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INTRODUCTION

Welcome to the *M&M Annual 2*, a title, and a project, that's special for a number of reasons. The first *M&M Annual* was released in 2004 under the guidance of Super Unicorn, the design and development team who worked on the first edition of *Mutants & Masterminds*, and helped give the game its distinctive look and stunning presentation. It was conceived as a grab bag of articles for the game to showcase new writers, some new to *M&M*, others to RPGs in general. Some of those original articles appear in this volume, updated to the second edition of *M&M* for use by players new and old.

Despite its name, the *M&M Annual* was a stand-alone product; #2 did not follow it in 2005, since instead, Super Unicorn moved on, the principals working with Paizo on *Dragon* and *Dungeon* magazines. Green Ronin moved on as well, re-launching *Mutants & Masterminds* with a second edition in the summer of 2005. First edition products like *M&M Annual* went out of print as the new second edition line burst onto the roleplaying scene.

What began as a great success faced a serious setback when Green Ronin's fulfillment company suddenly and unexpectedly went out of business with a substantial amount of unpaid debt. The income from sales of numerous Green Ronin titles was simply gone, with no means of recovering it any time soon (if ever). It was a serious blow to the company and could have spelled the end of Green Ronin Publishing.

Fortunately, with the aid of understanding professional colleagues and fiercely loyal fans, that did not come to pass, and that's where this book comes in.

One effect of the loss of revenue was difficulty in paying creators—writers, artists, editors, and other professionals—for their work on time. Although we were fortunate to have many understanding people willing to wait their turn, it wasn't a situation any of us liked. So we conceived of a way to get some additional funds to our patient and hard-working freelancers. We offered two special limited edition products, one for *d20* the other for *M&M*. Proceeds from these products would go directly to compensating the creative people involved in making our games. We also held a survey to see what the *M&M* product should be, and the idea of a second edition *M&M Annual* won in a vote of fans who pre-ordered the limited edition book.

Thus this volume, entitled *M&M Annual 2*, has a noble history, both an updated edition of some fine first edition material as well as the fulfillment of a pledge to

our freelancers and fans to provide them both with something: gaming professionals with what was rightly owed them, and our fans with a special "thank you" for their support. While we appreciate every sale of every one of our products, if you've bought this book, then a special thanks to you for your loyalty and support. We truly wouldn't be here without you.

