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DC Adventures Heroes Handbook



Synopsis

Join the never-ending battle for truth and justice in the world's greatest super-hero universe, using the world's greatest super-hero roleplaying game! The DC Adventures Hero's Handbook is a complete super-hero RPG, based on the award-winning Mutants & Masterminds system. Take on the roles of legendary DC heroes like Superman, Batman, or Wonder Woman, or create your own! Get started right away with a wide selection of hero archetypes, or build from scratch using a comprehensive creation system. The Hero's Handbook provides everything you need for hours of adventure in the DC Universe, including all the rules of the game, an overview of the original comic-book setting, and details on major heroes and villains, complete with game information. It's all presented in gorgeous full-color, with art by some of DC's most famous illustrators. Experience super-hero adventure in the world that defined the genre: Become a hero of legend with the DC Adventures Hero's Handbook!

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Customer Reviews

Updated based on the comments. DC Adventures Hero's Handbook is a stand alone RPG that is based on the Mutants and Masterminds 3rd edition game system. Green Ronin (the makers) have said they are going to make a Mutants and Masterminds 3rd Edition book, but I can't see when this is going to be released. So for now if you want to play M&M3rd Edition, this is what you gotta use. I've played a few campaigns of Mutants and Masterminds 2nd Edition, so what I'm going to spend most of this review doing is going over what changed, and how the new system works. I apologize if your new to this game you may not get what I'm talking about completely. Just read the next two

paragraphs, and the conclusion at the end, the text in the middle talk about rules changes between Mutants and Masterminds 2nd and 3rd edition. DC Adventures Hero's Handbook is a role playing game system based on the Mutants and Masterminds 3rd Edition. The DC half the game was fairly well done. They use the DC heroes when talking about examples, and they have a chapter on the cosmic history of the DC Universe. I think this history is showing the classic "Pre Crisis" DCU, but I'm not sure as I'm not a huge fan of those story lines. Overall things are done well, while I have shown this book to a few people and they argue "wait Superman's Strength is what?" and stuff like that. The simple truth is if you wrote up what you think Superman, or Batman, or Wonder Woman, or whoever in a Game System we would probably have two completely different characters. Hell the writers can't make up their minds on how exactly their powers work, and people abilities seem to change based on the plot of the moment, why should you be completely happy with a write up in a Game Book.

I got started in rpg's back in the 80's with DC Heroes by Mayfair Games. I loved seeing my favorite comic hero's stated out like baseball cards. My first book was actually a supplement. I did not even have the rules to begin with. But that did not stop me from pouring over the entries in my guide Batman Handbook. Later I was able to save my money and get boxed game. I loved it. Now I am reliving that fun with the DC Adventures book from Green Ronin. It is not a boxed set, but it contains all the rules needed to get going, and enough samples to compare one's own character creations with. I have had fun stating out my own characters. And imagining what kind of trouble they could get into if the power of the DC Universe came to my city. I liked the Mutants and Masterminds line. I tested the game at GenCon back before the first edition came out. It was quick to get into and easy to play. But there is something extra that comes with this licensed product. A ready made, familiar terrain full of stories that have been told and can be influenced by ones new stories. At first it took me a while to get around. The core rules are explained in the basics section early in the book. Then there is a more in depth chapter for action later. I appreciate the desire to get players going quickly, but there is a jumbled feel to the flow of the book this way. That happens alot actually. For example the rules on damaging an opponent would seem to go right after the rules for attacking. But instead the damage rules are actually buried in the chapter on powers. Which is actually a chapter on power effects with damage being one of the possible effects.

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