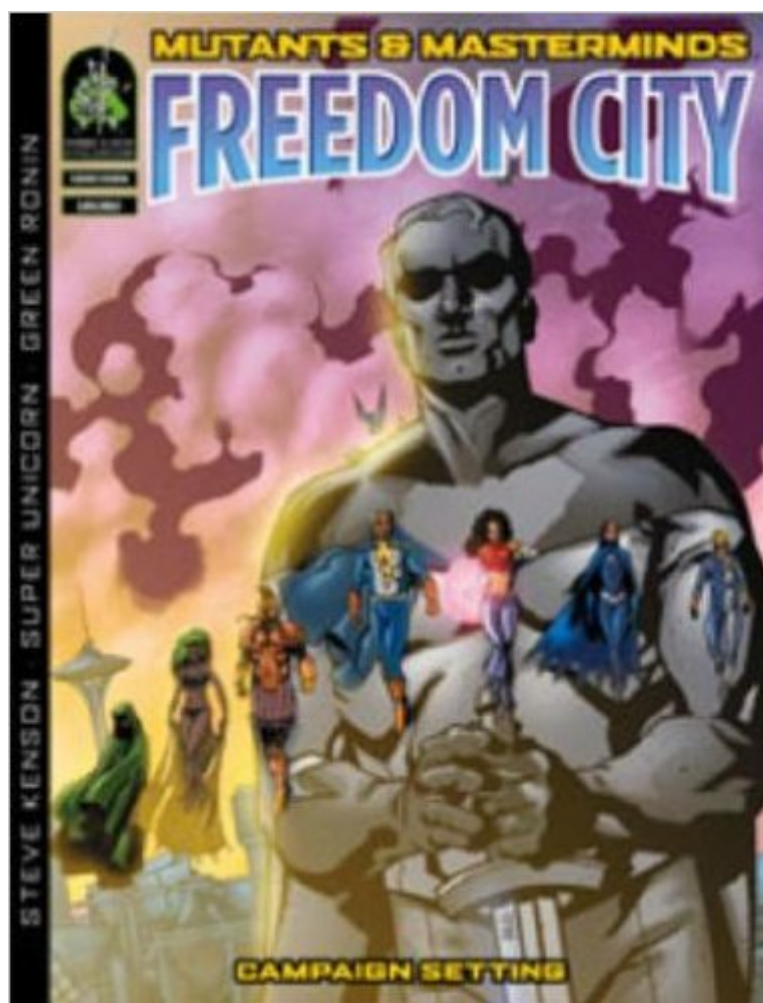


The book was found

# Mutants & Masterminds: Freedom City - 1st Edition



## Synopsis

Freedom City is back in the first deluxe sourcebook for the Second Edition of Mutants & Masterminds. This exciting campaign setting includes a detailed history of the city, an overview of the its diverse neighborhoods, scores of locations and backdrops, a cast of supporting characters, several complete hero teams, and dozens of villains, all ready to use! The original book has been updated to the Second Edition and revised and expanded throughout. Richly detailed and lavishly illustrated in full color, Freedom City is the ideal companion book to the Mutants & Masterminds Roleplaying Game.

## Book Information

Series: Mutants & Masterminds

Hardcover: 190 pages

Publisher: Green Ronin Publishing (September 20, 2005)

Language: English

ISBN-10: 097235994X

ISBN-13: 978-0972359948

Product Dimensions: 11.1 x 8.6 x 0.5 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (2 customer reviews)

Best Sellers Rank: #1,051,601 in Books (See Top 100 in Books) #177 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#)

## Customer Reviews

This is a praiseworthy addition to the Mutants and Masterminds product line. The author mixes and matches some of the best elements of comic series like JLA, the Fantastic Four, X-Men, Superman, and a host of others into a coherent and cogent campaign setting. It provides just enough background material on the life of the city, the important characters within it, and the world around it to seem complete and thorough, without smothering the reader in minutiae. The artwork is solid, the layout is serviceable, and the city overview remembers to cover things like public transportation, professional sports teams, and health care. The only quibbles I have are that at \$33 it's overpriced, and that the authors didn't find room to include an introductory scenario. Otherwise, though, this is fine product, one you should pick up if you can find it at a more reasonable price.

This is quite possibly the best RPG sourcebook I have picked up in my 5 years or so of gaming

many different systems. It gives you a complete run down of the town, it's heroes and villains.

[Download to continue reading...](#)

Mutants & Masterminds: Freedom City - 1st Edition Mutants Masterminds Power Profiles Left Behind (Book 1) 1st ed/1st printing edition Vintage Synthesizers: Pioneering Designers, Groundbreaking Instruments, Collecting Tips, Mutants of Technology Mutants in Space! (Teenage Mutant Ninja Turtles) (Junior Novel) Supergods: What Masked Vigilantes, Miraculous Mutants, and a Sun God from Smallville Can Teach Us About Being Human iOS Apps for Masterminds: How to take advantage of Swift to create insanely great apps for iPhones and iPads Masterminds of Programming: Conversations with the Creators of Major Programming Languages (Theory in Practice (O'Reilly)) Masterminds and Wingmen: Helping Our Boys Cope with Schoolyard Power, Locker-Room Tests, Girlfriends, and the New Rules of Boy World Mutants: On Genetic Variety and the Human Body Masterminds Journey to a New Beginning after Loss: Freedom from the Pain of Grief and Disappointment (Journey to Freedom) Freedom's Landing (Freedom Series) Freedom's Challenge (Freedom Series) Freedom's Choice (Freedom Series) Freedom's Ransom (Freedom Series) StreetSmart NYC Map by VanDam - City Street Map of Manhattan, New York, in 9/11 National Memorial Edition - Laminated folding pocket size city travel and subway map, 2016 Edition City of Gods: Religious Freedom, Immigration, and Pluralism in Flushing, Queens Brian Friel: Collected Plays - Volume 2: The Freedom of the City; Volunteers; Living Quarters; Aristocrats; Faith Healer; Translations The Historical Atlas of New York City, Third Edition: A Visual Celebration of 400 Years of New York City's History

[Dmca](#)