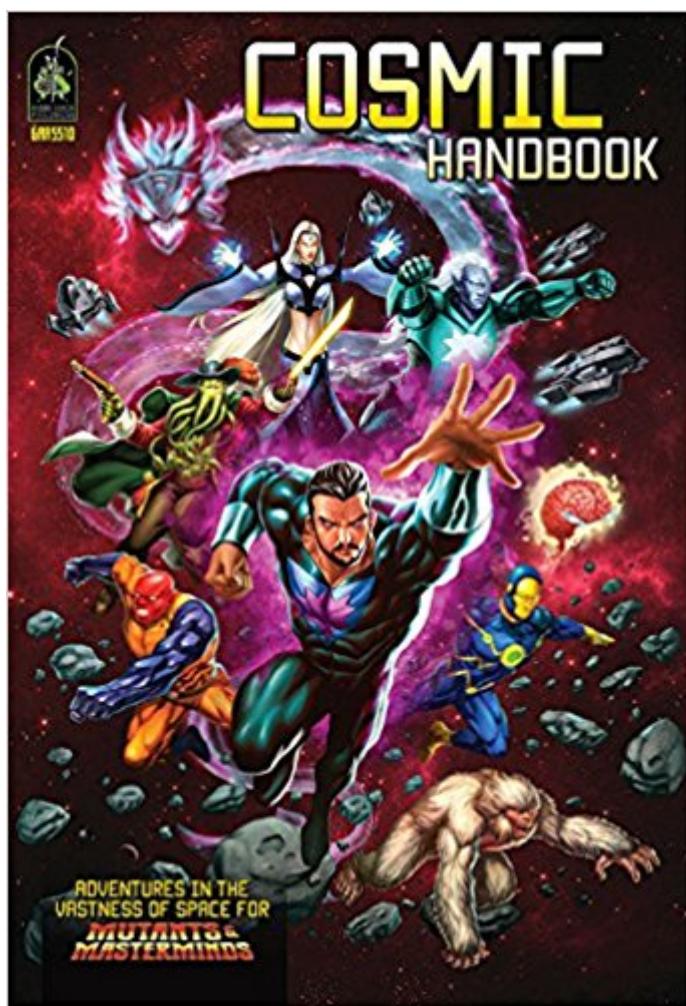


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Cosmic Handbook: A Mutants & Masterminds Sourcebook



Synopsis

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!

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Customer Reviews

The Cosmic Handbook for the Third Edition Mutants & Masterminds is another fine supplement for this game system. Since Mutants & Masterminds is fully compatible with the DC Adventures roleplaying game, most of the material presented here supports that game, as well. The first chapter in the Cosmic Handbook, "Infinity and Beyond," opens with a short piece of fiction to set the mood, followed by a detailed overview of all things extraterrestrial in superhero comics-- with a particular focus on the tropes and conventions of science fiction and alien invasion type stories. Since alien cultures or civilizations have been portrayed in markedly different ways throughout the various eras of comic book publishing history, this chapter surveys much of that terrain and offers practical suggestions for Game Masters who want to recreate a particular theme or set a mood specific to one of these eras. While this section might not be of much use to a Game Master who already knows exactly what type of story he or she wants to tell, there is some excellent

food for thought to be found here. Chapter two, "Cosmic Heroes," offers plenty of crunch for character creation, but it begins with a discussion of the science fiction genre and the various roles which player characters could fill in those story types. It presents new abilities, skills, advantages, equipment, and powers which are appropriate to a science fiction comic book adventure, as well as suggestions for how existing character options from the core rules can be adapted in such a setting. Finally, the chapter closes with some new player archetypes of varying Power Level. The third chapter is entitled "The Cosmic Series" and covers exactly what that title implies. Addressed primarily to Game Masters, it discusses many of the themes central to outer space or interdimensional comic-book stories-- aliens and alien invasions, space travel, cosmic mysteries, and so forth. It also includes several excellent villain archetypes and examples of alien races. The fourth and fifth chapters are specific to Mutants & Mastermind's default 'Freedom City' setting, and therefore might not be as useful for DC Adventures campaigns set in the DC comic book universe. Chapter four, "The Freedom Cosmos," looks at the timeline and history of the 'Freedom City' setting, going all the way back to the creation of the universe and fast-forwarding to the far, far future. Chapter five, "Freedom City 2525," presents that distant future as an alternate setting for Mutants & Masterminds games, a setting reminiscent of DC Comics' 'Legion of Super-Heroes' setting on 30th-century Earth. This last chapter also presents a somewhat DC-esque far-future superhero group, the "Freedom Legion," whose members sadly seemed so uninspiring that their presentation and page count, combined with my overall lack of enthusiasm for the "Freedom City" setting, led me to dock one star from this review. The Cosmic Handbook doesn't quite do for outer space adventures what the *Supernatural Handbook* did for horror adventuring, but it's still a useful supplement with a lot of good material for players and Game Masters. I'd recommend picking the *Supernatural Handbook* up first, but wouldn't discourage anyone from buying this supplement.

good book.

Great book!

To get this out of the way, my copy is softcover, not hardcover. Comsic is definitely an era useful to cover for M&M. As they note, it covers a lot of area, and good suggestions are provided, with the ever useful Archetypes taking you from PL 10 to 14. I have to admit, I'm happy to see the Lockheed option here. Chapter 4 isn't bad with information on the universe, but Chapter 5 looks like it was written in the 90's and never updated. The Freedom Legion has 8 people, only 2 of which are

female. And both of them are attractive, and show a lot of skin. Because...reasons, I guess. Note none of the men are attractive, because that would be gross and no women like cheesecake. Apparently. I give Professor Danger credit for a high INT, but no one will notice as they are all staring at her boob window. It's a pity the author couldn't come up with a better female character that actually inspired the artists.

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