

## EZ SUPERS

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A Super Hero RPG ... Super Fast ... Super Easy ... Super Fun!!

"EZ Supers" should prove ideal for introducing young players to RPG's as well as for a quick one-shot for experienced players who are stuck for time.

Combat Sequence:

### ROLL INITIATIVE

Roll 2d6 ... Do not find their sum ...  
Read first the HIGH die ...  
Then read the LOW die ...

There are 2 Body types: Fast or Strong

Fast – High die is Movement / Low die is Damage  
Strong – High die is Damage / Low die is Movement

Players act in order, Highest Movement roll acting first.

Move your figure a number of inches (or 1 inch squares) equal to your Movement roll.

### ROLL TO HIT

Roll 2d6 ... Do not find their sum ...  
Read first the HIGH die ...  
Then read the LOW die ...

There are 2 Mind types: Bold or Cautious

Bold – High die is Attack / Low die is Defense  
Cautious – High die is Defense / Low die is Attack

To Hit rolls are opposed ... Compare Attack die to Defense die... ties go to the Attacker.

If the Attack Die (as rolled by the attacking character) is equal to or greater than the Defense Die (as rolled by the defending character) than the attacking character scores a successful hit.

## ROLL DAMAGE

Roll 2d6 ... Do not find their sum ...

Read first the HIGH die ...

Then read the LOW die ...

There are 2 Body types: Fast or Strong

Fast – High die is Movement / Low die is Damage

Strong – High die is Damage / Low die is Movement

Damage comes in two types: Tec and Mag

TEC – Short for Technology ... science... the mundane... if the damage could exist in the real world or has a solid grounding in science (even comic book science) ... then it's most likely TEC.

MAG – Short for Magic ... the supernatural ... psychic phenomenon ... the unexplained ... if the damage couldn't possibly exist in the real world or would be considered a magical, supernatural or psychic power in the comic book world... then it's most likely MAG.

## SOAKING DAMAGE

Roll 2d6 ... Do not find their sum ...

Read first the HIGH die ...

Then read the LOW die ...

There are 2 Spirit types: Shadow or Light

Shadow – High die is Mag Soak / Low die is Tec Soak

Light – High die is Tec Soak / Low die is Mag Soak

Reduce the damage based upon the type of Damage... Mag or Tec.

If any gets through, LIFE is reduced by this amount.

Supers have 10 LIFE.

## NORMALS and THUGS

Non-Supers roll 2 dice in combat contests and must always take the LOW die for every value... Movement / Damage; Attack / Defense; Mag Soak / Tec Soak. Some weaker Normals will not be allowed a soak roll at all ... Normals have 5 LIFE.

## POWERS

Acrobatics – Add +1 to Defense Die.

Armor – Add +1 to Tec Soak.

Brawl – Add +1 to Attack Die.

Energy Bolt – Can attack at range. Damage is Tec.

Flight – Add +1 to the Movement Die.

Force Bubble – Add +1 to Mag Soak.

Mystic Bolt – Can attack at range. Damage is Mag.

Psi-Strike – Add +1 to Damage Die. Damage is Mag.

Super Speed – Add +1 to the Movement Die.

Super Strength – Add +1 to Damage Die. Damage is Tec.

These powers provide examples of how a power should effect the rules ... Super Strength could just as easily be Giant Growth or Acrobatics could be Shrinking ... Energy Bolt could be Stretching Powers ... etc. Feel free to adapt a power's description to fit your character concept.

All Heroes Begin Play with 2 powers. Choose which 2 powers you want.

## DOUBLES

When you roll Doubles, both dice are LOW.

When you roll Doubles, both dice are HIGH.

So, add the two dice together and keep the result!!

(Double 1's add up to "2" and won't be so spectacular, but double 6's add up to "12!")

When you roll doubles attempting a task, record the feat on your character sheet. Each time you roll doubles counts as a single instance... Double 4's will not get you more credit than double 1's, for example.

Doubles are spent to improve your character.

A Third Power costs 30 Doubles

A Fourth Power costs 40 Doubles

Improving the Bonus of an existing Power from +1 to +2 costs 20 Doubles

Improving the Bonus of an existing Power from +2 to +3 costs 30 Doubles

Improving the Bonus of an existing Power from +3 to +4 costs 40 Doubles

HERO NAME : \_\_\_\_\_

LIFE: (10) \_\_\_\_\_ DOUBLES: \_\_\_\_\_

Attribute Selection:  
(circle the appropriate columns to assign attributes)

<u>BODY</u>	=	<u>FAST</u>	or	<u>STRONG</u>
<u>MOV</u>	=	<u>HIGH</u>	or	<u>LOW</u>
<u>DMG</u>	=	<u>LOW</u>	or	<u>HIGH</u>

<u>MIND</u>	=	<u>BOLD</u>	or	<u>CAUTIOUS</u>
<u>ATT</u>	=	<u>HIGH</u>	or	<u>LOW</u>
<u>DEF</u>	=	<u>LOW</u>	or	<u>HIGH</u>

<u>SPIRIT</u>	=	<u>LIGHT</u>	or	<u>SHADOW</u>
<u>TEC</u>	=	<u>HIGH</u>	or	<u>LOW</u>
<u>MAG</u>	=	<u>LOW</u>	or	<u>HIGH</u>

POWERS: (CHOOSE TWO / RECORD BELOW:)

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(draw a picture of the character to the right)