

# MISFIT STUDIOS

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## MUTANTS & MASTERMINDS 3RD EDITION



**Better Mousetrap (B/W)**

This massive sourcebook covers everything from how to create interesting, challenging super-villains to new game mechanics (advantages, extras, flaws, Expertise variations, and more), to entirely new rules that will help you take your game to a new level of excitement.

**Pages:** 294; Paperback

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**Pages:** 294; Paperback

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**Headquarters Construction Guide (B/W)**

**DO NOT BUY IF YOU OWN BETTER MOUSETRAP 3E.**

This book contains all the new headquarters construction content contained in Better Mousetrap 3e, without the rest of the latter's contents.

**Pages:** 52; Paperback

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**Gears & Grease (B/W)**

Lots of expanded content on building supercharged vehicles for MnM3e. Includes plenty of new vehicle features, add-on power builds, weapons, stock template vehicle packages, and game stats for the two owners of Gears & Grease garage to the super-heroes.

**Pages:** 30 Paperback

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**Pages:** 30; Paperback

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**Metahuman Martial Arts 3e (B/W)**

A martial arts sourcebook for the M&M 3e role-playing game. Outlined within are dozens of combat maneuvers, 160+ fighting styles, nearly 150 advantages, new and expanded skills and combat rules, along with over 20 character and villain archetypes.

**Pages:** 366; Paperback

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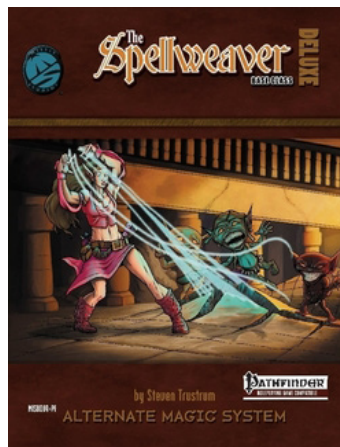


**You're Gonna Die Screaming (Color)**

An optimization guide for commoners, offering suggestions on how to get the most out of the races classes, and other character options that can be used by commoner characters.

**Pages:** 20; Paperback

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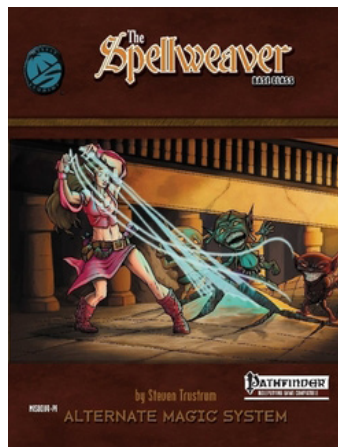


**The Spellweaver (Color)**

The Spellweaver presents an alternate, skill-based magic system that transforms arcane magic into something more than just level climbing. Also includes new classes, creatures, feats, magic, and much more.

**Pages:** 90; Paperback

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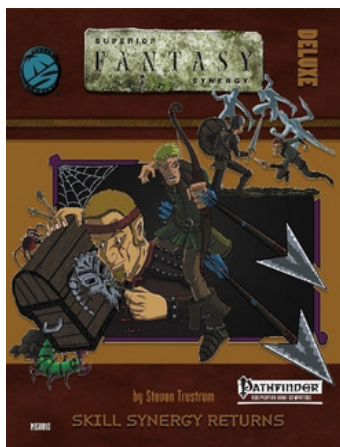


**Bite Me! The Gaming Guide to Lycanthrope (Special Edition)**

A variety of shapechanger content for Gamemastering lycanthropes or using them as player characters. Contains a wealth of game mechanics to bring these creatures into your game with style.

**Pages:** 124; Color Hardcover

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**Superior Synergy: Fantasy (Color)**

This work is the return of synergy to your Pathfinder game. It begins with familiar skill synergy, but also includes feat, craft, class, and even magic synergy, outlining how these different areas work together to create new effects.

**Pages:** 72; Paperback

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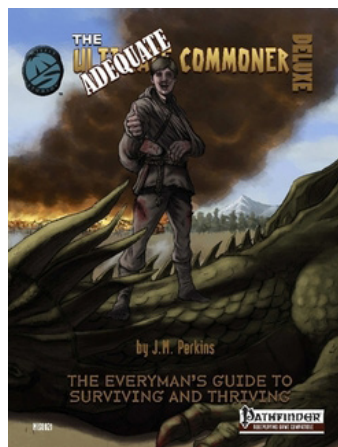


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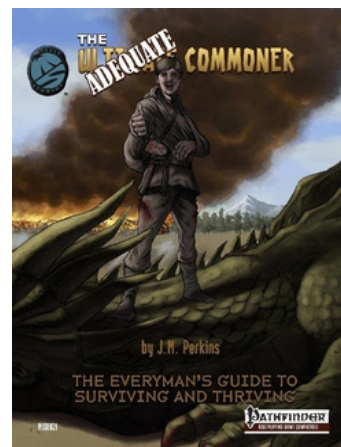


**Adequate Commoner (Color)**

This work enables you to play commoners as a player character class. New feats, traits, equipment, weapons, improvised traps, and more fill this work. It is topped off with an adventure to get you started.

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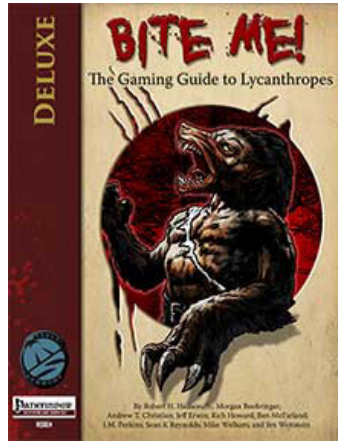
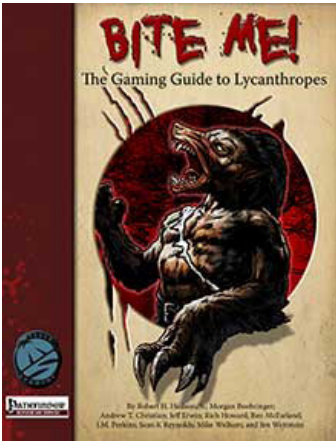


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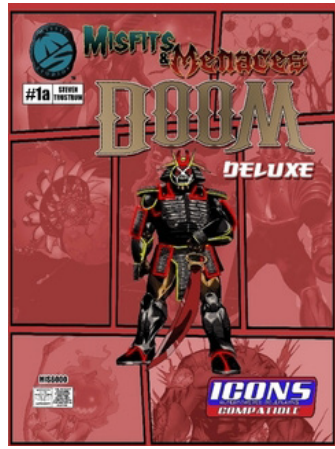


**DOOM for ICONS (B/W)**

Evil sorcerers who worship a dark evil, they use metahumans and demons -- including the dreaded Riders of the Apocalypse -- to fulfill their foul goals. Includes new player character templates, new monsters, and demon foes to fight against.

**Pages:** 62; Paperback

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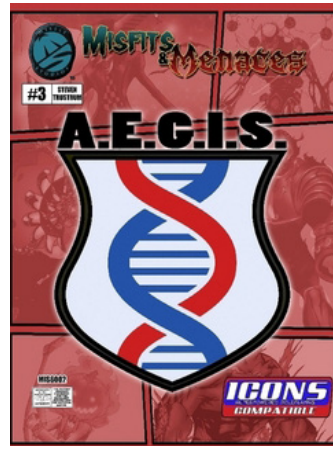


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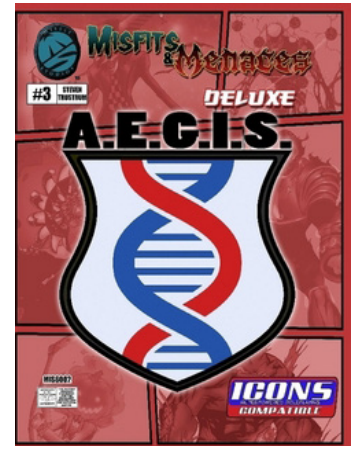


**A.E.G.I.S. for ICONS (B/W)**

A.E.G.I.S. is an corrupt corporation that twists DNA to their own ends. This means conducting any number of illegal experiments for whoever is willing to pay their prices. Includes several experimental templates, details on the company, and stats for their enforcer, as well as their CEO.

**Pages:** 16; Paperback

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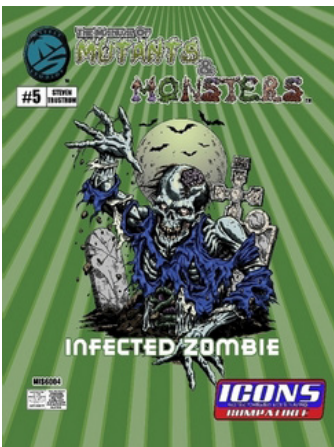


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**Infected Zombie (B/W)**

Several infected zombie templates for making zombies with, including one for intelligent super-being zombies. Also includes zombie samples and a number of adventure ideas.

**Pages:** 18; Paperback

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## MUTANTS & MASTERMINDS 2ND EDITION (SUPERLINK)

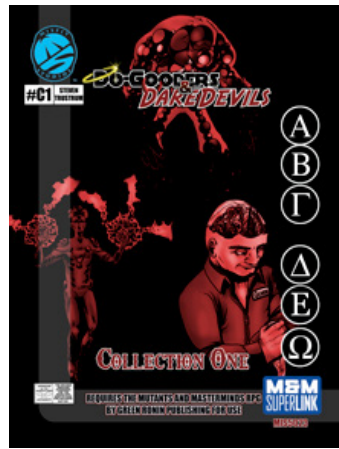


### Do-Gooders & Daredevils Collection (B/W)

The collection of Do-Gooders & Daredevils releases, this book gathers over 30 villains and a variety of (mostly) benevolent organizations.

**Pages:** 124; Paperback

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### Do-Gooders & Daredevils Collection (Color)

The collection of Do-Gooders & Daredevils releases, this book gathers over 30 villains and a variety of (mostly) benevolent organizations.

**Pages:** 124; Paperback

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### Misfits & Menaces Collection (B/W)

The collection of Misfits & Menaces releases, this book gathers over 40 villains, minions, and corrupt organizations for Gamemasters.

**Pages:** 109; Paperback

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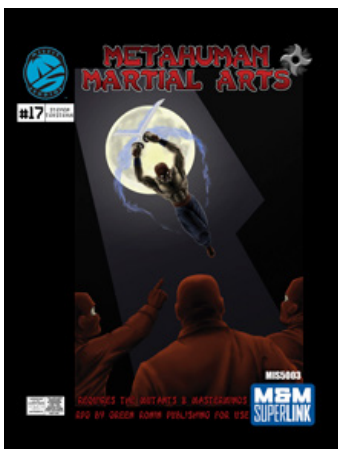


### Misfits & Menaces Collection (Color)

The collection of Misfits & Menaces releases, this book gathers over 40 villains, minions, and corrupt organizations for Gamemasters.

**Pages:** 109; Paperback

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### Metahuman Martial Arts (B/W)

A martial arts sourcebook for the M&M Superlink role-playing game. Outlined within are over 80 combat maneuvers, 150+ fighting styles, nearly 150 feats, new and expanded skills and combat rules, along with over 20 character and villain archetypes.

**Pages:** 330; Paperback

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A martial arts sourcebook for the M&M Superlink role-playing game. Outlined within are over 80 combat maneuvers, 150+ fighting styles, nearly 150 feats, new and expanded skills and combat rules, along with over 20 character and villain archetypes.

**Pages:** 330; Paperback

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### Better Mousetrap (B/W)

Although designed with creating more interesting villains in mind, Better Mousetrap also contains plenty of new material for building heroes and villains alike. Contains plenty of new game mechanics, as well as systems for creating organizations and a new HQ design process.

**Pages:** 158; Paperback

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**Pages:** 158; Paperback

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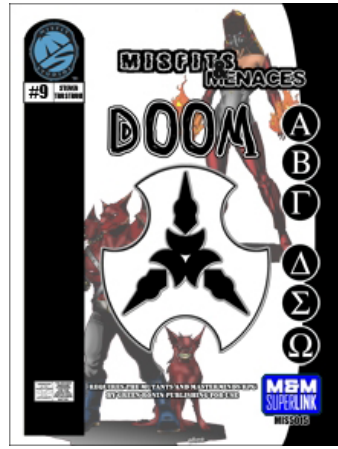


**DOOM (B/W)**

DOOM looks to the insane-inspiring Lost Ones for favor by working black magics and even blacker goals. Includes flunkies, demons, the Riders of the Apocalypse, DOOM's elite me-tahuman strike force, new rules, sample spell builds ideas, and new creatures.

**Pages:** 78; Paperback

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**Pages:** 78; Paperback

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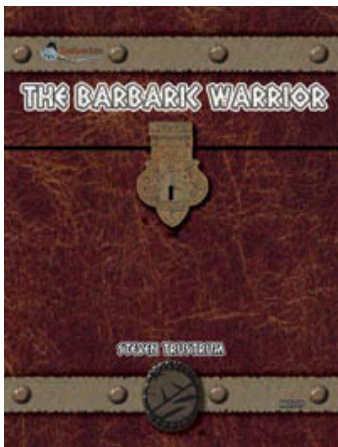


**Superior Synergy Superheroic**

Skill synergy returns, placing benchmarks at 5, 10, 15, 20, and 25 skill ranks. Not all benefits are merely increases in a simple synergy bonus, either. Also introduces power synergy, illustrating how some powers work together.

**Pages:** 46; Paperback

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**The Barbaric Warrior**

New content for warriors, including new gear, feats, combat maneuvers, prestige classes, codes of honor, NPCs, black lotus addiction rules, and rules for running pit fights.

**Pages:** 50; Paperback

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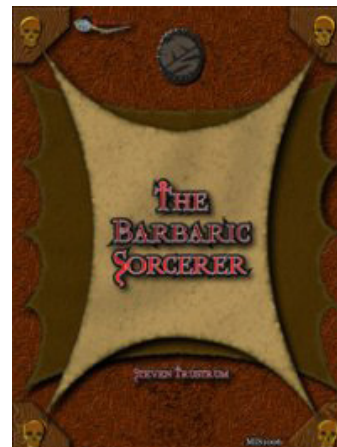


**Barbaric Treasures**

Making treasure interesting, includes new feats, backstory for treasure, new gear, trade goods, Atlantean weapons, new treasures (gems, furs, etc.), barding armor, a new combat maneuver, and new and unique treasures.

**Pages:** 51; Paperback

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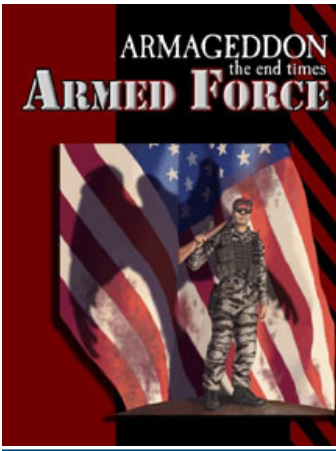
**The Barbaric Sorcerer**

New feats, introducing sorcerous maneuvers, new prestige classes, a new sorcery style: blood witchery, new spells and sorcerous items, new sorcerous societies, and rules on places of mystic power.

**Pages:** 55; Paperback

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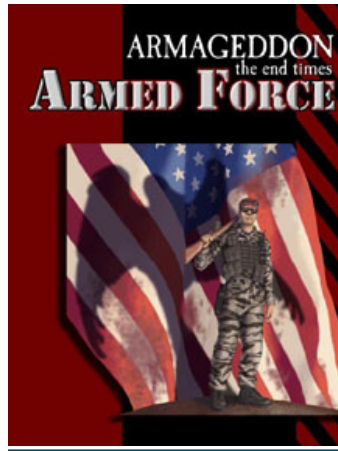


**Armed Force (B/W)**

A book that brings the military into your Armageddon game with new military and paramilitary associations, character types and concepts, new Qualities and Drawbacks, rules for Taint, new and expanded skills, over 100 pages of new equipment, new combat and environment rules, and more.

**Pages:** 382; Hardcover

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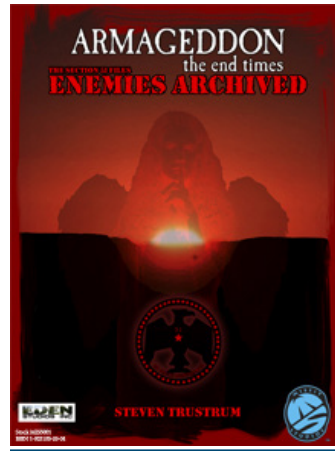


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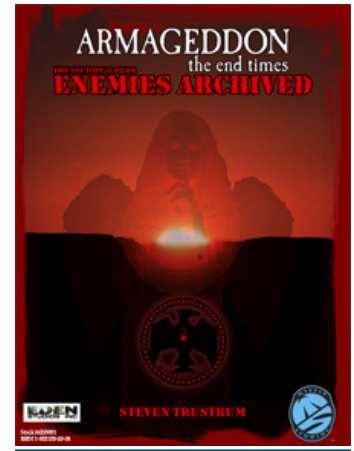


**Enemies Archived (Color)**

Includes 14 new creatures, such as 3 new kinds of Arisen, the Kraken, battlefield haunt, and more. Also included is a new major player in the European theatre and three unusual weapons, including a perversion of ancient magic and an example of cutting edge technology used to evil ends.

**Pages:** 46; Paperback

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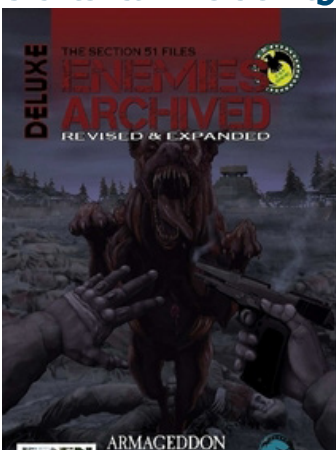


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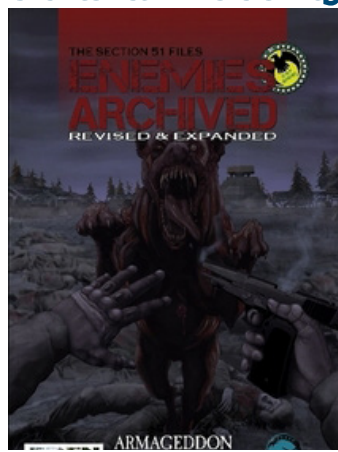


**Enemies Archived Revised & Expanded (Color)**

Includes 18 new creatures, such as 3 new kinds of Arisen, the Kraken, battlefield haunt, and more. Also included is a new major player in the European theatre and three unusual weapons, including a perversion of ancient magic and an example of cutting edge technology.

**Pages:** 92; Paperback

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**Odyssey Prime (B/W)**

In Odyssey Prime (for d20 Modern and Unisystem), you are assigned to a team of operatives that must secretly travel to different worlds in a quest to find a way to save humanity from an impending doom.

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**Odyssey Prime: Southern Discomfort (B/W)**

An introductory adventure that draws in the characters when some teenagers claim to spot a Loch Ness-like monster in South Carolina.

**Pages:** 24; Paperback

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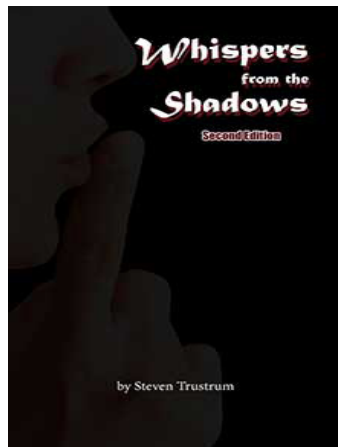


**HartsHorn**

Kellean T'Errigal, a man born upon Earth but not of it, has returned to the place of his birth to address a grievous wrong against an ancient enemy, an enemy that will assail the land he is one day destined to rule if he cannot secure the justice he seeks.

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**Whispers from the Shadows**

A collection of poetry that spans more than a decade, and covers a variety of topics and subjects. The author uses his poems to discuss topics ranging from love to morality to religion to, ultimately, death.

**Pages:** 72; Paperback

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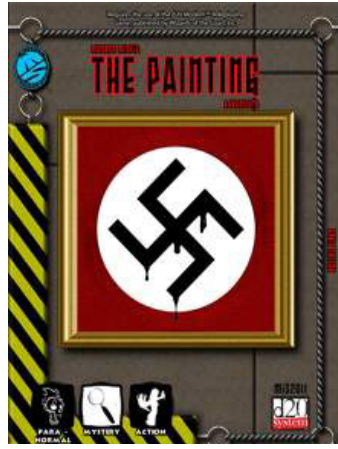


**Storming Heaven's Shores (B/W)**

The Vatican has been invaded and taken over by terrorists with an unknown agenda. Designed for mid-to high-level characters, retaking the Holy See is no simple task -- the villains are all highly motivated to see things through all the way to the bitter, bloody end.

**Pages:** 24; Paperback

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**The Painting (B/W)**

The characters must pursue a lost (stolen?) painting. The path before them will lead them into entanglements with child slavers, Nazi blood cults and worse. This adventure ends with several ideas on how a Gamemaster may pursue the basic premise into the future.

**Pages:** 22; Paperback

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**SpirosBlaak Arsenal (B/W)**

Additional black powder weapon rules, over 20 new feats involving black powder-level technology, 50+ black powder firearms and lots of cannons, medieval mortars, rockets, organ guns, etc.. Black powder-related magical items and new magical item weapon qualities, and more!

**Pages:** 101; Paperback

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**Creatures of the Archduchy (B/W)**

New races, monsters, and NPCs for SpirosBlaak (or other OGL 3.5 settings.) Includes monster stats for the major character races, along with plenty of other monsters and templates for dungeon and wilderness encounters.

**Pages:** 36; Paperback

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**The Spellweaver 3.5 (B/W)**

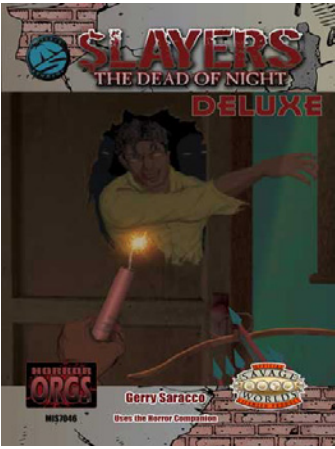
An alternate magic system that relies on the caster's skill. This includes the spellweaver class, several prestige classes, new feats, new magic items, tables for converting third party spells to Spellweaving DCs, and more!

**Pages:** 54; Paperback

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10

## SAVAGE WORLDS



### \$layers (Color)

\$layers: The Dead of Night presents a mini-setting wherein paid warriors hunt down blood-sucking undead for cash. Info on vampires, Hunters, new gear, and other game mechanics and goodies.

**Pages:** 64; Paperback

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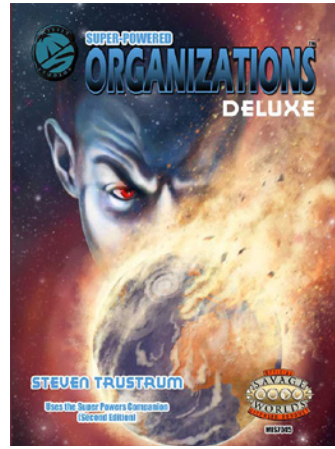


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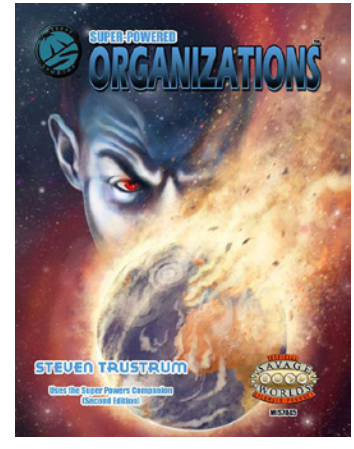


### Super-Powered: Organizations (Color)

Create organizations in a format similar to that of characters while remaining abstract enough to easily adjust for your particular style of gameplay. Also works for organizations in non-superhero games.

**Pages:** 24; Paperback

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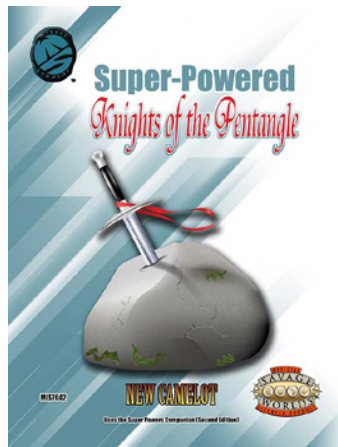


### Knights of the Pentangle (Color)

King Arthur has returned to a land of super-heroes and -villains. He is accompanied by some of his knights resurrected, but also faces old foes returned from beyond death.

**Pages:** 44; Paperback

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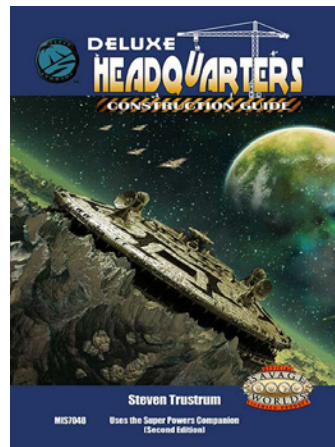


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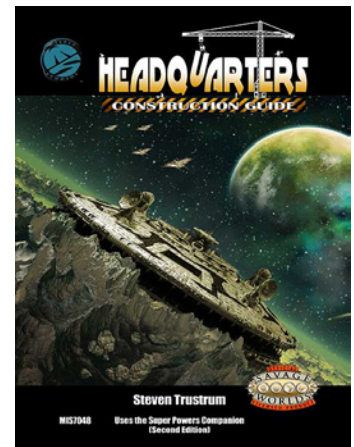


### Headquarters Construction Guide (Color)

This book adds 60+ elements to your Savage Worlds super-hero headquarters possibilities. It also introduces HQ Hindrances to represent what can go wrong in your base.

**Pages:** 40; Paperback

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### Headquarters Construction Guide (B/W)

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