



INTERSTATE 525, EARLY MORNING

"MORNING...."



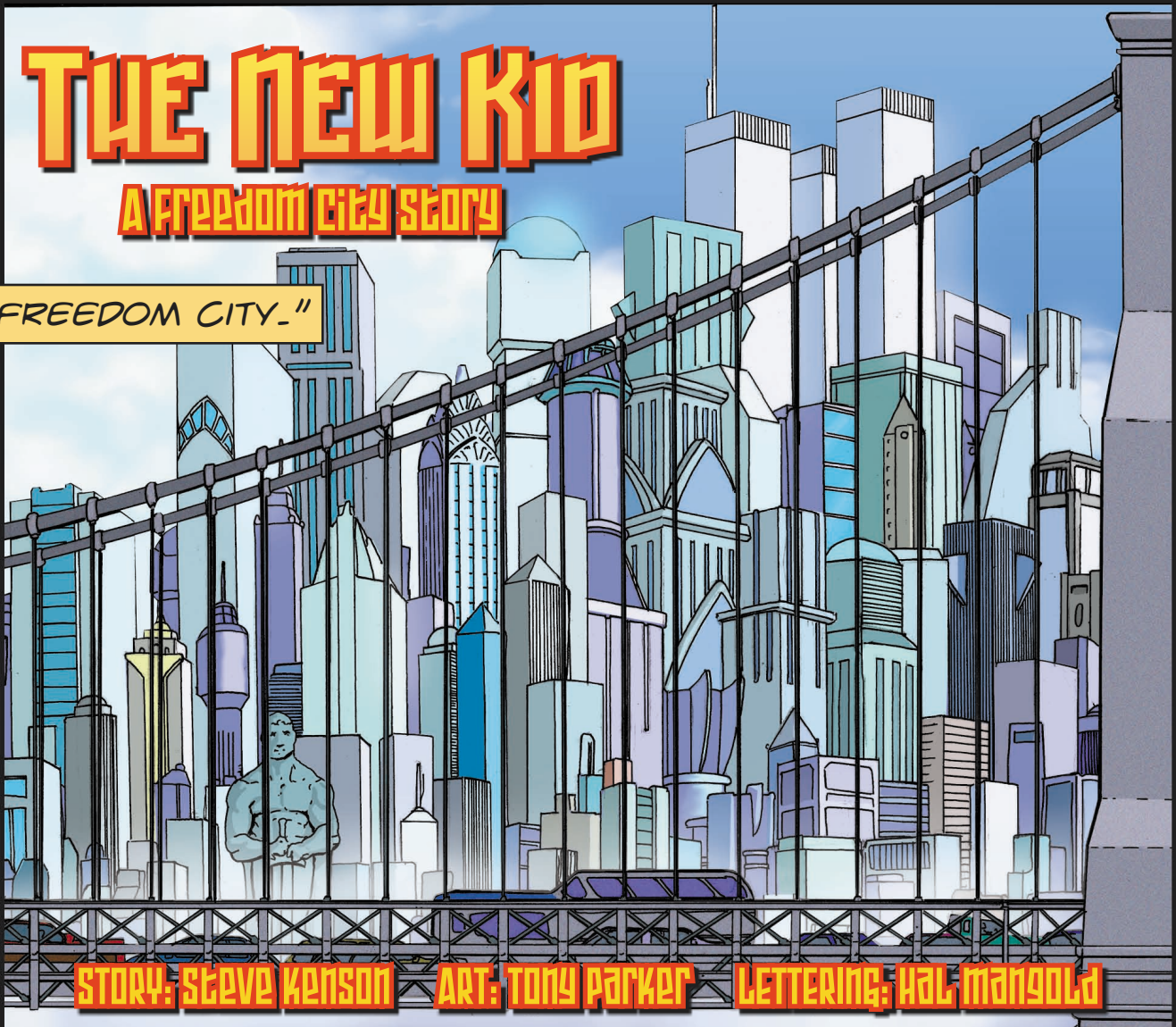
"I'M FINALLY HERE...."



THE NEW KID

A FREEDOM CITY STORY

"FREEDOM CITY.."



STORY: STEVE KENSON

ART: TONY PARKER

LETTERING: HAL MANGOLD

SO, YOU WANT TO BE A HERO...

Welcome to the *Mutants & Masterminds Beginner's Guide*! This is your introduction to the exciting world of super-powered roleplaying using the World's Greatest Superhero Roleplaying Game. The *Beginner's Guide* is intended for readers who may have played other roleplaying games and are interested in learning how to play *Mutants & Masterminds*™ (or *M&M* for short). It is also suitable for readers who have *never* played a roleplaying game before, but are interested in learning how.

In this book, you'll find a step-by-step guide to roleplaying, an introduction to *Mutants & Masterminds*, and a guide to how to play the game, both on your own and with friends.

WHAT IS A ROLEPLAYING GAME?

A *roleplaying game* (or *RPG* for short) is a game of the imagination, where you and some friends get together and create fictional characters, then play out their adventures around a tabletop. One player takes the role of *Gamemaster* (or *GM*) and describes the setting and the challenges your characters encounter. The Gamemaster plays the supporting characters and villains in the story. The GM also acts as referee to adjudicate the rules of the game and make sure everything's handled as fairly as possible.

Your imagination is the only thing limiting the sorts of adventures you can have, since you and your friends create the world, the characters, and the adventures. It's like writing your own comic book, with *your* characters as the heroes! All of the action takes place in your imagination, and the story can go on for as long as you want, with one exciting adventure after another. You can pick up and play the game whenever you want, and stop at any point, like reading the chapters of a book or saving and putting a video game on hold.

Mutants & Masterminds is what is known as a *tabletop* RPG, in that it is usually played sitting around a table (although it can just as easily be sitting around your living room or rec-room, if you like). You might already be familiar with computer roleplaying games, either console games (played solo on as part of an online network) or massive multiplayer online roleplaying games (or MMORGs, as they're known). These games actually developed out of tabletop roleplaying games, shifting a lot of what took place only in the players' imaginations onto a video display. While tabletop RPGs lack the "special effects" of their computerized counterparts, they provide you with a greater ability to create exactly the kinds of stories and characters you want, and what effects are better than your own imagination?

Although it's a tabletop RPG, *M&M* (like many RPGs) is often played online these days, either via e-mail ("play by e-mail" or PbeM) or in online forums ("play by post" or Pbp). Some even play RPGs via live online chat.

WHAT IS MUTANTS & MASTERMINDS?

In the *Mutants & Masterminds* roleplaying game, you take on the role of a costumed superhero safeguarding the world from threats ranging from marauding super-criminals to alien invasions, hulking monsters, natural

disasters, and would-be conquerors. You can play virtually any sort of hero you want, limited only by your imagination and the type of story your group wants to tell.

M&M is based on the world's most popular roleplaying game system, so it's likely to be familiar to experienced gamers. However, you should read the material in this book carefully, since there are some differences unique to *Mutants & Masterminds*. If you're entirely new to roleplaying games, you can learn how to play from the material in this *Beginner's Guide*.

DICE

Mutants & Masterminds uses a twenty-sided die—available at game and hobby stores—to resolve actions during the game. References to "a die" or "the die" refer to a twenty-sided die unless stated otherwise. The die is often abbreviated "d20" (for twenty-sided die) or "1d20" (for one twenty-sided die). So a rule asking you to "roll d20" means, "roll a twenty-sided die."

MODIFIERS

Sometimes modifiers to the die roll are specified like this: "d20+2," meaning "roll the twenty-sided die and add two to the number rolled." An abbreviation of "d20-4" means, "roll the die and subtract four from the result."

WHAT YOU NEED TO PLAY

Here's what you need to start playing the *Mutants & Masterminds* Superhero Roleplaying Game:

- This book, which contains the rules on how to play the game.
- A pencil and some scratch paper for making notes.
- At least one twenty-sided die (d20). You may want to have one die for each player, or you can share dice.

HOW TO USE THIS BOOK

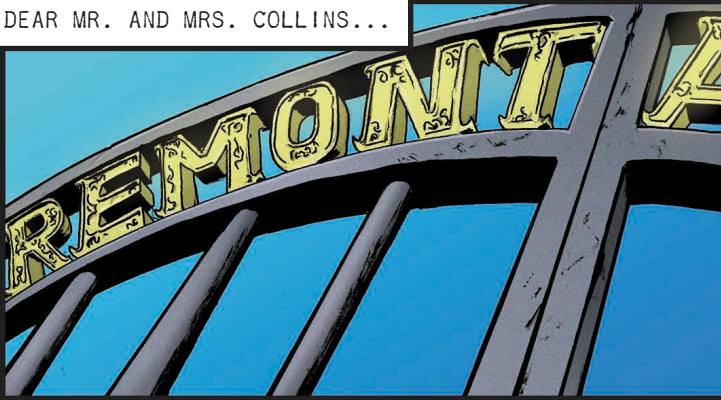
The *Mutants & Masterminds Beginner's Guide* is intended as an introduction to the *M&M* RPG, to provide new players with an easy guide to how to play the game. It's useful for Gamemasters looking to introduce players to the world of roleplaying games in general or to *M&M* in particular.

The *Beginner's Guide* is divided up into sections, framed by the story of Nathan Collins, a new student at the Claremont Academy, a school for super-powered youngsters in Freedom City. As you follow Nathan's story of learning about his powers and abilities through these pages, you also learn how to play your own hero in *Mutants & Masterminds*.

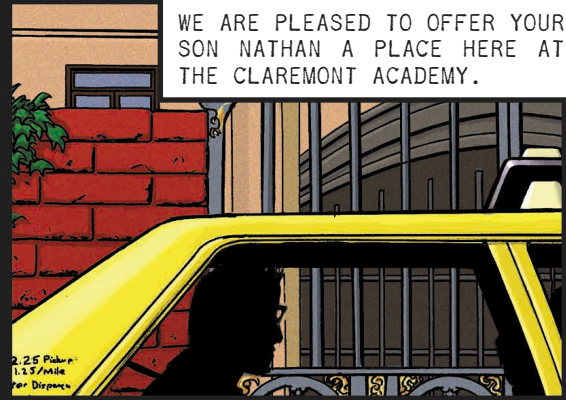
The next section, **The Basics**, tells you about the essentials of the *M&M* game system, as well as taking a look at a hero's game information and what it means. **Into the Doom Room** is a short solo adventure to give you a taste of the game and how it's played using the novice hero Firepower. **Meet the Next-Gen** takes a look at Firepower's new classmates at the Claremont Academy, the young heroes called the Next-Gen, and shows you some of the variety you'll find in *M&M*. Finally, **Super-School Slugfest** gives you and some friends a chance to play out a fight as the Next-Gen students practice in the Doom Room.

The *Beginner's Guide* concludes with a glossary of important game terms and an appendix entitled **What's Next?** that details how you can learn more about the World's Greatest Superhero Roleplaying Game.

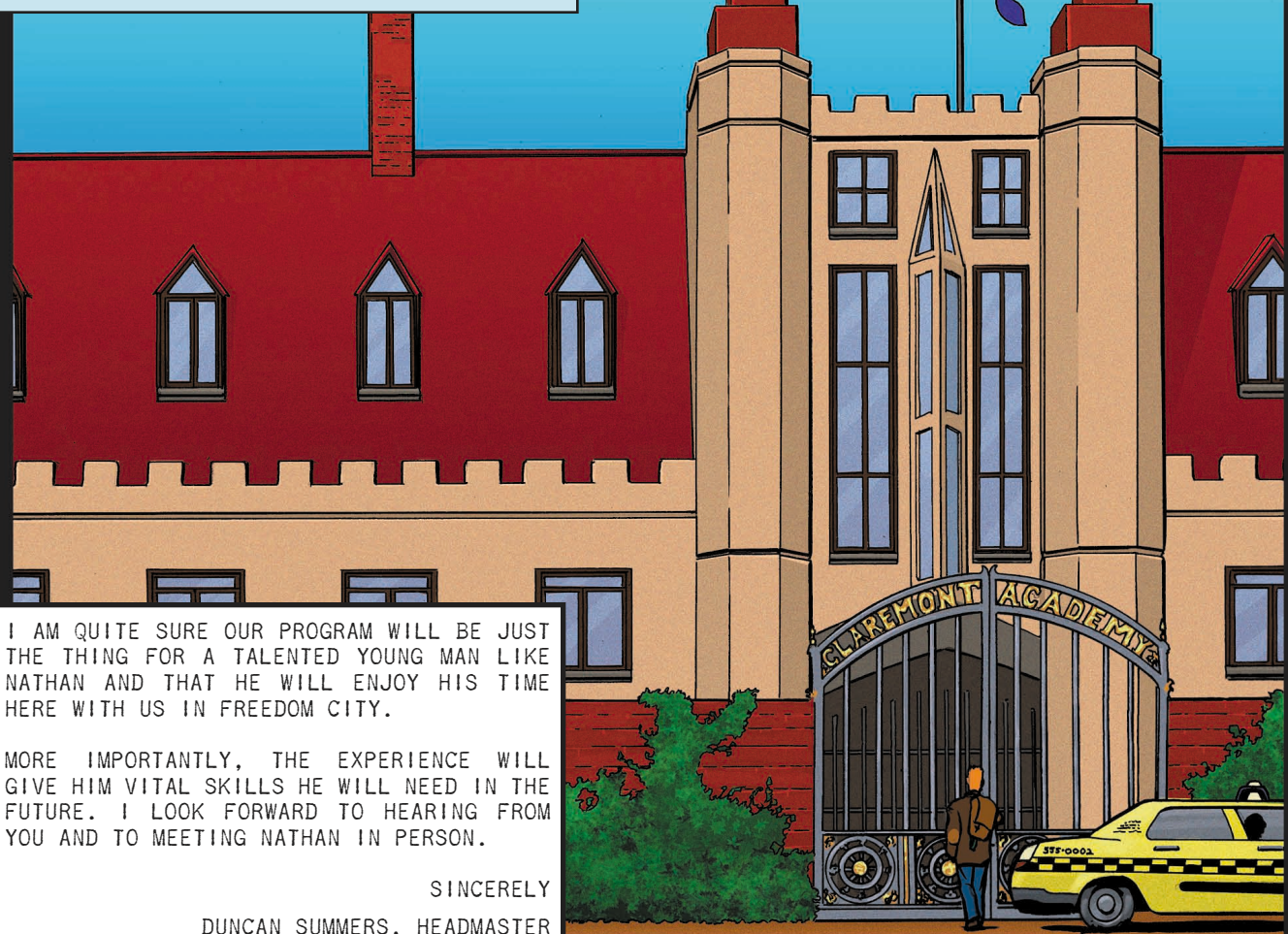
DEAR MR. AND MRS. COLLINS...



WE ARE PLEASED TO OFFER YOUR SON NATHAN A PLACE HERE AT THE CLAREMONT ACADEMY.



CLAREMONT ACADEMY, FREEDOM CITY'S SCHOOL FOR SUPER-TALENTED YOUTH.



I AM QUITE SURE OUR PROGRAM WILL BE JUST THE THING FOR A TALENTED YOUNG MAN LIKE NATHAN AND THAT HE WILL ENJOY HIS TIME HERE WITH US IN FREEDOM CITY.

MORE IMPORTANTLY, THE EXPERIENCE WILL GIVE HIM VITAL SKILLS HE WILL NEED IN THE FUTURE. I LOOK FORWARD TO HEARING FROM YOU AND TO MEETING NATHAN IN PERSON.

SINCERELY
DUNCAN SUMMERS, HEADMASTER



"THIS IS IT..."



WELL,
HERE GOES
NOTHING...