

Stop the Villain

Premise: You are Heroes destined to defeat a Villain.

Requirements: Some Players, a Game Master (GM), and some six-sided dice

Hero Creation

Each Player needs to create a Hero. Use a [random word generator](#) to generate a random word for each Player. This is their **core word**; the theme of their Hero and their powers. Each Player should come up with **three abilities**, a **weakness**, and a **heroic backstory**, all based around their **core word**. **Abilities** are things granted to them by their superpowers. Each Hero gets three **abilities**: a Utility (not damage dealing, but potentially useful), a Melee (usable within arms' reach, and potentially damage dealing), and a Ranged (out of arms' reach, and potentially damage dealing). Each ability costs different amounts of **Hero Points** to use, costing 1-, 2-, and 3HP respectively and requires a successful **skill check**. Their **weakness** is something that weakens them when in close proximity, causing their powers to fail; their **abilities** cannot be used when near their **weakness**. Their **backstory** is how they got their powers and became a Hero. And don't forget to describe their costume, either.

Hero Points

Each Player starts with 10 **Hero Points** (HP). HP can be spent and recovered, and can go over 10. HP can be lost in three ways: using **abilities**, ensuring a **skill check** succeeds, and taking damage. When they reach 0HP, they cannot

function as a Hero; they cannot use their **abilities**.

However, HP can be recovered by doing **Heroic Things**: rescuing someone, bemoaning their backstory, being overly melodramatic about their **weakness**. They regain 1HP for each **Heroic Thing** they do. They do not lose HP for saving someone with their **abilities**. Also, for every round they are exposed to their **weakness**, they regain 1HP.

The Game Master

Your job is to place the Heroes in a situation where they face off against the Villain. It could be a bank heist or a demonic ritual, but the Heroes are there to **stop the villain**.

Villain Creation

The GM is in control of the Villain of this story. A Villain is generated in the same way as a Hero, but with a **villainous backstory** instead of a heroic one.

Villain Points

Instead of HP, the Villain starts the game with 15 Villain Points (VP). VP can be lost in the same way as HP, but can never go over 15. When the Villain reaches 0VP, **they have been defeated**.

VP can be regained by doing **Villainous Things**: endangering people, being selfish, monologuing, etc. They regain 1VP for each **Villainous Thing** they do. Also, for every round they are exposed to their **weakness**, they regain 1HP.

Civilians

A Civilian is anyone who is neither a Hero nor a Villain. They each have 5 Civilian Points (CP)

which, unlike HP and VP, cannot be spent to do anything, nor recovered outside of a hospital visit. However, they can be lost when taking damage. When a Civilian reaches 0CP, they are either unconscious or dead. Civilians are generally controlled by the GM and are there to get in the way.

Skill Checks

Whenever a character attempts something that an average human couldn't (picking a lock, jumping a 20ft. gap, using **abilities**, etc.) the Player should roll a six-sided dice, aiming to get a 4 or higher in order to succeed. This is a **skill check**. They can choose to spend points in order to succeed; a success costs 1 point.

Failing a roll does not mean instant death; it merely means the task takes longer or a complication arises, such as the Villain gets away, or you are spotted doing something you shouldn't.

Turn Order

Starting with the GM, go clockwise around the group. Each player gets a turn, during which time they can use an **ability**, attempt a **skill check**, or do a **Heroic Thing**. There is no limit on how far a character can move on a turn, however Civilians might get in the way or the Hero could run out of breath.

Damage

When you attack anyone, both you and the person you are attacking roll a six-sided die. The person with the lowest number loses points equal to the difference between the rolls. This replaces the **skill check** on **abilities** that cause damage.