

SUPERCHARGED!

CHARACTER CREATION PACKET

The world of *Supercharged!* is a lot like our Earth. It's got supervillains who menace it, but also has great heroes who rein them in -- so in the end it balances out, and the *Supercharged!* world still looks a lot like our world.

Patriot has been Boston's foremost guardian for two decades. He ended Captain Corsair's reign of piracy in Massachusetts Bay, locked up the mad scientist Doctor Sinister in Winthrop Asylum (more than once), closed the Red Line Rift that was causing subway trains to vanish, ended the Damn Yankee's 86-year curse upon the city, stopped the Mole-Men from collapsing the Big Dig and turning downtown into a giant sinkhole, teamed up with Artemis to retrieve Vermeer's "The Concert" after Magpie stole it from the Gardner Museum, stopped Queen Bee and freed her minions (who are now known as the hero team "the Beehive"), and protected the Hub in countless other ways.

Still, after all this time, he's starting to slow down. He's recognized that with each passing year, the risk of a dangerous accident (to himself or to others) goes up, and has decided to get out of the hero business *before* something unpleasant happens.

That's where you come in. Your character is an up-and-coming or minor hero who has come to Patriot's attention. Patriot doesn't want to leave Boston vulnerable after he's gone, so he aims to form a league of heroes (the Minuteman League) to take over for him. He's hoping you'll be one of the heroes who will become Boston's new defenders!

Patriot has apparently secured the participation of Lance Patterson, the billionaire playboy industrialist philanthropist¹. Patterson has agreed to host the meeting at his posh mansion in Arlington, a suburb of Boston.



¹ Lance Patterson looks an awful lot like Patriot, but he wears glasses -- so he can't be the same person, otherwise Patriot wouldn't be able to see, right? (At least, that's what most people seem to conclude, but as a superhero with better-than-normal powers of observation, you're starting to have a hunch...)

REGISTRATION

DEADLINE

Because we want to make sure we don't spread the gameplay around too thin, *Supercharged!* has a cap of **20 players**. Slots will go to the first 20 people who register with a valid character.

Registrations need to be submitted by **October 1** to supercharged@quest.org. We *are* serious about the registration cutoff! If you haven't gotten your character in on time, you won't be able to attend the event, and we will be sad -- but we have a lot of planning to do, and can't spare any time chasing around after everyone. We hope you understand!

WHY ARE WE SAYING THE SLOTS GO TO THE FIRST 20 PEOPLE WHO "REGISTER WITH A VALID CHARACTER"?

We want to make a distinction between merely *RSVPing* and actually *registering*. At our last game, *Iron & Lace*, we asked people to register (i.e. send us character concepts) before the game, so that we could ensure we had gameplay written with those characters in mind. With three weeks to go before the game, over half of the people who'd said they were attending hadn't sent in their registrations yet! We spent a lot of time chasing people down rather than working on the game. This time, we'd rather not write in a rush (or have to hound people!)

We also want to make sure that the character concepts all fit the setting. *Iron & Lace* was a Victorian-era game, but we had people who wanted to play a medieval knight, a pirate, and a World War II-style fighter pilot, and some of them spent weeks trying to argue us into allowing it! This time around, we want to help make sure that the submissions we get are characters that will fit the game - so we're saying that slots go to valid characters, not just *submitted* ones.



WHAT WE'RE LOOKING FOR IN YOUR SUBMISSION:

You don't have to give us a multi-page write-up! Here's all we need:

- Your character's **name**.
- A basic **character concept**. Just a few sentences is fine; we don't need something really lengthy. However, if you'd like special plotting, it would obviously help us if we have more material to work with.
- Your character's **stats**. Don't worry -- these won't be set in stone until the registration cutoff, so if you submit your character early (which we encourage!), you'll still be able to fiddle with these if you need to.
- Whether you'd like **special plotting** for your character, along with any details/requests you might have for that special plotting. We have a number of NPCs and world elements that we're happy to integrate with your character concept. For instance, you might have attended the secret superhero academy run by one of our NPCs, or might have contacts with one of our media figures, or maybe you fought one of our supervillains.



Check out the section "The World of Supercharged", at the end of this document, for ideas. (You'll notice some of the figures aren't detailed, because we haven't finalized them yet -- but if, for example, you say you want to be connected to "a media figure," we'll connect you with one as soon as we've got them nailed down.) So tell us what you're thinking, and we can help make your character a part of the world!

(Note: if you'd like special plotting, please submit your character sooner rather than later. Also, it's helpful to give us generalizations rather than specific details, so that we can work with you on the details and get them to work with the other PCs and NPCs. As mentioned above, it works better if you say "I'd like to have a connection to a media figure" rather than "I'm the sister of ace reporter Jane Smith" - we haven't completed casting yet, and for all we know right now, all the media people may be male.)

EXAMPLES

Name: ***Cinder***

Concept: Cindy Fitzsimmons was once a firefighter for the Boston Fire Department who was caught in a conflagration in a chemical factory. The toxic smoke permeated her cells, giving her the power of fire and smoke! She has been fighting crime in Boston for the last two years, using her flame-blasts to stop criminals.

Stats:

- Fighting 5 (5 pts) - flaming hands (Science)
- Precise Attack 1 (5 pts) - flame jets (Science)
- Daze 3 (9 pts) - smoke clouds (Science)
- Knowledge 1 (1 pts) - area knowledge of Boston (Training)

Name: ***Redwood***

Concept: Roderick Forester had a normal childhood in Oregon until reaching puberty, when his mutant genes activated, and he found he could turn his skin as hard as wood, giving him durability and super-strength. He moved to Boston to attend a secret superhero academy, and now that he's completed his training, he has just recently decided to start using his superpowers for justice.

Stats:

- Fighting 8 (8 pts) - wooden skin (Genes)
- Defense 2 (6 pts) - wooden skin (Genes)
- Super-Strength (2 pts) - wooden skin (Genes)
- Will 3 (3 pts)
- Knowledge 1 (1 pts) - education (Training)

THINKING UP YOUR CHARACTER

MILIEU

Roleplaying games, especially LARPs, need all the participants to agree on the setting, since they'll all be sharing the same world. A superhero setting can't be everything to everyone, or it will fall apart: you can't have the self-unaware parody characters from *The Tick* operating alongside the damaged vigilantes from *Watchmen*. Superhero settings come in a wide variety of styles: bold and heroic, grim and gritty, silly and comical. You can run a fine LARP using any superhero setting... but we had to decide on *one*.

This one we've chosen is a setting we describe as "upbeat, boldly dramatic, and fun -- without being too silly or too serious." Though set in modern times, it will attempt to capture the wonder and fun of the comics of the 1960s, the optimistic "Silver Age" of comics, because we think that's a period that's accessible to the most people, particularly people who aren't avid comic readers. We'll be leaving out some of the more over-the-top, corny elements of the classic comics, but also avoiding the edgy, gory tone of the comics of the late 1980s and 1990s.

NOT TOO GRIM

In this setting, heroes are heroes, and villains are villains; you'll be playing a capital-H Hero. That doesn't mean you have to be a Dudley Do-Right by any means, and you can certainly choose a shadowy persona that's closer to Batman than Superman. But it does mean that the anti-heroes common in late-20th-century comics -- brooding, dour vigilante anti-heroes with borderline psychopathy -- will be out-of-place here.

Your character's goal should be to bring villains to justice, not to kill them, because That's How Things Work in this kind of setting. (Villains might try to kill *you*, but of course you always manage to escape the death-trap after the villain has finished his monologue and left you to die.) Characters eager to murder criminals and "break the law to save it" won't work at this game.

Case in point: you will notice as you read our combat rules that heroes who take too much damage fall unconscious, then get back up after the fight and shake it off -- because That's How Things Work in this kind of setting. There are simply no rules in this setting for inflicting lethal damage... so there is literally no way to do it in-game!

FOR COMIC BOOK GEEKS

If your character concept is someone who'd get published by Image Comics or drawn by Rob Liefeld, you're headed in the wrong direction. You want to think loosely Silver Age here, just with some of the hokier elements of the Silver Age trimmed out.

NOT TOO SILLY

The superhero genre can certainly be played for comedy and parody -- the *Batman* TV show from the 60s, and *The Tick* from the 90s, showed how easily this can be done. But sword-and-sorcery can be equally played for laughs... and we don't mock the fantasy genre at standard Quest events. At this game, we want to give you a chance to be heroic, without spoiling other folks' immersion (or worse, making people feel self-conscious) by treating the whole thing as a big joke. That's not to say that your character has to be all stern and grim; your character's *personality* can certainly be lighthearted, as long as your character *concept* isn't a parody of the superhero genre.

JUST RIGHT

In general, the characters that fit this setting will be in the vein of, say, the Pixar movie *The Incredibles*: that is, *having fun with* superheroes, without *making fun of* superheroes. That is, taking the genre seriously, but without getting *too* serious. So please, no Mucus Girl, or Short-Term-Memory Man, or Captain Turnip -- but also nobody modeled on Rorschach or the Punisher. We say that because we want you to have fun figuring out how to stop the villains and save the day... not having tedious debates about moral choices, nor coming up with goofy joke solutions. We'd like to avoid both these conversations:

"WE SHOULD CATCH THESE VILLAINS AND BRING THEM TO JUSTICE!"

"JUSTICE? JUSTICE IS A JOKE! I'LL JUST GO IN THERE AND SHOOT THE VILLAIN DEAD WITH MY GUN."

"WHAT? YOU CAN'T DO THAT!"

or

"WE SHOULD CATCH THESE VILLAINS AND BRING THEM TO JUSTICE!"

"YEAH! I'LL NAB THOSE GUYS WITH MY BOOMERANG SUPER-CARROTS!"

"AND I'LL ENTRAP THEM IN A PILE OF LACE DOILIES!"

THE BATMAN SCALE

To help you better understand what style of characters will work in this setting, we present "The Batman Scale":

The <i>Superfriends</i> cartoon	Far too silly
The <i>Batman</i> TV show from the 1960s	Too silly
<i>Batman: The Animated Series</i>	Great
Tim Burton's <i>Batman</i> movies	Great
Christopher Nolan's <i>Dark Knight</i> movies	Too grim
Frank Miller's <i>Batman: The Dark Knight Returns</i>	Far too grim

CHARACTER NAME

Your name is central to your concept. Superhero names come in many flavors, including (but by no means limited to):



- **animals** (Wolverine, Batman, Spider-Man, Nightcrawler)
- **superlatives** (Superman, Wonder Woman, Power Girl, Captain Marvel)
- **authority figures** (Captain __, Doctor __, Professor __)
- **color** (Green Lantern, Blue Beetle, Black Canary, Green Arrow)
- **substances** and **elements** (Iron-Man, Storm, Iceman, the Atom, Pyro)
- an **activity** (the Punisher, Martian Manhunter)

There have been a lot of comic characters over the years, which can make it feel like “all the good ones are taken”. While we ask that you avoid the names used by the well-known comic characters (like Spider-Man, Wolverine, or the others used in movies and TV), don’t worry if the name you like was used by a character in some obscure issue in 1967. Wikipedia is a good resource for finding out what names have been used.

BACKGROUND

Your character should be a hero based in New England, or having a connection to it... something that would make Patriot think you'd want to join a Boston-based league of heroes.

Your hero should either be someone new to the superhero scene, or someone lesser-known -- as opposed to a household name like Patriot. (Not that we are trying to limit you -- we just need your character to not have a big reputation yet, because it just won't be practical to ask the players to all memorize all the other PC concepts before the game!)

If you want, you are welcome to play another PC's sidekick. We also welcome you to develop connections and ties to other PCs, if you know other people who are attending the event.

Your character doesn't have to have a secret identity if you don't want one; many heroes don't.

RELIGION

This game takes place on Earth (well, a fictionalized version of it), which means we need to be careful about religious topics. In keeping with Quest's policy prohibiting the use of real-world religion during games, we ask that your character's backstory not be religious in nature: no gods, angels, devils, etc. We recognize there can be a fine line between "mystical powers" and "religious powers", and ask that you please tread carefully. For instance, having learned "magical powers" from a vaguely-defined "secret order" is okay, but having learned them from the monks at a hidden monastery is not, since monks are clergy, and that means a religion is involved.

Note that a heroic *name* or *costume* that references religious things is okay, as long as your origin itself is not religious. So Angel from *X-Men* would be okay, because while his name is religious, his origin story is not -- he's a mutant who grew white wings, and thus looks like an angel, but isn't actually an angel. But the Mighty Thor would not be okay, because his origin story (depending on the version) is that he either *is* the Norse god, or gets his powers from the Norse god.

In similar fashion, we ask that you keep away from religion as an in-game subject. For instance, we ask that your character not bring up his or her own religion during the event.

YOUR CHARACTER'S STATS

Characters at *Supercharged!* are built on **20** points -- but this game is using a custom character creation system (see below), so those points might go a lot further than the points at a typical Quest event.

DON'T OVERTHINK IT

If you've attended a game that we (Heather and Jeff) have run before, such as *Iron & Lace*, you'll know that we put things like puzzle-solving and plot resolution first, not combat. This game will not be all about the fighting, especially since rock-paper-scissors is not as fun as boffer combat. So don't spend too much time number-crunching to get the maximum amount of combat effectiveness; go with what seems like a fun character.

COMING UP WITH SUPERPOWERS

There are no rules for superpowers. No, really! All we're providing are the *rules effects* of your superpowers. The *powers themselves* are for you to define!

For example, you might decide your hero has Microscopic Vision. That's the superpower, but it's up to you to decide what the *Effects* of it are. An obvious choice would be to represent it with the effect of Awareness, because you can spot fine details -- or maybe even Knowledge, so you can use it to "find out extra information" about things.

Maybe you have the superpower of Flight; we obviously don't have mechanics for letting you actually fly, but the *Effect* of flying might be the Super-Motion effect, to represent you flying over enemies' heads and ending up behind them. Or maybe the Teleport effect so that you can "fly" over wide gaps. Or both!

Maybe you can shoot out sticky webbing and trap your foes; the Effect might be Impede, but could also be Daze or Paralyze.

Basically, you should figure out what superpowers you think fit your character and would be fun to play -- *then* match them to the Effects that you think best represent them. All we provide is the Effects, but the superpowers are yours to dream up!

(We realize that you cannot create *every possible* super-power using the available list of Effects. In some cases, that's for game balance; in others, because it was difficult to model some effects with LARP rules.)

ORIGIN

For each superpower, you should specify the origin type of the superpower. Origin choices are:

- **Training** (from focused exercise or study, like Batman's martial arts or Green Arrow's archery skills)
- **Genes** (something biological or from mutations, like Spider-Man's spider-senses or the mutant powers of the X-Men)
- **Science** (from scientific events or industrial objects, like the Flash's industrial accident, Iron-Man's mechanical suit, or Batman's utility belt)
- **Aliens** (your alien species has special abilities, like Superman's heat rays, or Martian Manhunter's strength)
- **Mystical** (supernatural or magical origins, like Wonder Woman's lasso, Thor's hammer, or Doctor Strange's sorcery)



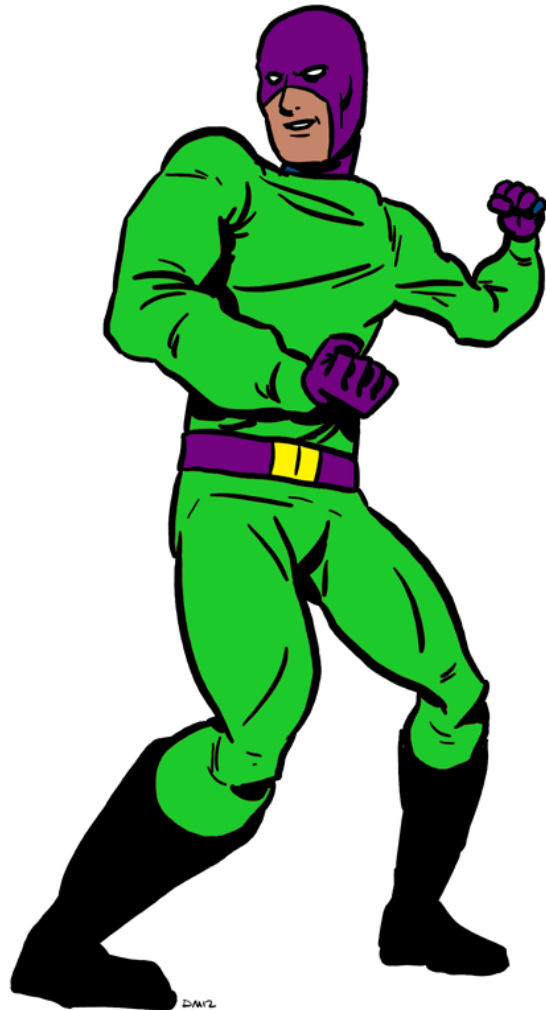
EFFECTS

Some effects below say they last “until the end of the **encounter**”. What’s that mean?

- If used during a combat, that means until the end of the combat. (Compare this to a regular Quest event, where armor’s protective power resets at the “end of the combat”.)
- If used outside a combat, that means until the end of the scene or conversation you’re in -- a few minutes at most. (When in doubt about whether an encounter has ended, ask a GM.)

Effects have different kinds of costs:

- If the cost is “**per level**”, then this effect has ranks, depending on how many levels you buy. For instance, if you buy four levels of Will, you would say you have a Will of 4.
- If the cost is “**per use**”, then the effect is usable once *per encounter*. If you want to be able to use the effect more than once per encounter, buy the effect more than once. So if you buy two uses of Super-Motion, then you can use the Super-Motion effect twice per encounter.



BASIC EFFECTS

Basic Effects *can* represent superpowers, but they can also represent the basic traits that regular humans have -- so you don't *have* to have a backstory for them. For instance, you can take Awareness and just say that your character is observant; the Awareness doesn't have to be part of a superpower. But it *can* also be part of a superpower, if you have a superpower that gives you heightened senses!

Awareness (1 pt/level)

You are extra-perceptive. You may be able to spot hidden objects and characters who are using the Stealth ability; if your level of Awareness is higher than the target's level of Stealth, you have spotted the target.

Examples: sleuthing ability, high-tech goggles, super-senses, precognition

Defense (3 pt/level)

You can take extra wounds in combat. For each level of Defense, you can take one extra wound before suffering any ill effects.

Note: you can only take one level of this as a basic (non-superpower) trait; if you have more than one level of Defense, you will need to explain it as a superpower of some kind.

Examples: armor, fast reflexes letting you dodge damage, shields, resistance to pain, tough skin, invulnerability

Fighting (1 pt/level)

You are able to attack someone in close combat. This encompasses *any* ability or superpower that can be used in close-range combat: lightning bolts, heat rays, weapons, kung fu, or your fists.

This effect will be at the core of most of the combat during the game; it dictates who wins ties in rock-paper-scissors contests.

Note: characters without any Fighting ability are just normal humans. Anyone who has a better-than-normal combat ability should buy some Fighting.

Examples: punches, kicks, melee weapons, arrows, heat rays, energy beams, bullets, you name it.

Influence (2 pt/use per event)

You are influential in some way. You get one "Influence card" per use; when you want to use your Influence, make a conversational attempt to persuade someone, and then hand them an Influence card. Those around you must go along with what you say, within reasonable limits; they won't injure themselves or violate their deeply-held beliefs, but they will overlook loopholes, see exceptions, and accept any reasonable story.

Note: unlike other "per use" effects, Influence has uses *per event*, rather than per encounter.

Note: the card is "out-of-game" and, once passed to a target, cannot then be passed along to anyone else.

Examples: charisma, social status, intimidating presence, mesmerism

Knowledge (1 pt/level, max of 4)

You are extra-knowledgeable. During check-in, you get one Knowledge sheet per level of Knowledge. This sheet(s) will provide extra information that may be useful during the game.

Note: the sheet is “out-of-game” and cannot be shown to anyone else.

Examples: education, streetwise, super-senses

Stealth (2 pt/level)

You are skilled at avoiding being seen. You will get a “Stealth card” showing your level of Stealth. When you want to hide, make a reasonable attempt to hide behind objects or in shadows, and hold up your card. Anyone whose level of Awareness is lower than your level of Stealth must roleplay that they cannot see you.

Note: the card is “out-of-game” and cannot be passed along to anyone else.

Examples: sneakiness, camouflage, limited invisibility, disguise, shape-change, illusions covering oneself

Will (1 pt/level)

You are strong of mind, and can resist mental effects. If someone tries to use a Test-of-Will effect on you, their level of Will must be higher than yours. Otherwise, you can ignore the effect.

Examples: resolve, wisdom, mental powers, mental shielding, mystical perception

SUPERPOWER-ONLY EFFECTS:

These Effects have to be part of superpowers, so you’ll need to define the superpower(s) that grant you these effects.

Command (6 pts/use)

Test-of-Will: your Will must be higher than the target’s for this effect to work. Announce your level of Will to the target when you use this effect.

You can give the target a two-word command of the form “[verb] [object]”. The target will follow this command for about 20 seconds.

Examples: illusions, mental control, pheromones, charming.

Daze (3 pts/use)

You can overwhelm someone’s senses. The target is dazed for about 20 seconds, during which time they cannot initiate attacks, only defend. (This means that if the Dazed person is attacked by someone else, and the Dazed person wins the rock-paper-scissors contest, the Dazed person’s opponent does not take a hit.) Assuming they don’t mind messing up their costume, the target is also knocked supine.

Examples: mental attacks, beams of light, mesmerism, sonic stun, zaps of electricity, thunderclaps.

Delusion (5 pts/use)

Test-of-Will: your Will must be higher than the target's for this effect to work. Announce your level of Will to the target when you use this effect.

You can plant an idea or belief in the target's head that the target will believe to be true: a false memory (or the removal of a true one), a sense impression, an emotion, a hallucination, etc. The target will not be aware that s/he is under a Delusion. The effect lasts for about 20 seconds.

Examples: illusions, mental control, pheromones.

Force Field (4 pts/use)

You can create an impenetrable barrier that people, objects, weapons and superpowers cannot pass through. You will get a short length of rope to represent the barrier; you can shape it how you like: a line, a circle, etc. (You may assume the barrier extends from floor to ceiling over the rope.) If you bend it into a circle or near-circle that prevents attacks from any angle, you can only keep two people total inside it.

The field lasts until the end of the encounter, until you cancel it, or until you cease to be in contact with it, whichever comes first.

Note: the rope is "out-of-game" and cannot be passed along to anyone else.

Examples: energy fields, super-shields, matter control to shape a physical barrier.

Honesty (3 pts/use)

Test-of-Will: your Will must be higher than the target's for this effect to work. Announce your level of Will to the target when you use this effect.

The target cannot lie until the end of the encounter, though they may omit the truth.

Examples: mental control, charming.

Impede (4 pts/use)

You can limit the target's motion. For about 20 seconds, the target's feet are frozen in place, and cannot move (even using an effect such as Super-Motion or Teleport).

Examples: trapping someone with webbing or cables, creating mud or ice around them, lassoing them, or mentally stunning them.

Insubstantial (5 pts/use)

You are able to move around without being affected by most of the physical world. When you use this effect, place the “veil” prop over your head to show that you are Insubstantial. While Insubstantial, you cannot be harmed or targeted by effects, but neither can you harm others, use effects on them, pick up or interact with objects, etc. You can still use skills and powers, and can make noise and talk.

The effect lasts until you end it or the end of the encounter, whichever comes first.

Note: for rules simplicity, you cannot pass through the ground, floors, ceilings, walls, locked doors, or Force Fields.

Note: the veil is “out-of-game” and cannot be passed along to anyone else.

Examples: literal insubstantiality, mist-form, smoke-form, astral projection.

Invisibility (5 pts/use)

You can turn effectively invisible. When you use this effect, show you are Invisible by making “antlers” on your head with your hands: with each hand in a fist, put your thumbs to your temples, and point your pinkies up. Attacking, using superpowers, or any such action requiring your hands will end this effect. (In other words, you can use this effect to move around, talk, and observe things, but once you remove one of your hands from your head to do anything else, the effect ends.)

The effect lasts until you end it or the end of the encounter, whichever comes first.

Note: this effect makes you invisible, but not silent.

Examples: literal invisibility, enhanced camouflage, shadow-form, illusion powers used on oneself.

Precise Attack (5 pts/use)

You can make a very specific attack or a distance attack. When you use this power on someone, they automatically take a wound (no rock-paper-scissors necessary), and you don’t need to be next to them to make a Precise Attack.

Examples: energy beams, arrows, bullets, thrown weapons.

Super-Motion (4 pts/use)

You are able to move extra fast. To use this, announce “Super-Motion!”; you may also need to call a freeze. You then designate someone to count to 5 while everyone around you closes their eyes; during the count, you can move around as you wish. (You can end up right next to someone.) When the counter reaches 5, action resumes.

Examples: super-speed, jumping, or flight.

Super-Strength (2 pts)

You are extraordinarily strong, and count as two ordinary people when performing strenuous activity such as carrying people, heavy lifting, pushing, moving, etc.

Note: this effect does not have levels or numbers of uses. It has a flat cost, and you can use this effect as many times per day as you wish.

Note: this power gives only a minor advantage in combat. To be better in combat, purchase more levels of the Fighting effect.

Examples: powerful muscles, mechanical grappling, strong telekinesis.

Teleport (6 pts/use)

You can travel nearly-instantaneously from your current location to any other location you know by sight that is within a few hundred feet (that is, within the game locale).

When you use this effect, pull yourself “out-of-game” and move with all haste directly toward your target location. Once you reach the target, immediately put yourself back into the game.

Examples: literal teleportation, super-speed, time control (so that you move while everything around you slows to a crawl).

DETAILS

Every character also can specify Details: stuff that will have no specific rules effect, but which you want to include, such as “Immortal”, or “Can Talk to Fish”, or “Vulnerable to Xenonite”. These can then come into play at the GMs’ discretion.



THE TOTALLY-NOT-VIOLATING-COPYRIGHT LIST OF SAMPLE CHARACTER ARCHETYPES, USING 20 POINTS:

Arachnoid, a spider-themed hero

- Fighting 4 (4 pts)
- Impede 2 (8 pts) - shooting spider webs (Genes)
- Awareness 3 (3 pts) - heightened senses (Genes)
- Knowledge 1 (1 pts) - knowledge of the city (Training)
- Super-Motion 1 (4 pts) - swinging over foes' heads using spider-silk strands (Genes)

Captain Paragon, a super-strong flying hero from another planet

- Fighting 8 (8 pts)
- Super-Strength (2 pts) - alien physiology (Aliens)
- Will 3
- Defense 1 (3 pts) - alien physiology (Aliens)
- Super-Motion 1 (4 pts) - alien physiology allowing flight in Earth's gravity (Aliens)

Black Owl, a shadowy gadget-using hero

- Fighting 6 (6 pts) - various weapons (Science)
- Knowledge 3 (3 pts) - knowledge of the city (Training) and super-computers
- Science)
- Awareness 3 (3 pts)
- Influence 1 (2 pts) - intimidation (Training)
- Stealth 2 (4 pts)
- Will 2 (2 pts)

Wanderer, a high-defense heroine with a mystical origin

- Fighting 8 (8 pts)
- Defense 2 (6 pts) - enchanted bracers of defense (Mystical)
- Honesty 1 (3 pts) - magic cord that compels the truth from foes (Mystical)
- Super-Motion 1 (4 pts) - can defy gravity (Mystical)

Bronze, a hero who wears a high-tech metal mechanical suit

- Fighting 6 (6 pts) - lasers and metal-encased fists (Science)
- Awareness 2 (2 pts) - radar and telescopic vision (Science)
- Precise Attack (5 pts) - rockets and lasers (Science)
- Defense 1 (3 pts) - protective metal suit (Science)
- Super-Motion 1 (4 pts) - jets to allow flight (Science)

COSTUMING YOUR CHARACTER

Mention “superhero costume” and most people think “tights” or “spandex”. Certainly, if you have form-fitting clothing and are comfortable wearing it, by all means, go for it! After all, nothing is more canonically “superhero” than tights and tight clothing.

However, fear not -- superhero costumes go far beyond spandex. The important thing is that your costume is *stylized* and *distinctive* -- and that it represents who your character is.

For instance, consider classic characters like the 1930s-era Sandman or the Spirit, each of whom wore a hat, mask and business suit. Nowadays Supergirl often wears a skin-tight top, but in eras past she wore a more modest blouse along with her skirt and boots. In the 1980s and 1990s, many superheroes had costumes styled like military uniforms, and the recent X-Men movies dressed their heroes in leather jackets and pants instead of tights or spandex. Similarly, the recent Batman movies have portrayed the Bat-suit not as leotards and tights, but more like a suit of armor. Captain Hammer from *Dr. Horrible* wore a t-shirt with his hammer logo, big gloves, pants and boots; this was certainly enough to communicate that he was a superhero and that his concept was about hammers.

Period garb can also work, if the garb fits your character concept. For instance, Robin and Green Arrow are both inspired by Robin Hood, so they wear doublets and tights. The classic hero Cavalier dressed like one of the Three Musketeers, complete with rapier.



TRUST US, IT'S EASIER THAN YOU THINK

Concerned that you don't have a workable costume? Don't worry. Here are some easy tips for making heroic outfits from stuff you may already own:

- **boots**, preferably tall
- any kind of **headgear** or face-gear: masks, hoods/cowls, goggles/glasses, tiaras, headbands, scarves, etc
- any **logo** or shape in the center of your chest or on your mask
- **gloves** of any kind, though longer is usually better
- big and/or shiny **belts** (for women, worn around the narrowest part of the waist)
- **tights/leggings**
- pants/leggings in colors **other than black**
- **corsets/bustiers**
- **long sleeves** or **sleeveless** tops instead of short sleeves
- **capes** or long coats
- **tucking in** your shirt
- tucking your pant legs **into your boots**

One final note: it may be tempting to costume yourself in mostly black clothing. That's fine, especially if your character is a shadowy hero like Batman. However, be aware that supervillains' minions and mooks traditionally wear all black. So if you go the lots-of-black route, make sure your costume has some splash of color (like Batman's yellow logo on the chest), or something that will make you stand out -- something that will keep the other heroes from confusing you with a villain!



EXAMPLE 1: a female player has a red top she thinks would work well as part of a costume. She pairs it with some red tights, and now has the basics down. She considers shorts over the red tights, but decides to go with a loose knee-length black skirt that she already owns, pairing it with her tall black boots -- giving her the skirt-and-boots look ala Supergirl. Then she adds black gloves from her box of winter clothes, and a big belt over her waist.

For a character concept, red suggests "fire", but black doesn't -- well, unless you consider smoke and ashes and cinders. She decides she likes "Cinder", so Cinder is born: a fire-wielding superheroine.

She decides that Cinder doesn't have a secret identity, so she doesn't need a mask, but she wants something on her face or head to look more "superhero-ish". She dons a pair of safety goggles, to "protect her eyes from the backdrafts." Cinder's look is complete!

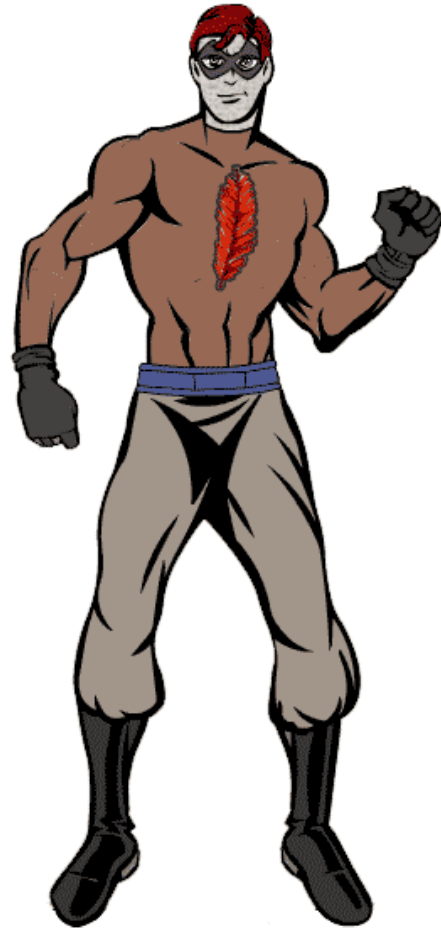
EXAMPLE 2: a male player doesn't want to wear tights -- but like many men, all his pants are either brown or black (or are blue jeans). His pleated-front khakis look a little "business casual", so he decides to go with his cargo pants instead, since they look somewhat military. He adds his biggest boots.

He goes to the local arts-and-crafts store, where they sell cheap shirts in many colors. He likes the idea of a brown one, but needs to pair it with a concept. What's brown? Dirt? Leather? Wood? Hmm, wood could work: he could be a hero who can turn his skin into wood, giving him damage resistance and solid punches.

He next gets a brown eyeliner pencil from a drugstore, and draws long vertical lines on his face, then smudges the stripes heavily, giving his skin a ridged look, like bark.

Now he needs a name. Things like "Maple" and "Larch" don't sound very heroic, but "Redwood" does. Redwood it is!

To fit the name, he gets a \$2 can of red hair-spray from a costume shop (or even from drugstores, during the run-up to Halloween) to make his hair bright red. Finally, he goes to Google Image Search and looks up what a redwood leaf looks like. He puts a piece of cardboard inside the shirt to keep the ink from soaking through to the back, then draws a redwood leaf on the chest of his shirt with a red Sharpie. Finally, a pair of gloves will make his hardwood fists seem more deadly. Redwood is ready!



SUPERCHARGED COMBAT

Fighting at *Supercharged!* will be done with rock-paper-scissors (or “RPS”). This is true even if your character is wielding a weapon, because the game site doesn’t want us doing weapon combat indoors.

When you engage someone in combat, you face off with a contest of RPS, doing “1-2-3-shoot!” The person with the higher level of Fighting wins ties. (If you both have the same level of Fighting, whoever has Super-Strength wins ties. If you both have Super-Strength, then you both just tie -- do RPS again!)

Each time you lose 3 contests (from any number of opponents) you take a wound:

- The **first** wound means you are **hurt**. You are in pain, but can still function.
- The **second** wound means you are **staggered**. You can only move around at a glacial pace; you can’t even walk at full speed (though you can still use any movement-based superpowers like Super-Motion Teleport).
- The **third** wound means you fall **unconscious** for the rest of the encounter.

If you prefer, you can think of this like the regular Quest wound system: the first wound goes to your arm (meaning you can still move and fight), the second wound goes to your leg (meaning you can still fight, but now can’t run), and you pass out with the third wound.

HEALING UP

After an encounter is over, everyone just heals up over the course of the next few minutes, slowly regaining consciousness and full function.

SNEAK ATTACK

If your foe is off-guard, not aware of your presence, or otherwise unprepared to defend against you, you can just say “Sneak attack!” and deliver a wound outright by tagging the person. So if the hero Rock Hopper uses Super-Motion to “jump over” a villain and end up behind the villain, Rock Hopper can then hit the surprised villain with an automatic sneak-attack wound to the back. You can usually (but not always) get in a Sneak Attack by using powers such as Teleport and Super-Motion to get around behind an opponent -- or by using Stealth or Invisibility to sneak up behind them.

USING YOUR EFFECTS

Note that *Supercharged!* will not be using whistles, because combat won't really be in real-time, what with all the rock-paper-scissors going on. Most of the time you should just be able to get your foe's attention verbally and tell them what power you're using on them. If you have trouble getting your foe's attention, just call a local freeze and explain what's going on.

When you use an effect on a foe, you need to state the effect's name so that the target knows which effect you're using. It is also good to include a short but colorful description of what the effect does. For instance:

- At a minimum, say, "Impede!"
- Better yet, say, "Impede - spider webbing!" because that's more colorful.
- Best of all, say, "Impede - spider webbing! You're trapped in a sticky web and cannot move!" This is best because it also explains to the target what "Impede" does.

COMBAT CONVENTIONS

These will make combat feel more like comic-book fighting!

- Making Fighting fun is all about the **pantomime** and how you **describe your powers** as you use them. If it's just two people doing rock-paper-scissors at each other, it'll be really boring! During fights, call out and describe what your character is doing ("Blast of fire!" "Iron-fisted punch!")
- Don't stand still - **move around** a lot during combat. That will keep it feeling lively.
- Every time you lose a rock-paper-scissors contest, take at least **one step backwards**. This will give the combat some realistic flow, with the victors advancing on the losers. And react physically! Grunt and scowl when you lose a contest of RPS.
- Ham it up a little! Be **dramatic** and fun! The more you act it out, the more entertaining it will be. *Example:* Redwood is facing off against three minions. He does a Fighting round of RPS against one of them, and loses. The other two minions grab him by the shoulders and "hold him in place" while the third one pantomimes a punch to the gut. Redwood winces, "shakes himself free" of the minions, and the fight resumes.
- If there are **minions** between you and the supervillain, of *course* you don't just run past the the minions and take out the supervillain first. That's just not how it *works*.

THE WORLD OF SUPERCHARGED!

BEING A HERO

CAPTURE VILLAINS, NOT KILL THEM

That's just how it's done. Killing people is what *villains* do!

SECRET IDENTITIES

Some heroes (and villains) have secret identities, to protect their personal lives, their families, or their careers. It's a matter of principle that heroes might know each another's identities, but that they don't reveal these to people who aren't also heroes or who aren't already in on the secret identity. In particular, it's important to keep these kind of secrets away from villains and from the media.

Not everyone has a secret identity, though; you don't have to if you don't want to. Some heroes are public with their identities, and rely upon their powers or resources to keep themselves safe.

HEROES AND VILLAINS

Patriot is a super-strong, super-tough hero, with a power belt that gives him limited powers of super-jumping. For the last few years, he's been accompanied by a sidekick, the **Liberty Kid**, who is similarly strong and tough.

Patriot has also teamed up with **Captain Saturn**, the space-traveling alien from an alternate dimension where sentient life evolved on Saturn's moons. He has sometimes worked with the hero **Artemis**, the eagle-eyed huntress and archer, though she typically works alone. Patriot often paired with the stone-skinned hero **Amethyst** before her untimely death at the hands of the villain **Ant-Agonist**. He has also mentored many of the younger, up-and-coming talents coming out of **Prof. Avery's** Arlington Academy For Talented Youth, the school that secretly trains teenaged heroes.

As a hero with two decades of service, Patriot has many villains eager to take him down. **Dr. Sinister**, the man scientist and geneticist, has repeatedly tried to destroy Patriot, either directly or by using his mutated minions (the Lab Rats) as assassins; each time, Patriot has defeated Dr. Sinister, locking him up in Winthrop Asylum. The **Iron Chancellor**, the head of the group MENACE (Masterminds' Evil Network for Acquiring Control of Earth), has often tried to eliminate Patriot so the hero would not foil his plans for world domination. The **Mystic Reaver**, the North Shore's mistress of crime, has often sought revenge on Patriot for the many times he has stymied her nefarious plans. More than once, Patriot caught **Magpie** (the master-class, high-tech gentleman burglar) in the act, but Magpie hasn't been seen for about a decade now. Patriot has also been repeatedly plagued by visits from **the Fool**, the jester from the faerie court, though the Fool really seeks only to annoy and prank Patriot rather than destroy him.

(More information on these and other figures in the next packet!)

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