



MISFITS IN ACTION

[HTTP://WWW.MISFIT-STUDIOS.COM](http://www.misfit-studios.com)

NEWSLETTER



As with every month, we are cover what's new with **Misfit Studios**, October's new products, and details on our December 2014 discount promotion. Read on for details!

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WHAT'S GOING ON WITH MISFIT STUDIOS

November saw the first month since **Misfit Studio** opened its virtual doors in 2003 that I was able to work on the company full time (okay, minus time to take care of the baby.) As such, it should be no surprise that this allowed me to make November the company's most profitable month ever.

Seriously, we did really well thanks to a number of great products that seem to have appealed to the market. In just two weeks, **Better Mousetrap 3e** became one of **Misfit Studios'** best sellers in our history. It took off, and jumped right up to the number 1 selling position on **RPGNow**.

Thanks to everyone who bought something and helped make our November a great success! Don't forget to check out this newsletter's promotion, located at the back.



MISFIT STUDIOS' NEW RELEASES -- GAME PRODUCTS

Here is what **Misfit Studios** released in November of 2014. We had a pair of highly-anticipated projects hit the shelves in our [Better Mousetrap 3e](#) and [Rogue Mage RPG Game Master's Guide](#) products, so be sure to check them out.

THE MANUAL OF MUTANTS & MONSTERS: OCLORD

Stock #: MIS5052

This release of **The Manual of Mutants & Monsters** provides game stats on the **Oculord**, a race of spherical megalomaniacs covered in tentacle-like eyestalks, each of which provides a different power. These monstrosities seek to dominate or kill everything that is not their own species, making them powerful, dangerous foes.

Includes the Oculord game stats, as well as that of their eyestalks in such a manner that allows this creature to attack more often than normal.

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Requires the Mutants & Mastermind's Hero's Handbook by Green Ronin Publishing for Use.

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SUPER-POWERED: A.E.G.I.S.

Stock #: MIS7026

Super-Powered A.E.G.I.S. details an international corporation that puts on the public face of a benefactor to all humanity, but in truth it works on shadowy government projects and for any criminal organization that can pay its fees. A.E.G.I.S. (Advanced Engineering Genetic Integration & Structuring) manipulates the very building blocks of life to reach its objectives, no matter what harm may result.

A.E.G.I.S. is an ideal source of villains in any super-hero game, and stopping or revealing its global machinations can serve as the basis of an entire campaign.

Within this PDF you will find:

- 2 New Hindrances and 1 New Power Modifier
- Information on A.E.G.I.S. and game statistics for insidious, mad scientist CEO.
- An extensive list of current projects the company is undertaking -- both public and secret. This section provides a wealth of ideas to mine for your games.
- 5 Experiment Templates to add to characters who have been subjected to A.E.G.I.S. projects.
- Catspaw, one of A.E.G.I.S. experiments involving the manipulation of animal DNA -- and now the corporation's secret assassin.



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This product is compatible with material found in the Super Powers Companion (Second Edition)

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CREATURE FEATURE: DOOM WORM

Stock #: MIS7020

Each **Creature Feature** release details a single creature. Some will be general enough for most any setting or genre, while others are clearly intended for something specific, such as a fantasy genre game.

Creature Feature Doom Worm presents a monstrous creature that burrows through the earth in search of food. These immense, subterranean hunters can even burrow through stone walls, allowing it to hunt its prey by vibration just about anywhere it may hide.

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CREATURE FEATURE
Doom Worm

SAVAGE WORLDS

Immense blind creatures that constantly burrow through the earth in search of food, for it is searching an existence in a dark, dimly lit world. These worms have the ability to burrow through the ground like slugs, they easily dig through it then feed on food, using up to several inches of soil per year.

These grotesque creatures are an enormous threat. They have been the focus of many legends, stories, and religious ceremonies. Their touch brings a certain terror to all who witness their existence, and their burrow is a deadly trap.

Statistics: Agility 20, Strength 20, Spirit 20, Toughness 20, Wits 20, Vigor 20

Skills: Climbing 20, Fighting 20, Stealth 20 (20)

Power: 20, Parry 20, Toughness 20

Features: Super Senses

Special Abilities:

- **Blind Sight:**
- **Burrow:** 10ft per round, can burrow through stone walls and other hard materials. This burrow is half the cost of normal burrow, and can be used to burrow through stone walls, etc.
- **Strength:** 20, larger or smaller creatures successfully killed by a doom worm must make an agility test or become paralyzed. The game ends for the victim when the worm's girth is around its neck. The worm will continue to move and breathe, it does not breathe but it will always attack. The worm can move through the confined space (up to 2 feet) by lighting where the creature is found (eyes and the like cannot be used because there is not enough space to see).

Author: James R. Newell, James R. Newell, James R. Newell

Artwork: James R. Newell, James R. Newell, James R. Newell

Illustration: James R. Newell, James R. Newell, James R. Newell

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ISBN: 978-1-60125-111-1

CREATURE FEATURE: SLIME DRAGON

Stock #: MI7028

Each **Creature Feature** release details a single creature. Some will be general enough for most any setting or genre, while others are clearly intended for something specific, such as a fantasy genre game.

Creature Feature Slime Dragon presents acid-covered predator that stalks sewers and other places of refuse. Their touch can dissolve weapons, equipment, and armor; and they can spew forth corrosive slime.

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CREATURE FEATURE
Slime Dragon

SAVAGE WORLDS

Often found in areas where there is a lot of refuse and other things, these dragons are the product of a really interesting, slimy dragon. They are as fast as the other dragons but they are much more powerful. In fact, other dragons are often compared to them when they are in a fight. They are much more powerful than the other dragons, and they can spit out a big fire. This is why they are so powerful.

Slime dragons are single-headed dragons that can fly. They are much more powerful than the other dragons, and they can spit out a big fire. This is why they are so powerful.

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BETTER MOUSETRAP 3E

Stock #: MIS5004-3e

Better Mousetrap is finally back for Mutants & Masterminds 3e!

Better Mousetrap was the most extensive, largest third-party rules supplement for the second edition Mutants & Masterminds rules, and the re-release can make the same boast for third edition. You simply won't find a Super-Powered by M&M supplement to match it.

Written by Steven Trustrum, contributor to the DC Adventures product line, and illustrated by industry veteran, Eric Lofgren, this massive sourcebook covers everything from how to create interesting, challenging super-villains to new game mechanics (advantages, extras, flaws, new game mechanics, and more), to entirely new rules that will help you take your game to a new level of excitement.

Within Better Mousetrap 3e for Mutants & Masterminds you will find:



- The **Metahuman Threat Scale**, a tool for classifying how dangerous the opponents in your game are.
- More than **50 Expertise Skills** explained, including a **Skill DC Benchmark Table** for each. Also, skills for **brainwashing** and **hypnosis** in detail.
- More than **50 New or Expanded Advantages**, including updating the **Minion** and **Organization Advantage** categories.
- A **New Power Effect**, **13 New Power Builds** (including the return of **Rage** and **Master Plan** as powers), **19 New Extras**, and more than **40 New Flaws**.
- The **Amounts Table**, which adds a column to the Measurements Table for keeping track of how much of something is represented in the game mechanics, updated **Radiation Exposure** rules, and **19 New Complications**.
- Detailed and updated **Hot Pursuit & Vehicle Combat** rules.
- Pushing your heroes beyond Extra Effort with **Exceptional Extra Effort**.
- **6 New Villain Archetypes**, including the **Beast Lord**, **Immortal Despot**, and **Trap Master**.

- **11 Rank & File Stock Minions**, including the **Trooper**, **Pilot / Driver**, and **Brute**.
- **New Drugs & Poisons**, and dozens of **New Weapons, Ammunition Types, Constructs, WMDs & Super-Weapons**, and **Deathtraps** that make use of the new rules.
- **15 New or Expanded Vehicle Features**.
- Detailed guidelines on building and interacting with **Security & Defense Systems**.
- **Rules for Making Organizations** and representing them in game mechanics that matter.
- **Rules for Crowd Entities**: taking the masses and simplifying them as a single “character” to help keep combat fast.
- **A New Headquarters Design System**. More details, more features, more possibilities! And introducing **Headquarters Complications**. (The Appendix also collects the original HQ features and presents them with the new features using the previous format if you prefer the default system for building headquarters.)
- New villainous organizations with which to oppose your heroes in the form of **CORE** (along with stats on their rank & file minions, and the Elite, their team of super-villains) and **Masters, Inc.** Both organizations are built using the new organization design rules.
- 5 New Solo Villains: **The Craftsman**, **The Gamemaster**, **Gunpunk**, **Scarlet Jester**, and **The Termite**.

So, pick up your copy of **Better Mousetrap 3e** and be prepared to fill in many of the missing pieces that have been absent from your **Mutants & Masterminds** game!

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EXPANDED PROFESSIONS: THE WOODSMAN

Stock #: MIS7029

This product is designed to expand upon the premise of a single Professional Edge representing an entire profession's career path by creating a tree of Edges from that base profession, allowing for a more direct concept and development focus as the character progresses while still allowing for adaptability and wide variation by accommodating unrelated Edges. These so-called "profession trees" represent a shared vision and likely direction of advancement in both career and purpose that may be enjoyed by the sort of hero who would pursue the indicated occupation beyond the rudiments of the initial Professional Edge.

In this offering, you'll find the woodsman profession tree. Woodsmen are masters of the wilds. They are far more at home far from civilization, amongst untamed environments than they are around the teeming masses and trappings of culture and refinement. As such, they are capable of developing skills and talents that reflect their chosen lifestyle.

This product's content may appear—as is or in some variation thereof—within Misfit Studios™ upcoming Savage Worlds product, SpirosBlaak.

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Both a color and print-friendly version of the product are included.

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MONSTER BRIEF: INFECTED ZOMBIE

Stock #: MIS7030

Is your **Savage Worlds** game missing the zombie hordes you've always dreamed of?

This release of **Monster Brief** provides game stats on the **Infected Zombie**, a creature returned from the dead to eat brains and spread its infection to the living.

Includes the infected zombie template so you can transform any creature into an infected member of the undead, along with example infected zombie civilian, rat swarm, and wolf/ dog stat blocks. There is also a special infected lasher zombie template (zombies that whip and entangle their prey using their own intestines), infected blob zombie template (zombies that spew bile and rotting flesh to attract other zombies), and infected stalker zombie template (zombies that leap large distances to pounce upon their prey), each with a zombie civilian example.

There is also the intelligent infected zombie template for portraying characters who are overcome by the zombie infection but retain their intelligence, along with an infected intelligent super-hero zombie example.

Rounding out this product are eight plot ideas for using infected zombies in your game, and suggestions on how the zombie infection may function in your game.

Both a color and print-friendly version of the product are included.

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EARL GEIER PRESENTS: HEADLESS WARRIOR

Stock #: MIS9085

This stock art piece from **Earl Geier** depicts a headless warrior on the hunt for the person who chopped it off -- and he does not seem very happy.

The image is 7.75x4.5" in dimension.

This purchase includes one full page JPG and a TIFF version of both the black and white and color version, all at 300 dpi, as well as a vector version.

All art files are bundled in a ZIP file.

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ROGUE MAGE RPG GAME MASTER'S GUIDE

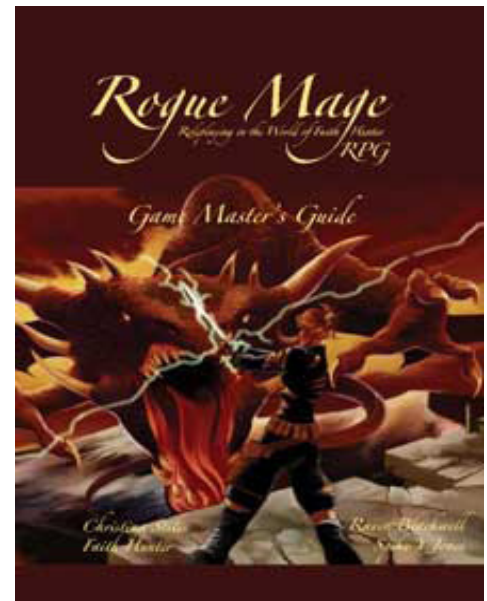
Stock #: MISRM10

The **Rogue Mage Roleplaying Game Player's Handbook** gave players all they needed to create characters to fight the fallen seraphs and their devil-spawn, adventuring in the world of Faith Hunter's apocalyptic fantasy trilogy: Bloodring, Seraphs, and Host.

Now the **Rogue Mage RPG Game Master's Guide** gives the GM all the dragons, devil-spawn, conjure-casting Dark mages, gun-toting bandits, and branding-iron-wielding religious fanatics he needs to create challenging adventures for the heroes.

The Rogue Mage RPG Game Master's Guide features:

- complete writeups of Azazel the Aqua Dragon and Forcas from the Rogue Mage novels, as well as other, new dragons and Dark powers to challenge heroes and seraphs alike.
- every monster from the novels: dragonets, devil-spawn, succubi, nightwalkers, daywalkers — plus new menaces to surprise even the best-read of players.
- writeups for major and minor seraphs, ravens, flames, cherubs, Cheriour the Angel of Punishment, Raziel the Revealer of Rock, Zadkiel the Chieftain of Michael, — allies for the heroes, or adversaries in certain circumstances.
- rules for seraph steel, demon iron, seraphic visas, and the use of seraph feathers, bones, and other artifacts in combat and conjuring.
- complete stats and histories for Thorn and Rose St. Croix, Audric Cooper, Ciana and Rupert Stanhope, Thaddeus Bartholomew, Cheran Jones, Lolo, the watcher Barak and other characters from the Rogue Mage novels.
- every type of "normal" person you could expect to find: deadminers, Orthodox kirkmen, soldiers, Administration of the ArchSeraph enforcers, Enclave mages, Realm of Light kylen, bandits, Earth Invasion Heresy spies.
- A guide to the wildlife of post-Apocalyptic North America, from mutant alligators to bison-hunting dire wolves.
- Extensive advice to the Game Master on creating a campaign, designing and running adventures, rewarding the heroes, dealing with problems, and taking the players characters to the next power level.
- A complete introductory adventure, with a set of fully-detailed characters ready for the players to use straight out of the book.



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- And each chapter features a Rogue Mage vignette by Faith Hunter, plus the Rogue Mage RPG Game Master's Guide ends with a complete new Thorn St. Croix short story.

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ERIC LOFGREN PRESENTS: ORC SHAMAN

Stock #: MIS9086

This stock art image by Eric Lofgren depicts an orc shaman preparing to unleash some form of tribal magic using his staff.

The image is 8"x.5.6" in dimension.

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DO-GOODERS & DAREDEVILS: INTERNATIONAL CRIMEPREV TECHNOLOGIES FOR ICONS

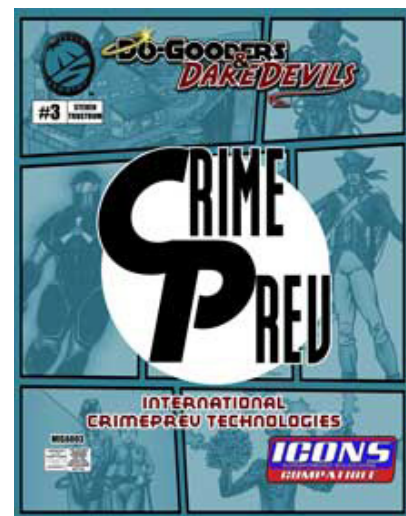
Stock #: MIS6003

This release for the **Do-Gooders & Daredevils** for **ICONS** series presents **International CrimePrev Technologies**, a private company that produces devices intended to be used by law enforcement agencies and armed forces the world over for countering and subduing metahumans.

Within this brief PDF you will find examples of CrimePrev's wide product line of **restraint equipment**, ranging from super-tough handcuffs to sedating devices to prevent detainees from accessing super-powers or cybernetic devices. Also included are some **sample weapons** intended to contain or drop metahumans. Rounding out this product are two briefs on CrimePrev subsidiaries, including one that is hoping to operate private metahuman prisons on behalf of the Department of Corrections, and another that sells insurance against metahuman-caused destruction.

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PROMOTIONS

There are still plenty of open promotions from previous months (at the time of this newsletter's release), so check them out. This month, though, we're offering 50% off of the [Rogue Mage RPG Player's Handbook](#). You can [Buy It Now for \\$5](#) by clicking the previous link in this newsletter.

ALTERNATE NEWSLETTER ACCESS

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Keep current with what's going on by visiting the [Misfit Studios](#) homepage.

