

MR SUBLIMINAL vs THE WORLD

WRITING, LAYOUT

Stephen Hardesty, John Hardesty

INSPIRATION

John Harper, Christian Griffen, Brad Bird, Luke Crane, dinerkinetic, trulyElse, diceswap, Neon_Otyugh, VincentShine, logosloki, Level3Kobold, rossumcapek, captain_cudgulus, russmanseven

PLAYTESTERS

AzDak, Mumbles, AlexRG, Shreknanigans, ChuckTshoes, Xak, Christauff

CONTACT

yawfle@yawfle.com

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VERSION

0.3.2

CAN OUR VILLAINS WIN THE DAY?

Mr. Subliminal and his crew of almost-Super Villains have escaped from the Brunswick Medium-Max SuperPower Detention Facility. Nearby lies the peaceful city of Medina...

Years in prison have sharpened his RAGE. He has made ALLIES. He has crafted a CUNNING PLAN. Nothing will stop his inexorable rise to power. He will seize control of Medina...

WHAT DANGERS WILL THEY FACE?

Man-Bee, nemesis of Mr. Subliminal, is on sabbatical at Dewey Beach. Who can possibly stop Mr Subliminal's EVIL SCHEMES from reaching fruition?

The Mayor?
The Amish?
The High School Soccer Team?

<evil laugh>

MEDINA, OHIO



THE CITY OF MEDINA

Medina, proud county seat of Medina County. Founded in 1818, it recently forgot to celebrate its Bicentennial.

ROOT INDUSTRIES

Founded in 1869, this Bee and Bee-Adjacent Products multinational conglomerate supplies a significant fraction of the world's strategically significant votive candle reserves.

WHITEYS ARMY NAVY

This storefront on Medina's public square appears to be a simple military surplus and camping supply store. But in the vaults and sub-basements are vast stores of military equipment from the Civil War, the Spanish American War and the 1912 Invasion of Nicaragua.

OLD PHOENIX BANK

One of the few places in Ohio that still stores actual cash, thanks to the hidebound conservatism and paranoia of its owners, the secretive Brake family.

SOUTHWESTERN WESTERN RESERVE

The headquarters of a shadowy group of historians and Connecticut supremacists, headquartered in historic downtown Medina.

THE PUBLIC SQUARE

Beautiful, picturesque, and heady with the scent of diesel fumes from passing semis, the Public Square is the heart and soul of the Medina. Who controls the Gazebo, controls the City.

MR SUBLIMINAL

Mastermind, Schemer; Prison Habitué

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

Subliminal Message - Plant almost hypnotic commands in innocuous communications. COST

Vicious Mockery - Incite rage in the targeted audience. COST

{*Siren Song* - Convince the target audience to gather at a given location.} COST

{*Ray of Nope* - Force people to stop what they're doing.} COST

	DICE <input type="text"/>
	COST <input type="text"/>

	DICE <input type="text"/>
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hubris rage confused fatigued injured knocked out

BACKSTORY

Superliminal - Mr. Subliminal is *Staggeringly Frustrated* that his incredible talents have not paid off with a higher Super Villain ranking.

Call Guinness - He is *Covertly Proud* that with his last arrest and incarceration, he surpassed The Honey Badger for "Super Villain with the most convictions."

Very Nearly Dr. Subliminal - Mr S. was kicked out of evil medical school just before he got his M.D.

SECRETS

SWCWR - knows what the Southwest Western Reserve is plotting.

KRYPTONITE

Subliminal Message doesn't work face to face, only through radio, tv, social media.

Advances

When you play to your backstory, you get one advance point. Collect 3 advance points to get an **Advance**. Use your advances any time you like! Spend an Advance to:

- Unlock a **Power**
- Increase your **Action Pool** by 1
- Learn a **Secret**
- Erase a **Condition**

Conditions

When conditions warrant it, or when you botch a roll, the Mayor may impose a condition. When you take a condition, mark its box and describe how it happened. One condition raises the Target Number for dice rolls to 5. Three conditions raises it to 6. Conditions can be cured by Schemes or Advances.

Actions

There are four: Monologue, Scheme, Strike and Power.

Action Pool

Use **Monologues** or **Schemes** to pull from the Action Pool. Your pool starts at 10, and can be increased with **Advances**. You can't draw more than 6 dice at once.

Monologue

Deliver a monologue. Players can give +1d each if they think it's awesome. Rage and Hubris +1d each. +1-6d from your Action Pool.

Roll the dice. 1s are failures. Dice showing 2-4, move to your **Strike Pool**. Dice showing 5-6 become **Power Pool** dice. You can't earn more than 5 dice in one roll; discard extra successes. Yes, you must monologue to attack.

Scheme

Scheme to resolve all non-combat tests. You can pull 1d from your Action Pool for each discrete, well-described element of your Scheme, up to 6. Add your powers to the scheme if you have **Power Pool** dice. (Describe this, too!) Roll against the **Difficulty** set by the Mayor.

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EASY 2 - DIFFICULT 3 - HARD 4 - EPIC 5

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Your Action Pool bounces back to full whenever there is a lull in the action. Any interlude with rest, conversation, or the like will do the trick.

FLASHBANG

Soldier, Leader; Desperately Insecure

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

Flashbang - Can create disorienting fireworks with his hands. Impose confusion on those exposed.

COST

Advanced Weaponry - Stole a high tech stun gun from the prison. Impose knockout out on a hit.

COST

{*Mildly Super Strong* - Has maximum human strength.}

DICE

COST

{*Modestly Super Fast* - Can run faster than a Yugo.}

COST

DICE

COST

DICE

COST

BACKSTORY

Former Minion - Flashbang was once a lowly minion of Dr. Deathoid, NYC's most feared Villain. He is *Desperately Insecure* about this.

Boy Scout - Was once an Eagle Scout. He is both *Secretly Proud* and *Openly Embarrassed*.

Army Dad - Army General Elias Boron's team created the super serum that gave Flashbang his powers. This leaves Flashbang *Very Conflicted*.

SECRETS

Whitey's Vault - knows what lies within the Vault beneath Whitey's Army Navy Store.

KRYPTONITE

Is allergic to water.

hubris

rage

confused

fatigued

injured

knocked out

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THE STIDAL WAVE

Earth Elemental, Strong; A Bit Dim

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

Land Wave - Can create small waves in the Earth. No more than 3-5 feet high, they can make people fall or cause modest structural damage.

DICE
COST

Dense as Dirt - Can make himself as dense as hard-packed dirt. Bullet resistant in this form, but can only move slowly.

COST

{*Shape the Earth* - Can shape the Earth with his hands. Sand Castle scale.}

COST

{*Swim in the Land* - Can use this power to swim through the land at modest speeds.}

COST

DICE
COST

DICE
COST

BACKSTORY

Elementalites - The Stidal Wave was once part of a Super Villain team with Lighter, Raindrop and The Breeze. The Wave *Absolutely Hated* the Villain name "Gravel."

Making Waves - The Wave once made a 30' Land Wave. He is *Deeply Concerned* that he'll never do it again.

Getting Smaller - The Wave is *Inordinately Proud* that he has lost almost 200 lbs. since being arrested.

SECRETS

The Banker's Money - Heard in prison where Josephus Brake got his fortune.

KRYPTONITE

Is easily confused when confronted with the unexpected.

hubris rage confused fatigued injured knocked out

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GREMLIN GIRL

Strong, Independent; Death to Machines

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

POWERS

Gum up the Works - Machines start breaking down very fast and stop working.

COST

Mother of Invention - Can create, out of common materials, fiendish if haphazard devices.

COST

{*Talk to Machines* - Can talk to machines, and find out why they're broken.}

COST

{*Channel 73* - Can flood the airwaves with static, interfering with radio, wifi, tv.}

COST

DICE

COST

DICE

COST

hubris

rage

confused

fatigued

injured

knocked out

BACKSTORY

Has Never Not Been Gremlin Girl - She has had her powers since before she can remember. She still feels *Serious Guilt* over ruining her Dad's 1969 Camaro.

Revenge is a Dish - When Colonel Fabulous killed her dog with his heat vision, she became *Hellbent for Revenge* on all superheroes.

Greed Is Good - Gremlin Girl *Desperately Hopes* that one of her inventions will make her rich.

SECRETS

Root Password - knows the password to the Root Labs server farm.

KRYPTONITE

If Gremlin Girl has a condition, her Gum up the Works power starts acting randomly.

THE RULES

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LANDSHARK

Man, Shark; Nowhere Near the Ocean

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

Sea Change - Can instantly transform into any sort of sea life.

COST

Talks to Fish - Can communicate with and befriend fish.

COST

{*WereLandShark* - (there shark...) Can transform into a half-man, half-shark form. Player may choose which half is which. +2 strike dice while in this form.}

COST

{*Doc Oc* - Can manifest an octopus tentacle. This is only as creepy as you want it to be. +1 strike dice. Can be used more than once.}

COST

DICE

COST

DICE

COST

BACKSTORY

Thalassaphobia - The Landshark is *Pathologically Afraid* of any body of water larger than a swimming pool.

Secret Origin - Landshark is *Completely Unaware* of the source of his Transformation powers.

Glass Houses - Is *Fiercely Protective* of fish, after being imprisoned in The Aquarium.

Miffed - Is consumed by *Towering Rage* toward Superhero SeaShark, for reasons he won't explain.

SECRETS

Twisty Passages - knows where the sewers go.

KRYPTONITE

Cannot breathe air in sea life form.

hubris

rage

confused

fatigued

injured

knocked out

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SOUTHERN COMFORT

Gentleman, Thief; Not Terribly Villainous

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

Strongly Super Strong - As strong as a steam locomotive.

DICE

COST

Mildly Super Fast - As fast as a speeding arrow.

COST

{*Leap of Faith* - Can leap over 2-3 story buildings.}

COST

{*GET NEW POWER* - Force people to stop what they're doing.}

COST

DICE

COST

DICE

COST

BACKSTORY

Reluctant Villain - Comfort is *Oddly Uncomfortable* with his villain status.

Secret Fan Boy - The Gentleman Thief has long harbored a *Secret Admiration* for The Mighty Man-Bee.

Lure of the Bottle - Southern Comfort, at times, is a little *Overly Fond* of his namesake liqueur.

SECRETS

The Mayor's Office - knows what is secreted in a hidden safe in the Mayor's office.

KRYPTONITE

Not very Villainous.

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hubris

rage

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COMBAT

Fighting

When the villains are confronted with either a superhero or a group of citizens mobilized by the Mayor to defend the city, it's time for combat.

The Super Villains have an action pool, their reserve of villainous vim and vigor. In combat, they must tap that power, and the way they do that is with Monologues. By monologuing, they move dice from their **Action Pool** (potential villainy) into their **Strike** and **Power** pools (usable villainy)

Dice in the Strike Pool are rolled, using the normal dice rolling method. The player can decide how many of their strike dice to commit to an attack. Power pool dice are different, the villain's super powers have a Cost. Pay the cost, in dice, and set the dice aside. Then, one of two things happens: either the power is activated, or the power grants bonus dice to a strike.

Turns

Have the super villains go first. They go in any order they like, then the Mayor can have the defenders of the city act in whatever order makes the most sense. The mayor does not need to Monologue for each of her minion groups (unless she feels like it.) For super heroes, they can monologue silently, and this moves dice in the same manner as a villain's spoken monologue.

Each turn, the super villains get one of the four actions. Humans have no need for monologue - a group of humans starts with 2 dice in their strike pool, and can attack immediately. Their strike pool regenerates every turn.

Defense

Adjust the difficulty for any attack based on the situation and the power of the opponents. It will be harder to hit the Mighty Bee-Man than a group of senior citizens. Likewise, it will be harder for the sheriff's deputies to hit a super villain with super speed.

Injuries

Three successes on a strike or power action will inflict an injury on a superhero.

There are three 'physical' conditions on the character sheet. When all three are filled, the villain is knocked out and incapable of continuing the fight. Superheroes have the same resistance to damage. Note that some of these might already have been filled before the combat started.

For fighting groups of normal humans, each success on a strike injures or incapacitates a human member of the group. When half are injured or knocked out, they flee.

Ending the Fight

The fight is over when one side is incapacitated or retreats.

Literal Pools of Dice

It helps to have an actual pool of dice representing the Action Pool, and a largish pile of dice in the middle of the table for the villains to share. Use the included Action Sheet (or index cards) to literally move dice to and from your Action, Strike and Power pools.

When you roll the dice, move them back to the Action Pool if you fail, set them aside if you succeed.

POWERS

New Powers

There are infinite number of potential powers. Some suggestions are to the right. New powers should be consistent with the villains existing powers and theme - and not too powerful. Significant drawbacks are a plus.

Super Power Power Scale

Where relevant, powers are ranked on a simple relative scale:

- *Mildly Super*: Just above human capability.
- *Modestly Super*: Noticeably super, but not world class.
- *Strongly Super*: Approaching top tier levels of power.
- *Super Super*: At the highest level of super power.

A villain with modestly super strength is at an obvious disadvantage when facing a strongly super strong hero - but, by playing on the hero's vulnerabilities or with a suitably devious scheme, they may yet prevail.

Suggestions for Powers

- Resistance - to one specific attack
- Improved senses
- Force strike - lightning, fire, cold, etc.
- Improved defense - increase attacker's difficulty by 1.
- Force Fields
- Movement - flight, jumping, super speed
- Combo Strike - you can combine attacks with another
- Advanced Technology - can mimic other powers

These are suggestions for the effects of super powers; the specifics - the visual effects - should be tailored to the nature of the villain's existing powers.

Unless a power is very specific, it can be ranked on the Super Power Power Scale. Start with *Mildly Super*, and increase from there. Mildly Super strike powers normally cost one Power dice, and grant a 2d bonus to the Strike.

MAYORAL ADVICE

The Set Up

Super Villains are doomed to failure. But it's fun to see how far they can get. Encourage hare-brained schemes, bizarre plans and ludicrous inventions.

The villains have just released themselves on their own recognizance from the Detention Facility. They're driving a late 90s Ford Taurus South on Rt. 3 towards Medina. What do they need first? Resources. Cash. A little fun. Remember to be villains - but Saturday morning cartoon villains.

Do Not Plan

There is no need to plan. Planning only gets in the way of madness. Just ask questions of your players: "What happens when you turn into an Octopus? Nowhere near the ocean?" "Do you think a megaphone counts as a technological intermediary?" "What do you do after you throw the car on the roof?"

Ask questions of yourself: "Why is The Man-Bee at Dewey Beach?" "What would a sane Mayor do in this situation?" How might the Amish help defend the city?"

Use their answers and then ask more questions. The world of Medina and the Super Villains will quickly build itself from your answers - and the players'.

Do Not Roll

These are not top-flight super villains. But they are mostly competent. Most things the villains want to do should just happen. If it's a more serious challenge, then it's time for a scheme - or a fight.

Conditions

Conditions are the game trying to tell you - the Mayor and the Villains - that something is wrong. Use that to push the story forward. Players, look at the sheet and see 'Rage' ticked. What now? Do or say something, all Rage-y. Hulk out in fact.

Conditions also affect dice rolls. Both Rage and Hubris will give a +1d bonus to all Monologues. Villains suffering from one condition have their Target Number bumped to 5 (now, only 5s and 6s are hits) and villains with three conditions have a Target Number of 6. The Mayor may choose to modify other rolls as appropriate.

Schemes

Use schemes for anything except combat. Every die taken from the Action Pool represents a distinct and well described element of a mad, risky scheme. Otherwise, we wouldn't be rolling! Schemes can erase conditions - difficulty Hard, but the scheme the Player comes up with must have some relevance to the condition. Multiple schemes can be linked.

When the Mayor needs to randomize - or when some obstacle is important enough to justify a roll, but perhaps just shy of needing a scheme, use a fortune roll. Use 5d, plus or minus any relevant power or kryptonite and check successes against the difficulty.

Monologues

Monologues don't have to be difficult, and don't need to be overly long to 'qualify' as a monologue. Throw some insults, cast aspersions at the hero's wimpy powers, toss in a bit of description on how exactly you're going to crush the hero's will to live with your awesomeness. Done!

OPPORTUNITIES

Resources

Our super villains have just escaped from prison, one of their first obstacles is obtaining cash and supplies.

Allies

Learn secrets to find allies - or just stumble upon them.

Subversion

Groups (Victims) in the city can be subverted with subliminal messages - but it isn't easy.

Communications

Gaining control of communications in and out of the city is crucial, both to allow the take-over, and to delay The Man-Bee's arrival.

Chaos

Disorder and confusion will slow the authorities response to the villain's schemes.

Root Industries

Between the Labs and the Candleworks, there are vast amounts of resources - and dangers - available to the villains.

The Mighty Man-Bee

While the Man-Bee is on sabbatical, that doesn't mean he isn't a threat. A second-tier hero is a powerful nemesis.

Secrets

Learning secrets - through advancement, or by clever schemes - will give the villains a fighting chance to take over the city.

ADVANCES

Play to Your Backstory

Bring up your backstory - or another villain's - in role-play. It could be a jibe, or why you chose one thing over another. Live your story, expand it, and get big rewards.

Advances

Every time the player *Plays to his Backstory*, the villain gets one advance point. Three advance points can be traded for one advance, which can be spent in the following ways:

Unlocking Powers

On the character sheet, some powers are listed in {brackets} - these powers are locked at the start of play, but can be unlocked. Unlocking a power costs one advance.

Boosting Powers

Existing powers can be boosted in strength. The player and the Mayor can discuss exactly how, but in general, increasing a power means greater effect or less restrictions from Kryptonite. See the *Super Power Power Scale*.

New Powers

With Mayoral approval, players can devise new powers for their villains. These powers should be consistent with the villain's existing powers, not be terribly powerful, and have significant drawbacks to their use.

Action Pool

Villain's Action Pool starts at 15, but can be increased by one for every advance spent. Action Pool is used to fuel both combat and schemes, so the more, the better.

Erase a Condition

An advance can be spent to instantly erase any condition the villain is suffering.

Learn a Secret

The villain can spend one advance to learn a secret. The Mayor will decide which secret they learn, decipher, or guess - and how this secret is revealed.

SECRETS

The Nature of Secrets

The Mayor will determine the exact details of the secrets as the game unfolds. But generally, the crazier the answer, the better. Some secrets can be discovered in play, others may be revealed by advances.

The BeePhone

Knows why the Man-Bee doesn't just get a cellphone.

Gangsta Farma

Knows how to contact the Amish Mafia.

Atomic Bees

Knows where all the good bees are being stored.

Judge, Jury, Executioner

Knows where retired, disgruntled Superhero The Advocate is working.

Man in the Iron Mask

Knows who is willingly imprisoned in a secret cell at the County Jail.

Da Bomb

Knows just what could be made from candle wax and some of the things lying around Root Labs.

Roots of History

Knows what Amos Root was up to with the Wright Brothers.

Macrowave Antenna

Knows what is being tested at the cellphone tower.

Something Fishy

Knows who gave Landshark his powers, and why.

Freemasonry Aint Free

Knows exactly what the Medina Chapter of the Freemasons is capable of, and how much it costs.

Parks and Wreck

Knows where the skeletons are buried in the Parks and Rec department, and who buried them.

High School High

Knows who is on the Soccer team, and why that matters.

Hidden Hive

Knows what is hidden within the Root Mansion.

Another Hidden Hive

Knows what is hidden in the ruins of Chippewa Lake Amusement Park.

LOCATIONS (TARGETS)

A List of Medina locations that the villains might use in their dastardly plans - and that the Mayor ought to defend. The Mayor will need to fill in details on the fly.

The BeePhone

A hardwired connection to the Mighty Man-Bee's secret lair in Chippewa Lake. Located in the Mayor's office on the Public Square.

Water Treatment Facility

Supplying clean, refreshing water to Medina and the surrounding area, this is always a tempting target for evildoers. The facility is south of town.

Root Industries Headquarters

Located in a historic building just off the historic public square.

Root Industries Laboratory

These sophisticated research facilities are capable of the full spectrum of modern industrial research. These cover several blocks around Washington St. west of downtown

Root Industries Candleworks

Who can imagine what might be done with industrial quantities of molten wax? Find the Candleworks west of Root Industries' Laboratories.

Walmart

With sufficient funds, and cleverness, the ingredients of many fiendish devices might be found here. North of Downtown on Court St.

The Courthouse

This beautiful French 2nd Empire structure is the daytime home to Medina's Judges and Lawyers.

The Power Plant

Supplying power to most of the County, excepting only Wadsworth, a worthy target just south of town.

County Jail

What allies might enterprising super villains find at the Jail, located east of the public square near the courthouse.

Cell Phone Tower

What better way to cut off the city's communications with the outside world than an audacious attack on the phone network west of town?

Medina Senior High

This impressive facility contains many things, including High School Students. Located NE of downtown.

Other Targets

Google Maps and clever searches will reveal many other places that may prove a profitable target.

GROUPS (VICTIMS)

A List of civic groups the villains might subvert or control to advance their cunning schemes - or that the Mayor may mobilize to defend her fair city.

City Police

The Police Chief has recovered from his self-inflicted gun shot wound, and is ready to lead the defense of the city.

Sheriffs Office

In emergencies, which they are not fully convinced that this is, they can summon additional squad cars from all over the county.

Parks and Recreation

No one in Medina is better placed to organize the defense of the city. They know everything. At least, that's what they tell the Mayor.

The Fire Department

Really good at starting fires. Wait, stopping fires.

The Rotary Club

The businessmen of Medina are a powerful ally, but a fierce master. Can mobilize other groups and resources.

The Freemasons

Rumored to have mystic powers. Or might just be a group of old people.

The High School Soccer Team

The Football team is unavailable. Good at kicking things.

The Amish

Able to rapidly construct barns and other structures, unlike those shiftless Mennonites.

The Homeowners Association

Karen has a 34-point plan to address the villain problem.

Senior Citizens

They are slow, but they are many. A significant number are armed with golf clubs.

Tae Kwan Do Dojang

Upwards of 140 kicking, punching, violence inflicting killing machines age 5-17.

Backup Superheros

Ladderman, Camouflage, Farseer, Theta Gunbird, or The Huorn might be available...

Beekeepers Guild

Collectively, they have nearly the bee-summoning power of the Man-Bee himself.

Other Victims

Any group you can imagine just might have a Medina chapter.

THE MAYOR

Electable, Dependable; Not a Super Hero

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

Incorruptible - The mayor is immune to all mind control powers. And temptation, generally.

COST

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COST

DICE

COST

DICE

COST

BACKSTORY

Fighting the Man - The Mayor ran for office to expunge the corruption that had been rampant in the Mayor's office for decades. She *Fiercely Resents* all government malfeasance.

Is It Destiny? - The mayor is *Unaccountably Scared* that she will fall prey to the same temptations as her predecessors. Especially the former mayor who was found dead surrounded by crack cocaine and hookers.

Auntie Mayor - The Mayor is actually The Mighty Man-Bee's favorite aunt.

SECRETS

Secret Identity - Knows The Mighty Man-Bee's name in real life.

KRYPTONITE

Media disapproval.

Actions

There are four: Monologue, Scheme, Strike and Power.

Action Pool

Use **Monologues** or **Schemes** to pull from the Action Pool. Your pool starts at 10, and can be increased with **Advances**. You can't draw more than 6 dice at once.

Monologue

Deliver a monologue. Players can give +1d each if they think it's awesome. Rage and Hubris +1d each. +1-6d from your Action Pool.

Roll the dice. 1s are failures. Dice showing 2-4, move to your **Strike Pool**. Dice showing 5-6 become **Power Pool** dice. You can't earn more than 5 dice in one roll; discard extra successes. Yes, you must monologue to attack.

Scheme

Scheme to resolve all non-combat tests. You can pull 1d from your Action Pool for each discrete, well-described element of your Scheme, up to 6. Add your powers to the scheme if you have *Power Pool* dice. (Describe this, too!) Roll against the *Difficulty* set by the Mayor.

Strike

You can use up to 6 Strike Dice to attack. Add Power Dice and roll to attack. Each success will knock out a normal human, and you can knock out more than one. Three successes will impose a condition on a super. In a fight, check fatigue, injury, then knocked out.

Power

Powers are either Action or Strike. Strike Powers give bonus dice to strikes, Action Powers are their own actions. Pay the cost in Power Dice to activate the power. They can be used as often as you have dice in your power pool. Power Dice are always expended when used, set them aside.

Rolling the Dice

Roll your pool, and any die showing the **Target Number** of 4 or more is a *Hit*. If you have hits equal to the **Difficulty**, you succeed. Each additional Hit counts as another success. Difficulty Levels:

EASY 2 - DIFFICULT 3 - HARD 4 - EPIC 5

If you roll more 1s than successes, you **Botch**, or fail miserably and with great consequence.

If you fail, move the dice back to the Action Pool.

If you Succeed, set them aside. (Don't worry, they'll come back later.)

Restoring Action Pool

Your Action Pool bounces back to full whenever there is a lull in the action. Any interlude with rest, conversation, or the like will do the trick.

hubris

rage

confused

fatigued

injured

knocked out

Advances

When you play to your backstory, you get one advance point. Collect 3 advance points to get an **Advance**. Use your advances any time you like! Spend an Advance to:

- Unlock a **Power**
- Increase your **Action Pool** by 1
- Learn a **Secret**
- Erase a **Condition**

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When conditions warrant it, or when you botch a roll, the Mayor may impose a condition. When you take a condition, mark its box and describe how it happened. One condition raises the Target Number for dice rolls to 5. Three conditions raises it to 6. Conditions can be cured by Schemes or Advances.

THE MIGHTY MAN-BEE

Flies Like Bumblebee, Stings Like Bumblebee; Smoke Intolerant

ACTION POOL

ADVANCE POINTS

UNSPENT ADVANCES

POWERS

Flight of the Bumblebee - Can fly at moderately fast speeds, up to 100' in altitude.

COST

Strongly Super Strong - Stronger than a diesel-electric locomotive.

DICE

COST

He Has Selected the Bees - Can summon nearby bees, who will defend him as if he were their Queen.

COST

Sting Like Bumblebee - Administer powerful, stinging punches. Imposes knockout on success.

DICE

COST

Bee Dance - Can communicate with bees.

COST

DICE

COST

BACKSTORY

Atomic Bees - The Man-Bee was once a Research Scientist at Root Industries. While attempting to create a more powerful Bee, an accident granted him *Proportional Bee powers*. In Medina, he can summon the Atomic Bees.

Call Guinness - Man-Bee is *Deeply Protective* of his hometown. But sometimes, he needs a little Bee time.

Smokin' - Few are aware that cigarette smoke hits The Man-Bee like marijuana.

SECRETS

The top tier superheroes have not entrusted The Mighty Man-Bee with any secrets.

KRYPTONITE

Smoke makes him lethargic.

THE RULES

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YOUR NAME HERE

ACTION POOL

ADVANCE
POINTS

UNSPENT
ADVANCES

THE RULES

POWERS

	DICE	<input type="text"/>
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BACKSTORY

SECRETS

KRYPTONITE

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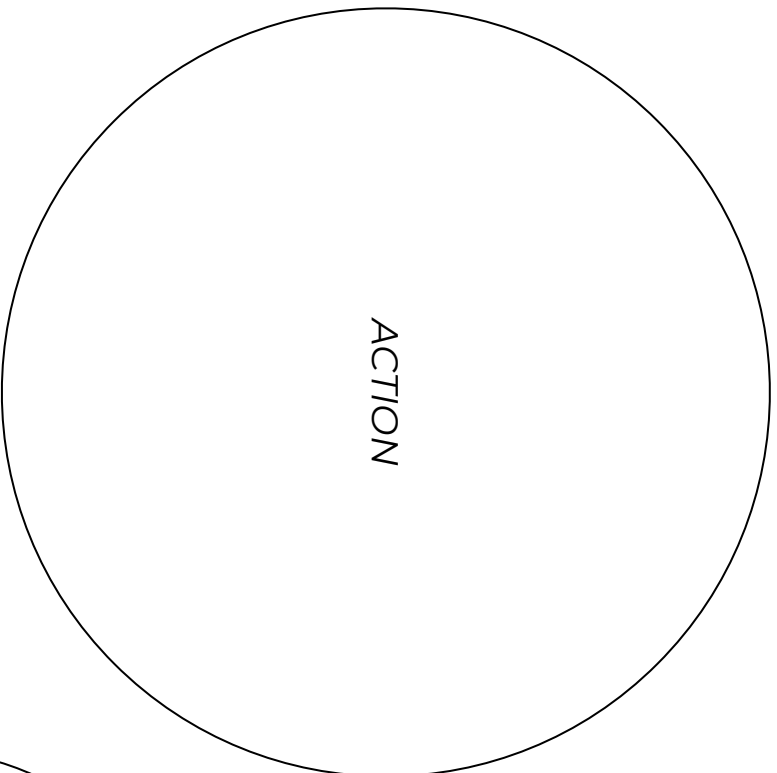
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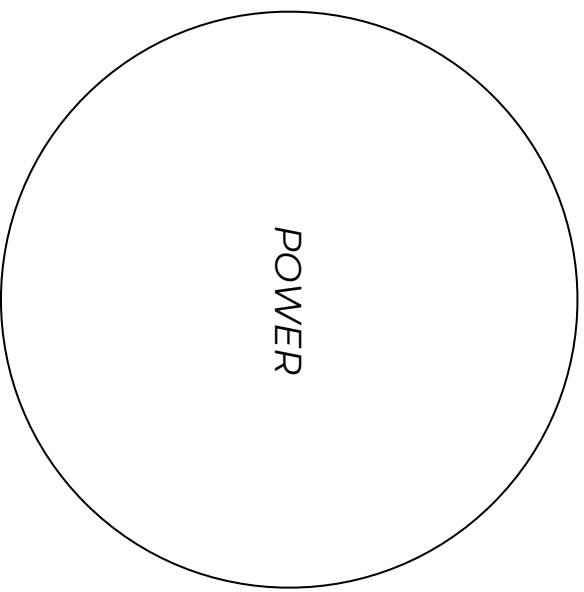
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Conditions

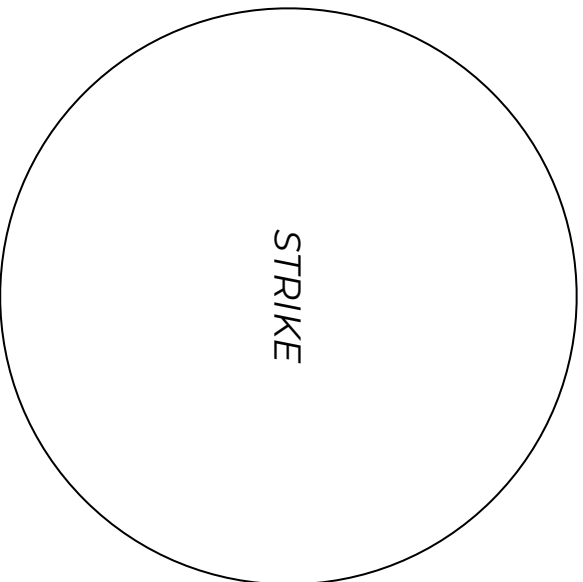
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ACTION



POWER



STRIKE

Place 15 dice in the Action circle. This is your Action Pool.

Monologue to move dice to Strike for fighting, and Power to activate your powers.

Expend your Strike Pool and Power Pool dice when you succeed (move them off the page) and back to the Action Pool when you fail.