

Quick Heroics

Checks

A check is made with four 12-sided dice. Each die that rolls less than or equal to the trait is a success. In addition, a roll of 1 is a bonus success. However, a roll of 12 subtracts one success. If the trait is profoundly super(greater than 12), a bonus success is granted on a roll of [trait - 11] or less, not just on a 1.

If the trait is mind-bogglingly super(greater than 22), it's effectively equal to any other mind-bogglingly super trait, since any mind-bogglingly super trait gets 2 successes on a roll of 1-11(one normal and one bonus), and one success on a roll of 12(one normal and one bonus, minus one success for rolling a 12). Any trait greater than zero can get a maximum of eight successes(by rolling all 1s, getting one normal and one bonus on each die). A trait of zero or less can get a maximum of 4 successes(by rolling all 1s, getting one bonus success on each die).

If you roll a negative number of successes(i.e. more 12s than successes), something bad happens...

Combat

At the start of combat, roll 1D12, adding 6 if you don't have a trait that would affect initiative, or adding that trait if you do. Turns then proceed from highest roll to lowest, using the same rolls for the duration of the fight. In case of a tie, those tied roll off against each other for position with the same initiative number.

On your turn, you can move about, and you can take an action. A movement power will improve your ability to move about, while most powers improve your ability to take actions.

In an attack action:

- ☛ The attacker rolls to hit. If they don't get any successes, they've missed, and the attack is over.
- ☛ The defender rolls to dodge. Each success on the dodge roll cancels out one success from the hit roll. If the defender cancels out all the attacker's successes to hit, they've dodged, and the attack is over.
- ☛ While only one success is needed to hit, every two additional successes will give +1 success on the damage roll(if any base damage is rolled).
- ☛ The attacker rolls to damage. If they don't get any successes, they've hit for no damage, and the attack is over. If they get at least one success, add any bonus successes for how good the hit was.
- ☛ The defender rolls to soak. Each success on the soak roll cancels out one success from the damage roll. If the defender cancels out all the attacker's successes to damage, they've been hit for no damage, and the attack is over.
- ☛ The defender subtracts the final damage from their HP.

At the end of an adventure, you heal any damage and any temporary buffs/debuffs go away, and generally the camera will leave you alone for a day or two(at least long enough for a good night's sleep).

When building things with your powers:

- ☛ Take an action to roll your build trait(Ice Control or Gadgeteer or whatever). Add the successes to the item.
- ☛ Others can try to damage the item; the character holding it can use their dodge roll, otherwise it gets zero successes to dodge. The item uses twice its successes to soak. Damage reduces its successes.
- ☛ Pick a trait for it to be usable as; it effectively has raises equal to its successes, to a maximum equal to your build trait.
- ☛ You can lose the item, and it will probably go away after a while.

Traits

A character has skill in a bunch of areas, which start at 6 if they don't have any relevant traits. They then take traits(Strengths and Weaknesses), which give them better or worse skill in specific areas, and can give them entirely new areas in which to be skilled. For example, anyone can pick up and throw things(by default at 6), but someone with the Super Strength trait does it better, and someone with the Weak trait does it worse; throwing fireballs, on the other hand, can only be done if you have a Fire Blast trait or such.

A character can also have a Plot Device. This is sort of a trait... it's more like a "trait egg". At any time, they can turn their Plot Device into a Strength(or 3 raises), manifesting new superpowers. This is completely instant, and doesn't take an action of any kind. It can even be used in the middle of someone else's action; for example, Glitterstar may use her Plot Device to suddenly discover her Energy Shield power after a supervillain just rolled a massive amount of damage, right before the soak roll she'll use Energy Shield on.

No, your new powers don't go away, and there's no way to get your Plot Device back; using it is permanent. If you're lucky and your GM is generous, you may be able to acquire a Plot Device in play...

Each Strength is made up of raises(usually 3 raises). Usually, each gives a +1 to the 6 you already have. Each time you overcome an obstacle(schmoozing past the guards, fighting through the guards, getting the villain to monologue his plan, blowing up the doomsday device), you get a temporary raise. A temporary raise can either improve an existing Strength, or add a new "mini-Strength" that covers one area(see below). At the end of an adventure, you lose all temporary raises, but gain one real raise, which can permanently improve an existing Strength, or add a new real Strength. The real raise must cover at least one area you improved with temporary raises in that adventure. If your character is Impulsive, or otherwise needs action, taking the time for investigation or sleep will cost you your temporary raises. (They do still count toward "areas you improved with temporary raises in that adventure", however.)

Some areas in which to be skilled:

- to hit in melee
- to dodge in melee (including ranged weapons used in melee)
- melee damage
- to hit with a ranged weapon
- to dodge ranged weapons (including ranged weapons used in melee)
- damage with a ranged weapon
- soaking damage
- hit points(HP)
- movement(all major powers are faster than all moderate powers, which are faster than all minor powers; within a category, roll off to determine who's faster)
- perception
- new senses - ESP, mind-reading, sense superpowers, etc.
- telepathy
- knowledge(science, "super heraldry", etc)
- various powers normal humans can't use at all

Most traits affect three areas. Some affect a single area more than once. Some affect more areas but have drawbacks.

Quick Creation

Choose 2 Strengths(trait at 9)	OR	Choose 3 Strengths(trait at 9)
Choose 1 Weakness(trait at 3)		Choose 1 Weakness(trait at 3)
Get 1 Plot Device		

Examples:

- Partycrasher takes 3 Strengths(Tough, Flight, and Martial Arts) and 1 Weakness(Distractable: Cute Boys).
- Observer Prime takes 2 Strengths(Gravity Blast and Gravity Control), 1 Weakness(Geeky), and 1 Plot Device.
- Coldsnap takes 3 Strengths(Ice Control, Ice Snare, and Debonair) and 1 Weakness(Impulsive).

Intermediate Creation

Assign 6 raises	OR	Assign 9 raises
Choose 1 Weakness(trait at 3)		Choose 1 Weakness(trait at 3)
Get 1 Plot Device		

Examples:

- Armadillo Centurion assigns 3 raises to Tough(9), 2 raises to Resist Superpowers(4), 3 raises to Centurion Spear(9), 1 raise to Super Jump(7), and takes the Weakness Unattractive.
- Immutable Man assigns 9 raises to Invulnerable(15), and takes the Weakness Schmuck.

Sample Strengths

- Beautiful/Handsome - Roll to seduce, look cool, etc.
- Damage Shield - Anyone who touches you is hit with an attack; roll this trait to damage, and they roll to soak. Pick one energy. You can also use this in melee, rolling it to damage, but you'll need other attack skills to hit.
- Debonair - Works just like Beautiful/Handsome, but it's a matter of style, not looks.
- Energy Blast - Gives you a ranged blast attack, with rolls to hit and damage equal to this trait. Pick one energy.
- Energy Control - Lets you control your energy, for weak versions of various powers. Pick one energy.
- Energy Shield - Roll at +2/raise(or 12 in quick creation) to soak, and sets HP normally.
- Extra Life - You can come back from the dead once(it consumes this Strength, or 3 raises of it). This is generally better used from a Plot Device, though you can have a Plot Device **and** an Extra Life.
- Flight - You can fly! Roll to maneuver in tight spaces, or when racing. A moderate movement power.
- Gadgeteer - You can make items. You'll also want firearm, vehicle, or other skills to use the items.
- Investigate - You can gather information on all sorts of things... but it generally takes time to do the legwork.
- Jump - You can't maneuver(though you still roll to hit with a body slam), but you move through the air with considerable speed. A major movement power.
- Martial Arts - Works like a melee weapon, except you can't throw it, and you can't be disarmed.
- Nullify - Roll to affect your target, and pick something for them to resist with(like will or smarts); they lose any superpowers for one round per success. Pick one power type, like magic, superscience, or mutant.
- Quick - Roll to dodge ranged or melee attacks, and for initiative. Also a minor movement power.
- Resist Superpowers - Instead of a normal trait level, your trait level is twice the raises in this trait. Each time you're affected by a power(taking damage, snared, etc), make a check, and subtract your successes from theirs.
- Regeneration - Instead of a normal trait level, your trait level is equal to the raises in this trait. At the beginning of each turn, roll this trait, and heal 1 HP per success.
- Snare - Roll to affect your target, and pick something for them to resist with(like agility or super strength); one net success may snare a hand or make them groggy or such, while two or more will hold them in a block of

ice, or a web, or put them to sleep, or whatever. If you can make an area snare, you must continue to concentrate on it to keep them snared, otherwise you can snare 'em and leave 'em.

- ☛ Stealth - Roll to resist perception.
- ☛ Stunt Double - Use this trait to create a duplicate to fight for you... while you sit helpless.
- ☛ Super Sprint - Roll to maneuver in tight spaces, or when racing. A major movement power.
- ☛ Super Strength - Roll to hit and damage in melee, and it lets you do things like throw people great distances.
- ☛ Teleportation - A powerful movement power. Using it generally takes an action, and has a limited range, and requires LOS. A second power may be taken to push back these limitations, if the GM agrees.
- ☛ Tough - Roll to soak damage, and sets HP at 2/raise(that's 12 HP in quick creation).
- ☛ Weapon - Roll to hit and to damage; if it's a melee weapon, you can also roll to parry. You can throw a melee weapon, but you have to retrieve it before you can use it again. (You can never lose it permanently, however.) You can use a ranged weapon at melee range without penalty(though the target can use their best defense).

Sample Weaknesses

- ☛ Distractible - Choose something that diverts you from your appointed tasks. Generally not rolled.
- ☛ Fragile - Use that 3 to soak damage, to resist things like being knocked around, and for HP.
- ☛ Geeky - Use that 3 on attempts to look cool, fit in, etc.
- ☛ Impulsive - You're not one to sit back and plan; you need **action!** Generally not rolled.
- ☛ Insane Obsession - You have an arch-enemy, or otherwise are Distractible by something that actually is your "job". However, you will take every opportunity to solve **this** problem before all others, and you can't stand planning while your arch-enemy is free and committing crimes.
- ☛ Power Loss - Pick an energy; if you're damaged by it, you lose your powers for 1 round per point of damage.
- ☛ Schmuck - Anything you haven't put raises in(i.e. don't have as a Strength) defaults to 5, not 6.
- ☛ Super Life Functions - Your basic life functions are a superpower(for example an android or fire elemental). If you get Nullified or otherwise lose this power, you become inanimate or temporarily cease to exist; you can take damage from this, as well.
- ☛ Unattractive - Use that 3 on attempts to seduce, look cool, etc.
- ☛ Vulnerable - Pick an energy; it hits you really hard - you use that 3 to soak it.