

NORMAL

They say we require protection.
They say that all the supervillians are gone.
They say the world is a better place.
We say they are wrong.

Normal is a setting for Risus that asks the question, “Who would fight the superheroes if all the supervillians were gone? *Normal* dares to say, “The world needs Evil!” The PCs are brave but otherwise ordinary citizens who take up the dark mantles of evil left behind by the vanquished supervillians. It’s like *Mystery Men* in a negative universe. The PCs aren’t just second string, C and lower grade villains, they are ordinary people with extraordinary dreams.

Accountant With Dreams Of World Conquest
Fantasy War Gamer & “Lord of Chaos”
Ruthless Personal Injury Attorney
Bus Driving Drive-By Killer
Cruel Elementary School Gym Teacher
Bell Tower Architecture Admiring Gun Nut
IRS Agent
Pyromaniac Fireman
Overworked Police Officer (no supervillians means more ordinary criminals)
Unemployed Goon
Secret Lair Interior Designer
Super Crime Beat Reporter
Dentist
Used Car Salesperson
Unemployed Contractor Who Used To Rebuild After The Supers
Post Office Employee
Once Trusted Cub Reporter Who Knows Dozens Of Secret Identities

You get the idea.

The antagonists are Superheroes and the GM is encouraged to use any and all appropriate optional rules (Funky Dice) for example. All Superheroes have Hooks and preferably Tales.

PCs get only Hooks and Tales. That’s it. Team and Inappropriate Cliché rules will be very important if the PCs are to be successful in making the world safe for Evil again.

Send questions, comments, and criticisms to slshirley@gmail.com