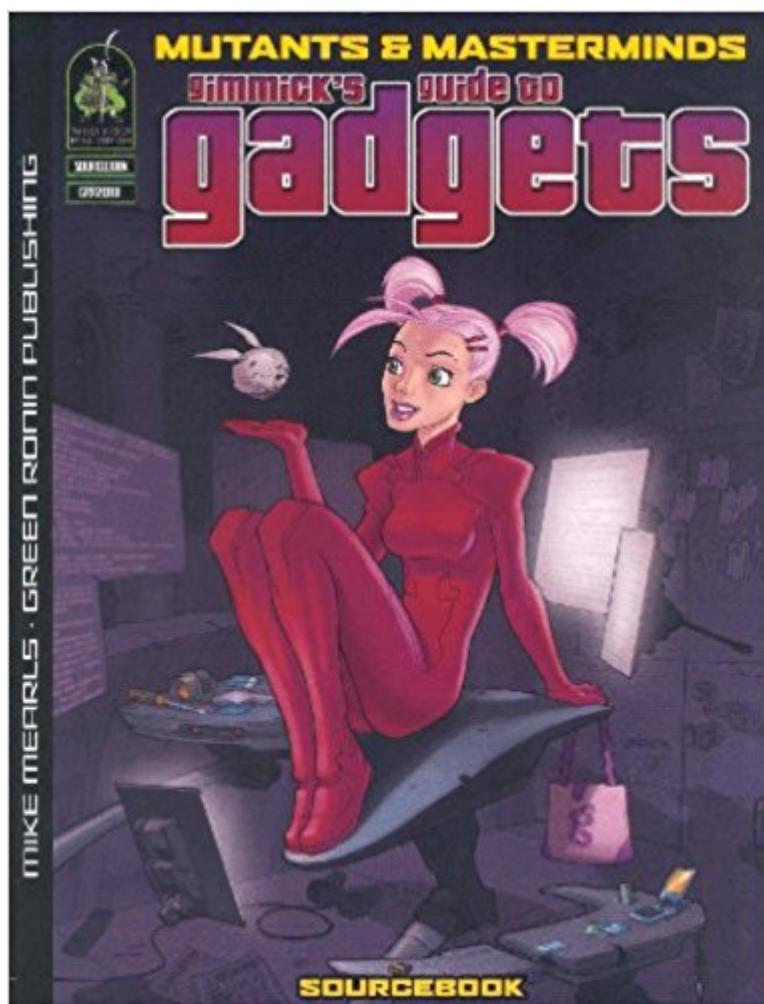


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# Mutants Masterminds Gimmicks Guide To Ga



## Synopsis

GIMMICK'S GUIDE TO GADGETS is a whole new world of equipment for your MUTANTS & MASTERMINDS game! This complete guide to gadgets and inventing includes: NEW POWERS! Spontaneous Inventor, Scientific Genius, Weapon Master, and many others help you make your hero an expert in whatever field you want. NEW OPTIONS! Extras, flaws, and stunts for powers like Super-Intelligence and Super-Wisdom let you take you gageteer to the next level. CONSTRUCTS! New rules and new feats for constructs, from robots to cyborgs or mystical golems. Also included are guidelines on how to use them as PCs. COMPUTERS! Expanded rules for computers, vehicles, device building and repair, and more! TECH LEVELS! Rules you can use to customize the technology and devices available in your campaign. ARCHETYPES! Brand new archetypes using these new rules, like the Agent, Cyborg, Inventor, Sniper, and War-machine. PLUS...TOYS! Dozens of new gadgets for your games, including at least one new device for every power in the MUTANTS & MASTERMINDS rulebook! Designed by fan-favorite Mike Mearls and beautifully illustrated by Attila Adorjany, Dennis Calero, Jonathan Kirtz, Tony Parker, Ramon Perez, and Kevin Stokes, GIMMICK'S GUIDE TO GADGETS adds a whole new dimension to your MUTANTS & MASTERMINDS campaign.

## Book Information

Series: Mutants & Masterminds

Paperback: 128 pages

Publisher: Green Ronin Publishing, LLC (October 23, 2013)

Language: English

ISBN-10: 193244226X

ISBN-13: 978-1932442267

Product Dimensions: 8.5 x 0.4 x 11 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 5.0 out of 5 stars 1 customer review

Best Sellers Rank: #834,982 in Books (See Top 100 in Books) #99 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #182417 in Books > Textbooks

## Customer Reviews

I found this book full of ideas for creating even more interesting gadgets and character concepts, and I find it pretty easy to use even with the second edition, with very few challenges.

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