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DC Adventures RPG Heroes & Villains Volume 1





Synopsis

The DC Universe features a dazzling array of characters who have thrilled readers for generations. Now they come to life for tabletop gaming in DC Adventures Heroes & Villains! Volume 1 covers characters A-K, from Abra Kadabra and Adam Strange through Kid Flash and Kobra. Each entry comes complete with DC Adventures game information, character details, and a full-color illustration from one of DC Comics' best artists. Heroes & Villains also includes entries on various teams, from the Justice League and Justice Society to the Injustice Gang and the Fearsome Five. With Heroes & Villains in-hand, you have a tremendous wealth of material for your DC Adventures games, all usable with the award-winning Mutants & Masterminds game system.

Book Information

Hardcover: 320 pages Publisher: Green Ronin Publishing, LLC (October 23, 2013) Language: English ISBN-10: 1934547387 ISBN-13: 978-1934547380 Product Dimensions: 7.6 x 0.9 x 11.1 inches Shipping Weight: 1.8 pounds (View shipping rates and policies) Average Customer Review: 4.7 out of 5 stars Â See all reviews (10 customer reviews) Best Sellers Rank: #438,576 in Books (See Top 100 in Books) #88 in Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #6111 in Books > Humor & Entertainment > Puzzles & Games #37567 in Books > Teens

Customer Reviews

WOW!!! This is what DC Comics and Mutant & Masterminds fans have been waiting for. This book will satisfy BOTH needs. If you are an M&M gamer, then this book will give you full stats on every mainstream and some more obscure DC characters (from A-K)for use in your own adventure or to use as a template for your own character. If you are just a fan of DC comics, then this book will still appeal to you as it is an awesome reference encyclopedia-like guide. But, with one major difference that past DC Universe Encyclopedias did NOT have; actual power levels. Exactly how strong is Captain Marvel? How fast is the Flash? How smart is Batman? All are answered here. Full power levels are displayed with very little need for the layman to study tons of Mutant & Masterminds gaming charts and materials. (But I do recommend a little study to familiarize yourself with the stats. Great pictures and tons of characters. 320 pages of nerdy goodness!!! This is only Volume 1,

so it will only cover heroes and villains A-K. In volume 2 due for release in a few months, we will get the other L-Z characters.WELL WORTH THE WAIT TIME AND MONEY SPENT!!!! Get this book now!!!!

As a fan of Dungeons and Dragons since the late 70's, I had always wanted a good d20 system for super heroes, and it has finally arrived. This is an excellent game system and a very good book with lots of my favorites and a great deal of the more obscure characters. I've read a great deal of comics and was surprised at some of the heroes/villains they put in here. An excellent job!!

Starting with the Alex Ross cover, and then moving on to the hardback binding and the full-color interiors, the quality of this book impressed me before I'd ever even read a sentence. I was very happy to've been able to purchase a licensed book of this quality at this price. This book is one of two volumes of 'heroes and villains' detailed in game terms for the "DC Adventures" RPG, which RPG is fully-compatible with the 3rd edition of the "Mutants & Masterminds" super hero RPG released by the same publisher around the same time. I particularly liked the publisher's decision to present the 'timeless, classic' versions of these characters, rather than the most modern versions currently appearing in DC Comics. The narrative detail in the various entries impressed me as well. If there's a downside to this game, I'd say it was the slow pace that the additional volumes were published subsequently (especially the delay in releasing the second volume of this 'heroes and villains' collection). The publisher is small (as is the market for these games, presumably). But if you're new to the game as of this writing (Spring 2014), you're in luck because all four volumes of the "DC Adventures" game have long since now been published.As a compliment to the work, I can add that I wish there'd been more than only four volumes in this series.

This is great! It is a pretty comprehensive who's who of the DCU. It has complete stats for the heroes and villains. The authors did an excellent job of translating them into balanced playable game stats. I can't wait to get volume two!

The partner of Vol 2 (Imagine that!), this carries you from Abra Kadabra (meh) to Kobra (also meh). However, there are far more cool villains in heroes in here! I really like that these were created using a pre-established system, to help with the ability to mix and match.Would suggest even if you only want to know just about the characters, and never intend to play the game. Great resource.

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