

SUPER MEGA BATTLE FIGHT TIME GO!

You are an ordinary young adult, thrust into danger! Luckily a mysterious force has granted you the power to transform into a masked superhero and fight monsters! *Designed for a GM and 3+ players.*

Make characters! Do this all together. There are 3 Traits:

- Choose your **Human** trait: **Clumsy, Unlucky, Shy, Lovestruck** or **Naïve**. *This will influence stories and personal growth.*
- The player on your left chooses your **Weapon** trait: **Sword (+A), Axe (+D), Staff (+S), Bow (+A, R) or Gun (+D, R)**. *This affects fighting.*
- The player on your right chooses your **Theme** trait: **Element, Vehicle, Animal, Monster** or **Robot**. *This flavours your special powers.*
- Stats! Assign the scores 0, 1 and 2 to your traits in any order. Higher is better. **Defence** = Weapon + Theme + 1. **Stamina** = Human + 3.
- Choose a human and hero name, and a specific form of your theme (e.g. Element: Fire, Vehicle: Train, Monster: Unicorn, Robot: Mining Robot).

Episodes! Play occurs in Episodes, which are roughly a day of game time. Each Episode, you face a social dilemma amongst your friends, based on a character's Human trait, and fight a monster. The monster turns up at the most inconvenient time. If you resolve the dilemma, that player gets 1 point to add to their 0 or 1 trait. This means they have **Grown**.

Do Stuff! When playing, roll any time someone thinks it's interesting (or the GM says so). Roll a D3 and add Human while in human form; in hero form, add Weapon for fighting and action stuff, Theme for special powers, and Human for anything else. (Make your powers up; you can do anything that fits your Theme, as long as the GM says it's okay.) The GM can give you -1 or +1 depending on how weird, cool, hard or boring your action is.

- **On a roll of 4+, you succeed!** Tell us how.
- **On a roll of 3 or less, you fail...at this.** Admit failure, or choose a new action using a different trait and roll again with +1 to your roll. You can do this twice (the +1 bonus is cumulative).

Act in any order you like, taking one action each. When you fight a monster, the monster gets an action in between player turns.

Monsters! Monsters have Weapon, Theme and Monster traits. Monster works just like Human, only a monster's Stamina = Monster + 6 + the number of previous monsters. Monsters can also spend Stamina points to add +1 to any Weapon or Theme roll.

Fighting! If you're trying to hurt a monster, roll D3 + Weapon. The result is your Attack and Damage. If your weapon has +A, add one to Attack; if +D, add one to Damage. You need an Attack equal to or better than a monster's Defence to hit it. You then reduce its Stamina by your Damage value. If your Weapon is ranged (R), the Attack or Damage bonus only applies at range. A weapon with +S gets a +1 bonus on any Weapon roll that isn't trying to deal damage (tripping, distracting, catching a falling person etc.).

Winning! When a monster's Stamina is reduced to zero, it is defeated. Every time you defeat a monster, one player adds a Weapon or Theme trait to their character, chosen by another player. No player can have more than two weapons or two themes. New weapons and themes use your existing score.

Getting Hurt! Monsters attack you the same way you attack them. If they reduce your Stamina to zero, you are knocked out. You recover with half Stamina when the fight is over, or another player succeeds on a Theme roll. If you're knocked out during a fight, you can't be the one to receive a new Theme or Weapon. Stamina is restored to full at the start of each Episode.

Ending! When every player character has grown, fight one final monster to save the world forever! Then each player narrates how another player's character finds a happy ending. Hooray!

NAME: _____	HERO NAME: _____
HUMAN: _____	Score: ____ Stamina: _____ Grown <input type="checkbox"/>
WEAPON: _____	Score: ____ +A <input type="checkbox"/> +D <input type="checkbox"/> +S <input type="checkbox"/> R <input type="checkbox"/>
THEME: _____	Score: ____ Form: _____
WEAPON 2: _____	+A <input type="checkbox"/> +D <input type="checkbox"/> +S <input type="checkbox"/> R <input type="checkbox"/>
THEME 2: _____	Form: _____