



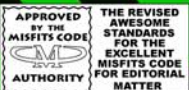
THE MANUAL OF MUTANTS & MONSTERS



PREVIEW

REQUIRES THE MUTANTS & MASTERMINDS
RPG BY GREEN RONIN PUBLISHING

M&M
SUPERLINK



THE MANUAL OF MUTANTS & MONSTERS

Writing and Conversion: Steven Trustrum

Illustrators: Clip Art, Bradley K McDevitt, Joseph J. Calkins (Cerberus Illustration)

Colors, Cover, Graphic Design: Steven Trustrum (except on unaltered clipart pieces)

Playtester: A.J. Gibson

Product Identity

The following items are hereby identified as Product Identity, as defined in the Open Gaming License version 1.0a, Section 1(e), and are not Open Content. All trademarks, registered trademarks, proper names (characters, artifacts, places, etc.), artwork and trade dress, with the exception of clip art used under permission or license. Mutants & Masterminds, M&M Superlink, the M&M Superlink logo, and Green Ronin are trademarks of Green Ronin Publishing and are used with permission.

Declaration of Open Game Content

All text pertaining to game mechanics and statistics are declared Open Game Content, meaning the character and creature statistics blocks, along with portions of the descriptions taken directly from the SRDs. The creature names are also declared Open Game Content, although character names and non-SRD portions of their descriptions are not. The remaining content, along with all items subject to the definition of Product Identity (see previous), are the property of Misfit Studios™ and cannot be used without written permission, with the exception of clip art used under permission or license.

Requires the Mutants & Masterminds RPG, Second Edition, by Green Ronin Publishing for use.

Some artwork is Copyright JUPITERIMAGES 2007. Some artwork is Skortched Ur! Sketchbook Page Copyright Skortched Ur! Studios. Some artwork is Copyright Shaman's Stockart. Some artwork is Copyright Cerberus Illustration. Some artwork is Copyright 2006 Bradley K McDevitt. Some artwork Copyright Octavirate Entertainment, used with permission. Some artwork by Claudio Pozas, copyright Expeditious Retreat Press, used with permission. Image Portfolio Copyright Louis Porter, Jr. Design. Otherwise Copyright 2007, Misfit Studios. All Rights Reserved.

Visit **Misfit Studios** at <http://www.misfit-studios.com>

Warning: Final Product May Vary



INTRODUCTION & AUTHOR'S COMMENTS

What you're now reading is a preview of what may just be the largest third-party **Superlink** project undertaken to date! In its complete format, it will include **Superlink** conversions for creatures found in the Fantasy, Modern, and Psionic SRDs, as well as new creatures, creatures from popular fiction, as well as some of the so-called "missing" SRD creatures in new and reimagined formats.

Hopefully this preview will wet your appetite for the complete release, due out in the end of 2007 or early 2008.

MONSTER TRAITS

Monster Characteristic and Type Templates

To save Gamemasters time and to clean up and shorten the monster statistics blocks a bit, some of the characteristics shared by creatures of similar natures or elements have been compiled into the following trait templates—think of them as stat block shorthand that not only collect shared data for the monsters herein, but also act as a common starting point for monster creations of your own.

Costs from these templates will be listed amongst the creature's PP tallies, although the abilities will not unless unavoidable or something regarding them is must be clarified, such as indicated a power's rank that is stated as variable within the template's description. Alternatively, one or more of a template's elements may be mentioned in the creature's statistic blocks because the trait has been improved beyond the template's ranks.

A monster's templates (if any) are listed beside its name. If the creature has two or more monster template with the same ability drop one and reimburse its PP value. If one of the abilities is the same as another but of higher rank, reimburse the power(s) with the lower ranks.

What is a "Humanoid?"

The term "humanoid" is used periodically throughout this work in reference to a type of subject/target certain powers are limited to working against. This terms is used to classify sentient/self-aware creatures with bodies somewhat if not outright resembling that of humans (two arms, two legs, one head, etc.), and complex social structures and culture. Their nature also usually means they have little in the way of powers, save a few innate examples or have been acquired through mutation, artificial means, or any number of other sources that likewise bestow special abilities upon mankind.

AIR TYPE (2+ PP)

This type usually is used for elementals and extraplanar creatures with a connection to the Elemental Plane of Air.

Trait	Cost
Feats	2
Environmental Adaptation (Air/in flight)	1
Favored Environment (Air/in flight)	1
Powers	Varies
Flight	Varies

ELEMENTAL TYPE (19 PP)

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water (or of a lesser known element.)

Trait	Cost
Feats	2
Environmental Adaptation (element of Type)	1
Favored Environment (element of Type)	1
Powers	17
Immunity 14 (Needs no sleep, Paralysis, poison, sleep effects, stunning, starvation and thirst, suffocation)	14
Super-Senses 3 (Darkvision, low-light vision)	3

UNDEAD TYPE (74 PP)

Undead are once-living creatures animated by spiritual or supernatural forces.

Trait	Cost
Abilities	-10
Constitution 0	-10
Powers	88
Immunity 86 (Ability drain, critical hits, death effects, disease, Fortitude save effects, life draining, mental effects, needs no sleep, non-lethal damage, paralysis, poison, sleep effects, starvation and thirst, stunning, suffocation)	86
Super-Senses 2 (Darkvision)	2
Drawbacks	-4
No Healing (supernatural/preternatural means)	-4

NEW SKILLS

Knowledge (psionic lore) (*Better Mousetrap*)



NEW POWERS

The following new powers are mentioned in this work but are found elsewhere in sources other than the core rules.

Extra Attacks (*Metahuman Martial Arts*)

Power Control (*M&M: UP*)

Silence (*M&M: UP*)

NEW POWER FEATS

The following new power feats are mentioned in this work but are found elsewhere in sources other than the core rules.

Knockback (*Better Mousetrap*)

Potent (*Metahuman Martial Arts*)

NEW EXTRAS

The following new extras are mentioned in this work but are found elsewhere in sources other than the core rules.

Independent (*M&M: UP*)

No Saving Throw (*M&M: UP*)

Self-Destructive (*Better Mousetrap*)

NEW FLAWS

The following new flaws are mentioned in this work but are found elsewhere in sources other than the core rules.

Additional Save (*Better Mousetrap*)

Phasing (*Better Mousetrap*)

NEW DRAWBACKS

The following new drawbacks are mentioned in this work but are found elsewhere in sources other than the core rules.

Diluted (*Metahuman Martial Arts*)

Reduced Area (*Better Mousetrap*)

Reduced Range (*Better Mousetrap*)

Short Range (*Better Mousetrap*)

Subdue (*Metahuman Martial Arts*)

POWER PACKAGES

Because fantasy and modern OGL monster statistics often include abilities (usually spell-like abilities) that can have a number of effects operating under a single event or action, some conversions herein can become incredibly long and complicated in their attempt to represent those abilities. To cut down on this confusion, and to save space, some of these abilities have been gathered here into “power packages” and are then only referenced in the converted creature statistics. Sometimes the basic power package may change, especially if a particular creature requires a more powerful version, in which case any such changes will be listed.

Each trait within a power package lists the PP cost as presented with the cost per rank in parenthesis to make improving the power package easier.

Any power package appearing within a power array or the like requires sufficient PP be set aside within the array to activate all the package’s linked powers otherwise none of these powers may be employed. As such, any array containing a power package must be dynamic otherwise the linked powers can not be simultaneously activated. One must expend PP on every power within a power package as its own dynamic Alternate Power, however, as a power package is merely a conceptual power container. For example, adding the Aid power package to an array would cost 8 PP—4 PP to pay for the four powers within the package to become Alternate Powers and another PP each for those Alternate Powers to be dynamic.

Power Packages and Creature Costs

To further simplify keeping track of how a power package’s PP cost relates to a creature’s overall costs and to make improving their aspects easier, a power package’s overall cost is applied to the creature’s “power” tally. This includes the cost of any power drawbacks rather than separating the former and listing them with the creature’s “drawback” PP tally.

GASEOUS FORM (12 PP TO 8 PP; SEE DESCRIPTION)

Gaseous Form 3 (**Flight 1** [2 PP], **Immunity 3** [Critical hits, poison] [3 PP], **Insubstantial 2** [10 PP]), 15 PP (5 PP/rank)

Power Loss (if submerged or otherwise entering a liquid if in gaseous form; uncommon, minor), –1 PP

Vulnerable (magic, if in gaseous form; uncommon, minor), –1 PP

Vulnerable (wind, if in gaseous form; uncommon, minor), –1 PP

Only apply the following drawback if the creature has the Magic trait and casts spells.

- **Power Loss** (spells requiring gesturing, speaking, or material components; if in gaseous form), –3 PP

Only apply the following drawback if the creature has the Protection trait or is granted a degree of Protection from another trait, such as Density.

- **Power Loss** (protection, none in gaseous form; uncommon, minor), –1 PP



BELKER

Belkers are creatures from the Plane of Air composed primarily of smoke. Although undeniably evil, they are very reclusive and usually have no interest in the affairs of others, although they may congregate in pairs or small clutches of three to four in rare instances. A belker's winged shape makes it look distinctly demonic. It is about 7 feet long and weighs about 8 pounds.

A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent. The target must succeed on Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

In most cases, a belker fights with its nasty claws and painful bite, choosing carefully when to transform into its smoke form due to the limited amount of time it may maintain its smoke form each day.

Belkers are native speakers of Auran.

Belker (*Air, Elemental*; PL 5/Minion Rank 9)

Str 14 (+2), Dex 21 (+5), Con 13 (+1)

Int 6 (-2), Wis 11 (+0), Cha 11 (+0)

Skills: Notice 7 (+7), Stealth 1 (+6)

POWERS

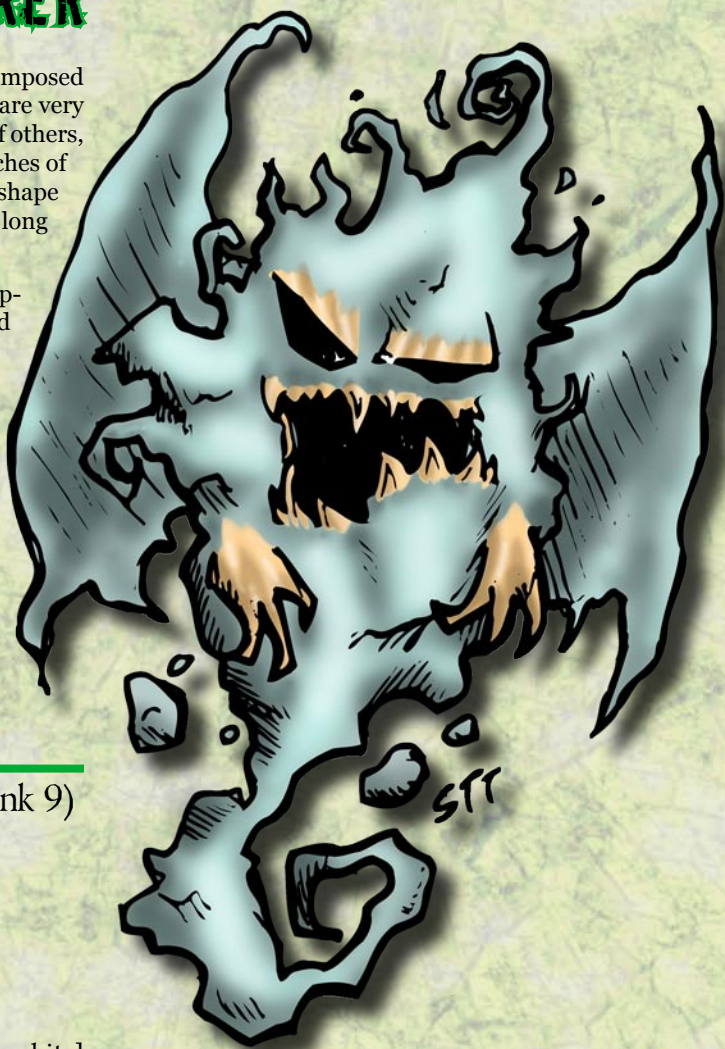
Extra Attacks 4 (*Power Feats: Combo [wings, claws, bite] 2*) ■ **Flight 2** (Retained in smoke form) ■ **Gaseous Form Power Package** (*Smoke form*; 11 PP) ■ **Growth 4** (Large; *Power Feats: Innate; Flaws: Permanent*) ■ **Protection 4** ■ **Strike 4** (*Smoke claws; Extras: Free Action, No Saving Throw [Toughness]; Flaws: Additional Fortitude Save [replace attack roll], Medium or smaller targets only, Only in smoke form, Only if engulfing target*)

Drawbacks: Inaccurate (bite) -2, **Inaccurate** (claws) -2, **Power Loss** (smoke claws, not when target's breathing is protected or non-existent; minor uncommon) -2, **Power Loss** (smoke form; maximum of 2 minutes per day; very common, major) -5

Combat: Attack +8 (+4 bite or claws), Damage +2 (claws, bite or wings), +4 (smoke claws), Defense +12, Initiative +5

Saving Throws: Toughness +5, Fortitude +3, Reflex +10, Will +2

Abilities 4 + Skills 2 (8 ranks) + Feats 2 + Powers 75 + Combat 40 + Saves 9 - Drawbacks 11 = 121



CALLER IN DARKNESS

A caller in darkness is an incorporeal creature composed of the minds of dozens of victims who died together in terror. It seeks to draw others into its fear-wracked, hellish existence. Callers appear as a cloud of rising smoke or dark mist filled with dozens of indiscernible faces screaming in silence. They rarely speak, but when they do, they speak English (or another common human tongue.)

Any living, intelligent creature slain by a caller in darkness's touch attack is mentally absorbed into the monster's consciousness, permanently causing a new screaming face to appear within its cloud. (The physical body of the victim remains intact.) A caller in darkness can also steal the essence of living, intelligent creatures under particular circumstances, likewise absorbing anyone slain in this fashion.

Caller In Darkness

(*Undead*; PL 8/Minion Rank 15)

Str —, Dex 16 (+3), Con —

Int 14 (+2), Wis 14 (+2), Cha 15 (+2)



Skills: Intimidate 10 (+12), Knowledge (psionic lore) 10 (+12), Notice 12 (+14), Search 10 (+12), Sense Motive 10 (+12), Stealth 8 (+11)

Feats: Blind Fight, Improved Initiative

POWERS

28 PP Psionic Array * (42 PP cost) ■ **Boost 2** (Passive steal essence, Protection, 1 PP/rank; Power Feats: Slow Fade; Extras: Free Action; Flaws: Only when a victim is slain by incorporeal touch) ■ **Emotion Control 6** (Unnatural aura; Extras: Burst [30 ft.], Continuous; Flaws: Fear only, Only versus animals, Permanent, Touch) ■ **Extra Attacks 3** ■ **Flight 2** ■ **Growth 4** (Large; Power Feats: Innate; Flaws: Permanent) ■ **Insubstantial 3** (Flaws: Phasing) 12 ■ **Protection 8** ■ **Silence 1** ■ **Strike 4** (Incorporeal touch; Power Feats: Affects Insubstantial 2) ■ **Super-Senses 2** (Detect psionics [mental, range]) ■ **Transfer 2** (Steal essence attack, Drain Constitution [1PP/rank], Boost Protection [1 PP/rank], 2 PP/rank; Extras: Burst, No Saving Throw; Flaws: Only versus targets that are paralyzed, sleeping, or have a mental ability score of 0)



* Dynamic

Drawbacks: **Diluted** (psychic crush additional Will save) -7, **Power Loss** (co-opt concentration has 1 use/day) -1, **Power Loss** (death urge has 3 uses/day) -3, **Power Loss** (psychic crush has 3 uses/day) -3, **Power Loss** (suggestion has 3 uses/day) -3, **Reduced Area** (unnatural aura) -1, **Short Range** (mind thrust) -2, **Short Range** (psychic crush) -3, **Subdue** (Sunlight; common, minor) -2

Combat: Attack +5 (-1 due to size), Damage +4 (incorporeal touch), Defense +4 (-1 due to size), Initiative +7

Saving Throws: Toughness +8, Fortitude -, Reflex +6, Will +9

Abilities -13 + Skills 15 (60 ranks) + Feats 2 + Powers 205 + Combat 22 + Saves 10 - Drawbacks 29 = 212

Caller In Darkness Psionic Array (28 PP)

Mind Control 14 (Primary Power) (Death urge, psionic; Extras: Conscious, Self-Destructive; Flaws: Instant, One command "kill yourself", Ranged), 28 PP

The following Alternate Powers are available.

Blast 6 * (Concussion blast, psionic; Power Feats: Knockback, Split Attack, Subtle), 15 PP

Blast 10 * (Psychic crush, psionic; Power Feats: Subtle; Flaws: Additional Will Save [DC 13]; 10-ft. increments), 11 PP

Drain Charisma 4 * (Ego whip, psionic, 1 PP/rank; Power Feats: Improved Range 2, Potent [DC 16] 2; Extras: Ranged, Will Save), 12 PP

ESP 7 * (Clairvoyant sense, psionic, auditory, 1 PP/rank; Extras: Independent, Sustained, Total Fade; Flaws: Must know the targeted area, Standard Action), 7 PP

Mental Blast 6 * (Mind thrust, psionic; Flaws: Ranged [12-ft. increments]), 18 PP

Mind Control 4 * (Suggestion, psionic; Power Feats: Slow Fade 4; Extras: Conscious, Independent, Sustained, Total Fade; Flaws: Hearing-Dependent, Limited to one reasonable command, Ranged), 12 PP

Power Control 8 * (Co-op concentration, psionic; Flaws: Concentration, Only versus psionic powers, Only if power has a Concentration duration, Ranged), 2 PP

* Dynamic



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson

A Magical Medieval Society: Western Europe Copyright 2003, Expedition Retreat Press; authors Suzi Yee and Joseph



Browning.

Advanced Gamemaster's Guide, Copyright 2005, Green Ronin Publishing, LLC; Author Owen K.C. Stephens.

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson

Crooks!, Copyright 2003, Green Ronin Publishing; Authors Sean Glenn, Kyle Hunter, and Erik Mona.

Cry Havoc © 2003 Skip Williams. All rights reserved.

Grim Tales, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Hot Pursuit, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc.

Immortals Handbook, Copyright 2003, Craig Cochrane.

Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!

Monster's Handbook Copyright 2002, Fantasy Flight Publishing, Inc.

Monte Cook Presents: Iron Heroes, Copyright 2005, Monte J. Cook. All rights reserved.

Monte Cook's Arcana Unearthed, Copyright 2003, Monte J. Cook. All rights reserved.

Mutants & Masterminds Annual #1, Copyright 2004, Green Ronin Publishing, LLC; Editor Erik Mona.

Possessors: Children of the Outer Gods Copyright 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studioronin.com.

Spycraft 1960s Decade Book, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Robert J. Defendi, B. D. Flory, Scott Gearin, Clayton A. Oliver.

Spycraft Agency, Copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow Alexander Flagg, B. D. Flory, Clayton A. Oliver, Steven Peterson.

Spycraft Battlegrounds, Copyright 2005, Alderac Entertainment Group, Inc.; Authors Andy C. David, Alexander Flagg, Clayton A. Oliver, Jason Olsan, Patrick Parish.

Spycraft Copyright 2002, Alderac Entertainment Group.

Spycraft Espionage Handbook, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.

Spycraft Faceman/Snoop Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver.

Spycraft Fixer/Pointman Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin.

Spycraft Mastermind Guide, Copyright 2004, Alderac Entertainment Group, Inc.; Steve Crow, Alexander Flagg, B. D. Flory, Clayton A. Oliver.

Spycraft Modern Arms Guide, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allard, Rob Drake, Michael Fish, Scott Gearin, Owen

Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon.

Spycraft Soldier/Wheelman Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B. D. Flory, Scott Gearin, Patrick Kapera.

Spycraft U.S. Militaries Guide, Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera.

Spycraft, Copyright 2005, Alderac Entertainment Group.

Swords of Our Fathers, Copyright 2003, The Game Mechanics.

Tome of Horrors, Copyright 2002, Necromancer Games., Inc.; Author Scott Greene, based on original material by Gary Gyga.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.

Unearthed Arcana, Copyright 2003, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

The Mastermind's Manual, Copyright 2006, Green Ronin Publishing; Author Steve Kenson.

Power Corrupts, Power Corrupts 2, Power Corrupts 3, Power Corrupted Copyright 2005 Louis Porter Jr. Design, Inc.

The Algernon Files, Copyright 2004, BlackWyrms Games; Authors Aaron Sullivan and Dave Mattingly.

Power Assaulting Copyright 2002, Louis Porter Jr. Design, Inc.

Blood and Fists Copyright 2003, RPGObjects; Author Charles Rice

Above and Beyond, Copyright 2003, Colin Fredericks

Superline #4: Hell's Belles copyright 2005 Michael Hammes and Philip Reed, published by Ronin Arts.

Headquarters and Hideouts, Headquarters and Hideouts 2 and Power Corrupted Copyright 2004, Louis Porter Jr. Designs, Inc.

Gimmick's Guide to Gadgets ©2005 Green Ronin Publishing; Design Mike Mearls

Blood and Fists Copyright 2003, RPGObjects; Author Charles Rice

Ultimate Power, Copyright 2006, Green Ronin Publishing; Author Steve Kenson.

Metahuman Mystics & Supernatural Supers Copyright 2005, Misfit Studios; Author Steven Trustrum

Metahuman Mystics & Supernatural Supers 2 Copyright 2006, Misfit Studios; Author Steven Trustrum

Metahuman Mystics & Supernatural Supers 3 Copyright 2007, Misfit Studios; Author Steven Trustrum

Better Mousetrap Copyright 2007, Misfit Studios; Author Steven Trustrum

Metahuman Martial Arts Copyright 2007, Misfit Studios; Author Steven Trustrum

The Manual of Mutants and Monsters, Copyright 2007, Misfit Studios; Author Steven Trustrum

