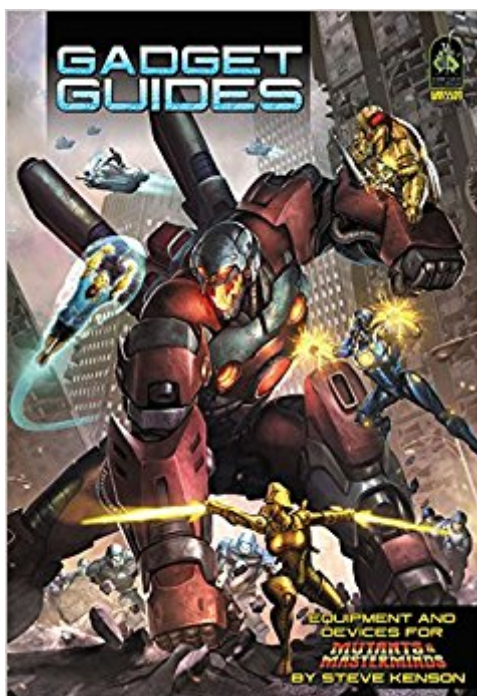


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Gadget Guides: A Mutants & Masterminds Sourcebook



Synopsis

Where do you get all those wonderful toys? Right here! Gadget Guides is a collection of diverse devices for the Mutants & Masterminds Superhero Roleplaying Game, from armor and weapons to psychic crystals and steamtech. Each section of the book looks at a particular type of gadget, putting together the effects and modifiers from the Hero's Handbook to create a catalog of ready-to-use items. It also includes expanded material on the inventing, artificing, and ritual rules from the M&M Hero's Handbook. What Power Profiles did for super-powers, Gadget Guides does for gear, making it a great character creation and in-play resource for both players and Gamemasters.

Book Information

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Customer Reviews

I primarily run the DC Adventures roleplaying game, which uses the same rules as 3rd Edition Mutants and Masterminds-- the two games are so nearly identical that they're practically carbon copies of each other! This book, Gadget Guides, is an incredibly useful reference for either system. Gadget Guides isn't required to play the game, but it's helpful in a couple of different ways. For one thing, it makes it much easier for new players who aren't familiar with the rules to create gadgeteering characters-- if you want to make a character with a utility belt, for example, you might stock it with a codebreaking device from the "Cybertech" chapter, a tracking device and a listening device from the "Spytech" chapter, and even select a couple of signature bat-shaped boomerangs from one of the chapters on offensive weaponry. With this many examples to choose from, conveniently categorized for easy browsing, it's a simple task for new players to shop for gadget

ideas during character creation (with a little tinkering assistance from the GM, perhaps, to tailor these selections to the player's concept). Easy peasy! This same principle also makes Gadget Guides a quick reference for GMs to use when creating gadgeteering non-player characters. With a little experience, it becomes really easy for GM's to select a few items from this book "on the fly" to form the basis for an NPC which, if needed, can be more fully-developed later. Essentially, this book does for gadgets what *Power Profiles* did for powers-- it adds page after page of gadget examples, categorized by the type of game effect they create, making it a very similar type of resource. The out-of-print version of the *Mutants and Masterminds* GM's Kit and the deluxe version of the *Mutants and Masterminds* core rule book both provide quick-start instructions for randomly generating player characters or NPC's; if you have these quick-starts, along with Gadget Guides, you have everything that you need so that players who already have a great character concept in mind can "shop" for gadgets which fit that idea, while players without that solid concept can still create their character by rolling a few dice. All in all, this is an incredibly useful supplement for your *Mutants and Masterminds* or *DC Adventures* roleplaying games.

You want to know about killer robots, super death rays, or giant mecha suits? If so, this book is an absolute must have. Using what I consider to be one of the best super-systems around, this supplement for *Mutants & Masterminds* 3rd edition, is FILLED with options for pretty much anything you might need. With plenty of pre-built devices, it also gives you detailed examples on how to use the rules to make whatever gizmo you might need, and even how best to use said inventions. Even more, sections dedicated to various types of technology offer insight beyond the base mechanics, helping you to understand just how technology fits into the supers genre as a whole. All in all, another stunning achievement all around. The art, layout, writing, and design all mesh together pretty seamlessly, and the book is more than worth the price. So don your goggles, strap on your jet pack, and power up your death ray, cause this book is for you!

I do appreciate that they are looking at gadgets broadly. A "gadget" can be a magical item or a psychic item as well. This is a very useful book to have for any character who wants an item with a power cost.

good book. helps with options for character development as well as evil characters.

A very handy compilation of gadgets and tools. This book makes pointing out powers a little easier

for heroes who rely on equipment rather than innate power.

This book has a great breakdown of each flavor of gadgeteer and how those technologies might manifest using the "powers" of M&M's system. Further HQ rules as well which is neat.

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