



# 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**, month's new products, and details on our April 2016 discount promotion. Read on for details!

You may have received this newsletter because you have set your OneBookShelf account settings to allow emails from publishers. If you do not wish to do so, you must change this setting in your account.

### WHAT'S GOING ON WITH MISFIT STUDIOS

April *finally* saw the release of [Metahuman Martial Arts 3e](#) to great success! Aside from standing on its own, **Misfit Studios** has also opened up compatibility licensing to third-party publishers so they can declare their own **Super-Powered by M&M** products to be using content from this massive martial arts sourcebook.

Additionally, **Eden Studios** has seen and given a preliminary thumbs up to **Enemies Archived Revised and Expanded**. Layout is done and colouring the artwork is well under way. Unless something delays the process (such as a hang-up during final approvals), I fully expect this to be out by the end of May. Once that is done, we've got some additional **Super-Powered by M&M** to get working on, as well as giving **Armed Force** another edit and content update/expansion..

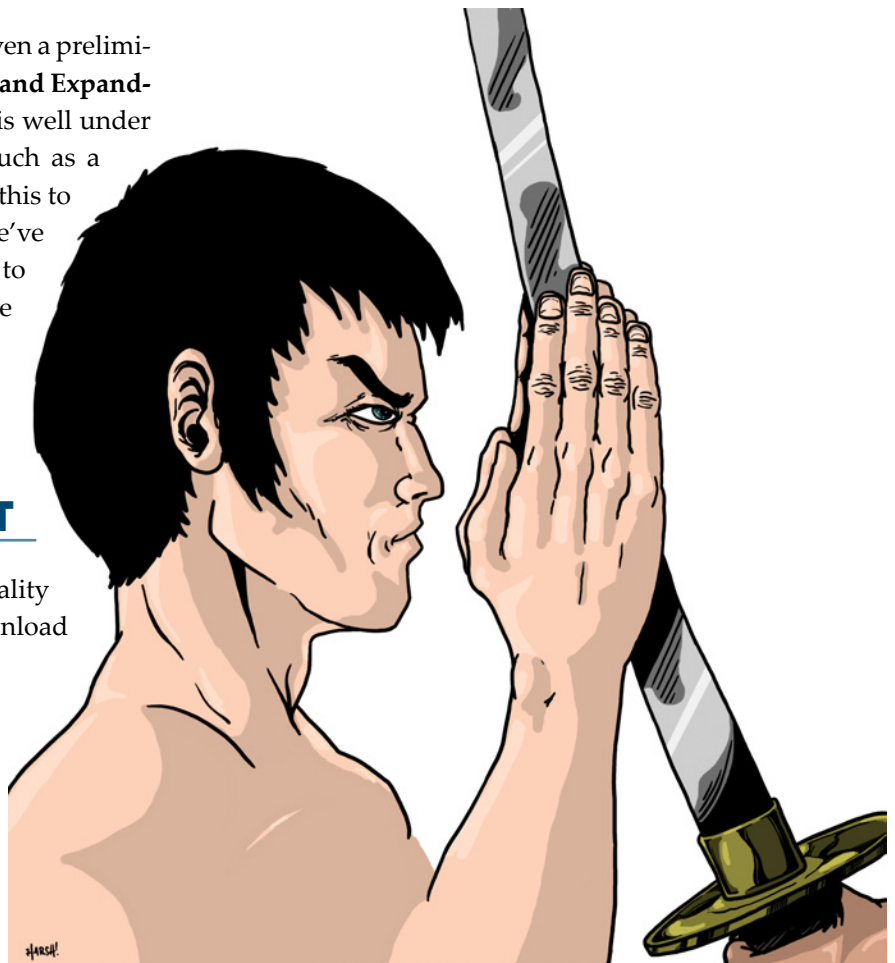
May is going to be a very busy month for **Misfit Studios**.

### MISFIT STUDIOS IN PRINT

**Misfit Studios** offers a variety of top quality print products through [Lulu](#). You can also download our most recent [catalog of print products here](#).

### MISFIT STUDIOS' NEW RELEASES -- GAME PRODUCTS

Here is what **Misfit Studios** released in April of 2016.



Stock #: MIS3003-3e

Looking to add some fist-flying, kick-wheeling mayhem to your game? Bring martial arts out from the obscurity of using existing rules to “fake” a fighting style by transforming the combat arts into a more direct and specific aspect of the game, allowing martial arts to stand on its own two feet.

Written by Steven Trustrum, contributor to the DC Adventures product line, this hefty martial arts sourcebook (350+ pages) covers everything from how to introduce expanded and detailed martial arts into your game to making your own fighting styles from scratch. Inside you will find a broad range of new game mechanics (advantages, extras, flaws, new game mechanics, and more), and entirely new rules that will make your combat sessions more exciting (and dangerous) while underscoring the belief that martial arts should not fade into the background as mere window dressing.

Within Metahuman Martial Arts 3e for Mutants & Masterminds you will find:

- 17 Character Archetypes suited to martial arts-oriented games, including the Chosen One, Heroic Luchador, Wheelman, and Zen Gunslinger.
  - 5 New Villain Archetypes, including the Dishonored Samurai, Grandmaster of the Forbidden, and Warlock of Fist and Foot.
  - More than 160 different forms of Fighting Styles / Martial Arts! This includes those taken from real life, plus cinematic, fantasy, preternatural / supernatural, and metahuman styles. This includes a number of Fighting Stances, and Fighting Style Extras and Fighting Style Flaws to breathe life into each martial art.
  - Dozens of Basic Combat Maneuvers ranging from a simple unarmed attack to a headbutt or jump kick.
  - An arsenal of Advanced Combat Maneuvers, including Bank Shot, Catch Missiles, and Hail of Bullets. You also get expansive details and guidelines to help create your own combat maneuvers.
  - New and Expanded Skills, including which skills are required or best suited for use with martial arts.
  - More than 150 New or Expanded Advantages, including updating the new Martial Arts Advantage category. Many make use of the new rules found elsewhere in this book.
  - 2 New Power Effect (Communal and Extra Attacks), 25+ Power Builds, 13 New Extras, and 20 New Flaws.
  - New rules include an Expanded Vehicles Size table, New Complications, Personal Challenges, Hit Location tables and results for people and vehicles, Disabling Critical Hits, New Actions, and more!
  - A wealth of new, revised, and expanded Weapon Qualities to flesh out the many provided Melee and Ranged Weapons, including Trick Arrows and Improvised Weapons. This book’s armory also includes new details for Headquarters.
  - Details regarding the legendary Shambhala, as well as the villainous Wu Shen Zhua secret society and Shiryoku Ninja Clan. We’ve also tossed in a number of solo hero and villain write-ups to get you started.
  - 7 Rank & File Stock Minions, including the Driver, Gunfighter, Hashishin Assassin, Luchador Rudo, Ninja, Street-fighter, and Yakuza. Each is provided with a “low-level” and “high-level” version to challenge characters of all PLs.
- ... and just about everything you would expect to fill the spaces in-between.

So, pick up your copy of Metahuman Martial Arts 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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## EARL GEIER PRESENTS: EVIL IMP

Stock #: MIS9264

This stock art piece from Earl Geier depicts an Evil Imp flashing a toothy, wicked grin. What sort of mischievous is this creature contemplating, or what manner of malicious action has it just completed?

The image is 6 x 8.5" in dimension.

This purchase includes a JPG and a TIFF version at 300 dpi, along with an EPS vector version.

All art files are bundled in a ZIP file.

**Purchase:** [RPGNow \(PDF\)](#)



## ERIC LOFGREN PRESENTS: DRAGON ATTACK IN THE SNOW

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This stock art image by Eric Lofgren depicts a Dragon Attack in the Snow. Three heroic champions rush forward to deal with the creature as an army looks on with mountains sprawling behind. Does the army serve the dragon or is it a trio of their own brave number that have chosen to fight the monster?

This color purchase includes one JPG and a TIFF version, both at 300 dpi. Dimensions are 10 x 13 inches.

All art files are bundled in a ZIP file.

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## MAY 2016, ISSUE 3.05

### STRANGE BREW: WARLOCK

Stock #: MIS0038

Power.

Sorcerers are born into it. Wizards spend their lives in rigorous study for it. Witches gain it through devotion to their patron. But some who seek power are unlucky enough to have been born mortal, with no access to or desire for arcane education; ordinary people who know little of witchcraft's ancient traditions. Unlike witches, who are called by their patrons, warlocks seek out powerful beings to grant them the power they crave or desperately need.

That power can now be in your hands.

**Purchase:** [RPGNow \(PDF\)](#)



## CHRISTINA STILES PRESENTS: SILVERTONGUED BY JACOB BLACKMON

Stock #: MIS9266

This image by Jacob Blackmon is released under the Christina Stiles Presents line of stock art. It depicts a Silvertongued advisor whispering in the ear of his lord and master. Who is this lord and what manner of advice is he receiving? Is it honest, loyal council or is it deceitful?

This purchase includes both a color and black and white version of the image. Both are in PNG format (with transparency) at 300 dpi. Dimensions are 4.25 x 5.5 inches.

All art files are bundled in a ZIP file.

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## JASON MOSDER PRESENTS: ALIEN FOREST MAGIC

Stock #: MIS9267

This stock art image by Jason Moser depicts a woman conducting some Alien Forest Magic of some sort. Has she just arrived, having teleported from another land or world entirely? Is she casting some sort of electrified force field to keep the creatures around her at bay? Presented at 10 x 7.25" dimensions.

This colour purchase includes one JPG and a TIFF version, both at 300 dpi.

All art files are bundled in a ZIP file.

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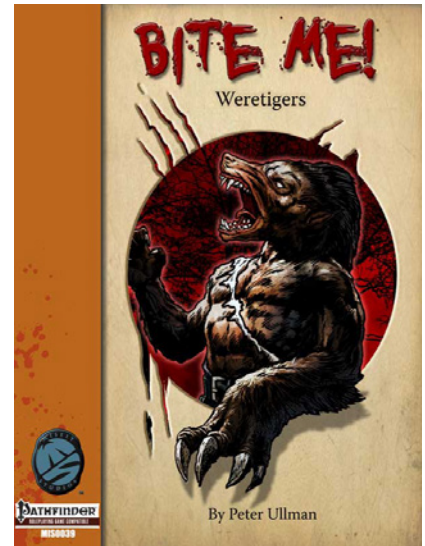
## BITE ME! WERETIGERS

Stock #: MIS0039

Bite Me! Weretigers describes a race of natural shapechangers who can be savage or subtle; can dwell in cities, jungles, or the arctic tundra; can be hungry, heroic, or hedonistic, but are always in some way superior.

- Rules for creating weretiger characters using the Bite Me! lycanthrope system, including new racial traits (from Alabaster Pelt to Rakshasa Magic), archetypes (Weretiger sorcerer, Durjana inquisitor, and Silvertongue bard), and feats (from Hawk & Spit to Sabertoothed)
- New weretiger spells (from ambush of tigers to silverclaw) and magic items (from the figuring of wondrous power (jade tiger) and the ring of weapon storing)
- Details of weretiger life and society
- Two completely statted (in both human and tiger forms) ready-to-use NPCs.

**Purchase:** [RPGNow \(PDF\)](#)



## SCOTT HARSHBARGER PRESENTS: THE MERCHANT

Stock #: MIS9268

This stock art piece by Scott Harshbarger presents a Merchant examining his wares from behind his counter.

This image is presented at 7 x 4.5 inches in size.

This color purchase includes one JPG and one TIFF version, each at 300 dpi.

All art files are bundled in a ZIP file.

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## FATEFUL LOTS: THE LOST WATER CLOCK OF THOTH

Stock #: MIS7040

Every Lots of Horror offering provides an item lot presented as though part of an auction. This is an easy way to introduce the item into your game: someone bought the item and now all hell is breaking loose!

This release includes the The Lost Water Clock of Thoth. Discovered during an archaeological dig far from Egypt, most believe this “ancient” water clock to be a clever fabrication. Since its discovery, this device has not failed to keep impeccable time, but it is said that those who stare too long into its passing waters fall victim to flashes of what may be.

Both a color and print-friendly version of the product are included. Some material is reprinted for customer convenience.

**Purchase:** [RPGNow \(PDF\)](#)

LOTS OF HORROR

### Lost Water Clock of Thoth

ARTIFACT AUCTIONS

The item lot contained herein is presented as though part of an auction. This is an easy way to introduce the item into your game: someone bought the item and now all hell is breaking loose!

The opening bid is an estimated value arrived at by appraisers based on the object's quality, age, and demand in the market. It is not representative of its value as an object with potential of abilities, the existence of which appraisers would not be aware of. This amount will be roughly cancelled that presented at one's game takes place in the 1920s or thereafter.

**The Lost Water Clock of Thoth**

Discovered in 1922 within an undisturbed Philippine jungle tomb by the controversial Greek archaeologist, Dr. Olin Brammer, the water clock is widely believed to be a hoax in light of where it was found versus the imagery of Thoth (see below).

Dating methods remarkably place the artifact's age at between 1800 and 4500 years old so, if it is false it is an even more disturbingly constructed fabrication. Even if the clock is indeed a hoax, its incredible value based on the imperishable probability of the description, let alone the unexpected accuracy of the clock's mechanism.

After Dr. Brammer's untimely death during a second dig in the Philippines nearly a decade later, the clock was passed on to his brother, Valter, an alchemist in her will, with the stipulation that the clock not be taken apart. Valter Brammer re-

Author: Colors & Design: Steven Schickel  
 Artist: Michael Jones  
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## CHRISTINA STILES PRESENTS: TIGER BY JACOB BLACKMON

Stock #: MIS9269

This image by Jacob Blackmon is released under the Christina Stiles Presents line of stock art. It depicts a Tiger in an imposing stance. Is the tiger stalking some prey? Is it really a weretiger in animal form?

This purchase includes both a color and black and white version of the image. Both are in PNG format (with transparency) at 300 dpi. Dimensions are 5 x 6 inches.

All art files are bundled in a ZIP file.

**Purchase:** [RPGNow](#) ([PDF](#))



## PROMOTIONS

Because we've finally released [Metahuman Martial Arts 3e](#), it's only fitting that this month's promotion be a repeat of a reduced cost for [Better Mousetrap 3e](#) considering the two are great companion sourcebooks for each other. You can [Buy it now for \\$14.95](#) by clicking the previous link in this newsletter.

## ALTERNATE NEWS-LETTER ACCESS

Visit the [Freebies](#) section of our website to access previous newsletter PDFs.

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