

Power & Responsibility

You are the **WORLD'S MIGHTIEST HEROES**, a pantheon of paragons who use your incredible powers, knowledge, and skills to save the world from the kind of insane threats that show up in a world of jet-powered apes and time travel. The **EXPLORERS OF THE UNKNOWN** have returned from their latest adventure, but they're not alone. *Something* has come with them, and now it threatens the world!

Players: Create Characters

1. Choose the source of your character's superpowers: **Cosmic, Magic, Mutation, Science, Technology, or Training**
2. Choose a calling for your character: **Adventure, Explorer, Glory, Investigator, Protector, Repentant**
3. Choose your number, between 2 and 4. The higher your number, the better you are at dealing with people, but the less effective you are with your powers.
4. Give your character a code name or appellation appropriate to her powers and personality. Arachnaut, Golden Ghost, Sky-Woman, Excelsior!

You have: a superhero costume, superpowers (defined how you want) or incredible training, contacts in society, a home base stocked with gadgets and training rooms, a super-jet or transport, **possibly** a secret identity, government backing.

Player goal: Get your character involved in high-octane super heroics. Uncover the bad guys, leap tall buildings, blast people with energy beams, and be a role model to others.

Character goal: Choose one or create your own: **Atone for Past Sins, Fix Something, Protect Humanity, Save the World, Uncover the Truth, or Be Awesome**

HELPING: If you want to help when someone else rolls, say how you try to help and make a roll. If you succeed, give them **+1d**

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (*The GM tells you how many dice to roll, based on your character and the situation.*) **Roll your dice** and compare each die result to your number.

If you're using **POWER** (superpowers, super tech, or incredible skills), you want to roll **over** your number.

If you're using **RESPONSIBILITY** (mundane things - reassuring, threatening, spending billions), you want to roll **under** your number.

If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

If **two dice succeed**, you do it well. Good job!

If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

If you roll your number exactly, you experience a **FULL-PAGE SPREAD**. You get special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What should I be on the lookout for? Who is _____ working for? Is _____ a red herring? What's the villain's next move?

You can change your action if you want to, then roll again.

GM: Create a Superheroic Adventure

Roll or choose on the tables below.

A Threat...

- | | |
|-----------------------|------------------|
| 1. Professor Pain | 4. A Giant Robot |
| 2. The Serpent Empire | 5. Aliens! |
| 3. Atlantis | 6. Evil Gods |

wants to...

- | | |
|------------------------|----------------------|
| 1. Destroy / Corrupt | 4. Steal / Capture |
| 2. Consume / Bond with | 5. Protect / Empower |
| 3. Build / Synthesize | 6. Pacify / Occupy |

the...

- | | |
|---------------------------|------------------------|
| 1. United States | 4. Freedom Force |
| 2. SteranKorp | 5. Kirby Building |
| 3. Earth's Magnetic Field | 6. Cosmic Dodecahedron |

which will...

- | | |
|-------------------------------|-----------------------|
| 1. Start a war / invasion | 4. Enslave the planet |
| 2. Open the Negative Universe | 5. Re-write history |
| 3. Destroy the world | 6. Fix Everything |

GM: Run the Game

Play to find out if the characters beat the super villains and save the world. Introduce the threat and show evidence of its badness. Before a threat does something to the characters, show signs that it's about to happen, then ask: *What do you do?*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you fought Doctor Pseudopolis before? What happened? How did you beat her?"*

When a character uses their powers and fails, they cause collateral damage that puts people in danger. Will they save the civilians or battle the threat, and what will people say about their choices?