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1. Welcome to the world of mundane heroes!

Imagine a world of heroes and villains, caped figures fly around in the night and diabolical masterminds plot societies end behind the scenes. Not every hero is created equally and while there are b and c tier heroes, you fall more in the d-f range. To put it bluntly your powers kind of suck, be it summoning a toddler or talking to demons that are not afraid to screw you over.

Despite your shortcomings, that doesn't stop you from dispensing justice the only way you know how, through your fists!

2. Creating a character

Making a character in this world is relatively simple. You pick a name, roll for or pick your power and distribute stats and create a weapon.

Getting your power in this world is an experience which can be either totally random like it would most likely be in real life. You can roll a d-(howevermanypowersthereis) and pick the power it lands on, or simply select from the list if you are a basic bitch.

After getting your power, create a hero name that not only embodies your powerchoice and but also how crap it is! Become Mr.Dad! Become The Negotiator! Become Skidmark!

MH uses a stats system called S.P.E.C.I.D.L which stands for Speed, Perception, Endurance, Charisma, Intelligence, Dexterity, and Luck. You are allowed to distribute 15 points these stats up to 4 with the fourth point costing 2 points. (4 points in strength would cost 5 total)

Strength: If you wanna hit hard, you are gonna need a bit of this.

- 0- Can't lift many objects and deal 2|3 damage in melee
- 1- Decent sized objects 3|5
- 2- 4|6
- 3- Heavy Objects 5|7
- 4- Very Heavy Objects 7|9

Perception: You like looking at and or shooting people? Points in perception might be for you!

- 0- Poor eyesight -3 on perception checks 1|2 ranged damage
- 1- Ok eyesight rolls 2|3
- 2- 20/20 vision +2 on rolls 3|4
- 3- +5 on rolls 4|5
- 4- +9 on rolls 5|6 damage

Endurance: Are you healthy or like getting hit a ton? Look no further

- 0- 10HP
- 1- 15HP
- 2- 20HP
- 3- 25HP
- 4- 30HP

Charisma: Are you a social butterfly? If so, why are you playing this game right now?

- 0- Little to no social skills, roleplaying this one will be easy
- 1- Regular sometimes shy, but still can be outgoing
- 2- Social BUTterfly
- 3- Politician Level, people naturally respect you
- 4- Uncanny ability to persuade people

Intelligence: NEEEEEEEEEEEEEEEEERD

A players level in intelligence determines two things. The number of interests a player has and their base intelligence roll.

Intelligent characters are often refined and have a wide variety of interests the number of interests your character has is determined by this graph

Intelligence	0	1	2	3	4

# of interests	1	2	3	4	5
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A base intelligence roll is used to determine whether a character knows or can figure out any information that does NOT require outside information or a high level of expertise in any area.

Examples of what constitutes a base intel roll:

Does a character know who the Secretary of State is?

Can the player determine if an NPC is telling the truth?

Examples of what do not constitute a base intel roll

Can the player disassemble a nuclear weapon

Does the player know Latin?

Agility: Dexfags apply here. This stat controls your actions points (ap) you can use in combat

0- 3 Action points. Cannot navigate basic obstacles without help

1- 4 AP Can navigate basic objects

2- 5 AP Can navigate advanced objects with help, and you can attack while moving over basic obstacles

3- 5 AP navigate advanced obstacles

4- 7 AP and attack navigating advanced obstacles

Luck: MH uses a luck points system.

Players may expend a luck point at anytime to allow the GM to give them a more favorable outcome. Examples

GM: "The bank robber fires her gun at you"

You: "I spend a luck point"

GM: "She misses and you take no damage"

This is typically how luck points are spent to avoid damage. Luck points can also give a desired effect. For example...

You: "I hit the cult member with my frying pan on the head in an attempt to stun him. I am also spending one luck point"

GM:"You hit the cult member with a deafening blow, dealing three extra damage. However he continues to fight you

As the GM makes the final decision on how the luck point will be spent he does not have to grant whatever effect the player wants. However the effect of the luck point may always be favorable to the player like in the next example...

You "I call the demon and expend a luck point"

GM: "Nothing happens"

This is a favorable outcome as actually calling the demon would have killed the player.

- 0- -1 luck point
- 1- 0 luck points
- 2- 2 luck points
- 3- 3 luck points
- 4- 4 luck points

1. Ability to telepathically distract someone

*lasts 2-3 seconds

*follows stun rules

2. Emanate incredibly inaccurate lightning from your fingertips

Through raising your hands you can produce an electric bolt from your fingers. As a ranged attack on your turn you may use this power. However, the electricity you produce is incredibly inaccurate. When you make an attack of this nature you must roll a d6 if the result is a 2 or less you hit a random target within your vision. Otherwise you hit your target with full damage.

3. Extremely cold feet

4. Ability to read animal minds

The inner machinations of the minds of beasts are well known to you. However while you can know what an animal is thinking, you cannot influence the animal using your psychic powers.

5. Ability to make anything flammable

6. Fire retardant

7. Ability to make ink pens burst open

8. Ability to turn any solid non moving object into cotton candy

9. Ability to run through some walls

10. Ability to make someone temporarily lactose intolerant

11. Omniscient with Alzheimer's

12. Everybody you meet thinks you are wearing a hat

13. Ability to summon a toddler

14. Ability to talk to demons

15. Ability to become ultra slippery

16. Laser vision *burns eyes

17. Create a hologram of a specific famous person

18. Shoot water out of eyes

Seventy percent of the human body is composed of water. You have the ability to use this water by shooting it out of your eyes at extremely high velocity. Once per turn you may use this ability as a special attack on any target within line of sight. Hitting a target with this attacks causes them to suffer two damage and be knocked backwards five squares. However, using this power quickly dehydrates you. After using this power once you must expend three action points to rehydrate enough to use it again.

19. Heal any wound with salt in it

20. Pull a hat out of a rabbit

21. Become invisible to someone who is already looking for you

4. Combat and you

A roleplaying game without superheroes would be awfully boring without the occasional fist fight involved. Unlike other roleplaying games the rules for combat in Mediocre Heroes are simple and intuitive.

Combat in this game is composed of players and GM controlled characters taking turns and performing actions. Turn order is determined by the Dexterity level of players, for example if Sally has 4 Dexterity and Tom only has 1 Dexterity, Sally goes first. The amount of actions you can perform on your turn is determined by the amount of action points you have. If two characters have the same Dexterity level turn order is determined by a dice roll. A character with low Dexterity will not be able to perform as many actions per turn as a character with high action points. The amount of action points you get per Dexterity level is detailed in the character creation section. Detailed below is what certain actions cost in action points and a sample of what a combat scenario may look like.

Movement: During a turn a player may move any number of squares by expending one action point per square*

Attack: The first time you make an attack on your turn, unless otherwise specified costs one action point.

Second Attack: The second attack you make on your turn costs five action points. Only characters with high dexterity can make two attacks per turn.

Once all players have finished their turn all enemies begin their turn. If there are no enemies then you are not in combat. Enemies are detailed in the next section.

Enemies

Enemies are essential to combat, enemies provide an outlet for all your rage and frustration. A GM or a villain controls enemies in the same way that a player would control a hero. Every enemy has a Dexterity, Perception and a Strength stat. In addition to this some enemies may have an Intelligence and Charisma stat. No enemies have luck stats. Enemies have some other differences from heroes. Enemies are never very plucky so they don't have luck points. Enemies also have a good amount of funding to purchase weapons and gadgets, as a result enemies can have any number of gadgets or weapons.

SuperVillains and you

Every group of heroes needs an equally terrifying villain to fight during the episode for the session.

If there are more than 4 players, the GM can assign someone to become the villain for the episode and while the heroes work through the episode, the villain can decide enemy placement and design a lair for the heroes to work through during the final part.

Villains work differently than other enemies. Like other enemies they do not have a luck stat, however supervillains have an anti-luck stat.

Whenever a hero uses a luck point in a way that would directly affect a villain, that villain may spend one anti luck point to negate the luck point spent by the hero. If the luck point is negated, the hero does not get his or her luck point back and anything that would have happened originally happens and anything that would not have happened without that luck point being spent does not happen.

6. Weapons

A weapon is any object that can be used to deal a set amount of damage to an opponent. If a weapon has a secondary effect in combat upon using the object in this way it has a repeatable secondary effect then it is also a gadget. For example an electrified sword that stuns any target hit by it is a weapon and a gadget. A crowbar is not a weapon and a gadget because while it can be used to pry things open it cannot be used as a weapon at the same time. Weapons do a set amount of damage depending on either your perception or strength level. For example if you have a crossbow the damage it will do will be the ranged damage for a weapon based on your perception.

7. Gadgets

Gadgets consist of any tool your character can use that either is not used for combat or while in combat has an effect that does not do damage. An example would be a grappling hook or flash powder.

MUNDANE HEROES

BASIC CHARACTER INFO

Character Name	
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Superpower	
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Damage	
Hitpoints	
Luck Points	

DETAILED CHARACTER INFO

Endurance		Interests
Dexterity		
Strength		
Perception		
Intelligence		
Charisma		
Luck		

INVENTORY

Weapon/Gadget	
Gadget	
Quest Item	