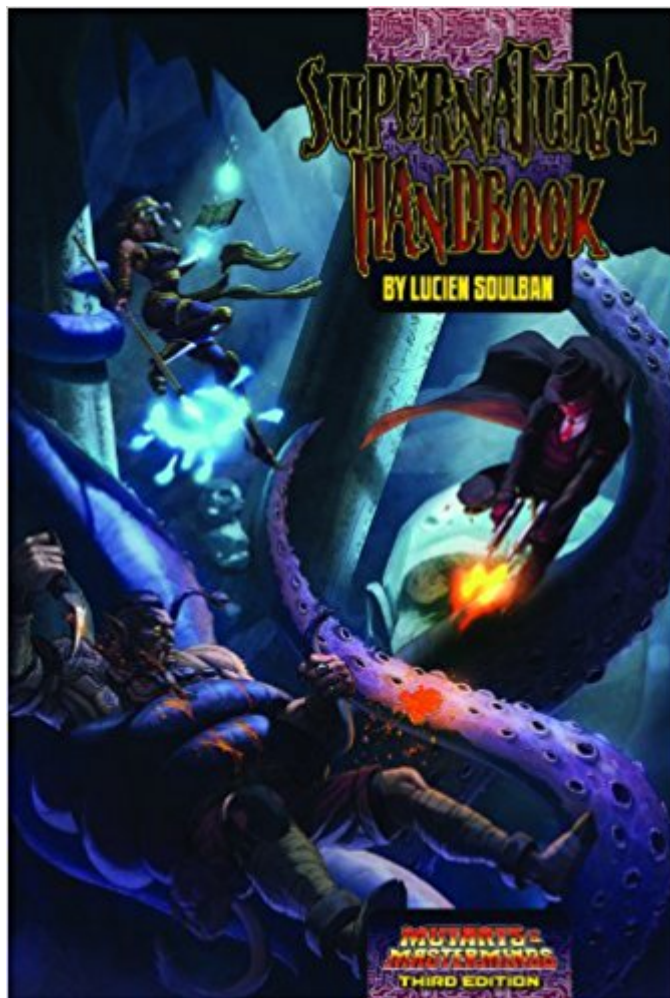


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Mutants & Masterminds: Supernaturals



Synopsis

Monsters are real, and they always have been. This sourcebook of heroic horror for the Mutants & Masterminds roleplaying game lays out the elements in which the strange and paranormal are true and a few lone heroes struggle against the Things That Go Bump In the Night. Some of those heroes might even be monsters that are on our side! Supernaturals includes detailed information on character creation, series and adventure design, and a complete system for building supernatural horrors for your heroes to hunt (or to hunt them!).

Book Information

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Customer Reviews

The Supernatural Handbook for Third Edition Mutants & Masterminds is an awesome expansion, useful to both Game Masters and players. Since Mutants & Masterminds is also fully compatible with the DC Adventures roleplaying game, this supplement is equally useful for that system. The first chapter in the Supernatural Handbook, "A World of Horror," opens with a short piece of fiction to set the mood, followed by an in-depth discussion of the horror genre. Clocking in at a mere 16 pages, including artwork, this essay explores various moods and themes which are common in horror literature and film, as well as conventions of comic book horror stories throughout each major era in comic book publishing. While this section might not be of much use to a Game Master who already knows exactly what mood he or she wants to create, or who already has a concrete idea about the type of story that he or she wants to tell, there is some excellent food for thought to be found here. Chapter two, "A Player's Guide to the Supernatural," is where much of the crunch in this sourcebook is located. Before diving into player archetypes, though, it begins with another

examination of the horror genre-- this time, focusing on things from the player's perspective. It's easy for players to derail a horror mystery in any game system, especially in a superhero roleplaying game where their characters might have x-ray vision or be capable of breaking the sound barrier. This chapter establishes a sort of 'contract,' if you will, laying out player responsibilities in helping to establish the proper horror mood, and allowing the Game Master to entertain them with a scary story in return. This is an important consideration, and I'm glad that it was presented in such a straightforward manner. Chapter two then introduces a couple of new rules-- interrupts and outside investigation-- which are intended to keep players engaged in the horror aspects of the story and give them a degree of control over the way that events unfold. Finally, the chapter delves into character options, including new complications, equipment, and player archetypes ranging from Power Level 6 to Power Level 12. The third chapter, "Mastering Your Fears," is by far the longest. As with previous chapters, there's a lot of food for thought here, making it anything but a quick or easy read. The first part of this chapter talks about what really defines a horror story-- its common plot elements, its themes, its typical dramatic twists, and the reason that each of these aspects resonates with people. The second part of chapter three coaches Game Masters on how to introduce each of these elements into a roleplaying game, providing storytelling techniques which enhances plot elements discussed in the previous section. Finally, the chapter closes with a discussion of horror protagonists and their role within the horror story. While the first chapter in this book might or might not be useful to every Game Master, this chapter provides a wealth of practical considerations which any GM can put to immediate use. "Misadventures in Horror" is the fourth chapter, and it offers a variety of crunchy bits for the Game Master. It opens with a collection of various packages which can be cobbled together on the fly to quickly create new monsters or villains, and of course, it includes a number of classic villain archetypes. If you've ever run Mutants & Masterminds or DC Adventures, you already understand the inherent usefulness of these goodies! The chapter closes with four adventure seeds which have been partially, but not completely, fleshed out. The final chapter, "ARCADE," presents an organization-- the American Research Center for the Arcane Defense of Earth. This was perhaps the least compelling part of the book, in my opinion, as I didn't particularly care for the organization itself or the acronym that it goes by. That said, ARCADE could employ player character 'normals' in a low-PL game, or it could be a resource or asset for player character supers built at the default PL10 level. Enough detail is provided so that ARCADE can be dropped into almost any campaign as-is (including the DC universe, since ARCADE isn't too far off thematically to be a good fit). In passing, I should also mention that the Supernatural Handbook does a slightly better job with the horror genre than

theÂ Cosmic HandbookÂ does with aliens and outer space. Both are worth having, but if you're wondering which book to pick up, I'd get this one first. I'm normally the kind of Game Master who looks for crunch when buying game supplements, but this book is mostly fluff-- and that's a great thing! The considerations and advice presented in this book are so specific, and so on-point, that there's something here for everyone. The fact that it includes some really useful crunch for both players and GM's is just icing on the cake. I highly recommend the Supernatural Handbook, and hope you find it to be as useful as I did!

I've liked "Hellboy" since his first appearance in comic books 20 years ago. So, when I purchased this book, a sourcebook for the "Mutants & Masterminds" super hero RPG, I assumed that it would focus on super heroes confronting various horrors, like DC's "Challengers of the Unknown" and Marvel's "Blade" and Dark Horse's "B.P.R.D.," and maybe also on the unique treatment of monsters in comic books over the decades, as in Marvel's "Tomb of Dracula" from the 1970s. To its credit, I suppose, the scope of this sourcebook is actually much more broad. It enumerates and discusses 9 different 'styles' of horror, and discusses how horror is set in several time periods, ranging from 600 AD to the near future. And that's just the first 20 pages of this 128 page book. It's very well written, and clearly presented. But personally, I wasn't interested in anything beyond 'comic book horror,' and had hoped for more on that niche subject. A lot of the interior artwork was also sort of 'photo-realistic grim,' which was not to my personal taste. I preferred the lighter, comic book-y style of the cover.

This is a solid book on how to use the Supernatural and Horror elements in your M&M game. It is fairly broad to the book's advantage or detriment depending on what you want.

great add if your into the new M&M and want to do a supernatural setting for your supers or your street level guys. Lots of good info, and very useful.

Part of my issue with the Supernatural Handbook is that I read it so quickly after the GM supplement. And the SH is 70 pages smaller, while only \$3 less. I imagine that as less GM's would pick this up, they had to charge more, but still disappointing. Still, there is interesting information here for archetypes, styles, time frames and a few small adventures. Lots of information on types of horror you can use in a game.

good for MM3.

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