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Mutants & Masterminds: Pocket Player's Guide (Mutants & Masterminds D20 Superhero Roleplaying)

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Synopsis

Mutants & Masterminds is a complete roleplaying game with everything you need to start a campaign of rollicking superhero action. What if you just want to play the game, though? Do you really need all that GM-specific information? Now Mutants & Masterminds players have a choice. The Pocket Player's Guide contains all the rules you need to create characters and play Mutants & Masterminds. This handy rulebook gives you the core game system in a format that is affordable and easy to carry. Now it's even easier to see why Mutants & Masterminds is the World's Greatest Superhero RPG!

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Customer Reviews

(For a general overview of the content, see the M&M full size book.)Nothing kills the mood of a game quicker than hunting for rules references in one book among a gaming table filled with 6 people. Everyone having their own copy is ideal but expensive, especially if you play more than one game or change games frequently. Mongoose did a 3rd edition 'trade size' book like this, LARPs had their books all printed like this, and now we have the M&M Pocket Player's Guide.I run a regular M&M campaign, and the presence of 3 of these (currently) at my table has been a huge boon. Everyone can consult their powers, skim for feats and how they'll spend their xp, look up combat maneuvers, etc. without slowing things down or passing around the hardcover.

Bought as a gift for my brother.Was not in 'very good' condition as I was told- it was actually in LIKE NEW condition.The content is excellent and would allow anyone to immediately play the game

without the need for any other book. The 'Game Master' section is missing, but that is a very small issue with this ruleset. Building a character is very easy and altering them slightly is very 'plug-and-play' in nature. It is the easiest adaptation of the D20 system I have ever seen.

I won't review this fully as there are lots of reviews of the Mutants and Masterminds main book. (As a GM I got tried of always fighting my players for my copy of the main book. So bought one of these.) It's basically the 1st half of the main manual. All you are missing is the GM sections which talk about running a campaign, and include some NPC stats. I highly recommend it for people who aren't running the game. The one thing to keep in mind is that it's a pocket guide, and the print is smaller than the main book. It's readable for anyone who can read a paper back novel. Other than that it's word for word the same as the main manual.

I run a weekly Mutants & Masterminds game with a group of players who had no experience with super-hero roleplaying. Having a few copies of this book around are great for these new players. This version, unlike the full book, leaves out the sample characters and villains.

This is one of the most handy and useful things any player or GM can get for M&M 2nd edition, I hope they make one for 3rd edition too! Great book, well compacted, and yet still true to the full sized version. Excellent buy!

Really, to make a good book like this I think Pinnacle had it right with Savage Worlds Explorer's Edition: sell the core for cheap, so everybody buys a copy. At ten bucks, I actually gave Savage Worlds another shot and I didn't even like the game!The current price (maybe not the discount price, but the MSRP) is too high for what the book entails. Pay double that and you get nearly any full game in a hardcover. I'd think to snag players and make a truly marketable player's guide, you'd have to go the route of Pinnacle (and I still don't like Savage Worlds, so I'm not shilling for their system).Now I have a lot of respect for Green Ronin and I love Mutants & Masterminds, my rating only reflects on the price vs what you get.

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