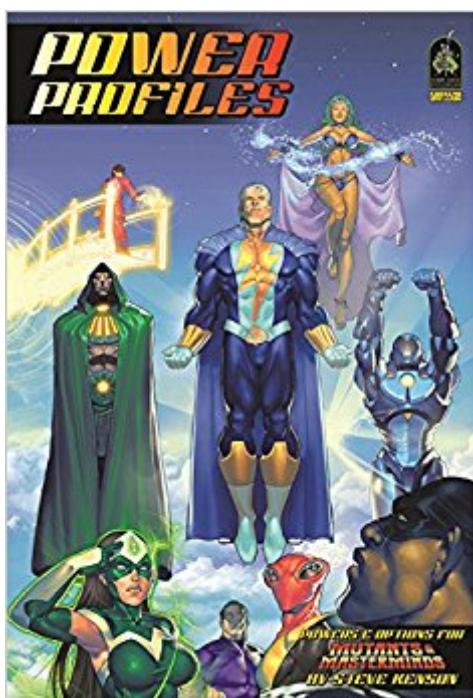


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# Power Profiles: A Mutants & Masterminds Sourcebook



## Synopsis

With the Mutants & Masterminds rules you can create virtually any power you can imagine, but where to start? Power Profiles answers the question, "How do I create?" for hundreds of different powers and dozens of different themes. Now you can "shop" through a catalog of pre-created power concepts looking for just the right one to suit the hero or villain you want to create. In this book you'll find over three dozen different Power Profiles, arranged according to theme, from Cold and Fire Powers to Mental and Meta Powers. Each profile features a look at the theme's descriptors and mechanics, important game system effects, and a selection of offensive, defensive, movement, and utility powers. That's over 400 different powers in one book! You'll also find some useful power variants, expanded power extras and flaws, and optional rules for use with your Mutants & Masterminds games, and some guidance on creating and handling more complex or unusual power concepts. With Power Profiles, your imagination truly is the only limit on your power to create!

## Book Information

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Air - Armor - Animal - Cold - Cosmic - Darkness - Death - Dimension - Dream - Earth - Electrical - Element - Fire - Gravity - Illusion - Kinetic - Life - Light - Luck - Magic - Magnetic - Martial - Mental - Meta - Morphing - Plant - Radiation - Sensory - Size - Sonic - Speed - Strength - Summoning - Talent - Tech - Teleport - Time - Water - Weather. These are the chapters. If you're building a hero with Dimension powers, then you could look in that section and get a slew of power, drawback, and motivation suggestions for that hero. Or if you need a Mental Plant villain, then this book offers a great start. This is one of those crunchy RPG books which can be helpful for other systems.

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, Power Profiles, is an incredibly useful reference for either system. If you played 2nd Edition Mutants and Masterminds, you may recall that the Ultimate Power Sourcebook essentially replaced the rules for powers from the core rule book. This means that characters created using only the 2nd edition core rules might or might not be fully compatible with characters created using the Ultimate Power Sourcebook, and vice-versa. Fortunately, the 3rd edition avoided this contradiction; the third edition core rules provide a system for creating and modifying or limiting powers, along with a few examples of powers created using these rules-- and then Power Profiles complements and expands that material with dozens and dozens and dozens of additional examples. This book 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 characters-- if you want to make a character with fire powers, for example, you might select a couple of powers from the "Fire" chapter, perhaps take a power from the "Weather" chapter and re-name it to 'firestorm,' and take a power from the "Armor" chapter to describe the way that the mystical flames which wreath your character protect from physical damage. With this many examples to choose from, conveniently categorized for easy browsing, it's a simple task for new players to shop for power 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 Power Profiles a quick reference for GMs to use when creating non-player characters. With a little experience, it becomes really easy for GM's to select a few powers from this book "on the fly" to form the basis for an NPC which, if needed, can be more fully-developed later. It's worth mentioning that the 3rd edition Mutants and Masterminds rules treat powers and gadgets the same way, and that the Gadget Guide does the same thing for gadgets that Power Profiles does 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 for gadgeteers. 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 Power Profiles, you have everything that you need so that players who already have a great character concept in mind can "shop" for powers in the 'Profiles' book, while players without that solid concept can create their character by rolling a few dice. All in all, this is an incredibly useful supplement for your Mutants and Masterminds or DC

AdventuresÂ roleplaying games.

Yes, you won't regret buying this book. It is well worth it and essentially is the Ultimate Powers book for 3e Mutants and Masterminds. In fact, unlike 2e Ultimate Powers book, the core book's chapter on powers remains valuable and this book simply adds on it. The 2e Ultimate Powers book effectively replaces the Chapter 5 of the core 2e Mutants and Masterminds rule book, thus the Power Profiles book plus the 3e core book is fact how 2e SHOULD have been done. The Power Profiles book itself feels great, and uses some type of special new paper for the cover. The product is a compiling of the Power Profile pdf's plus Steve Kenson writes about 6 or so essays on problem powers and other topics. I would say this book is a must buy if you play 3e, and no not all books in the line are 'must buy' (e.g. Supernaturals is NOT a must buy book, though of course that book too is a well done book you don't absolutely need it). I'd say, if you buy only 2 books for Mutants and Masterminds 3e It would be the core book and this one if your a player, and the GM's guide too if your a GM.

This is a really nice collection of how to create powers in specific groups that will help you make the character you want. I found this to be chock full of ideas that I wouldn't have done quite as well, but more importantly, power ideas that I NEVER would have thought of. I especially liked the section about how to deal with powers that players love and GM's hate. Some really nice ideas. Definitely recommend for pick up.

Good compendium of powers grouped by categories. Not a lot new so if you have a good understanding of the M&M rules you won't get a lot out of it besides saving time but that can be helpful.

Power Profiles is good. The only sore spot -- the need more articles and a Volume II. Once they cover all of the powers in the M&M power design system, then this will be a complete work and a 'must have' pairing.

Like "Champions" before it, the "Mutants & masterminds" RPG uses effects-based powers. While having a supplement like this one describing various specific powers in detail isn't strictly necessary to play the game, I bought this one (and other, similar books for other, similar super hero RPGs before it) because these types of books, in my experience: (i) do provide insights into how the

game's designers envisioned various specific powers working (and being described) in game terms, (ii) can be a very significant time savers during character creation if you just want to use the specific powers exactly as presented, and (iii) can, while being flipped through, be a source of inspiration when conceiving/developing new characters. This may be the best such book I've ever purchased. But I was disappointed that, unlike the prior third edition "Mutants & Masterminds" books published over the last few years, this one was published as a hard cover costing \$40, as opposed to a soft cover book priced in the \$20s.

Highly useful book to hand to players in order to build their characters if you're not using Pre-Gens. In the comics heroes powers usually follow a theme and this is an excellent book for building one and giving ideas on how to justify various powers under a specific descriptor.

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