

FAN FAVES

Write down the coolest things the other players say!

		Remember: At least one panel in this row must echo a panel above.
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When all panels are full, Gloating begins!

SUBPLOTS

Something previously unnoticed affects the scene. Write an unanswered question with a visual cue.

?
?
?
?
?
?

VILLAIN PLAN

Point One:

- Alter infrastructure
- Create new asset
- Destroy: institution opponent
- Discredit/Disarm opponent
- Distract opponent
- Force compliance
- Instill fear
- Revenge
- Seize: asset resource
- pawn hearts and minds
- Subvert: asset resource institution

Details:

Leads:

Point Two:

- Alter infrastructure
- Create new asset
- Destroy: institution opponent
- Discredit/Disarm opponent
- Distract opponent
- Force compliance
- Instill fear
- Revenge
- Seize: asset resource
- pawn hearts and minds
- Subvert: asset resource
- institution

Details:

Leads:

Point Three:

- Instill fear
- Revenge
- Seize: asset resource
- pawn hearts and minds
- Subvert: asset resource
- institution

- Alter infrastructure
- Create new asset
- Destroy: institution opponent
- Discredit/Disarm opponent
- Distract opponent
- Force compliance

Details:

Leads:



HERO PLAYER RULES SUMMARY

PHASES

ROLLING DICE

- Roll 2d6.
- High die = Tone: **Red** or **Blue**
- Tied dice = Stymied! (*for now*)
- Both dice **1, 2, 3** = Subplot
- To ignore the die roll:
 - Invoke an **Icon**
 - Use certain **Twists**
 - **Reincorporate** during gloating

FAN FAVES

- Listen to the other players' descriptions. Write down the best panels.
- **Echo** at least one **row 1** panel in **row 2**.
- **Echo** at least one **row 1 or row 2** panel in **row 3**.

SUBPLOT

- *Something previously unnoticed* affects the action. Write a question about it.

ADVENTUROUS PHASE

How does your hero excel?

- ◆ **Tones:** **Amazing** • **Tenacious**
- ◆ **Cast:** Hero players (HP) as their hero. Others as heroes *or* supporting cast.
- ◆ **Steps:**
 - Hand the dice. Make a superheroic **demand**: "Show us how you ..." or "Show us how you and another ..."
 - Answer the **demand**.
- ◆ **Roll:** Immediately.
- ◆ **Segue:** Make a demand of HP or VP.
- ◆ **Ending:** Anyone, before a new demand.

PERSONAL PHASE

How does your hero live?

- ◆ **Tones:** **Passionate** • **Thoughtful**
- ◆ **Cast:** Hero players (HP) as their hero. Others as supporting cast.
- ◆ **Steps:**
 - Hand the dice. Make a **request** about hero's personal life. "Show us more about ..."
 - Cast others in supporting roles. **Charge** them to seek something specific your hero does *not* want.
 - Play the scene.
- ◆ **Roll:** When you must, but *not before*.
- ◆ **Segue:** Make a request of HP or VP.
- ◆ **Ending:** Anyone, before a new request.

GLOATING MODE

- Begins when all Fan Faves full.
- All phases allowed.
- Splash pages include *villainous* fan fave or subplot.
- **Red** die **3 or less** = villain advantage.
- **Both** dice **3 or less** = VP *reincorporate*.
- When **1** HP has *not* reincorporated, remaining HP may epilogue.

SCHEMING PHASE

What is the villain planning?

- ◆ **Tones:** **Intuitive** • **Methodical**
- ◆ **Cast:** Villain player (VP) as the villain. Hero players (HP) as their heroes.
- ◆ **Steps:** VP outlines **points** of the plan.
 - VP offers a **lead** to HP. "How do you encounter ..."
 - Point + World = **Lead**
 - HP encounters lead. Asks VP a loaded question. Some examples:
 - » *What else do I learn?*
 - » *What weakness is exposed?*
 - » *How does this implicate the villain?*
 - » *How does this tie to a existing Subplot?*
 - » *How must the villain change their plan?*
- ◆ **Roll:** Immediately.
- ◆ **Segue:** Offer a lead to another HP.
- ◆ **Ending:** VP, after answering a question.

VILLAINOUS PHASE

What is the villain doing?

- ◆ **Tones:** **Superlative** • **Virtuous**
- ◆ **Cast:** Villain player (VP) as the villain. Hero players (HP) as their heroes.
- ◆ **Steps:**
 - VP describes villain's threats and attacks.
 - Hero players describe heroes' actions.
 - **succumb — slip — struggle — prevail**
- ◆ **Roll:** When you must, but *not before*.
- ◆ **Segue:** If threat ended, dice to VP. If threat continues, dice to another HP.
- ◆ **Ending:** Active HP, before passing dice.

Reincorporation

- Any HP may choose to *reincorporate*.
- Ignore stymies & subplots.
- Pick **1** hero element and **1**:
 - Fan Fave
 - Subplot
- Combine into **1** new story piece.
- Cross off and rewrite elements.
- Counter a point of the plan?
- HP's last die roll. Make it count!

RED

Adventurous	Personal	Scheming	Villainous
Amazing	Passionate	Intuitive	Superlative
Vibrant • Powerful • Strong • Fast • Uncontrollable Amok • Hot • Incontestable • Potent • Unilateral Bold • Forceful • Loud • Energetic • Changing Impossible • Abrupt • Furious • Terrified • Alone			

BLUE

Adventurous	Personal	Scheming	Villainous
Tenacious	Thoughtful	Methodical	Virtuous
Responsible • Inspiring • Careful • Authoritative Trustworthy • Cold • Negotiated • Skilled • Purposeful Nuanced • Quiet • Steady • Calm • Reassuring Safe • Mysterious • Grateful • Hopeful • Together			



ORIGIN MODE

Your character is a superhero, able to do things impossible to normal people and using those gifts for the greater good.

1 Homage: Tell the other players something you like about a specific superhero or superheroes in general.

2 Origin Cards: Draw **5** Origin cards. Choose any **3** and answer the questions.

- ◆ If you don't know an answer, make it up.
- ◆ Answer in a way that makes the story you'd most like to read.
- ◆ Draw inspiration from heroes you already know.
- ◆ Share your answers with the other players as you go.

3 Elements: Based on your answers, write down **4 or more** things about your superhero.

- ◆ These could be a summary of their powers, the names of people close to them, sworn duties, significant locations, costume descriptions, or the like.
- ◆ Details will come in play, you only need first impressions right now.
- ◆ You will have final say over the fate of these elements ... unless the villains prevail!
- ◆ Write *at least 1* element in each Hero Sheet panel:
 - **Personal Life:** Occupations, Hopes, & Dreams
 - **Superheroic Life:** Costumes, Duties, & Renown
 - **Powers:** Abilities, Assets, Origins, & Limitations
 - **Supporting Cast:** Friends, Family, Allies, & Rivals

4 First Published Appearance:

- ◆ Describe:
 - How does your hero look?
 - What does the public know?
- ◆ The other players will suggest names for your superhero.
- ◆ Choose the one you like best.

5 Iconic Tones: Heroes act in two tones: **Red** and **Blue**:

- ◆ Imagine your superhero faced with a dangerous situation.
 - What is one way your hero could react that is powerful, bold, or energetic? That is your **Red** icon.
 - What is one way your hero could react that is inspiring, helpful, or virtuous? That is your **Blue** icon.
- ◆ Could be drawn in one comic panel.
- ◆ Not something you always do, but something you always *might* do.

6 Twists: Choose one twist. No two heroes in play may have the same twist.

- ◆ **Mysterious Past:** *You may have forgotten your past, but it hasn't forgotten you!* Write down a subplot question. You may ignore one roll you just made and describe this subplot seizing your hero's attention.
- ◆ **Power Stunt:** *Even greater feats are within your grasp!* Write down something amazing your hero could do with their powers, but has never done. You may ignore one roll you just made to do this feat. Rewrite your Red icon to match.
- ◆ **Lost Cause:** *If you just had one more chance!* Write down something your hero has tried to accomplish for someone else, but has failed. You may ignore one roll you just made to describe a new pathway to this goal. Rewrite your Blue icon to match.
- ◆ **Personal Duty:** *But everyone is depending on you!* Write down some personal obligation your hero has taken upon themselves. Before the villain player chooses a new phase, you may demand that it is a personal phase and that the villain player opens it with a demand to show this duty.
- ◆ **"I have my ways.":** *You know how villains scheme!* Write down a way your hero knows about villainous activity. Before the villain player chooses a new phase, you may demand that it is a scheming phase and that you will investigate the first lead.

- ◆ **Sanctum:** *Even heroes need a place to hang their mask!* Write down a location where your hero feels safe. Before the villain player chooses a new phase, you may demand that it is a personal phase and it is set here.
- ◆ **Home Turf:** *They've played right into your hands!* Write down a setting where your hero has an advantage. Before the villain player chooses a new phase, you may demand that it is an adventurous phase and it is set here.
- ◆ **Arch-nemesis:** *"You again!"* Write down an enemy who haunts your hero. Before the villain player chooses a new phase, you may demand that it is a villainous phase where you face your arch-nemesis. You receive the dice first.
- ◆ **Sacrifice:** *"Although it will cost me all that I hold dear, I will end this!"* Write down the one person, place, or thing that your hero values the most. During any villainous phase, you may seize the dice and roll immediately, ignoring any stymies. However, you must also describe how your actions cause the valued thing to suffer a terrible fate. The villain player may rewrite the element appropriately.

Personal Life:
Who are you?
What do you want?

Superheroic Life:
How does the world know you?
What do you stand for?

Hero's Name

Powers:
What can you do
that others cannot?

Your Twist:

Others' Supporting Cast:
Who else do you play?

Your Supporting Cast:
Who is important to you?

RED ICON

BLUE ICON

RED

BLUE

Adventurous Personal Scheming Villainous

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Amazing Passionate Intuitive Superlative
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Tenacious Thoughtful Methodical Virtuous
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Trustworthy • Cold • Negotiated • Skilled • Purposeful
Nuanced • Quiet • Steady • Calm • Reassuring
Safe • Mysterious • Grateful • Hopeful • Together

Personal Identity:
Who are you? What drives you? What else do you care about?

Nefarious Virtue:
What is your goal? How do you want the world to be different?

For creating **Points of the Plan**, see pages 83–86 of *With Great Power*. Write them on the **Fan Faves** sheet.

Villain's Name

Your Twist:

Villain Twists—see pages 29–30 and 66 of *With Great Power*.

Others' Supporting Cast:
Who else do you play?

Powers and Resources:
What can you do that others cannot? What pressure can you bring to bear on those who would stand in your way? What sort of followers share your goals and assist you in your efforts?

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VILLAIN PLAYER RULES SUMMARY

EDITORIAL MANDATE Required

- Splash Page Supremacy
- Heroes Unbound
- Tireless Heroism

Forbidden

- Unfathomable Psychic Depths
- Teammates, not Puppets
- Nothing is Permanent

STARTING A NEW PHASE

- Roll 2d6 for splash tone.
- High die = Tone: **Red** or **Blue**
- Do any hero twists dictate the phase?
- Choose the Phase →

FAN FAVES

- Listen to other players' descriptions. Write down the best.
- **Echo** at least one **row 1** panel in **row 2**.
- **Echo** at least one **row 1** or **row 2** panel in **row 3**.

Mood	Phase
When you long for adventure	Adventurous Phase
When you want to see the heroes excel	Adventurous Phase
When you feel Amazing or Tenacious	Adventurous Phase
When you feel you should not immediately escalate from the last phase	Personal Phase
When you are curious about how recent events impact the hero's daily lives	Personal Phase
When you feel Passionate or Thoughtful	Personal Phase
When you want to inject direction for the issue	Scheming Phase
When you wonder what the villain is up to	Scheming Phase
When you feel Intuitive or Methodical	Scheming Phase
When your villain can wait no longer to attack or enact their plan	Villainous Phase
When the heroes seem too safe or successful	Villainous Phase
When you feel Superlative or Virtuous	Villainous Phase

PHASES

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