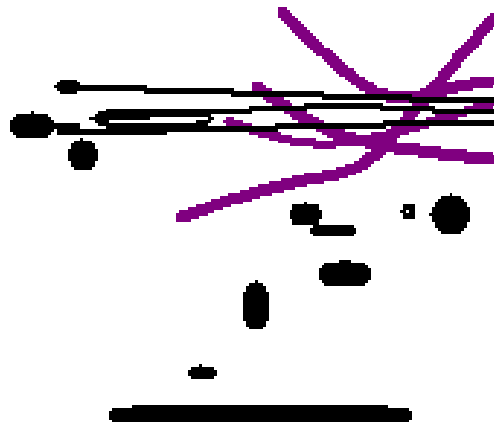


Magic Pants Vs. Power Squid!



An Amazing Super Hero RPG

By Stan Taylor

It's the Pants!

Did you ever wonder why superheroes wear their underwear on the outside? Are they in too much of a hurry to dress properly? Or **maybe they're confident enough to be flashy?** The truth is that their underwear is the secret of their power. A mysterious individual, known only as Keeton, has discovered how to make what he calls Magic Pants. They give the wearer powers beyond what normal people could achieve otherwise. He has also learned how to make masks, capes, and shoes, but every super hero needs Magic Pants. He gives these items to a select few willing to take up the fight against evil and those who try to tear down society. In this game, you are one of those lucky few.

You are going to need every fiber of your pants for there are some truly dastardly individuals roaming the city. The most dreadful is Steve Newsome, aka New Steve. In college, Steve became overly enthusiastic about transhumanism. His enthusiasm allowed him to make breakthroughs in creating abominations that he calls power animals. These animals are docile enough to be held like a weapon to unleash unusual powers. There are several species of power animals, each with its unique power. The most infamous is **New Steve's personal Power Squid!**, which can grapple opponents and is armed with ink that can stain even Magic Pants. New Steve has modified himself and taught others to do the same. Together, they form the Association of Reinvented Geniuses (ARG). He and his minions seek to use power animals to bring down the establishment and to make a mockery of super heroes.

Magic Pants and their accessories have a few known properties. They come in a variety of bright colors, and have a variety of powers. Articles with the same color always have the **same power. It's not known if the color is inherent to their powers or if Keeton just likes bold fashions.** Magic clothes make a super hero stand out. **When that's a bad thing,** supers hide their gifts under mundane clothes. However, the items work only when not

covered by other fabric so every super needs to be able to strip in a hurry.

Keeton expects those who wear his garb to maintain standards of decency. If you wish to keep getting magic clothing, you must not sink to the level of New Steve. And you must not use weapons that risk the safety of innocent bystanders.

This is a roleplaying game and these rules assume that you know the structure of an rpg, including the role of a gm. If you are totally *new to gaming, I'm sorry that the rules are too brief to describe these things.* If you are an experienced gamer, you can rejoice in being *spared my take on "What is a roleplaying Game?"*

Making a Superhero

Your character is an above average person entrusted with super garb. MPvPS keeps the rules simple so that you can quickly finish the number crunching and get on with bashing the bad guys. Your super hero is defined by 3 values in 3 categories.

1. Abilities: Mind, Body, and Cool.
2. Interests: **stuff that you're into.**
3. Gear: Magic Clothing and other items that you use.

Abilities

Your abilities start on a 1 to 5 scale, 2 is human average. Gear and experience can take you beyond 5. You start with 9 points that you can divide among your abilities however you wish.

Mind(M) is used when trying to solve a puzzle, defuse a bomb, make an instant invention, **figure out a villain's plan, or do anything clever.**

Body(B) for all physical activities including feats of strength, running, dodging, etc.

Cool(C) is your social ability and appearance. It is used to convince bystanders to leave, get a villain to surrender, and to generally show

how super you are. The public judges heroes mainly on their Cool.

Interests

You hero has 3 things that they are into. Superheroes are more than just a collection of abilities, they are defined by goals and motivations as well. Interests can be animals, people of the same or opposite sex, cars, or whatever category you can think of. Interests are a combination of skill, knowledge, and inspiration - if you are into something, you are going to learn about it and be motivated to protect it. For your 3 interests, give the one that you are most into a value of 3, give a 2 to the one you're next most into, and 1 to the last.

Whenever you do anything that involves working with, knowing about, or protecting your Interest, you add the value of your Interest to your roll. The catch is that you subtract the value of your Interest if you are trying to ignore your interest. If villains learn your Interests, they will use them against you. For example they might try to escape through an antique car show or leave a puppy trapped on a ledge while they go to blow up a bridge.

Gear

You start with any 3 items from the Gear lists. Owning a piece of gear also implies knowledge of its use and having any normal accessories - there are no detailed skill lists and no detailed accounting of long item lists. Magic Pants and other clothing usually augments your abilities for some actions. Mundane gear can come in handy as well. You can own multiples of the same category, but you can only make use of one at a time. Some superheroes have emergency pants as a backup or have multiples of something to assume more than one super identity.

If gear becomes damaged, it becomes unusable until you can get a new one between scenes. Damaged or stained Magic clothing ceases to function and can be repaired only by Keeton. Keeton can repair only one item a scene and will work on the gear of whichever superhero he deems most worthy.

Actions

Whenever your superhero wants to do something that isn't simple you need to roll a six sided die (1d6) to find out what happens. The formula is:

$1d6 + \text{relevant Ability (possibly modified by Gear and/or damage)} \pm \text{Interest value}$

The result is compared to a target number (TN) based on the difficulty of the task. If the roll equals or exceeds the TN, you succeed. If it is less, you fail. The amount by which you exceed or miss the TN can be taken as a measure of your degree of success or failure. The small range of outcomes from a single die means that there are some things that will be impossible for your superhero and some things that are automatic. This is intentional. The odds are very easy to calculate so you can quickly weigh your options and go with your strengths.

Target numbers are used for actions vs. a situation. If you are fighting against someone, then you both make rolls and the higher result wins.

When multiple people want to do different things at the same time, those with the highest Cool go first.

If people want to cooperate, an assistant can add 1 less than either an interest or an ability to someone's roll instead of taking an action. A second assistant subtracts 2 from their number, and so on.

Damage

Whenever you do anything risky or in direct opposition to someone, the loser takes damage equal to half (rounded up) of the difference between rolls or by the difference by which you missed the TN. Damage is subtracted from the Ability used in the roll, resulting in a temporary Ability score lower than your max. Damage does not have to be physical wounds. For example, failure to solve a puzzle causes Brain damage and asking someone out and getting rejected causes Cool damage. If

| Magic Gear | |
|--|---|
| All Magic Pants reduce damage from guns by 1 | |
| Pants Color | Effect |
| Canary | May add or subtract 2 from an existing Interest |
| Cerulean | Doubles Physical for actions using agility |
| Chestnut | can read minds of plants and nonsentient animals |
| Columbian | Doubles Mental for sciencey stuff |
| Crimson | Doubles Physical for actions using strength |
| Midnight | Doubles Cool when facing down danger |
| Silver | Speed, may take two physical actions in a turn |
| Pink | May turn invisible for short periods, Ment8 every round after first |
| Olive | Reduces Physical damage by 1 per attack |
| Diamond | dazzle for 2 Mental damage |
| Milk | Can shrink down to 1/10 size |
| | |
| Cape | Effect |
| Golden | May fly at running pace |
| Pearl | Reduces Physical damage by 1 per attack |
| Scarlet | Adds 2 to cool |
| Stygian | Doubles Physical when trying to sneak or hide |
| | |
| | All mask give the possibility of a secret identity |
| Mask | Effect |
| Eggshell | Filters vision to negate mental damage from visuals |
| Copper | Can see normally in the dark Ment8 to see invisible or microscopic |
| Lemon | Shoots beams that do 2 physical damage |
| Electric Blue | Can see through matter up to an inch thick |
| | |
| | |
| Shoes | Effect |
| Leaf | Can move through any plants at double speed |
| Soot | Stomp or Kick for 2 physical damage |
| Carmine | Double Cool when trying to distract |
| Sage | Can walk normally on walls and ceilings |

| Power Animals | |
|----------------------|---|
| Animal | Effect |
| Power Cat! | Shoots hairballs for 2 cool Damage, 1 Body damage at close range |
| Power Squid! | shoots ink which damages Magic gear, opponent must make TN 11 body roll or be entangled |
| Power Dog! | Bite for 2 Body damage, Barking causes -2 to Mind rolls |
| Power Skunk! | All in close take 1 Cool damage and must make TN 9 Mind roll or flee |
| Power Bunny! | All in view must make TN 9 Cool each action roll or take 1 Mind damage. |
| Power Snake! | May bite for 1 Mind damage, opponent must make TN 9 body roll or be entangled |
| Power Spider! | May bite for 1 Mind damage, webs can block doors and openings, TN 9 Cool to break |
| Power Weasel! | Chew through Power gear - damaged with 1 hit, destroyed with 2 |
| Power Turtle! | Shields user, reducing body damage by 1, rolls to hit are reduced by 2. |
| Power Chicken! | |
| Power Pigeon! | Can peck keypads, always guessing correct code, fly 100 mph to deliver messages |

| Mundane Gear | |
|---------------------|--|
| Item | Effect |
| Laptop | Double Mental if access to internet and time to search |
| Flack Jacket | Reduces physical damage by 1, by 2 vs. bullets |
| Submachine Gun | Does 2 physical damage |
| Rocket Launcher | Does 4 physical damage, usable once a scene |
| Explosive Device | Destroys one structure after a 1 turn delay |
| Nunchucks | Adds 1 to Physical for attacks, Adds 1 to Cool |
| Spot Light | powerful flashlight, can signal other Supers |
| Hatchback | convenient transportation |
| allcam | camera with extreme zoom, infrared, video, parabolic sound |
| tracking system | shoots tiny gps tracers and monitors their location |
| tape dispenser | extrudes composite material super sticky duct tape |
| First Aid Kit | Ment8 to remove 1 Physical damage, each person 1/day |
| Chemistry Set | can make acids and other compounds |

damage would reduce an Ability to below 0, excess damage is applied to the Ability of your choice.

Some gear does not use opposed rolls. The user makes a simple die roll. If the result is equal to or greater than the targets Body score, the gear causes a set level of damage.

You use your damaged Ability score for all future rolls until the damage is healed. If one Ability is reduced to 0, then all of your rolls suffers a -2 penalty. Villains will often flee when they reach this point. If two of your Abilities are reduced to 0, you are unconscious. If all three of your abilities are reduced to 0, then you are dead. Most villains are motivated more by greed than by revenge. They rarely finish off unconscious bad guys. Instead they start stealing your gear at a rate of one item per action. This is how villains acquire highly prized Magic clothing.

Each Ability score heals at a rate of 1 point between every scene (or one per day if there is a gap of several days between scenes).

Improvement

After a few successful adventures, your superhero gets better. This is reflected through higher Abilities and more Gear. When the gm says it's time for improvement, you may add 1 to one of your Abilities as long as none of them go above 6 and the total of all three is no higher than 12.

You can instead petition Keeton for more Magic Clothing. As long as you have upheld his standards, he will grant your wishes as long as this does not bring you above 5 pieces of Magic Clothing. You can also get more mundane gear as long as the total number of mundane and Magic items is no higher than 7. If your Magic gear has been destroyed or stolen, this is the only way to replace it.

You can make use of Gear taken from villains. The difference between found mundane gear and gear that is yours is that found gear is not replaced between scenes if it is

damaged/lost/destroyed. Found Magic Gear can be used normally but Keeton will never repair it.

Vigilantes

Some superheroes stray from the path set by Keeton. He requests that you obey the law, never use guns/rockets/explosives and turn in all power animals and recovered Magic gear that isn't yours. **Yes, it might be cool to have a rocket launcher or Power Squid! But is it worth it to be a vigilante who doesn't play by the rules?**

If Keeton feels that you have strayed slightly, he will not give you any more Magic gear. If he feels that you have become a full vigilante, he will not repair your existing gear. When vigilantes become actual villains, Keeton calls upon superheroes to arrest them and confiscate their gear.

Villains

Heroes need villains to challenge them. You can use the character creation rules to create villains - they will have no or at most 1 piece of Magic Gear but they have access to power animals and violent weapons. Super villains often have minions who are average people with 1 piece of mundane gear. Minions either don't have interests of note or have one at level 2. Here are a few examples:

Arg Underling: M3 B2 C1, one of the following: laptop, explosive device, chemistry set, tape dispenser

Arg Minion: M4 B2 C2, one power animal plus one of the following: laptop, explosive device, chemistry set, tape dispenser

Arg Associate: M5 B3 C2, one power animal plus any two pieces of mundane gear

New Steve: M6 B3 C3, two power animals and any three pieces of mundane gear. He has replaced the top of his skull with stainless steel that has a built in hands free laptop with wireless.

Thug: M1 B3 C2 one of the following submachine gun, rocket launcher, explosive device

Angry Man: M2 B5 C2, Crimson magic pants. Immune to uses of Cool or Mind to get him to calm down or surrender.
Good Guy aka Guy Larson is not a villain but a former superhero who lost all of his Magic Gear saving the city. His pride prevents him from accepting Keeton's offer of new gear. He can be handy to for the gm to use to save the heroes, give them a ride, or friendly advice.
M3 B4 C3 (used to be C5) has hatchback and allcam.

Plots

Feel free to borrow from any comic or improvise. If you want to start slow, have the heroes face a number of ARG underlings and/or thugs equal to 1-2 more than the number of heroes. For the second battle, replace 2 of the underlings with low level supers or Arg Minions. For the final scene, confront them with a high level super with lots of great gear plus 5-10 underlings.

Another possible plot is to have several supervillains confront the heroes and succeed at some task such as theft or kidnapping. Then the heroes have to plan how to defeat the villains piecemeal.

Here is an outline of an intro adventure:

Scene1: The heroes try to stop a bank robbery. After their first action, an ARG underling will set an explosive device on the safe. The underling is defended by a thug with a rocket launcher. Thugs equal in number to the heroes are holding hostages, who they will start shooting if things go bad. The hostages include a woman with her dog and 2 kids. There is a fragile crystal sculpture in the lobby.

The villains are trying to steal money to buy a large ruby for a super laser. A TN 9 Cool roll in interrogating a robber or a TN 11 Mind roll will reveal this. If the robbers succeed, scene 2 will be at a warehouse full of vintage toys. If the robbers fail, they will go to the new

ruby mine in the hills outside of the city. Any robbers who escaped will be there. Replace any robber losses with Arg Minions.

If they get the ruby, New Steve will threaten to fire on historical buildings in the city from his mountain top lair. He will have an Arg Associate, and thugs equal to the number of heroes with him. If they fail to get the ruby, the same villains will kidnap someone important to a hero and send them a note that leads them to the mountaintop lair.

Magic Pants vs. Power Squid!

Character Sheet

M B C

| Interests | Gear |
|-----------|------|
| 1. | 1. |
| 2. | 2. |
| 3. | 3. |
| | 4. |
| | 5. |

Abilities

Your abilities start on a 1 to 5 scale, 2 is human average. Gear and experience can take you beyond 5. You start with 9 points that you can divide among your abilities however you wish.

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For your 3 interests, give the one that your are most into in a value of 3, give a 2 to the one you're next most into, and 1 to the last.

Gear

You start with any 3 items from the Gear lists.

Actions

1d6 + relevant Ability (possibly modified by Gear and/or damage) +/- Interest value