

Super (?) Heroes

Disclaimer: For the best experience, only the gamemaster should read this paper. They should then read it outloud to the other players in order to maintain the surprise of the story.

Character Creation:

Roll 2d4. Your rolls determine what you will get. One roll for each category. This will factor into every decision you make.

Power:

1. Super Speed
2. Flight
3. Invisibility
4. Super Strength

Motivation:

1. Severe Debt
2. Schizophrenic
3. Very, very dumb
4. No moral compass

How to Play:

One of the players will be the gamemaster. The GM is in charge of the story. The GM has the final say on what happens. The other players are the "heroes" (if you can call them that). They will make decisions and take actions. The outcome is determined by a d20 dice roll. The more difficult the task, the higher the roll must be to succeed (determined by the GM). Oh, and rolling a 1 during any kind of risky situation *should* result in instant death.

The Story:

On a (day of the week) (time of day), our "heroes" walk into a (place). They are looking for a (occupation) who might have information on a missing (noun). The attendant points them to the back, where the person they came looking for is waiting. They welcome you and ask you all to sit. They tell the attendant, "Bring them a (food or drink)". After some discussion, they say they can help, but only if you can help them defeat (fictional character), who has been harassing their establishment. Suddenly, the doors slam open. "Somebody say my name?"