

The Rules of Simple Superheroes in One Page

Talents: Talents are brainstormed by the Player in collaboration with the Game Master. The Player selects the appropriate rank for the Talent, names and defines it. He or she places it in appropriate ability category on the character sheet. The player selects either a well-rounded, standard, or focussed array. The rank of the Talent determines the number of 6-sided dice that can be rolled.

Rank

# of Dice	Description
1	average
2	gifted/professional (average X2)
3	incredible (average X4)
4	inhuman (average X8)
5	superhuman (average X16)

Weakness: All heroes must have some defined weakness.

Superpower Finesse: A measure of related Talents and their flexibility.

LifePoints: All heroes start with 6 Lifepoints. They are regained at a rate of 1 per day or can be healed with Strainpoints. This can be modified by Talents.

StrainPoints: All heroes start with 6 Strainpoints. They are regained at a rate of 1 per day, and can also be regained using Relations. This can be modified by Talents. Common uses of Strainpoints are as follows:

Strainpoint

Cost	Effect
1	gain 2 dice for one talent roll
1	gain 1 rank for an hour (non-rolling actions)
1	heal 2 Lifepoints once per day or set of injuries
1	after 1 successful 'stay-conscious check,' remain conscious
2	use a power for something you have no talent in, roll 1+ your superpower finesse
2	regain consciousness; remain so for 2 hours or until damaged
2	after a roll, change any die rolled to a different number
5	stop dying
7	avoid apparent death in classic comicbook style

Relations: All characters start with 3 Relations. The rank of Relations is based on the Talent array selected. Basic successes (dice that come up above 2) result in regaining Strainpoints.

Staying Conscious and Death: Characters must roll to remain conscious at -1 Life or Strain. The number on the die must exceed the (absolute) score to remain conscious. Death may occur at -6.

Dice Mechanics for Conflicts: The attacker's dice roll is compared with the defender's roll. (Defenders always get to roll 1 die even if they do not have an appropriate Talent). Results of 2 or 1 are ignored. The highest results are compared, then the next lowest etc. Any attacker's die that exceeds the defender's die is a success. In physical combat 1 success = 1 Lifepoint of damage.

Some conflicts are 'contested actions.' These usually require a lead of 3 successes over the opponent to achieve their objective.

Universe: A series of questions can be used to help the players and GM lay out a shared universe. This helps ensure a common creative base, and negates assumptions.

Advancement: 2-4 experience points per session, and 1 relation point every 3-4 sessions.

Talents: Well-rounded: 4, 3, 3, 3, 2, 2, 2, 2 Standard: 4, 4, 3, 3, 2, 2, 2 Focussed: 5, 4, 3, 3, 2, 2

Relations: Well-rounded: 3, 2, 1 Standard: 2, 2, 1 Focussed: 2, 1, 1

This page combined with the character sheet, 6-sided dice and creativity is all you need to start gaming and having fun.

Joshua John Kitz © Compose Dream Games

ComposeDreamGames@gmail.com

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