

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?"

Well first, let's start with what happened. I got my friends from my D&D campaign to playtest the game over discord. We created their characters and funny enough they were all in severe debt. We filled out the madlib-story and we ended up with the following scenario:

On a Tuesday at noon, our "heroes" walk into a Mickey D's. They are looking for a sex worker who might have information on a missing Ronald McDonald. 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 Pizza". After some discussion, they say they can help, but only if you can help them defeat Gandalf, who has been harassing their establishment. Suddenly, the doors slam open. "Somebody say my name?"

I wish I could just write down everything that happened, but I'll just have to give the sparknotes. The party walked into McDonald's and fought a drunk Gandalf, who threw up all over the place. They killed a sex worker and ended up at Burger King, where they got into a fight with the King and Wendy, who had the burglar tied up in bondage. After narrowly escaping death (one of them lost an arm to Wendy), they ran into a hitman sent by Papa John. The hitman had already taken out Ronald, and after another fight, the hitman killed Burger King. As they lay on the ground, dying, the party swore to buy from Papa John's again.

Overall, the game was a positive experience. The players had fun and were laughing the whole time. They loved the mad libs-style to the story. The GM was my campaign's DM so he had a lot of fun with it. He did say that the game required a lot from the GM to make it work. The players felt that at times they didn't know what to do. They suggested adding a template for the beginning, middle, and end of the game. I won't be making any changes for now, but I definitely would want to add to it in the future.