The Heart Of:
Simple Superheroes

The Roleplaying Game of Infinite Powers and Possibilities

Unleash Your Creativity!

Character Creation in One Page

Prelude

Get a character sheet and think about what kind of hero you would like to play. Talk with the Game Master and other players about the kind of Universe in which you all want to play your game. Grab a pencil and eraser and get to it!

STEP 1: Lifepoints and Strainpoints

Each character starts with 6 Lifepoints and 6 Strainpoints. Mark this on your sheet. You can take a Talent that boosts your Lifepoints or Strainpoints.

STEP 2: Select an Array

Choose one of: Well-rounded, Standard, or Focussed. This affects the number and magnitude of your character's Talent and Relation ranks. The rank equals the number of dice you get to roll when you use that Talent.

STEP 3: Create Talents

Create a Talent for each Talent rank in your array. The capabilities and name of the Talent is brainstormed by you, the player, in collaboration with the Game Master. Once you have the name of a Talent, you frame it with an ABILITY CATEGORY and an INTENT. This helps keep each Talent narrow and interesting. An explosion of sound may be written *3-sonic blast [Mgt:OA]*.

STEP 4: Superpower Finesse

The GM creates SUPERPOWER FINESSE rating(s) based on your character's Talents. The GM should discuss each Talent briefly with the player, then create a Superpower Finesse for each set of strongly-related Talents your character has. Each Talent in the set increases the Superpower Finesse rating by one. The rating may not exceed the most powerful Talent in the set. Superpower Finesse measures how flexible a power is. On some occasions this stat may be rolled—most often when a character attempts to push their power with Strainpoints.

STEP 5: Relations and Values

Pick three things that your character cares about deeply. A Relation can be to a person, place, thing or activity. A Value is an ideal, a precept or a belief. The higher the rank, the more your character cares about that particular Relation or Value. Relations and Values should provide motivation for your character and are the primary means of regaining Strainpoints.

STEP 6: Weakness

Every Hero has a weakness. What is yours? You may have multiple weaknesses.

Final Touches

Give your character a Superhero Name and an Identity. Make some notes about your character's specific Talents. Think about what their costume looks like and why they are a hero.

Make some notes about your character's past, how they got their powers, what they do for a living, and their life experiences.

Array	Talent Ranks	Relation Ranks
Well-rounded	4, 3, 3, 3, 2, 2, 2, 2	3, 2, 1
Standard	4, 4, 3, 3, 2, 2, 2,	2, 2, 1
Focussed	5, 4, 3, 3, 2, 2,	2, 1, 1

Sub-Intent	Abr	Explanation
Contingent	[C]	Indicates item-based Talent or other drawback
Area	[A]	Talent can affect multiple foes at once

Intent	Abr	Explanation
Offensive	[O]	For bringing the hurt to others
Defensive	[D]	For protecting yourself
Functional	[F]	Utility and general Talents. Flying, telepathy etc
Reactive	[R]	Immediate response to a trigger. Can protect others
Modification	[M]	Alters a standard rule
Time	[T]	Time required to create a temporary Talent
Potency	[P]	Rank of temporary Talents are [P] rank - 1
Versatile	[V]	Themed multipurpose Talents with drawbacks

Ability Category	Abbreviation
Accuracy	Acr
Mobility	Mbl
Toughness	Tgh
Might	Mgt
Brains	Brn
Senses	Sns

The Rules in One Page

The GM creates the world around the players. He makes rulings on what characters can do with their Talents, and creates conflicts and challenges. The players interact with the world and take actions.

Taking Actions: Often actions simply happen without any need for a roll. If character wishes to fly and has a flight Talent, or has a *5-lifting and bending [Mgt:F]* Talent and wishes to lift a motorcycle, they simply do so. Rolls should only be made when failure is possible.

Order of Actions: Whoever declares the first action goes first. Actions rotate back and forth between players and their opponents. High-ranked Talents might allow a character to preempt others, and sneaky adversaries may attempt to ambush others. Successful ambushes can ignore some defensive Talents.

Talents: Talents are what define characters. They are what makes them superhuman. If a character does not have an appropriate Talent, they may still roll 1 die for being an average human. Talents are used to overcome challenges and contests. Contests involve direct opposition while challenges do not.

Basic Successes: The player gets a Basic Success for each die that is 3 or higher.

Dice Mechanics for Challenges: The player selects an appropriate Talent and rolls its rank in 6-sided dice. The GM either assigns a number of Basic Success required, a target number (e.g. a die of 5 or higher), or assigns a number of opposed dice and then rolls, as in the Contest below.

Dice Mechanics for Contests: The attacker (or actor) and defender select appropriate Talents and roll that many dice. Any die results of 2 or 1 is ignored. The defender's highest die is compared to the attacker's highest die, then the next highest, etc. Any attacker's die that exceeds the defender's die is a success. Extra dice must exceed 2 in order to score a success. In physical combat 1 success = 1 Lifepoint of damage. *Extended contests* usually require a lead of 3 successes over the opponent to achieve their objective, and usually take several actions. Completely escaping a foe that is chasing you would be an extended contest.

Staying Conscious and Death: Characters must roll to remain conscious at -1 Lifepoints or Strainpoints. The number on the die must exceed the (absolute) Lifepoint or Strainpoint score to remain conscious. At -2 a character needs to roll 3 or more. Death or serious injury may occur at -6.

Lifepoints and Strainpoints: Heroes start with 6 Lifepoints and 6 Strainpoints. They return at a rate of 1 per day. Lifepoints can be regained by expending Strainpoints. Healing and the quantity of Lifepoints and Strainpoints can be modified by Talents.

Relations and Values: Characters may roll their Relation or Value's rank when acting to protect, uphold or when devoting time to their Relation. Basic Successes (dice that come up above 2) result in the character regaining Strainpoints.

Common Strainpoint Expenditures

Cost	Effect of Expending Strainpoint
1	Gain 1 die for a special action* or Talent-less roll**
1	Gain 2 dice for a Talent roll
1	Gain 1 effective rank for an hour (non-rolling actions)
1	Regain consciousness for 2 hours or until damaged
1	Heal 2 Lifepoints once per day or set of injuries
1	Roll your Superpower Finesse to pull of a stunt
2	After a roll, change any one die to a different result
5	Stop dying or escape in an improbable fashion
7	Avoid apparent death in classic comic book style

* pooling, coordinated actions, multi-targeting, and area of effects.
** allows character to roll 2 dice for any task.

Talent Rank Magnitude (Vigilante Tier)

Rank	Description	Multiplier
1	Average	average
2	Gifted/Professional	X2
3	Incredible	X4
4	Inhuman	X8
5	Superhuman	X16

Empowered Tier still starts at average but jumps by X3 for each subsequent rank
Planetary Tier starts at Inhuman (X10) and each rank jumps by X4
Cosmic Tier starts at Titanic (X500) and each rank jumps by X5

Options and Special Actions

Using Talents Reactively: Reactive Talents may be used to automatically respond to a trigger in order to help others or prevent specific circumstances from occurring. Reactive Talents may be used as often as the Talent's rank in a single round, as long as the trigger recurs. Non-reactive Talents may be used reactively, but suffer -1 die penalty and can only be used once per round.

Contingent Item Talents: Talents designated as "hard" items gain 1 bonus die in a specific circumstance. The exact circumstance should be determined when the Talent

Conditions: A Condition is some sort of situation imposed on an opponent which puts them at a disadvantage. A Contest must be won to impose a Condition.

Passive Conditions impose the successes achieved on the initial Contest roll as a Challenge that the target must overcome to remove the Condition. (Example: A net is thrown at our hero, the opponent scores 2 successes. Our hero needs 2 Basic Success to escape.) Some Conditions diminish by 1 die each round.

Sustained Conditions are maintained by the aggressor. The target rolls against the aggressor's Talent each round in order to free themself. (Example: A target rolls vs Gravitor's *4-crush or lift [Mgt:F]* to escape.)

Prolonged Conditions require an extended contest to set-up and an extended contest to remove. The lead achieved in the set-up is rolled against in an extended contest to remove the prolonged condition. The lead cannot exceed the Talent that set-up the condition. Aid or a strong internal motive is required to fight a Prolonged Condition. (Example: A politician spends several hours convincing our hero that a particular vigilante is evil. A selfless act by the vigilante would enable our hero to begin rolling against the imposed belief.)

Range and distance: A Talent's rank determines the distance that can be traveled or its effective range. Rank 1 is close, rank 2 short, rank 3 medium, rank 4 far, rank 5 extreme. Some potent Talents will have no inherent range, requiring additional Talents to provide range.

Area of Effect: In order to create an area of effect a Talent must be specifically identified as being capable of creating one with the Area [A] sub-intent. Area of effect attacks allow the character to make one roll against multiple opponents, each of whom defends against it independently. A character may take an area of effect Talent if they have two higher ranked Talents of a similar nature, or they may take an area Talent that requires the character to expend a Strainpoint. An area can affect as many supers as the Talent's rank, or the multiplier in the Talent Magnitude's table for normal opponents. Friendly fire is possible.

Multi-Targeting: An aggressor can target more than a single opponent. Heroes simply split their Talent's dice among their targets. Some character's may have Modification [M] Talents that make them exceptional at multi-targeting.

Maintaining Multiple Effects: A character can maintain as many effects as their Talents rank, or if mixing related Talents, their Superpower Finesse rank.

Pooling: Pooling allows a character to combine more than one Talent in a single roll. Normally, each Talent may only be used in a pool once per confrontation or scene. Each additional Talent included in the pool reduces the dice pool by 1.

Coordinating: Several heroes may pool their Talents together. For each additional participant, reduce the pool by 1 die. Usually only one coordinated action is possible for each player per confrontation.

Advancement: Characters earn 2 - 4 experience points per session, which can be used increase existing and gain new Talents. They also receive 1 Relation point every 3 - 4 sessions. Relation points are exchange for Relation ranks on a 1 for 1 basis, except rank 5 costs 2 points.

Character Advancement

Increase Talent to Rank	Experience Point Cost
2	5
3	8
4	11
5	14

Simple Superheroes Character sheet

Superhero: Identity: Player: Universe:

Abilities   **Talents**
Accuracy:

Mobility:

Toughness:

Might:

Brains:

Senses:

Superpower Finesse: Current Experience Points:

Relations:

                    Lifepoints: Strainpoints:

Weakness:

Description of Talents and Background: