

# SUPERLITE HEROES!

A group of **3-4 players** take on the role of a handful of heroes while a single Game Master (the **GM**) provides opposition in the form of villains, henchmen, hazards, and schemes.

A single session of Superlite Heroes! should take about **2-3 hours**. To play, you will need a handful of **index cards**, some **pencils**, and a **six-sided die**.

## PLAYING THE GAME

Playing the game is simple, a **conversation** between **players** and the **GM**. The players say what they do, and the GM responds. Sometimes the GM will intrude with opposition and villainy, but for the most part the players are in control. That is, until the triggers for **the mechanics** occur, at which point the rules take over. Players narrate successes, while the GM narrates failures, then the conversation is resumed.

## THE MECHANICS

Every character has three stats, each valued from 0 to 3:

- ~ **Code**, your commitment to your beliefs.
- ~ **Image**, your ability to influence the public.
- ~ **Power**, a descriptor of your capabilities.

Actions are taken when you do something where the outcome is uncertain. Specifically, roll a six-sided die when any of these occur:

- ~ *When you espouse your beliefs*, roll against Code.
- ~ *When you manipulate public perception*, roll against Image.
- ~ *When you use your powers*, roll against Power.

If the number you rolled is less than or equal to the stat you rolled against plus two, you succeed at what you were trying to do. If the number is more than the stat plus two, you fail at the action.

Each stat also has a number of "health" associated it; moral (Code), social (Image), and physical (Power). *When one of those suffers*, roll a six-sided die. If it is less than that health's current value, reduce the value by one. If a villain is the reason you suffer, subtract one from your roll.

*When any of your healths are reduced to zero*, choose: **abandon** your code, **fade** into obscurity, or **retire**. If this is your second time at zero health, become a villain or die (not necessarily in that scene, but soon).

## CREATING HEROES

If you are a player, you must create your **hero!**

First you must divide your **stats**. Divide 4 points between your 3 stats, with a maximum of 3 in any single stat. For each point in a stat, you get a **Strength** in that stat.

### Code Strengths:

- ~ **Admirable**: Others support your code, and are willing to help you uphold it.
- ~ **Disciplined**: You never flinch or hesitate under stress.
- ~ **Driven**: When a stat drops to 0, you do not have to choose your fate until the end of the scene.

### Image Strengths:

- ~ **Allies**: You've always got friends you can call on.
- ~ **Beloved**: The public loves you, and you can rely on their support.
- ~ **Resources**: Money and stuff is at your fingertips.

### Power Strengths:

- ~ **Kick-Ass**: Subtract 1 from Power rolls against mooks.
- ~ **Unkillable**: Mooks cannot hurt you.
- ~ **Versatile**: Your power is usable in many situations.

You also get a **Drawback** in either your highest or lowest stat, your choice.

### Code Drawbacks:

- ~ **Restrictive**: Your code is limiting, and uncompromising.
- ~ **Unconventional**: Your code is unappealing to the public.

### Image Drawbacks:

- ~ **Paparazzi**: The media is always after you, either angry or simply annoying.
- ~ **Part of a Whole**: You don't perform well when alone.

### Power Drawbacks:

- ~ **Berserker**: You lose control as you suffer.
- ~ **Unreliable**: Sometimes your power cuts out on you.

Your healths start at the value of the associated stat plus one, for a total of seven health.

Other than your stats and health, you should decide on a name for your hero, whether your identity is public, what your costume is like, what your code entails, and, of course, what your powers are.

## GAME MASTERING

If you are the **Game Master**, follow these simple rules:

- ~ *Good villains are for making great heroes*. Obstruct the characters to highlight and feature them, not to defeat or limit them.
- ~ *The spotlight belongs to you*. Choose who gets to be in-panel at the moment to give everyone time to shine.
- ~ *Ask provocative questions and incorporate the answers*. Help flesh out their heroes, and use it to make the story personal.
- ~ *Do not pre-play or write plots*. Play to find out what happens. Let the players drive their own actions.

Before starting, create a **Villain** for the game. Roll a six-sided die on each table, choose options, or write your own for each of the following categories.

| [Result] | [Name]      | [Power]          | [Desire]    |
|----------|-------------|------------------|-------------|
| 1 ·      | Angel       | Animal Abilities | Destruction |
| 2 ∴      | Dr. Chaos   | Element Control  | Influence   |
| 3 ∙'     | Mogul       | Powerless        | Justice     |
| 4 ∴∴     | Red Night   | Psychic          | Recognition |
| 5 ∴∴     | The Colonel | Super Strength   | Revenge     |
| 6 ∴∴     | The End     | Transformation   | Wealth      |

Here are a few pacing tricks.

- ~ Do time skips to give a grander feel. Ask what characters have been doing in the interim.
- ~ Expose the Villain early, but make them unattainable. Secret weaknesses, waves of mooks, physical isolation, and public consequences to their defeat are all good for keeping a game from reaching an immediate climax.
- ~ Use supporting characters to put barriers between heroes cooperating; no heroic team is drama-free.

Superlite Heroes! is a game by Max Hervieux, find more games at [www.logbook-project.com](http://www.logbook-project.com). ©2013-14. The fonts are Self Destruct Button and LowRider from [blambot.com](http://blambot.com).

Inspired by John Harper's Lasers & Feelings ([onesevendesign.com](http://onesevendesign.com)) and Christopher Nolan's Batman: The Dark Knight, among other comic influences.

If you play, please post feedback at [www.logbook-project.com](http://www.logbook-project.com) or contact me on Google+ as Max Hervieux or Twitter as @Logbook\_Project.