

Simple Supers RPG is a game played with two six-sided dice, some pencils, and copies of this character sheet. When two dice are rolled together in this game, both dice are added together to get a total for the die roll.

Simple Supers RPG is played like a standard roleplaying game. Two or more players play the game with one of the players taking the role of Game Master (GM) and each other player taking the role of a player character (PC).

PC SECTION -> Roll two dice to determine the amount of Power Points (PP) you spend to create a character.

There are 12 Powers which you may spend PP on. Each Power begins at a value of 0. You may increase/underline a Power's value by 1 for each PP you spend, up to a value of 4. Once you have spent all initial PP, underline 'Hero' if you are a PC or underline 'Villain' if you are GM, then name the character, then name the character's secret identity. All characters have a value of 0 for their Win Points (WP) and Lose Points (LP) at the start of an adventure.

Hero/Villain Name:

Secret Identity:

Super Agility: 0 1 2 3 4

Super Senses: 0 1 2 3 4

Super Flight: 0 1 2 3 4

Super Sorcery: 0 1 2 3 4

Super Gadgetry: 0 1 2 3 4

Super Speed: 0 1 2 3 4

Super Mastermind: 0 1 2 3 4

Super Stealth: 0 1 2 3 4

Super Psionic: 0 1 2 3 4

Super Strength: 0 1 2 3 4

Super Psychic: 0 1 2 3 4

Super Weaponry: 0 1 2 3 4

Win Points: 0 1 2 3 4 5 6 7 8 9 10 11 12

Lose Points: 0 1 2 3 4 5 6 7 8 9 10 11 12

GM SECTION -> Once the PC players have created their heroes, it is up to the GM player to create a campaign of superheroic adventures. Each adventure starts by the GM creating any number of villains they choose using the PC section rules, with each GM villain getting their own character sheet just like each PC hero does. Once all the villains for an adventure have been made, the adventure begins. The adventure will be a series of interactions between the heroes and the villains, as determined by the GM. Interactions will be of two varieties: Combat and Non-Combat. All interactions are determined using four actions: Attack, Defend, Detect, Avoid. Each action is dependent upon the characters' Powers. Use the following table for which Powers are relevant to which actions:
Attack = Super Stealth, Super Strength, Super Weaponry, Super Agility, Super Psionic, Super Senses
Defend = Super Strength, Super Speed, Super Psionic, Super Gadgetry, Super Sorcery, Super Flight
Detect = Super Weaponry, Super Mastermind, Super Sorcery, Super Senses, Super Psychic, Super Flight
Avoid = Super Stealth, Super Agility, Super Speed, Super Mastermind, Super Gadgetry, Super Psychic

When a character takes an action, the GM determines if it will be an Average action, an Acute action, or an All-Out action. If an action is Average, the PC chooses one of the hero's Powers relevant to the action that the hero would choose or the GM chooses one of the villain's Powers relevant to the action that the villain would choose, then rolls one die and adds the die roll to the chosen Power's value to get an action sum. If an action is Acute, the GM chooses one of the hero's Powers relevant to the action that the hero has no choice in, or the GM chooses one of the villain's Powers relevant to the action that the villain has no choice in, then rolls one die and adds the die roll to the chosen Power's value to get an action sum. If an action is All-Out, roll two dice, then add the die roll and add all the values of all the hero's or villain's Powers relevant to the action together to get an action sum.

When a Combat interaction occurs, each hero or villain in the interaction chooses to take a Detect or Avoid action first to determine initiative. Each hero and villain in the Combat interaction will then get to take an Attack action in order of the highest to lowest action sums from when initiative was determined, with any ties representing simultaneous actions which are resolved at the same time in game time. When it is a hero's or villain's turn to take an Attack action, they choose one hero or villain in the Combat interaction to take an Attack action against. The chosen hero or villain then takes a Defend action against the hero or villain taking the Attack action. The hero or villain with the higher action sum then increases/underlines their WP by 1, while the hero or villain with the lower action sum then increases/underlines their LP by 1. A hero or villain may opt to flee a Combat interaction instead of taking an Attack action when it is their turn. If so, it will require a Non-Combat interaction in order for another Combat interaction to occur with the hero or villain that fled. When all heroes or villains in a Combat action have had their turns taking Attack actions, there will be another Combat interaction if there is at least 1 hero and at least 1 villain that has not fled or fallen yet. When a Non-Combat interaction occurs, each hero or villain in the interaction chooses to take an Attack or Defend action first to determine initiative. Each hero and villain in the Non-Combat interaction will then get to take a Detect action in order of the highest to lowest action sums from when initiative was determined, with any ties representing simultaneous actions which are resolved at the same time in game time. When it is a hero's or villain's turn to take a Detect action, they choose one hero or villain in the Non-Combat interaction to take a Detect action against. The chosen hero or villain then takes an Avoid action against the hero or villain taking the Detect action. The hero or villain with the higher action sum then increases/underlines their WP by 1, while the hero or villain with the lower action sum then increases/underlines their LP by 1. If a hero's Detect action sum is higher than a villain's Avoid action sum, a Combat interaction may occur if the PC chooses; if a villain's Detect action sum is higher than a hero's Avoid action sum, a Combat interaction may occur if the GM chooses. A hero or villain may opt to not take a Detect action when it is their turn. When all heroes or villains in a Non-Combat action have had their turns taking Detect actions, there will be another Non-Combat interaction unless a Combat interaction occurs instead by PC or GM choice. If such a Combat interaction does occur, the GM determines which heroes and villains will be in that Combat interaction. During an adventure, if a character ever has more LP than the amount of PP they have spent on their Powers minus 1, that character has fallen and may no longer partake in the adventure. If all heroes or all villains in an adventure have fallen, the adventure ends. When an adventure ends, if a character has more WP than the amount of PP they have spent on their Powers, that character gets 1 PP which is then spent to increase one of their Power's value by 1, with the PC choosing which Power increases for their hero or the GM choosing which Power increases for their villain.

Simple Supers RPG was written by Errin Famiglia in a 24 hour period between May 9th and May 10th, 2007. Thanks to Jeff Moore for his game Hi/Lo Heroes and for his help getting the first character sheet RPG challenge at 1km1kt.net started. Thanks, Jeff! :)