



Powers, Vol. 2: Roleplay

Brian Michael Bendis, Michael Avon Oeming

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Powers features one of the most awarded and acclaimed teams of the last several years and winners of the 2001 Eisner award for best new series. Detectives Christian Walker and Deena Pilgrim work out of the special homicide office in charge of cases that involve Powers, those that have talents and abilities far beyond those of normal men.

This graphic novel details one of the most disturbing cases of their careers. A group of college kids who role play their favorite super-heroes are being murdered one-by-one, and unless Walker and Pilgrim can stop the killer, more kids will die.

Powers, Vol. 2: Roleplay Details

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From Reader Review Powers, Vol. 2: Roleplay for online ebook

Melania 🍒 says

2,45/5

Decent .I still don't like the art style ,it looks so amateurish, even if it didn't bother me as much as it did in the first volume .And the story itself isn't great, it was rather tiring to read ,for some reason. I'll probably read the next volume , but I'm not sure I'll commit to the whole series.

Shannon Appelcline says

I've always found this volume a big let-down after the high quality of Powers, Vol. 1: Who Killed Retro Girl?. On the surface, it's a great switch-up. Bends shows us how the book isn't going to be *just* about supers getting killed by giving us the case of a bunch of cosplayers who get in over their head.

And there's a *great* subplot in this book with Johnny Royal and Deanna's interactions with him, including one of the most shocking moments in the early *Powers*.

The problem is with the mystery (or procedural if you prefer). Hunting down the killers of the kids is OK enough. It's generally in the same style as the first volume, which is running down one lead after another instead of actual deduction. It only really falls apart with the ending, with feels so surprising and so unearned that it spoils my enjoyment of this volume every time I get to the last few pages.

Oh, and maybe characters are a problem too. There just doesn't feel like there's as much richness here as in the first volume. (Also: what happened to Calista?? Another let-down.)

Though I grouse, this is OK. It's decently good until you get to that ending, and even with that it's still maybe three and a half stars.

Danielle The Book Huntress (Back to the Books) says

Powers is an interesting concept. It looks at the superhero world from the viewpoint of superheroes being the perps and victims of murder. With this second volume, the victims aren't quite superheroes. They are college students playing an elaborate superhero role playing game that gets deadly when they get murdered by a superhuman.

This was dark and sad, to think that these kids were being murdered that way. And the root cause makes it even more distressing. Detectives Christian Walker and Deena Pilgrim investigate this crime, and Deena in her forthright way steps on some toes and gets herself in trouble. There is a part that is really funny, in a sick kind of way. So Walker is forced to solve the crime on his own for the most part. He calls in some markers with folks he knew from his superhero days.

I didn't like this one as much as the first book in the series. It seemed less dynamic, although it has an

interesting statement on the concept of superheroes as celebrity and part of popular culture. The kids were playing with fire in big and small ways, considering dressing up like a superhero is illegal in the story and also for another huge reason.

Powers is for people who are intrigued by a different view of superheroes, but the story is focused on dialogue and characterization and less on action and over the top exploits of superpowers. In a way that's kind of refreshing, but you have to be in the mood for it. It was a departure from some of the other graphic novels I am reading right now, so I think the downer aspect of this book didn't quite work for me at the time.

Overall rating: **3.25/5.0 stars**

R says

Not as good as the first for some reason

James DeSantis says

Powers is a nice little unique title. While not mindblowing I can see why it got a cult following.

This one starts very different than volume 1. We have a group of kids who cosplay their favorite heroes. Pretty normal right? Especially now days with how popular nerd culture is. However, these guys really go all out and this is a world where superheroes, capes, use to run around actually fighting crime. So when these kids who are roleplaying get caught up with someone who isn't so happy to play "games" we start to see deaths like a motherfucker. So this brings out two favorite detectives to figure this case out.

Good: I really enjoy the dialog between the two main detectives. They remain to be the highlight. I also like how the story is structured. Wide shots, lots of banter, and big reveals that somehow all make sense. Typical Bendis fun.

Bad: The dialog can be so heavy it feels a bit forced at times. Also the end results wasn't as satisfying as I hoped. The villain could of used more work, or not really a villain, but yeah, it just was okay reveal.

Overall a solid second volume. I think I'ma really sit back and enjoy most of this series. A 3 out of a 5.

Aildiin says

This story was relatively short but interesting.

Here we examine the concept of normal people roleplaying as heroes and what happens when they interact with the real super-heroes.

J. says

When I try to say anything about this book, I can't really think of anything in particular. It is what it is: a police procedural in a superhero universe. But having said that, I couldn't put this down and literally read it in a single sitting. So there you go.

Amy says

More detective serial than typical superhero fare which is definitely the advantage. This definitely calls into question the morals of the detectives as they work to solve a crime involving college kids.

Catherine says

"Roleplay" was more satisfying for me than "Who Killed Retro Girl?" because of two things. The first was that I really liked the concept of it; college students roleplaying their favorite superheroes in a D&D type of way which ends in them being murdered. Something interesting that we learn is that it is illegal to dress up as a superhero. The second reason that this was satisfying was the end result. While I can see why the ending would be underwhelming to some, this, unlike Volume 1 satisfied me with its ending which I found to be depressing and unfortunate. Powers impresses with the amount of time that is spent on characterization especially the way Bendis balances characterization with plot. A lot of time is always spent interrogating suspects and he manages to always be building on Walker and Pilgrim's characters and interaction with each other through the questioning. The page layout might be my favorite creative choice about "Powers". Instead of always using vertically based page layouts, this series takes both the left and right page and makes them work together by making the panels go horizontally into the next page instead of further down into the same one. It is not done all the time, which is good because I wouldn't want it to be too much, but it makes everything feel slightly cinematic with coincides well with the film noir inspired shadows. While Volume 1 was definitely more personal for Walker and Pilgrim, in that respect I like it more than this volume, I was overall more satisfied with this volume and I can't wait to read more.

Ryan Werner says

Another okay installment! This isn't doing much for me. It's a bit stock and middling at its worst, nicely drawn and promising something bigger at its best. I'm going to read one more trade and see how I feel, as it may have started to develop an overarching narrative in the last issue. This is one of the few comics I think could benefit from the (in development!) television series.

Cara says

This wasn't as engaging as the first one, but it was still good.

Phil Bova says

Another top notch story arc from Brian Michael Bendis and Michael Avon Oeming.
Love the artwork. Reminds me of the Batman Animated Series. Dark and edgy. Very cool. On to volume 3.

Steven says

Something devilishly satisfying about killing off a group of superhero RPGers...

Anne says

3.5 stars

Powers is one of those comics that's just easy to read.
Short, not much dialogue, interesting *enough* to keep you coming back for more.

The **Roleplay** storyline is fairly simple. A handful of college kids decide to *roleplay* as different superheroes and end up dead.

The mystery isn't all that interesting once it's all said and done, but I suppose that's alright. You *do* get to find out a little bit more about the world Bendis created, though.

Huh. Yeah, I don't really know why I like this one, but I do. Maybe it's kind of like all those bodice-ripper romances that I enjoy so much. Just...fun for the sake of fun?

There's not much going on in this one, but I thought it was cool.

Sidekicks Wanted says

Not as engaging as the first one, but it was still good. I want to know more backstory for the two main characters.
