

MUTANTS & MASTERMINDS SECOND EDITION FAQ

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This Frequently Asked Questions file is intended to address questions fans of Green Ronin's *Mutants & Masterminds* superhero roleplaying game may have about the upcoming second edition of the game, scheduled for release in September of 2005. For more information about *Mutants & Masterminds* in general, please visit our website: www.mutantsandmasterminds.com

Why a Second Edition?

When *Mutants & Masterminds* was first published, it was an experiment on many levels: it was one of the first RPGs published under the Open Game License, it took considerable liberties with the core d20 game system, and it was Green Ronin's first superhero product and first major product printed all in color.

When *Mutants & Masterminds* was conceived, there were essentially no superhero RPGs in print. By the time it was published, there were several. While we hoped for the best, we had no idea at the time how *M&M* would fare in the RPG market.

The game exceeded our expectations: fans appreciated its innovative approach and found it captured the kind of superhero roleplaying they wanted. We sold out of the first printing of the rulebook, then a second, and a third. Supplementary *M&M* products like *Freedom City* also did quite well. Eventually Steve Kenson came on-board to oversee the *Mutants & Masterminds* line as its full-time developer.

In order to build on the success of *Mutants & Masterminds* and give it the kind of robust game line it deserves, we wanted a really solid foundation. So we went back to the basics, looked at the things people liked, and the things they didn't, and designed a new edition of *M&M*, not as an experiment this time, but as the flagship product of its line, a foundation we can build on with new settings and sourcebooks.

Mutants & Masterminds is here to stay, and with the upcoming second edition, we have some exciting plans for a game line worthy of the world's greatest superhero roleplaying game!

So, how much is changing from the First Edition?

It's still the *Mutants & Masterminds* game you know and love at its core. Most of the changes incorporate all we've learned from fans of the game and our own experience to make *M&M* cleaner, clearer, more robust, and more comprehensive than ever before.

We'll be giving you previews of how things have changed (and how they've stayed the same), leading up to the new edition's release. We think you'll like what we've got in store.

Does *M&M* Second Edition fix [insert rules question here]?

We certainly hope so! One of the primary influences on *M&M 2e* was feedback and questions from you, our fans, who play and know the game better than anyone else. While no game system is perfect, we want *Mutants & Masterminds* to live up to the moniker "World's Greatest Superhero RPG"!

Speaking of feedback, we've been rigorously playtesting *M&M 2e*, putting all the systems through their paces to ensure they meet the standards you've come to expect from Green Ronin. The extensive feedback we've gotten from our playtest groups has helped to refine, clarify, and polish the new edition.

It must be mine! When will it be available?

The *Mutants & Masterminds* Second Edition rulebook will ship to the hobby and book trade in September of this year.

What is the format of the book?

The *M&M 2e* rulebook will be a 256-page, full-color hardcover with an all-new cover illustration by Ramon Perez (well known to *M&M* fans for his spectacular *Freedom City* artwork).

Will *M&M 2e* be available as a PDF?

There are currently no plans for a PDF version of *M&M 2e*, however, there will be electronic versions of other *M&M 2e* products.

Can I use my First Edition books with Second Edition?

For the most part, yes. First Edition character stats are still compatible with Second Edition (which naturally has the same abilities, saving throws, and so forth). Some First Edition specific rules, such as certain feats or powers, work slightly differently in Second Edition, but the basic material is compatible.

Hey, but I just got *Lockdown!*

Don't worry. We'll be releasing electronic and print editions of *Lockdown* with Second Edition game stats. Folks who bought the First Edition PDF from RPGNow will get the Second Edition one as a free update. The print version of *Lockdown* will be for *M&M 2e* only and released around the end of 2005. So your First Edition PDF will soon be a collector's item!

Any plans to update other First Edition products?

As a matter of fact, yes. *Freedom City Second Edition*, will update of our award-winning superhero setting. It will also be a 256-page full-color hardcover. *Freedom City 2e* incorporates characters and material from *Foes of Freedom* and the *M&M Annual #1* as well as all-new material. It will be available in print and PDF formats in November of 2005.

What about [insert other First Edition product here]?

We don't plan updates or new editions of other First Edition *Mutants & Masterminds* products, but the existing editions remain useful for the Second Edition of the game. If we do any further updates of First Edition products, they would likely be released in electronic format.

What other products will follow Second Edition?

In the beginning of 2006 comes the *Mastermind's Manual*, the ultimate Gamemaster's toolkit for *M&M*. It features advice on running the game, creating adventures, and handling powers, useful templates and archetypes, and a huge selection of optional and variant rules you can use to customize the *M&M* system to your liking and create exactly the sort of game you want to run. The *Mastermind's Manual* will be a 160-page full-color hardcover packed with material.

And that's just the beginning! We've got many more exciting *Mutants & Masterminds* products planned. Keep watching the *mutantsandmasterminds.com* website for more announcements and details.

What does this mean for *M&M Superlink*?

We appreciate the enthusiasm and support of all our *M&M Superlink* partners, and certainly hope *Superlink* publishers will want to produce products for *M&M 2e* as much as they have for the First Edition. We're also happy to help them do so. If you have published a *Superlink* product, or have already been approved to do so, please contact us at superlink@greenronin.com for more information on the *M&M Superlink* license and *Mutants & Masterminds Second Edition*.