

SuperStick!



Character Creation: it's similar to normal, but you don't get any Attributes because you're a Superhero (also known as a SuperStick). You're too cool to concern yourself with junk like that (common thugs and ordinary folks, of course, use the standard StickGuy™ system).

First, pick a Profession for your Secret Identity. Draw some item from it lying *near* your SuperStick. Next, pick an Origin. This is how you acquired your special StickPowers. It can be as elaborate as you like. For an extra Karma point, draw a "Secret Origin" picture of your innocent not-yet-Super StickGuy acquiring his powers. You still have to draw your SuperStick too, though.

Instead of Attributes, you get one *SuperPower*, one *SuperGizmo* and one *Vulnerability*. Then you get to pick one additional SuperPower, SuperGizmo or Vulnerability of your choice! Why would you want to take an extra Vulnerability? Why, the answer is obvious... it's, um... look over there! A crime in progress!

SuperPowers and SuperGizmos work almost the same way as Equipment does in regular StickGuy™. Whenever you perform a task, you'll get a bonus if you have a SuperPower, SuperGizmo or just some piece of ordinary Equipment that's appropriate to the situation.

- If it's **useful** in the current situation, you get a +1 bonus.
- If it's **useful and nifty**, you get a +2. Since this is a SuperStick game, SuperPowers and SuperGizmos should *usually* be considered "Nifty", while ordinary guns, bombs and whatnot should not.
- Finally, if your trait is **useful, nifty, and clichéd**, then you get a +3. Clichéd means that your action just *screams* "Superhero Comic." If you use your Super-strength to wallop a bad guy, that would be

useful and nifty, but if you first cry out, "It's time for lights out, NightStick!" *then* it's clichéd. It's a roleplaying bonus. You can also get this bonus if the action is **hilarious**, but that's up to your GM.

Remember to draw at least one feature on your SuperStick to represent each of his Superpowers, SuperGizmos and Vulnerabilities. Vulnerabilities can be drawn in the background if appropriate. Don't forget, big hooters are mandatory for SuperStickHeroines.

Suggested Superpowers:

- Super-strong
- Super-tough (lets you ignore harm from non-Super attacks)
- See-through-stuff
- Run-really-fast
- Fly
- Cling-to-walls (make sure your pic shows your superhero clinging to a wall or ceiling)
- Eyebeams
- Control Fish! (this is the most potent ability in the game; be sure to brag about it a lot)



Suggested SuperGizmos:

- Magic bracelets (they deflect bullets and look cool at raves)
- Magic rope
- Extra-long, stretchy cape
- Super shield
- Instant costume (you can change in and out of costume in a flash by spinning in a circle!)
- Utility belt (spend a round searching it to retrieve a useful item like a Stickarang, a Stickgrapple or some Stickraceptives)
- Teen sidekick (they have a Power of 1 and 1 Karma; if they get killed you should mourn for a week then recruit a new one)
- Secret decoder ring

Suggested Vulnerabilities:

- Sticktonite
- A really embarrassing costume
- Bullets
- Really stupid ("Bulk smash!")
- Attracts groupies
- Bad reputation (the editor of the Daily Stick makes sure that every story printed makes you look bad, even if you just saved the world!)
- Angst
- Aunt Stickmay (she has a bad heart)

The last major part of character creation is choosing your SuperStick name. Your *real* name can be determined by the normal method, but your SuperStick name will require serious thought. Or you can pick a famous comicbook superhero and put "Stick" in their name somewhere. Whatever works for you.

Once everyone has written up their characters, it's time to decide on a SuperStick Team Name! If no one can agree, settle it with a fist-fight.

The Setting

The city of Stickopolis isn't *just* a crime-ridden, decaying urban nightmare of a town with a predilection for Gothic architecture and a corrupt police force! No, it's also a recurring target for crazed Supervillains from all around the Stickverse. Whether it's a mad genius testing out his new DeathStickBot or a local janitor who was bit by a radioactive StickBug and turned into a giant StickMonster, there's always someone attacking Stickopolis.

Even when there aren't any villainous SuperSticks at work, it's hard to visit the corner StickyMart without encountering criminals. Murder, extortion, sexual harassment, racketeering, arson... and that's just at the local kindergarten. The rest of the city is worse.

What this city needs is a StickHero. Someone to right the wrongs and pummel the evildoers. And impress a lot of StickChicks. Yes, it's up to you to save the StickWorld! Go get 'em!

But don't forget to protect your Secret Identity. If anyone ever found out that you were really a SuperStick, well... it would be bad. Horrid. Unthinkably awful. Okay? No matter if Letterman offers you a million bucks to appear on LateNightStick and take off your mask, you won't do it. Nope, no way. Just not even worth thinking about. You should do whatever it takes to make sure that your Secret Identity stays secret.

Why is your secret identity so important? Well, it gives you a chance to unwind and some daily income (superheroing generally doesn't pay well) but mostly it protects you from a fate too terrible to tell. No, really, it's too horrid to reveal. Stop asking!

Okay, you asked for it. I'll tell you the horrific truth. Brace yourself. The I.R.S. (Internal Revenue Stick) audits every superhero that they find out about. They'll take away your house, your money and all of your SuperGizmos. Brr! Now you see why everyone wants their Secret Identity to *stay* secret.

The Bad Guys

Evil Ninjas: the Evil Ninjas are the only characters in ***SuperStick!*** who can use katanas. No one else can get them. Since katanas are always +3 (see the StickGuy™ rules), this makes them nasty. However, they suffer from the *Conservation of Ninjitsu* rule. Evil Ninjas always suffer a penalty to their rolls equal to the number of Evil Ninjas present. So, the more Ninjas that show up, the easier they are to mow down.

Doctor Droom: the maniacal overlord of Lostvia, the dread Dr. Droom wears a suit of super-armor and has more StickGadgets and StickRobots than you can shake a StickStick at. He's been beaten thirty-seven times and each time it turned out to be another robot double. Oh, and anyone who accidentally mispronounces his last name as "Doom" immediately loses their SuperPowers for 60 seconds due to copyright infringement.

The Legion of Loathly Lunatics: Led by the loathsome Lix Luthor, the Legion loves to level large locales and uses lethal lures to liquidate luckless Luperheroes. Er, Superheroes. And they use excessive alliteration, too.

Lix has no powers himself. He's just smart. He's assembled a large group of lesser, not-so-smart StickVillains to do his bidding. Some of them are brighter than potted plants, but not many. They have a wide variety of powers and vulnerabilities but only the really amusing ones get to be recurring characters. Oh, watch out! Nothing infuriates Lix more than people making fun of his name.

J.J.J.J.: The editor of the Daily Stick, the only newspaper in Stickopolis, J.J.J.J. hates superheroes. He loathes them. Thinks that they're menaces. Occasionally he picks a *particular* superhero to crusade against. And if his scathing editorials aren't enough to make that unfortunate vigilante pack up and leave Stickopolis, J.J.J.J. isn't above having his local mad scientist cobble together a deadly StickBot or create a superpowered StickAssassin to put the hurt on them. Somehow, no one ever manages to prove that J.J.J.J. was involved, though.

No one knows what his initials stand for. Everyone just calls him "J. J. J... J."

Aunt Stickmay is an avid reader of the Daily Stick.

The Rival Supergroup: it's a funny thing. No matter how famous they are, are how many times they've teamed up in the past, whenever two Supergroups encounter each other for the first time in an adventure, a fight ends up breaking out. No one knows why.

Some famous supergroups in Stickopolis are the Fantastic Fifty-Four (known for their easy membership requirements; the founding members are Mr. Fantastick, InvisiStick, The Human Stick and The Twig, but they rarely do anything themselves anymore), the StickAvengers (led by Thor, the StickGod of Umbrellas and his girl friend Emma Peel), the X-Sticks (they're all freaky mutants drawn like Xs with their head over the X) and the Justice Sticks (led by SuperStick himself! He has *all* of the Superpowers, a Power stat of 5 and an ego to match).

