The RPG of Costumed Heroes!

Hi/Lo Heroes

By Jeff Moore

Version 1.4

Hi/Lo Heroes RPG by Jeff Moore

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Wow! Hero City! I can't believe that I'm finally here! Hero City!
This is so exciting! I keep looking up... up in the sky... trying to catch a glimpse of Double Shot or Atomic... Wow! Hero City!!

Oh... I know it wasn't always called "Hero City." The name was changed when the first costumed heroes appeared to fight crime. You remember? Sure ya do! This is your home town. I'm the tourist here... But... hey... did you hear that? Was that a cry for help?

What? You have to go? Sure, sure! Sorry that you have to rush off like this... it was nice talking... Whoa... she sure left in a hurry.

Wow! Hero City! I can't believe that I'm finally here!

Hi/Lo Heroes

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Hi/Lo Heroes is a role playing game set in a city of costumed heroes. In role playing games, players imagine that they are the heroes in a great interactive adventure story. One player, the Game Master helps to provide the backdrop for the story and takes the roles of Villains and Normals that the other players (called Heroes) will meet and interact with.

Hi/Lo is a reference to the game system and its die roll mechanic. In the Hi/Lo RPG, players roll 2 dice and read the value of either the HIGH die (hi) or the LOW die (lo) depending upon their skill or power.

What is a Role-Playing Game?

Have you ever set around with your friends and wondered what it would be like to have adventures similar to those of your favorite costumed hero from the comic books? Have you thought about what powers you would have, what your costume would look like, what your heroic name would be?

A Role-Playing Game, also called an RPG, is a game where these kinds of questions are answered. Some Players make their own heroes, imagining what powers and abilities they would have. Another player sets the scene for adventure and presents the Heroes with situations that enable them to fill their Heroes with life.

As a game, an RPG has rules ... guidelines that give a structure to your imagined hero.

It works like this: One Player is chosen to be the Game Master (or GM.) The GM will be very familiar with the rules of the game. The GM acts as a referee and a story teller.

The other players have characters called Heroes. Heroes do not know anything about the story until the GM tells them about it. Each new situation is an opportunity to surprise the Heroes with the unexpected and fantastic.

The GM starts things out by coming to the table with an idea for a series of events or encounters to share with the Heroes. The GM presents an encounter situation to the Heroes and then allows the Heroes to respond to the situation.

The GM might say, "Your Heroes are out on patrol late one night when they hear the sound of a burglar alarm in the distance. What do you do?"

Players would respond by telling the GM how their Heroes will react to the situation. This exchange of situational descriptions and responses is known as role-playing. Role-Playing works very similarly to improvisational theater, but rather than acting on a stage, the players sit comfortably around a table. And there is no audience, except for your fellow players.

The other thing that makes an RPG different than improvisational theater is combat. RPG's tell adventure stories, and adventure stories include grand battles. This is what makes an RPG a game. There are rules that define how your hero can face an enemy (controlled by the GM) and defeat them in combat.

Finally, this game never ends. Players can play the same Heroes game session after game session expanding their pool of powers and abilities and accumulating experiences over time just like the adventures of costumed heroes in the comics that continue month after month.

If you are the GM, you might want to skip ahead to the sample adventure: "Robo-A-Go-Go." This adventure presents a series of encounters that the players can react to and experience in such a way that it will be like they have "lived" the story.

HEROES

All players, except the one player who takes the job of Game Master, will need to create a character to represent their persona in the story. A player's character is referred to as a Hero. The information used to define a character enable Heroes and Game Master to recreate amazing combats like those seen in the pages of comic books or in action movies.

The first step in creating a hero is to define a template. A Hero's template is the framework on which career skills and heroic powers are draped.

Templates in Hi/Lo Heroes have 3 Aspects that define the Hero's strengths and weaknesses in the game:

BUILD

Build is a reflection of a Hero's body type. Heroes come in one of two Builds: Quick - the hero is more agile than strong; or Powerful - the hero is more strong than agile.

MENTALITY

Mentality is a reflection of a Hero's mind set. Heroes come in one of two Mentalities: Logical - The hero is guided more by reason than instinct; or Intuitive - The hero is guided more by instinct than reason.

TEMPERAMENT

Temperament is a reflection of a Hero's personality type. Heroes come in one of two Temperaments: Bold - the hero is more impulsive than careful; or Cautious - the hero is more careful than impulsive.

TEMPLATE CREATION

Combining Temperament, Mentality and Build forms the Hero Template. Players can simply choose a value for each Aspect of their Template, or if pressed for time (or perhaps simply uncertain about what they want to do) a player can use die rolls to determine the Aspects of their Template randomly.

Build: 1-3 = Quick; 4-6 = Powerful.

Mentality: 1-3 = Logical; 4-6 = Intuitive.

Temperament: 1-3 = Bold; 4-6 = Cautious.

ACTION DICE

Action Dice define the hero's combat strengths and weaknesses. There are six Action Dice: Move, To Hit, Evade, Damage, Block Mundane, and Block Fantastic.

All dice are the cube shaped, six-sided variety (abbreviated d6.)

MOVE DIE - This die determines how fast and far a hero can move in a round of combat. It represents speed and reflexes. If a hero has a "Quick" Build then the Move Die is HIGH, otherwise it is LOW.

TO HIT DIE - This die determines how well a hero can aim to hit a target. It represents accuracy and precision. If a hero has a "Bold" Temperament then the To Hit Die is HIGH, otherwise it is LOW.

EVADE DIE - This die determines how well a hero can avoid being hit by an attack. It represents agility and perception. If a hero has a "Cautious" Temperament then the Evade Die is HIGH, otherwise it is LOW.

DAMAGE DIE - This die determines the level of injury that a successful attack by this hero can inflict. It represents power and strength. If a hero has a "Powerful" Build then the Damage Die is HIGH, otherwise it is LOW. All Heroes get a +1 bonus to damage die action rolls.

BLOCK MUNDANE DIE - This die determines how resistant the hero is to injury originating in the mundane world. Any damage that could be generated realistically outside of the comic books is considered Mundane damage. This type of Damage might include guns, knives, exposure to cold, fire or electricity, poison or acid. If a hero has a "Logical" Mentality then the Block Mundane Die is HIGH, otherwise it is LOW.

BLOCK FANTASTIC DIE - This die determines how resistant the hero is to injury that can only be found in comic books. Any damage that could not realistically be generated outside of the comic books is considered Fantastic Damage. This type of Damage might include, optic blasts, cosmic energy, magic or supernatural forces, psychic blasts or mental control. If a hero has an "Intuitive" Mentality then the Block Fantastic Die is HIGH, otherwise it is LOW.

POWER CATEGORIES

Powers allow players to add a modifier to their Action Die. (Beginning Powers will grant a +1 modifier to an Action Die) The list of powers is organized based upon which die (or dice) the power modifies.

MOVEMENT POWERS

These powers will add a +1 modifier to the Hero's Move Action Die.

TARGETING POWERS

These powers improve a Hero's chance to successfully hit a target. These powers add a +1 modifier to the Hero's To Hit Action Die.

EVASION POWERS

These powers help a hero avoid being hit. They add a +1 modifier to the Evade Action Die.

MUNDANE ATTACK POWERS

These are attack powers that modify the Damage Action Die. Further they define the Damage type as Mundane and are therefore resisted by the Block Mundane Action die.

FANTASTIC ATTACK POWERS

These are attack powers that modify the Damage Action Die. Further they define the Damage type as Fantastic and are therefore resisted by the Block Fantastic Action die.

BARRIER DEFENSE POWERS

These powers include every type of power that absorbs or deflects damage. Barrier Powers are the only powers that modify two action die types instead of only one. Any Barrier Power will add a +1 modifier to BOTH the Block Mundane Action Die, AND the Block Fantastic Action Die.

CHOOSING POWERS

Players may choose 2 powers (one each from 2 different power categories) to create their heroes. Or if pressed for time (or perhaps simply uncertain about what they want to do) a player can use die rolls to determine their powers randomly.

(1) Movement Powers
+1 to Move Action Die

(1) Teleportation
(2) Flight (or Wings)
(3) Swing Line
(4) Super Leap
(5) Super Speed
(6) Wall Walking

(2) Targeting Powers
+1 to To Hit Action Die

(1) Martial Attack
(2) Trick Shot
(3) Rapid Fire
(4) Sneak Attack
(5) Precognition
(6) Super Agility

(3) Evasion Powers
+1 to Defense Action Die

(1) Acrobatics
(2) Danger Sense
(3) Invisibility (or Stealth)
(4) Ghost Form
(5) Tiny Form
(6) Martial Dodge

(4) Mundane Attack Powers
+1 to Damage Action Die
(Damage is Mundane.)

(1) Gun (or Bow)
(2) Blade (or Claws)
(3) Super Strength (or Giant Form)
(4) Lightning Attack (or Taser)
(5) Heat Attack (or Cold Attack)
(6) Poison Attack (or Radiation Attack)

(5) Fantastic Attack Powers
+1 to Damage Action Die
(Damage is Fantastic.)

(1) Optic Blast (or Gaze Attack)
(2) Energy Blast (or Energy Punch)
(3) Life Drain
(4) Psychic Bolt
(5) Mystic Bolt
(6) Phantasmal Attack

(6) Barrier Defense Powers
+1 to Block Mundane Action Die, and
+1 to Block Fantastic Action Die

(1) Armor (or Shield)
(2) Metal Form (or Stone Form)
(3) Energy Form (or Energy Sheath)
(4) Force Bubble (or Force Field)
(5) Stretching
(6) Invulnerability

The powers listed here are only a guide for creating new heroes. Make substitutions when needed to match a hero's concept.

ROLE-PLAYING POWERS

The heroic powers in Hi/Lo Heroes are nothing more than die-roll modifiers with fancy names. The bonuses reflect the "feeling"... or the "sense" of a power.

Players could create heroes by selecting two Action Dice to receive a +1 bonus and be done. But what does that tell us about the hero? What does the power look like? What does it feel like?

When choosing powers, players should consider how these powers relate back to the hero. The powers that a player chooses will flavor the hero and enhance the things that the hero is able to accomplish during the non-combat portions of the game.

Hi/Lo Heroes contains no bench marks. In comic book adventure stories heroes of all different power levels are able to battle side by side against the same enemies. This is something that generally makes little sense when analyzed by the logical mind. But, it's something that is ignored by the reader who instead allows themselves to be carried along by the story.

The rules do not use complex tables or formulas to explain how much a hero can lift or how far the hero can throw a car. The Game Master and the players should decide these things as they go using the comic books as a guide.

Hi/Lo Heroes never wants to be a game about which hero is the "strongest" or the "best." Powers and power levels are about flavor, not rules. Players and the Game Master are encouraged to use Role-Play to add flavor and finesse to a game. But, this finesse, this role-play, rarely changes the die rolls.

Example:

Super Strong wants to pick up a car and throw it at a villain. Since Super Strong has the "Super Strength" power, this should be no problem.

Normally, Super Strong has no ranged attack, but throwing the car grants him the advantage of range.

Super Strong's attack is rolled with a -1 penalty because his target is not adjacent to him. Super Strong is a "Bold" hero so he uses the HIGH die To Hit.

Super Strong rolls his Attack roll and gets lucky. His HIGH die is a 6. Even at minus 1, the 5 is high enough to beat the villain's Evade Action roll of 4.

The car hits, and the villain suffers HIGH damage because Super Strong is a "Powerful" hero. This damage is modified by +1 because Super Strong has the Super Strength heroic power and by the additional +1 that all Heroes get to add to damage.

Remember from the Attack roll referenced above that the HIGH die was a 6 but is at -1 because Super Strong is not adjacent to his target. Damage is referenced from this same die roll. So, with his Super Strength power (+1) and the Hero damage bonus (+1), this means that Super Strong has rolled 7 Potential Damage.

Even though getting hit by a car seems pretty fantastical, this attack is just an extension of the Super Strength power and Super Strength is listed as a Mundane Damage type power.

The villain has LOW Block ability against Mundane damage. The GM's Defense Roll from before (when the villain attempted to Evade) was a 4 and a 2. The 2 is LOW so the villain reduces damage by this amount.

The villain looses 5 LIFE from the attack. This is enough to Knock-Back the villain 2 squares and so the villain is Dazed.

This is no more or less damage than Super Strong could have delivered with a punch or a kick ... or whatever. Throwing the car did not change the die rolls. But, the players and the Game Master all got a fun visual impression of what the attack looked like ... and Super Strong gained the advantage of attacking his target at range with the car.

Below is a list of all the powers that might be rolled randomly as part of character generation with a brief description of each. These descriptions are meant to help build a sense of the hero visually and texturally. These descriptions should help to shape the directions the hero can go during role-play and the kinds of choices that they can make.

POWER DESCRIPTIONS

Acrobatics - The character is trained in tumbles, rolls, flips, jumps, and falls. In comic books, costumed heroes often incorporate acrobatic maneuvers into combat. (Add +1 to the Evade Action die).

Armor (or Shield) - The character wears special protective gear or carries a shield. (Add +1 to the Block Mundane and +1 to the Block Fantastic Action dice).

Blade (or Claws) - The character attacks with an edged weapon of some kind. This could be a sword or even natural claws. (Add +1 to the Damage Action Die; Damage is defined as Mundane).

Danger Sense - The character has an uncanny ability to react to danger just in the nick of time. (Add +1 to Evade Action Die).

Energy Blast (or Energy Punch) - The character has an energy attack. This is special comic book energy not found in the real world. (Add +1 to the Damage Action Die; Damage is defined as Fantastic).

Energy Form (or Energy Sheath) - The character's body is covered in, or made from some kind of energy. (Add +1 to the Block Mundane and +1 to the Block Fantastic Action dice).

Flight (or Wings) - The character can fly. (Add +1 to the Move Action die).

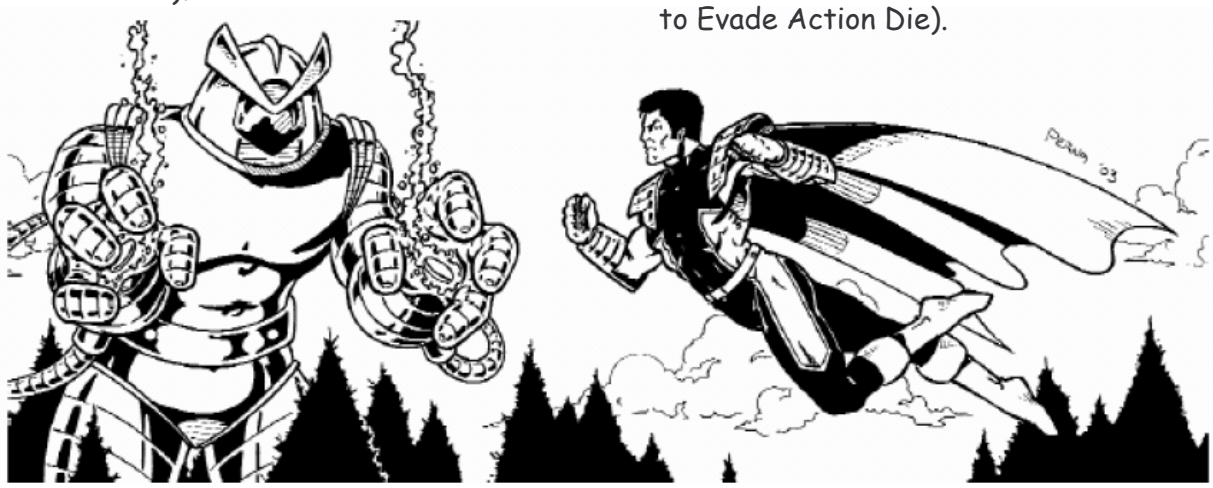
Force Bubble (or Force Field) - The character has a protective field that blocks damage. (Add +1 to the Block Mundane and +1 to the Block Fantastic Action dice).

Ghost Form - The character can phase in and out, becoming insubstantial like a ghost. The character can pass through walls and floors, etc. In combat a character in Ghost Form must constantly phase in and out in order to strike at a target, for this reason the character can still potentially be hit by the attacks of others. (Add +1 to Evade Action Die).

Gun (or Bow) - The character uses a gun or a bow or other similar projectile weapon. (Add +1 to the Damage Action Die; Damage is defined as Mundane).

Heat Attack (or Cold Attack) - The character has an attack based upon extremes in temperature. Such attacks usually involve ice or fire. (Add +1 to the Damage Action Die; Damage is defined as Mundane).

Invisibility (or Stealth) - The character is hard to see and therefore difficult to hit. When not in combat the character can become almost impossible to detect. (Add +1 to Evade Action Die).



Invulnerability - The character is super tough and naturally able to suffer greater injury without loss of LIFE. (Add +1 to the Block Mundane and +1 to the Block Fantastic Action dice).

Life Drain - The character's touch attack chills a target to their very soul. (Add +1 to the Damage Action Die; Damage is defined as Fantastic).

Lightning Attack (or Taser) - The character can deliver a shocking attack. (Add +1 to the Damage Action Die; Damage is defined as Mundane).

Martial Attack - The character delivers accurate attacks honed by combat training and experience. (Add +1 to To Hit Action Die).

Martial Dodge - The character can avoid the attacks of others by utilizing special combat techniques and training. (Add +1 to Evade Action Die).

Metal Form (or Stone Form) - The character's skin is made of a super hard substance like granite or steel. (Add +1 to the Block Mundane and +1 to the Block Fantastic Action dice).

Mystic Bolt - the character can attack with a projectile of magical energy. (Add +1 to the Damage Action Die; Damage is defined as Fantastic).

Optic Blast (or Gaze Attack) - Energy projected from the character's eyes can injure opponents. (Add +1 to the Damage Action Die; Damage is defined as Fantastic).

Phantasmal Attack - The character creates solid holograms of enemies to attack the target. The animations can be seen by everyone and effect the environment like real creatures or objects. (Add +1 to the Damage Action Die; Damage is defined as Fantastic).

Poison Attack (or Radiation Attack) - The character's touch can sicken a target inflicting damage. (Add +1 to the Damage Action Die; Damage is defined as Mundane).

Precognition - The character can predict the actions of an opponent making targeting the opponent easier. (Add +1 to To Hit Action Die).

Psychic Bolt - the character can attack with a projectile of psychic energy. (Add +1 to the Damage Action Die; Damage is defined as Fantastic).

Rapid Fire - The character's attacks are delivered in a rapid fire burst making them nearly impossible to evade. (Add +1 to To Hit Action Die).

Sneak Attack - The character is skilled at catching a target off-guard. (Add +1 to To Hit Action Die).

Stretching - The character's body is rubbery, stretchy, flexible and resilient. (Add +1 to the Block Mundane and +1 to the Block Fantastic Action dice).

Super Agility - The character can control their body with heroic precision. This allows them to strike opponents more quickly and accurately. (Add +1 to To Hit Action Die).

Super Leap - The character can jump great distances through the air. (Add +1 to the Move Action die).

Super Speed - The character can run super fast. The characters momentum is so great that they can run up vertical surfaces or across the top of a body of water without sinking. (Add +1 to the Move Action die).

Super Strength (or Giant Form) - The character is heroically strong. The character can pick up really heavy things like armored tanks and fire engines and throw them around. (Add +1 to the Damage Action Die; Damage is defined as Mundane).

Swing Line - The character moves around by swinging on a suspended line or cable. (Add +1 to the Move Action die).

Teleportation - The character can disappear from one location and reappear at another. (Add +1 to the Move Action die).

Tiny Form - The character is incredibly small (usually 4 to 6 inches in height). This makes targeting the character very difficult. (Add +1 to Evade Action Die).

Trick Shot - The character can attack in deceptive ways to confuse a target. This makes the attacks harder to evade. (Add +1 to To Hit Action Die).

Wall Walking - The character can cling to vertical surfaces and hang from ceilings. (Add +1 to the Move Action die).

WEAKNESSES

Heroes are just like everyday people. They struggle with their own personal short comings. Every Hero must select one weakness. It's the price they pay for Powers.

Roll or choose 1 weakness:

(1) Move Action Weakness - the character has a weakness that slows them down, preventing quick action. The Hero suffers a -1 penalty to Move Action die rolls (minimum of 1.)

(2) To Hit Action Weakness - the character has a weakness that makes it easier to evade their attacks. The Hero suffers a -1 penalty to To Hit Action die rolls (minimum of 1.)

(3) Evade Action Weakness - the character has a weakness that makes them easier to hit in combat. The Hero suffers a -1 penalty to Evade Action die rolls (minimum of 1.)

(4) Damage Action Weakness - the character has a weakness that causes them to inflict less damage in combat. The Hero does not get the free +1 bonus to damage that other Hero characters gain automatically.

(5) Block Mundane Action Weakness - the character takes more Mundane damage than normal. The Hero suffers a -1 penalty to Block Mundane Action die rolls (minimum of 1.)

(6) Block Fantastic Action Weakness - the character takes more Fantastic damage than normal. The Hero suffers a -1 penalty to Block Fantastic Action die rolls (minimum of 1.)

LIFE AND DEATH

Heroes with a Powerful Build begin play with 15 LIFE.

Heroes with a Quick Build begin play with 10 LIFE.

If a Hero reaches 0 LIFE they are unconscious.

If a Hero reaches -20 (negative twenty) LIFE they have died.

CAREERS

A career helps define what kinds of things a costumed hero will do when not out fighting the forces of evil. This is a hero's day job. The stuff they do when not in the costume. Careers can imply a collection of skills or skill sets relative to the type of work being done. These are called Career Skills.

Career Skill tests are opposed by the Game Master. If a player's roll ties or beats the Game Master's roll then the use of the Background Career based skill is successful.

The player reads the die type for a Career Background check based upon the relevant Action Die. If the player has a Career background related to the task that is being attempted then the Game Master opposes the player using the LOW die. If the player does not have a career background related to the task being attempted then the Game Master opposes the player using the HIGH die.

The career examples are to be used as a guide in creating a hero. Feel free to make comparable substitutions.

(1) Quick Careers
(Player uses the Move Action Die)

These are Careers related to agility and reflexes.

(1-2) Professional Driver
(3-4) Pilot
(5-6) Circus Performer

(2) Bold Careers
(Player uses the To Hit Action Die)

These Careers are related to charisma and personality.

(1-2) Actor
(3-4) Rock Star
(5-6) Politician

(3) Cautious Careers
(Player uses the Evade Action Die)

These Careers are related to observation and patience.

(1-2) Doctor
(3-4) Investigative Reporter
(5-6) Teacher

(4) Powerful Careers
(Player uses the Damage Action Die)

These Careers are related to strength and constitution.

(1-2) Construction Worker
(3-4) Scuba Diver
(5-6) Professional Athlete

(5) Logical Careers
(use the Block Mundane Action Die)

These Careers are related to science and technology.

(1-2) Computer Programmer
(3-4) Scientist
(5-6) Mechanic

(6) Intuitive Careers
(use the Block Fantastic Action Die)

These Careers are related to intuition and instinct.

(1-2) Animal Trainer
(3-4) Artist
(5-6) Writer

Players can choose or roll one Professional Career and one Hobby Career.

CHARGE

Players should define a "Charge" for their Hero. A Charge is a person that the Hero feels responsible for. It might be their spouse, their lover, a sibling or an ailing auntie.

The Charge character is portrayed by the Game Master and serves to connect the Hero to the game world. The Game Master should look for opportunities to role-play encounters between a Hero and their Charge. Also, endangering a Charge can be an effective way to motivate a Hero into action and such things happen frequently in comic book stories.

(1) Aunt, Uncle or Parent

(2) Brother or Sister

(3) Girlfriend or Boyfriend

(4) Spouse or Child

(5) Teacher or Student

(6) Boss or Friend/Co-worker

Players should either roll or choose a Charge for their Hero.

CIVILIAN NAME

All Heroes in Hi/Lo Heroes are assumed to have both a heroic Identity and a Civilian Identity. Comic book costumed heroes try to lead normal lives outside of crime fighting. They have friends and families and jobs and need time to unwind. A Hero's Civilian Identity is often more important to the character than their heroic one.

HERO NAME

What the Hero is called while in costume. These names are bold, descriptive. Bob or Nancy are not heroic names. Atomic and Double Shot are. Heroic names fill the mind with images of heroic figures. Choosing a good name for your Hero will tie everything together and make your Hero complete!

DOC GOBLIN

Example of a RANDOM Hero

roll	*result*
6	Powerful (Build)
3	Logical (Mentality)
5	Cautious (Temperament)
5	(Fantastic Attack Group)
5	Mystic Bolt (1st power)
3	(Evasion Power Group)
1	Acrobatics (2nd power)
1	Weak Move (Weakness)
3	(Cautious Career Group)
2	Doctor (Professional career)
6	(Intuitive Career Group)
4	Artist (Hobby Career)
3	Girlfriend (Charge)

The "mystic bolt" would seem to indicate someone with magical ability, but the logical mentality doesn't usually imply "wizard." The character should be the type who has a magic artifact and really doesn't know how to use it. What sort of Artifact will change someone enough that they become Acrobatic? The powerful build may also be resultant of the transformation.

I like that the career rolled was a doctor, so I want to use doctor in the name... Doctor Wizard... Doctor Magic... Doctor Faerie... Doctor Demon... Doctor Doctor... hmmm.

The Hero is a collector of art (Artist hobby career becomes Art Collector.) He obtains a rare sculpture of a fairy creature of some kind (a goblin.) The mystic object entices him... seems to call to him.

The "Goblin" entity actually possesses the good doctor like a demon or a spirit... this possession is something that the doctor constantly struggles against which produces hesitation... the cause for the Move Action Weakness.

HI/LO HEROES RPG HERO FORM

IDENTITY

Hero Name: Doc Goblin

Civilian Name: Doctor William Golden

Professional Career: Doctor (Evade/H)

Hobby Career: Art Collector (Block Fan/L)

Charge: Sarah Smith (girlfriend)

TEMPLATE

Build:	☐ Quick	☒ Powerful
Mentality:	☒ Logical	☐ Intuitive
Temperament:	☐ Bold	☒ Cautious

ACTION DICE AND POWERS

MOVE DIE: ☐ High ☒ Low ☒ Weak

Movement Powers:

TO HIT DIE: ☐ High ☒ Low ☐ Weak

Targeting Powers:

EVADE DIE: ☒ High ☐ Low ☐ Weak

Evasion Powers: Acrobatics (+1 to Evade Die)

DAMAGE DIE (add +1): ☒ High ☐ Low ☐ Weak

Mundane Attack Powers:

Fantastic Attack Powers: Mystic Bolt (+1 Damage)

BLOCK MUNDANE DIE: ☒ High ☐ Low ☐ Weak

BLOCK FANTASTC DIE: ☐ High ☒ Low ☐ Weak

Barrier Defense Powers:

LIFE

15

DOUBLES

TRAINING

NOTES

The family had always told stories of old Aunt Agnis and her odd mystical ways. It was at the estate sale that he saw it. The statue: a small acrobatic thing... like a gargoyle, but with no wings... it beconned to William. Eventually, he took the mysterious statue home. Little did he know, this goblin would change him forever.

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HI/LO HEROES RPG HERO FORM

IDENTITY

Hero Name: Double Shot

Civilian Name: Thomas Green

Professional Career: Computer Eng (Block Mun/H)

Hobby Career: Shooter Games (Move/L)

Charge: Nancy Green (wife) and Cindy (daughter)

TEMPLATE

Build:	☒ Quick	☐ Powerful
Mentality:	☒ Logical	☐ Intuitive
Temperament:	☒ Bold	☐ Cautious

ACTION DICE AND POWERS

MOVE DIE: ☒ High ☐ Low ☐ Weak

Movement Powers:

TO HIT DIE: ☒ High ☐ Low ☐ Weak

Targeting Powers: Double Shot (+1 To Hit)

EVADE DIE: ☐ High ☒ Low ☐ Weak

Evasion Powers:

DAMAGE DIE (add +1): ☐ High ☒ Low ☐ Weak

Mundane Attack Powers:

Fantastic Attack Powers: Phase Guns (+1 Damage)

BLOCK MUNDANE DIE: ☒ High ☐ Low ☒ Weak

BLOCK FANTASTC DIE: ☐ High ☒ Low ☐ Weak

Barrier Defense Powers:

LIFE

10

DOUBLES

TRAINING

ORIGIN

A computer engineer and game enthusiast, Tom's boring 8 to 5 existence seems inescapable, until a burglar breaks into his home endangering the life of his wife and daughter. Though his family is not harmed, this event shapes Tom's destiny. Years of playing computer games are put to use as Tom dons the cowl of Double Shot!

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HI/LO HEROES RPG HERO FORM

IDENTITY

Hero Name: Atomic

Civilian Name: Jason Trent (JT)

Professional Career: School Football (Damage/H)

Hobby Career: Student (Block Mun/L)

Charge: Parents and Girlfriend (Kandee)

TEMPLATE

Build:	☐ Quick	☒ Powerful
Mentality:	☐ Logical	☒ Intuitive
Temperament:	☒ Bold	☐ Cautious

ACTION DICE AND POWERS

MOVE DIE: ☐ High ☒ Low ☐ Weak

Movement Powers: Atomic Flight (+1 Move)

TO HIT DIE: ☒ High ☐ Low ☐ Weak

Targeting Powers:

EVADE DIE: ☐ High ☒ Low ☒ Weak

Evasion Powers:

DAMAGE DIE (add +1): ☒ High ☐ Low ☐ Weak

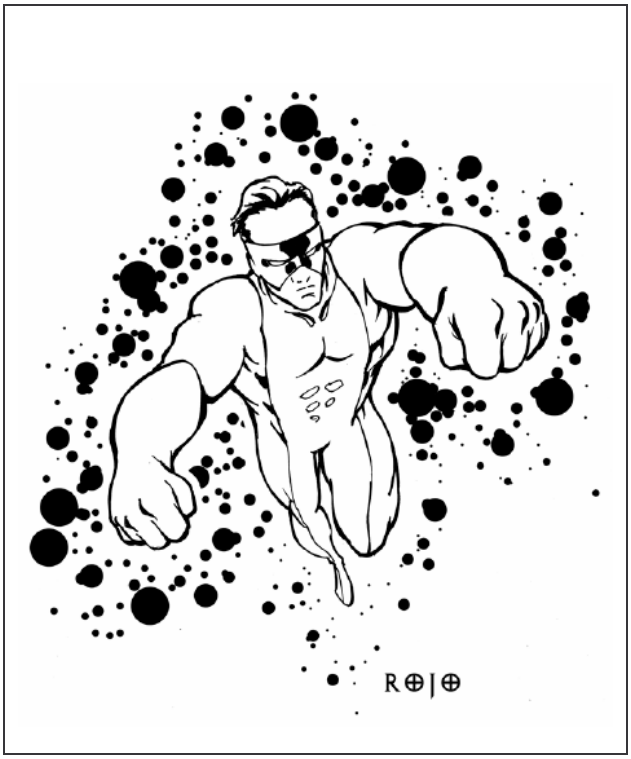
Mundane Attack Powers:

Fantastic Attack Powers:

BLOCK MUNDANE DIE: ☐ High ☒ Low ☐ Weak

BLOCK FANTASTC DIE: ☒ High ☐ Low ☐ Weak

Barrier Defense Powers: Atomic Field (+1 Stop)



LIFE

15

DOUBLES

TRAINING

ORIGIN

J.T. is the star of his high school football team. Popular, strong and smart, his future seems bright and certain until one day an accidental fall into a dangerous nuclear transfusion infusor during a high school field trip changes all of this… forever!

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HI/LO HEROES RPG HERO FORM

IDENTITY

Hero Name: Crash Test Debbie

Civilian Name: Debra Fairchild

Professional Career: Rich Socialite (To Hit/H)

Hobby Career: Acting/Modeling (To Hit/H)

Charge: Best girlfriend (Tammy)

TEMPLATE

Build:	☒ Quick	☐ Powerful
Mentality:	☐ Logical	☒ Intuitive
Temperament:	☒ Bold	☐ Cautious

ACTION DICE AND POWERS

MOVE DIE: ☒ High ☐ Low ☐ Weak

Movement Powers: Cybernetic Legs (+1 Move)

TO HIT DIE: ☒ High ☐ Low ☐ Weak

Targeting Powers:

EVADE DIE: ☐ High ☒ Low ☐ Weak

Evasion Powers:

DAMAGE DIE (add +1): ☐ High ☒ Low ☐ Weak

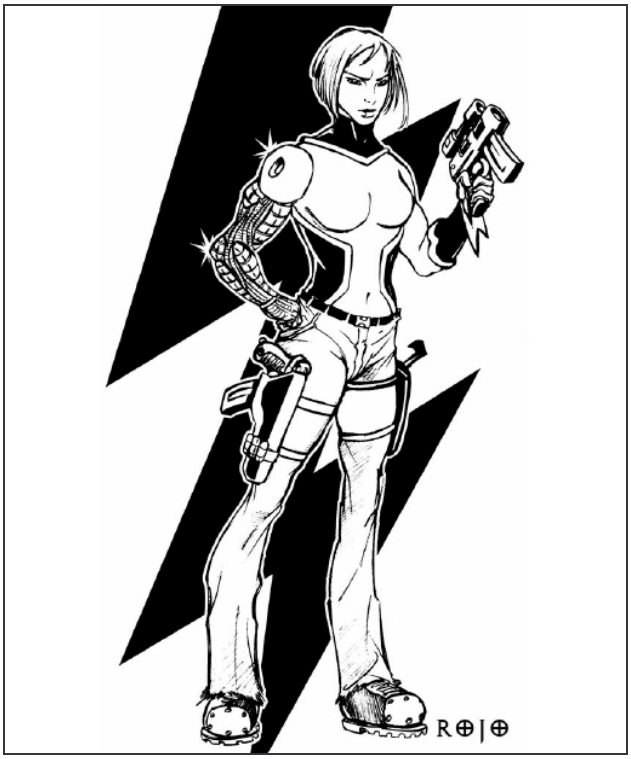
Mundane Attack Powers: Cybernetic Arm (+1 Dmg)

Fantastic Attack Powers:

BLOCK MUNDANE DIE: ☐ High ☒ Low ☐ Weak

BLOCK FANTASTC DIE: ☒ High ☐ Low ☒ Weak

Barrier Defense Powers:



LIFE

10

DOUBLES

TRAINING

ORIGIN

Debra was a rich carefree socialite until a drug dealer slipped something into her iced tea. Driving home Debra was in a car wreck that cost her an arm and both legs. Debra's wealth was spent on replacement limbs. Fitted with cybernetic legs and a cybernetic arm, Debra now wages a one-woman war on street crime as Crash Test Debbie!

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COMBAT

In comic book adventure stories costumed heroes will spend a great amount of their time fighting each other. The Action Dice that define your character are all utilized in the Hi/Lo Heroes Combat system to resolve skirmishes.

DICE ROLLS

When rolling always roll 2 dice together. These dice are the cube shaped six-sided variety (abbreviated d6.) Do not add the dice to find a sum. Instead read either the higher die or the lower die depending upon the action being attempted. Combats are primarily comprised of three distinct types of *Combat Dice Rolls*.

Initiative Roll
See who goes first and how much they can do.

Attack Roll
See if an attacker hits and how much damage they do.

Defense Roll
A defender tries not to get hit and if hit, tries to resist damage.

COMBAT DICE MODIFIERS

Each type of Combat Dice roll has a circumstance modifier that can change the outcome of Actions taken with that roll. Apply the modifier to both the HIGH and the LOW dice.

Initiative Roll
If you lost any LIFE last round, -1 to Initiative Roll.

Attack Roll
If you are not adjacent to your target, -1 to Attack Roll.

Defense Roll
If you are adjacent to more than one enemy, -1 to Defense Roll.

INITIATIVE ROLL

Combat is divided into rounds. Each round is comprised of a series of actions. Every participant gets a "turn" in the round. Some combatants will have faster heroes than others. To reflect this, an INITIATIVE roll is made at the beginning of every round to determine turn order.

This is a roll of 2 dice and is repeated at the start of every combat round. The Initiative Roll tells the player two things: Their position in the Turn Order and the Number of Actions they can perform.

DETERMINE TURN ORDER

Faster Heroes are able to react without thinking, moving on reflexes and adrenaline. (Turn Order is based upon the original Initiative Roll; an additional roll of the dice is not made.)

<u>There are 2 Builds</u>:

Quick and Powerful

Quick – The Move Action die is the HIGH die.

Powerful – The Move Action die is the LOW die.

Read the appropriate MOVE Action Die for your hero and apply any modifiers for powers or weaknesses this is your MOVE Action Total.

Combatants act in order, Highest Move Action Total takes all of their actions first, and then the combatant with the next highest Move Action Total goes next... etc.

If a Move Action Total between opposing characters results in a tie, allow Player controlled characters to act before GM controlled characters.

DETERMINE NUMBER OF ACTIONS

Faster Heroes can perform more actions on their turn. (Number of Actions is based upon the original Initiative Roll; an additional roll of the dice is not made.)

There are 2 Builds:

Quick and Powerful

Quick – The Move Action die is the HIGH die.

Powerful – The Move Action die is the LOW die.

Read the appropriate MOVE Action Die for your hero and apply any modifiers for powers or weaknesses this is your MOVE Action Total.

On their turn a player can perform a number of actions equal to their Move Action Total divided by 5 (rounded up to the highest whole number.)

For example, Move Action Total is:

1-5	Perform 1 Action
6-10	Perform 2 Actions
11-15	Perform 3 Actions
16 +	Perform 4 Actions

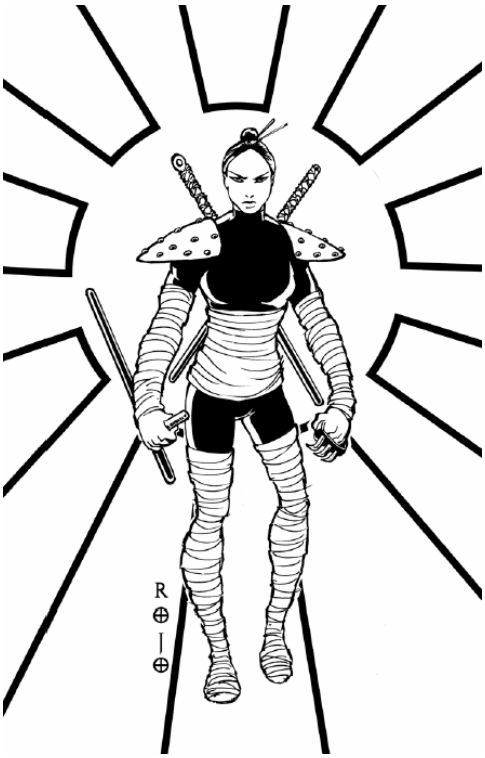
As a First Action, players can either, move their hero up to 5 squares and perform an attack action ... perform an attack action, then move their hero up to 5 squares ... or move their hero up to 10 squares and not attack.

On each subsequent action a hero can either attack or move an additional 5 squares.

Alternately, a Hero can attempt to help another Hero recover from injury. This is called Assisted Recovery and uses all of a hero's actions in a round (see Healing and Recovery.)

ATTACK ROLL

This is a roll of 2 dice and is repeated each time a combatant attempts to attack a target. The Attack Roll tells the player two things: The chance they have to successfully HIT their target, and the amount of DAMAGE they can potentially inflict.



DETERMINE CHANCE TO HIT

Heroes that select to perform an attack action must attempt to hit the target. (Chance To Hit is based upon the original Attack Roll; an additional roll of the dice is not made.)

There are 2 Temperaments:

Bold and Cautious

Bold – The To Hit Action die is the HIGH die.

Cautious – The To Hit Action die is the LOW die.

Read the appropriate TO HIT Action Die for your hero and apply any modifiers for powers or weaknesses, this is your TO HIT Action Total.

Compare To Hit Action Total to Evade Action Total … ties go to the Attacker.

DETERMINE POTENTIAL DAMAGE

Upon successfully hitting a target, determine the potential damage. (Potential Damage is based upon the original Attack Roll; an additional roll of the dice is not made.)

There are 2 Builds:

Quick and Powerful

Quick – The Damage Action die is the LOW die.

Powerful – The Damage Action die is the HIGH die.

Read the appropriate DAMAGE Action Die for your hero and apply any modifiers for powers or weaknesses, this is your DAMAGE Action Total.

All Hero and Villain class characters get an automatic +1 bonus to their Damage Action Total. This bonus is in addition to any modifiers that a character receives for powers that they may have to increase the Damage Action Total.

Damage is defined as either Mundane or Fantastic depending upon its source.

Mundane… if the damage could exist in the real world or has a solid grounding in science … then it's most likely MUNDANE. This Damage is reduced by the target's Block Mundane Action Total.

Fantastic… 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 FANTASTIC. This Damage is reduced by the target's Block Fantastic Action Total.

The Damage Action Total determines the potential Damage from the ATTACK ROLL. This amount is reduced by the target's Block Mundane or Block Fantastic Action Total before determining total LIFE lost.

DEFENSE ROLL

This is a roll of 2 dice and is repeated every time a character is the target of an attack. The Defense Roll tells the player two things: Their Chance to Evade an Attack, and their Block Mundane or Block Fantastic Damage totals.

DETERMINE CHANCE TO EVADE

Heroes that are the target of an attack action must attempt to Evade the To Hit Action. (Chance to Evade is based upon the original Defense Roll; an additional roll of the dice is not made.)

There are 2 Temperaments:

Bold and Cautious

Bold – The Evade Action die is the LOW die.

Cautious – The Evade Action die is the HIGH die.

Read the appropriate EVADE Action Die for your hero and apply any modifiers for powers or weaknesses, this is your EVADE Action Total.

If the To Hit Action Total (as rolled by the attacking character) is equal to or greater than the Evade Action Total (as rolled by the evading character) then the attacking character scores a successful hit.

BLOCK POTENTIAL DAMAGE

Heroes that are successfully hit by an attack action must attempt to Block as much of the potential damage as possible. (Blocking is based upon the original Defense Roll; an additional roll of the dice is not made.)

Blocking MUNDANE Damage

There are 2 Hero Mentalities:

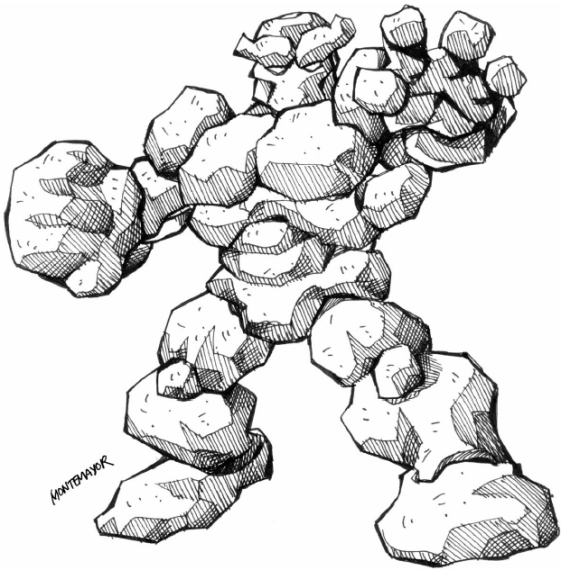
Logical and Intuitive

Logical – The Block Mundane Action die is the HIGH die.

Intuitive – The Block Mundane Action die is the LOW die.

Read the appropriate BLOCK MUNDANE Action Die for your hero and apply any modifiers for powers or weaknesses, this is your BLOCK MUNDANE Action Total.

If the attack hitting a character inflicts Mundane damage, reduce the damage amount by the value of the Block Mundane Action Total. If any damage remains, LIFE is reduced by this amount.



Blocking FANTASTIC Damage

There are 2 Hero Mentalities:

Logical and Intuitive

Logical – The Block Fantastic Action die is the LOW die.

Intuitive – The Block Fantastic Action die is the HIGH die.

Read the appropriate BLOCK FANTASTIC Action Die for your hero and apply any modifiers for powers or weaknesses, this is your BLOCK FANTASTIC Action Total.

If the attack hitting a character inflicts Fantastic damage, reduce the damage amount by the value of the Block Fantastic Action Total. If any damage remains, LIFE is reduced by this amount.

DEFAULT DAMAGE TYPE

If no special damage power is defined, an attack is always assumed to inflict Mundane type damage.

KNOCK-BACK

Damage Action Total - Block Action Total = LIFE lost. For every point of LIFE lost over 4 (from a single attack), move the target back away from the attacker 2 squares. This is called Knock-Back.

In addition to being moved away from the attacker, a character that is knocked back is also dazed for 1 full round. The Hero is required to skip their next turn. A dazed character can only perform Defense Actions for the round during which they are dazed.

HEALING AND RECOVERY

Heroes recover from injury at a rate of 1 LIFE point per hour when not in combat. When in a battle one hero can aide another to speed their natural recovery. This form of "Healing" is called Assisted Recovery.

As combat is such a common occurrence in the lives of heroic characters, all Heroes have a working familiarity with techniques that can keep their comrades going in battle. This type of treatment is fueled by adrenalin and heroic desperation and can only be effectively applied during a fight.

Assisted Recovery uses all of a Hero's actions in a round. Assisted Recovery can only be attempted once per round. Assisted recovery cannot be attempted outside of combat.

In combat, instead of an attack a Hero can attempt to aide the recovery of another hero. If both the hero attempting the healing and the hero being healed use their actions for the turn towards the recovery then the Healer rolls 2 dice and reads the HIGH die. If the hero being healed does not actively participate in the recovery (for example the target of the recovery is unconscious or has already taken an attack action this round), then the Healer rolls 2 dice and reads the LOW die.

The GM makes an opposed die roll against the Assisted Recovery roll reading the LOW die. Subtract the GM's roll from the Hero's roll to determine the amount of LIFE recovered.

NORMALS AND THUGS

Non-Heroes roll 2 dice in combat contests (as normal) but must always take the LOW die on every roll… Move / Damage; To Hit / Evade; Block Mundane / Block Fantastic. All dice are LOW.

Non-Combat Normals are not allowed a roll to Block Damage at all … Thugs and other roughians, the police or athletic Normals might be allowed to roll to Block Damage.

Normals (and Thugs) will often have less than 5 LIFE.

Normals (and Thugs) recover from injury at a rate of 1 LIFE point per Day.

If a Normal (or Thug) reaches -10 (negative ten) LIFE they have died.

Normals and Thugs do not get the automatic +1 bonus to damage rolls that Heroes and Villains get.

DOUBLES

When a player rolls Doubles, both dice are LOW, and both dice are HIGH. So, add both 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 a player rolls Doubles when taking an Attack or Defense Action, this feat is recorded on their Hero Form as experience.

Each time Doubles are rolled when taking an Attack or Defense Action counts as a single instance ... Double 4's will not get more credit than double 1's, for example, each represents one "Double" rolled.

When the GM rolls Doubles when taking an Attack or Defense Action, the "Double" goes to the player whose Hero the GM's Villain is opposing.

Doubles are spent like money to improve a Hero's powers.

A Third Power costs 30 Doubles

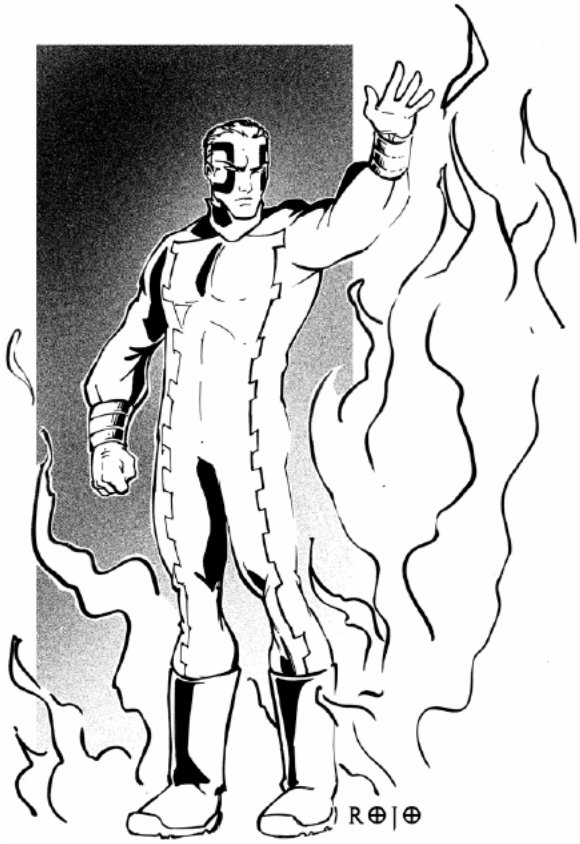
A Fourth Power costs 40 Doubles

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

Doubles rolled that are not part of an Attack or Defense Action, are not recorded by the Hero as experience.



TRAINING

Heroes spend their Doubles by training. A Hero determines in advance where their next expenditure of Doubles will be applied and records this. The Hero is said to be "training" for this improvement.

When the Hero's Doubles reach the required amount, the Hero gains the benefit... immediately. This is referred to as "Leveling Up."

In addition to the new ability or improved modifier, the Hero also heals their LIFE back up to its total and the Hero's current LIFE total is increased by +1.

A Hero can "Level Up" anytime if they are "training" an improvement (even in the middle of a fight!) However, a player can only designate a new area for Training between game sessions.

HEROIC EFFORT

Once per game session a Hero can use the power or bonus that they are in the process of TRAINING as though they had already gained its benefit. This is known as Heroic Effort and reflects the development of the power soon to come.

HERO CITY IS ANY CITY...

Imagine what might happen if the town you live in gave birth to the first costumed hero. What if that hero was soon followed by another and then another. Some heroes are good some are evil... villains. People would flock to your town to see these heroic icons... to meet, to dream, to become... heroic.

Hero city is a focal point for costumed beings with heroic powers. It wasn't always called Hero City. The name of the city was changed. Hero City could be any city. It might even be your home town.

US

The first super heroic team of Hero City is the United Supers. The team consists of Atomic, Double Shot, Doc Goblin and Crash Test Debbie. United Supers (sometimes referred to as US), are the driving force for justice in Hero City, but such is the nature of things that, no force of good could exist unopposed for long ...

THEM

The Technocratic Hierarchy for the Elimination of Mankind, was founded by the villainous Over Load ... no one is sure who Over Load is or where he came from ... but one thing is certain ... he sees the earth as his personal plaything and the heroes of Hero City as his only real obstacles. To this end, Over Load is not above enlisting the aide of Hero City's super powered villain population to attempt to rid himself of US and other pesky protectors of Hero City.

ROBO-A-NO-NO

The First Adventure for Hi/Lo Heroes

GM ONLY!! PLAYERS DO NOT READ!!

"Tech Fest" is Hero City's premier technology convention. New technologies, computer games, and electronics are all showcased.

Hero's might all have different reasons for attending Tech Fest. Maybe it's the latest computer game that attracts them, or a super advanced sound system. Maybe they just want to find one of those cooking machines that works like an old style turntable / record player to cook pizza (The Pizza Player 5000.)

As the GM, spend a moment with each player role-playing a reason for them to be attending Tech Fest. Whenever possible, include the Hero's Charge. Heroes should be here in their civilian ID's with friends and/or family.

After everyone is established as attending Tech Fest read the following to the players:

> You are about to go home and leave the bustle of "Tech Fest" behind, when one of the exhibits catches your attention. Not that you are the only one drawn here... the exhibit is huge... A robot. Made of plastic polymers and colored in pink and silver chrome, the giant is in the form of a shapely young woman nearly 20 feet tall.
>
> The fembot dances in place to whatever music is piping in, and smiles as she waves at the crowd. Occasionally, she will stop and speak in a sultry voice.
>
> "Remember Tam Robotics for all your robot desires."
>
> A sign beside the exhibit talks about Tam Robotics and reveals that the robot giant's name is Janice.
>
> Abruptly, Janice stops and twists around. Her eyes glow red and the glow seems to wash over the crowd as the robot suddenly begins to gurgle and growl in a deep strained voice...
>
> "Destroy, Kill... Destroy, Kill... "
>
> With this the robot smashes a fist violently into the crowd as people scream and scatter...

Give the players time to react. They need to consider the safety of their Charges and also the other people here at the Tech Fest. Further they must find an opportunity to quickly and effectively change into costume.

Ultimately, the only way to deal with Janice the Giant Robot is to destroy her.

Janice (Rampaging Giant Fem-Bot)

Move Action Die = Low
Attack Action Die = High
Evade Action Die = Low (-1 weak)
Damage Action Die = High (+1 for Giant/Mun / +1 Super Bonus = Total +2)
Block Mundane Action Die = High (+1 for Robot)
Block Fantastic Action Die = Low (+1 for Robot)
LIFE = 10

After the combat, if the players wish to investigate the reason for the attack, they may be drawn to check out Tam Robotics.

TAM ROBOTICS

An Internet search for Tam Robotics reveals that it was a cutting edge robotics company founded in the late 1950's. Then at the peak of its power, the company's founder and key designer, "Douglas Tam" died in an automobile accident. Tam Robotics fell to bankruptcy shortly thereafter as news of the inventor's death caused the Tam Robotics' stocks to plummet.

There is an address for the original factory / offices of Tam Robotics and a picture of the building clipped from a newspaper article.

Tam Robotics is a large unimpressive warehouse of a building. The building sits in a veritable ghost town of old rundown warehouses and factories. The building is falling apart. Many of its windows have been broken in and the interior has been ransacked.
A search of the building will turn up an old aging letter in an envelope that has some how survived buried in the debris.

If the players read the letter:

> My Dearest Janice,
>
> I have never been good with words. I am more comfortable around machines than people. I try every time that I see you to tell you how I feel... I think that you know already, but still I can't bring myself to say the words.
>
> This letter is meant to say the things that I cannot say. If you are reading this then I even found the courage to mail it. That's a big step for me.
>
> Please, after you read this, take a moment. Please just take a moment to consider what a life with me could be like. Consider me as a woman might consider a man and not as a secretary considers her employer.
>
> Janice, I love you.
>
> Yours forever,
>
> Doug

Players might remember that the fembot that attacked Tech Fest was named Janice. Janice McGillicutti still lives in Hero City, and a bit of detective work (or a phone book - there aren't a lot of McGillicutti's) can lead the heroes to her.

Janice was just as much in love with Doug, but she never saw his letter. Douglas died in an automobile accident before he could mail the letter. After his death, Janice was heartbroken. She never married.
If the Heroes find Janice without first searching the old warehouse, then they have nothing to give her, and she will not speak with them. If the heroes have been to the warehouse and give the letter to Janice, she will be overcome with emotion, but she will be willing to help the heroes in anyway that she can.

"Douglas had a secret lab." she will explain, "...a place where he could work on new inventions without being bothered by the stock holders."

THE HIDDEN LAB

Douglas has a family home outside of the city. When Doug died, he left the home (and a sizable family fortune) to Janice in his will. Janice moved into the home and lived there for several years. As she got older, the home was just too big for her and she moved out. She could never bring herself to sell or rent the home and so it has set empty for the last few years. She pays people to maintain the grounds but has not been back to the place otherwise.

She gives the heroes the keys to the home and explains that in the main study, in the book shelf near the fireplace, there is a book. "Robots of the Future, by Douglas Tam." This book is a trigger which will cause the bookcase to slide open revealing a stairway down into the secret lab.
Upon entering the house, heroes will find the front door unlocked and the study occupied.

A speaker box in the center of a long conference table addresses 4 costumed super villains who sit here in the study... attending some sort of meeting.
If they are stealthy, heroes can over hear part of the meeting:

> ... I have tested my control over Tam's Robotic constructs and the control is sufficient to my needs. Now what I require is capital. This is where you come in my colleagues. Work with me and my fool proof plan will make us all rich!
>
> Wait... the monitors! Heroes!! You fools were followed!!!

There are 4 super powered villains here... all brought here to participate in the grand scheme of some mega super villain.

When it is discovered that their secret meeting has been breached there is nothing else to do but... FIGHT!

Silk Tigress (Ninja Assassin)

Move Action Die = High
Attack Action Die = High
Evade Action Die = Low (+1 Danger Sense)
Damage Action Die = Low (+1 Super Bonus/ +1 Mystic Bolt/Fan = Total +2)
Block Mundane Action Die = Low
Block Fantastic Action Die = High (-1 weak)
LIFE = 5

Living Doll (Android Micro-Girl)

Move Action Die = Low
Attack Action Die = Low
Evade Action Die = High (+1 Tiny Size 6")
Damage Action Die = High (-1 Weak/Mun / +1 Super Bonus = Total +0)
Block Mundane Action Die = High (+1 Android Body)
Block Fantastic Action Die = Low (+1 Android Body)
LIFE = 10

Power Ball (Energy Throwing Alien)

Move Action Die = Low (+1 Flight)
Attack Action Die = High
Evade Action Die = Low
Damage Action Die = High (+1 Energy Ball/Fan / +1 Super Bonus = Total +2)
Block Mundane Action Die = High (-1 weak)
Block Fantastic Action Die = Low
LIFE = 10

Pop-Up (Teleporting Trickster)

Move Action Die = High (+1 Teleport)
Attack Action Die = Low (+1 Surprise Attack)
Evade Action Die = High (-1 weak)
Damage Action Die = Low (Mun / +1 Super Bonus = Total +1)
Block Mundane Action Die = Low
Block Fantastic Action Die = High
LIFE = 5

Captured villains will admit that they were contacted via a static filled voice through their TV sets. That the voice told them to come here to learn of a heist job that would make them rich. They know nothing more about the job because they were interrupted during their meeting.

If the heroes defeat the four super villains here then they will be able to explore the hidden lab that is below the study.

The lab is full of a variety of high tech equipment and one final obstacle, a robot. Unlike the Janice-Bot, this robot is about 6' 2" tall and male with an athlete's build.

This robot is the image of the perfect 1950's man. It is dressed in a light blue knit sweater worn over a white dress shirt, white slacks and tan loafers. On its plastic face is a permanent wide smile, and its eyes glow an eerie evil red.

... Interlopers! You have ruined my plans... now I must find a new vehicle from which to orchestrate my conquest of your pitiful world. But before I abandon this body that the late Professor Tam was so kind to leave behind for me to discover, Over Load has one final game he wants to play with you!!

Doug-Bot (Possessed Robot)

Move Action Die = Low
Attack Action Die = High
Evade Action Die = Low (-1 weak)
Damage Action Die = High (+1 Optic Blast/Fan / +1 Super Bonus = Total +2)
Block Mundane Action Die = High (+1 for Robot)
Block Fantastic Action Die = Low (+1 for Robot)
LIFE = 10

This fight is almost identical to the combat with the Janice-Bot at the beginning of the adventure, except that it is very likely that the Heroes will be worn down after their conflict with the 4 super villains in the study, and so this final fight with the Over Load Possessed Doug-Bot might prove to be a challenge.

After the Doug-Bot is defeated it still speaks to the Heroes.

... Curse you, Heroes. You have made an enemy this day... Over Load will remember your faces... and when we are ready... the Technocratic Hierarchy for the Elimination of Mankind will come for you... Bzzz.

At this the glowing eyes of the Doug-Bot blink into darkness.

If the Heroes return to Janice with news of what has transpired she offers to allow them to move into the Tam Mansion and use it and Doug's secret lab and all its technologies. This will enable the Heroes to come together in an official headquarters.

GM TIPS

Use Fantastic Attacks

Hi/Lo Heroes balances the Hero Template as best it can. The [To Hit / Evade] and [Move / Damage] actions are built to make each a viable strength for a Hero. But the [Block Mundane / Fantastic] choice may not seem as balanced. As the default damage type, it would be logical for Block Mundane to be the stronger choice. This should not prove to be the case. Create encounters with an equal balance of Mundane and Fantastic Attacks.

Keep Combats Quick

When assigning LIFE totals to your villains keep them relatively low. Combats should be over quickly... Hi/Lo Heroes is not a game of high damage. If you buff a villain up, the combat will drag on too long (look at Robo-A-Go-Go for examples.) The Doubles mechanic means that an occasional lucky shot will take out a Hero in a single blow... this is enough of a danger to make even the smallest encounter potentially dangerous.

Roll Dice Ahead Of Time

As all Hero rolls are opposed by rolls that you make as you play... there will be a lot of rolling going on for both sides. Have a table full of die rolls ready to use as you GM... This will speed things up immensely. There are a number of die rolling sites on the Internet that can generate your rolls for you quickly and easily. A table of rolls is provided for your use with Robo-A-Go-Go to help speed things along.

ABOUT HI/LO HEROES

"Hi/Lo Heroes" began life as a 24 Hour RPG submission called "EZ Supers." I created the submission somewhat hastily after reading another 24 Hour RPG submission called "Dungeon Squad." (www.1km1kt.net/rpg/Dungeon_Squad.php)

The 24 Hour RPG challenge is a sort of "competition" where game designers challenge themselves to create a complete RPG in 24 hours. There is nothing to win... no special prestige... but many very talented designers have taken the challenge and the 24 Hour RPG collection is a great place to look when you want something to play. (www.1km1kt.net/24hourrpg/)

"Dungeon Squad" presented a fun, easy, fantasy RPG in 4 pages. I wanted "EZ Supers" to be that... fun, easy... and in a small package. In this I feel I was successful.

"Hi/Lo Heroes" is an evolution of "EZ Supers." I have taken my ideas, cleaned them up, and fleshed them out. Here are the results. Let me know what you think.

PREGENERATED DICE ROLLS

5 5	4 4	1 4	2 3	1 4	4 3	3 3	5 6	2 4	5 6	5 5	6 3	2 3
1 3	2 6	6 3	5 5	5 1	2 1	4 3	6 2	1 4	4 5	6 2	3 3	1 5
1 1	1 2	5 6	3 6	6 4	1 1	5 2	6 6	1 6	2 2	2 1	2 1	2 3
5 3	5 3	1 5	1 6	6 5	3 6	1 5	6 4	3 4	1 5	4 5	1 4	1 4
4 3	4 6	6 6	1 4	3 4	6 2	1 6	1 2	5 3	1 1	6 2	6 2	3 2
5 6	1 6	2 6	1 6	1 1	5 6	4 5	4 5	6 4	1 4	4 6	6 2	3 6
2 2	3 2	2 3	2 5	2 3	5 2	5 2	2 6	5 2	5 3	5 3	6 3	3 2
3 5	2 2	6 5	4 1	3 4	5 5	6 5	4 1	1 5	4 2	6 4	6 6	3 6
5 6	6 1	2 1	3 3	6 3	3 5	1 2	4 4	4 4	4 4	2 2	3 1	1 1
6 1	5 6	6 3	4 6	2 2	2 6	2 1	6 6	1 2	3 2	3 5	4 1	6 4
2 1	2 1	2 3	2 2	5 6	5 4	3 6	2 6	1 2	6 3	5 3	2 1	5 6
1 3	2 1	2 3	1 6	1 5	4 2	6 5	4 6	1 1	5 6	4 3	4 5	2 6
3 3	5 6	6 1	4 4	4 1	2 2	1 3	3 2	5 5	3 4	4 2	4 1	3 4
2 1	6 1	2 1	4 6	1 2	5 1	4 2	1 4	6 5	2 1	1 6	2 1	1 6

HI/LO HEROES RPG HERO FORM

IDENTITY

Hero Name:

Civilian Name:

Professional Career:

Hobby Career:

Charge:

TEMPLATE

Build: ☐ Quick ☐ Powerful

Mentality: ☐ Logical ☐ Intuitive

Temperament: ☐ Bold ☐ Cautious

ACTION DICE AND POWERS

MOVE DIE: ☐ High ☐ Low ☐ Weak

Movement Powers:

TO HIT DIE: ☐ High ☐ Low ☐ Weak

Targeting Powers:

EVADE DIE: ☐ High ☐ Low ☐ Weak

Evasion Powers:

DAMAGE DIE (add +1): ☐ High ☐ Low ☐ Weak

Mundane Attack Powers:

Fantastic Attack Powers:

BLOCK MUNDANE DIE: ☐ High ☐ Low ☐ Weak

BLOCK FANTASTC DIE: ☐ High ☐ Low ☐ Weak

Barrier Defense Powers:

LIFE

DOUBLES

TRAINING

ORIGIN

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