



Hero Name _____ Real Name/Alter Ego _____

Age _____ Description _____

Damage (-1 to all rolls for each point of damage. Heal 1 Damage per Action spent inactive or unconscious.)

(-1) (-2) (-3) (-4) (-5) (-6) (-7) (-8) (-9) (U) (N) (C) (O) (N) (S) (C) (I) (O) (U) (S)

<input type="checkbox"/> Brawn +	<input type="checkbox"/> Agility +	<input type="checkbox"/> Mind +	<input type="checkbox"/> Charm+
<input type="checkbox"/> Melee Attack	<input type="checkbox"/> Ranged Attack	<input type="checkbox"/> Notice	<input type="checkbox"/> Resist Mental
<input type="checkbox"/> Melee Damage	<input type="checkbox"/> Dodge/Avoid	<input type="checkbox"/> General/Trivia	<input type="checkbox"/> Dialog/Rumors
<input type="checkbox"/> Resist Physical	<input type="checkbox"/> Foot Speed # of spaces you can move in an action. Only roll for foot race.	<input type="checkbox"/> Drive/Pilot	<input type="checkbox"/> Bluff/Seduce
<input type="checkbox"/> Resist Energy	<input type="checkbox"/> Initiative	<input type="checkbox"/> Science/Tech	<input type="checkbox"/> Detect Lie
<input type="checkbox"/> Climb	<input type="checkbox"/> Sneak/Stealth	<input type="checkbox"/> Outdoorsmanship	<input type="checkbox"/> Negotiate
<input type="checkbox"/> Jump	<input type="checkbox"/> _____	<input type="checkbox"/> Medical	<input type="checkbox"/> Entertain
<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____	<input type="checkbox"/> _____

Special Abilities:

Gear/Notes:

Task Difficulties:

- 5 Ha! Kid's stuff!
- 10 Piece of cake!
- 15 Shut up and let me focus!
- 20 You gotta be kidding me.
- 25 Screw this. I'm going home.

Non-Melee Weapon Damage:

- 1d6** Throwing star, sling shot, BB gun.
- 2d6** 9mm. or .22 rounds
- 3d6** .38 or .45 rounds, Bow & Arrow, Laser Pistol (energy), Mild Poison.
- 4d6** Machine gun, sniper rifle, shotgun, laser rifle (energy), taser (energy), medium poison.
- 5d6** Vehicle-mounted weapon, lightning (energy), flame thrower (energy), deadly poison
- 6d6** Shells, bombs, grenades

Melee Weapon Damage:

One-handed melee weapons add 1d6 to Melee damage. Weapons that require 2 hands to wield add 2d6 to Melee damage.

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Character creation: First, assign 8 Dice to the big 4 stats (max of 3 per box). Then assign 12 Dice to the abilities listed under the big 4 stats (max of 3 per box). GM awards dice to players to improve their abilities. The big 4 stats never change.

Note: Damage dice of 4d6 or greater will inflict a minimum of 1 damage to the target unless Dodged.

SUPER HERO FUN Superpowers/Special Abilities

If the GM allows, characters may purchase superpowers with their starting dice. Each power costs 2 dice. Rarely does a hero have more than 2 powers. You don't need any of these powers to be a superhero, but it doesn't hurt.

1. **Birdy:** You can fly. Add a new ability under Agility called Fly. You can spend starting character dice or improvement dice to increase this number as normal but there is no maximum. This number (plus your agility) becomes the MPH or KPH of your flying speed. On a combat grid, 1 MPH is roughly equal 5 feet or 1 space per Action.

2. **Blasty:** You have an innate ranged weapon. It shoots from your eyes, or fingers, or whatever. It deals 4d6 energy damage. Blasty cannot be used twice in a turn.

3. **Brainy:** You gain 1 dice to Trivia, Science/Tech, and Medical. Your maximum dice for all three increases to 4.

4. **Bulky:** You gain 1 dice to Brawn. Your maximum dice for Brawn is 4.

5. **Drainy:** You can suck energy/life from a target. First, succeed at a melee attack. Then, instead of dealing melee damage. You inflict 1d6 damage that cannot be resisted. You heal that same amount of damage if wounded.

6. **Floaty:** You can telekinetically move things. GM sets a difficulty and you roll your Resist Mental dice. Failure by 5 or less means it moved briefly and then dropped. Success by more than 5 means you can move it as fast as a thrown object.

7. **Tingly:** You gain 1 dice to Notice, Initiative, and Dodge. Your maximum dice for all three increases to 4.

8. **Flingy:** You excel at throwing small things. You can throw four 1d6 damage

weapons (darts, throwing stars, daggers, etc.) at one time. You can divide your targets or throw at one single target (for 4d6 damage).

9. **Ghosty:** You can become insubstantial and pass through solid objects. It takes an action to become insubstantial and an action to become solid again. While in this state you are immune to physical damage and cannot affect the material world including speaking. You move at your normal speed unimpeded by walls or gravity. You are not invisible but are ghost-like. You are still subject to mental and energy attacks and can make mental and energy attacks.

10. **Glarey:** You have special vision. Choose X-ray vision or Infra-vision or Telescopic vision.

11. **Growy:** With an action, you can increase your size to anywhere from 20ft to 100ft tall. In this huge state, all attacks hit you and you cannot Dodge. Your foot speed increases by the same number of feet as your new height (assuming you have room to move around.) You suffer a -10 to all Attack rolls but gain +10 to your Melee Damage rolls.

12. **Healy:** You gain 1 dice to Medical. Your maximum dice for Medical increases to 4. You require no tools to perform healy stuff and do it in half the time. (See Medical ability on next page.)

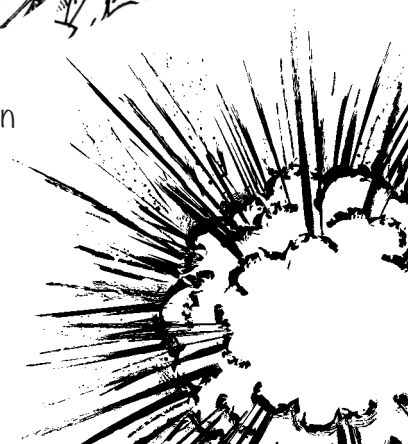
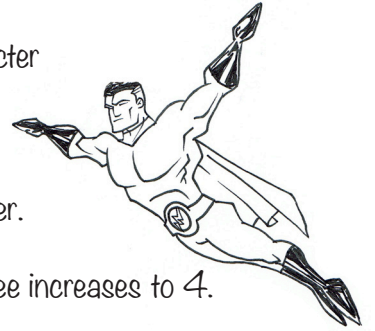
13. **Lucky:** Fate is on your side. You always roll 1 extra die and then remove the lowest one.

14. **Psychiky:** You can cripple opponents with psychic mind attacks. You must be able to see them and be within 50 feet (10 spaces). The damage of your attack is equal to your Mental Resist dice and is resisted the same way. This attack can only damage your opponent as far as the -9 place on the Damage chart. You cannot send someone to unconsciousness. Psychicky cannot be used twice in a turn.

15. **Puppet-Mastery:** You have a supernatural suggestion ability. You roll your Negotiate ability vs. target's Resist Mental. If you win, they fanatically carry out your single command until completed. If wounded, they gain a new roll with a bonus equal to the damage sustained.

16. **Regenny:** You heal a damage point each round. This is in addition to any regained from inaction or healing.

17. **Shieldy:** You can spend an action each round to project a forcefield around yourself or any 10ft diameter area within 50 ft. The forcefield has 7d6 Resist Physical and Resist Energy. If it fails to fully resist any attack, it goes away and you take 1d6 damage. You cannot employ it again until you are at full health.



18 Shrinky-Dinky: You can shrink to as small as an action figure. This requires an action to shrink and to return to normal size. In this shrunken state you gain +5 to Dodge & Stealth rolls but your Brawn becomes 0 and your movement is reduced to 1/10th normal (minimum 1 square).

19. Springy: You gain 2 dice to Jump and have no maximum for your Jump dice.

20. Sticky: You can walk up walls and on ceilings at normal speed.

21. Stormy: You can change the weather using a Mental Resist roll. The GM sets the difficulty target based on conditions.

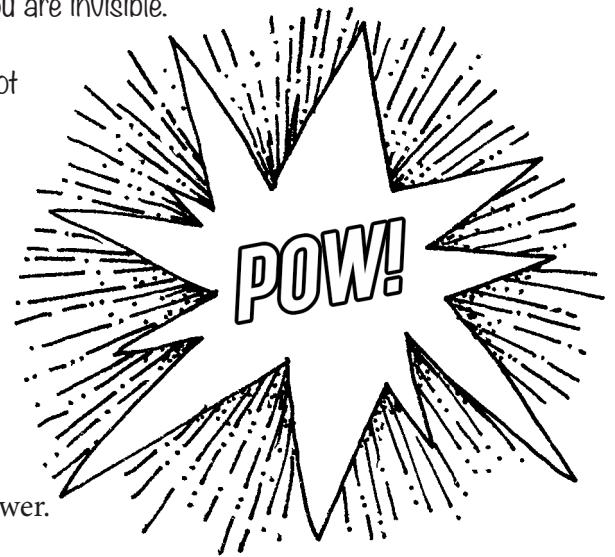
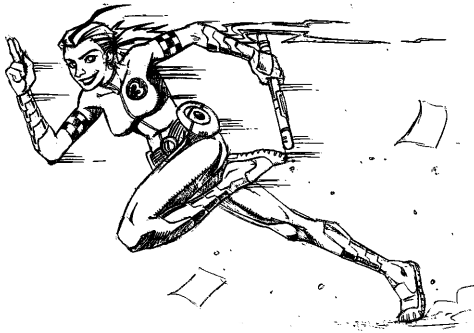
22. Stretchy: Your body is pliant, like chewing gum. You gain 1 dice to Resist Physical, Climb, and Jump, and maximum dice for all three increases to 4. You gain the ability to make melee attacks 3 squares away (15 feet) from your current position.

23. Tanky: You have an armor-plated or heavily-scaled body. You gain +5 to Resist Physical and Resist Energy rolls. You suffer -5 to all Charm-related ability rolls except Resist Mental.

24. Vanishy: You can't be seen by normal vision but still give off heat and could be detected by infrared vision. You still make sounds. You gain a +5 to Sneak/Stealth when invisible. Opponents that locate you by sound or infrared still suffer a -10 to attack rolls. Take 1 damage each round you are invisible.

Spend an action to activate or deactivate invisibility.

25. Zippy: You gain 1 dice to Foot Speed and to Dodge. Your maximum dice for both increases to 4. You can elect to take 1 extra action each round but sustain 2 damage each time.



Limitations: You can take a Limitation with your super power. If you do, your super power costs 1 dice instead of 2.

Exhausting: Each round you use your special ability, you take 2 damage. This is in addition to any other damage your power use might inflict upon you.

Intermittent: Any time you use your special ability, roll a d6. On an odd result, it doesn't work. "Hmmm, that's odd."

Narrow: Your special ability only works on a special segment of targets. For example you might only be invisible to robots or only have a blast power that only hurts felines or can only benefit from your increased speed while swimming. You can not narrow your targets to 'only people' or 'only super villains' but you could limit it to 'only vampires'.

Really Damn Hard: Using your special ability requires a lot of concentration. You suffer a -5 penalty to all rolls not directly related to your special ability.

Separate: Your special ability is not part of you. It is a piece of technology, a possessing spirit, a magic wand, or similar. It must be something that you frequently have stolen away from you, lose control of, or even have turned against you.



SUPER HERO FUN Ability Examples

When it comes time to roll dice, your character sheet will tell you how many dice (d6s) to roll. You always add the primary stat to the ability to find the number of dice. Examples: If you have a Climb of 2 and a Brawn of 2, you roll 4 dice to Climb. If you have a Notice of 3 and a Mind of 3, you roll 6 dice to Notice.

BLUFF/SEDUCE: This ability is used whenever you want something from someone and truth be damned. Bluff/Seduce is opposed by the Detect Lie ability. If their Detect Lie ability exceeds your roll, they know you are full of it. If they fail by less than 5, they may remain suspicious and resist acting one way or another.

- 10: Pretend to be a movie producer.
- 15: Pretend to be a movie star.
- 20: Pretend to be holding a bomb.
- 25: Pretend to be a bomb.



CLIMB: Use this ability to climb over things or up surfaces.

- 10: Move across a pile of debris at normal speed.
- 15: Climb a rock wall or metal fence. Climb a cliff face with climbing gear.
- 20: Climb a brick wall. Climb a cliff face without gear.
- 25: Climb a flat wall consisting mostly of glass windows.

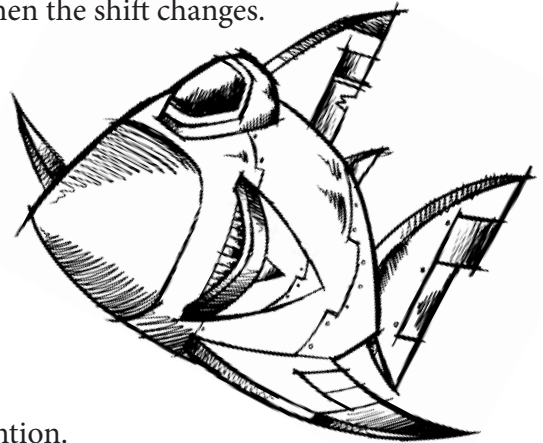
DIALOG/RUMOR:

Your ability to make conversation and obtain useful information in a friendly way.

- 10: Ask for directions from a stranger on the street.
- 15: Find out who is working the next shift at the guard post and when the shift changes.
- 20: Getting a prisoner to tell you where his base is located.
- 25: Ask directions from a hostile alien.

DRIVE/PILOT: Operating a vehicle.

- 5: Drive a car.
- 10: Drive a motorcycle at high speed in a city. Pilot a speed boat.
- 15: Fly a plane or helicopter in average weather. Drive a train.
- 20: Fly an aircraft in a storm. Land a helicopter in a small clearing.
- 25: Fly a helicopter in a storm. Fly an alien spacecraft.



ENTERTAIN: Amuse or delight people and keep everyone's attention.

- 10: Juggle three balls.
- 15: Act in an off-broadway musical.
- 20: Deliver an inspiring, compelling speech without a script.
- 25: Land a hilarious string of black jokes at the NAACP convention.

GENERAL/TRIVIA: We all have brains full of general knowledge.

This ability is your command of facts both useful and trivial.

- 5: Your phone number.
- 10: Which Beatle was the drummer.
- 15: The date of President's Day.
- 20: Who won the Nobel Peace Prize in 1963.
- 25: Recite the Magna Carta.



JUMP: To jump, determine whether you have a run-up and how many feet it is.

To jump vertically: Roll your Jump dice and add 20. Then add your run-up (up to 20). The result is how many inches you jumped vertically.

To jump laterally: Roll your Jump dice. Add your run-up (up to 30). Then divide by 2. The result is how many feet you jumped laterally.

MEDICAL: Used to heal wounds in combat and reattach limbs after combat. Since characters heal up within just a few rounds, this ability may be more effective on NPCs. However, you can revive a knocked out ally which could turn the tide of the fight. These difficulty examples assume you have a medical kit or the Healy super ability.

10: Clean and dress an NPC's wound. Slap a bandaid on it. This takes 1 minute (or 10 rounds.)

15: Stop a person from bleeding to death. Stitch it up and slap a bandaid on it. 10 minutes.

20: Perform major surgery. This takes 1d6+1 hours.

20: Revive a fallen hero. Heals 1d6 damage. This takes 4 uninterrupted Actions (or 2 rounds).

25: Heals 2d6 damage. This takes 4 uninterrupted Actions (or 2 rounds).

30: Heals 3d6 damage. This takes 4 uninterrupted Actions (or 2 rounds).



NEGOTIATE:

Your ability to peacably get others to make concessions is negotiation. You can use it to get a better deal on a new car or to make peace between warring monster tribes. Only calm individuals, who are open to negotiation can participate. If you are negotiating on your behalf, your roll must exceed the other person's. If you are negotiating on behalf of two other parties, everyone rolls and your roll must be the highest by 10 or else talks break down.

NOTICE: Your Notice is your ability to spot important or unusual things in your world. This includes all of your senses, not just sight. If someone is sneaking, then you would need to roll above their Sneak roll to notice them.

10: Notice a burning smell coming from the kitchen.

15: Hear the ticking of a time bomb.

20: Pick out the lone farter on a bus full of people.

25: Taste a tasteless poison lacing the rim of a drink before you swallow any.



OUTDOORSMANSHIP: This ability covers everything involved in outdoors. If you can get a merit badge for it, it's probably covered by Outdoorsmanship.

5: Applying sunscreen evenly.

10: Successfully fly fishing. Hunting a deer with a rifle. Riding a horse.

15: Surviving in a desert for 3 days. Hunting with a bow. Riding an elephant.

20: Hiking to the south pole. Riding an ostrich.

25: Hiking to south pole naked. Riding a giant squid.

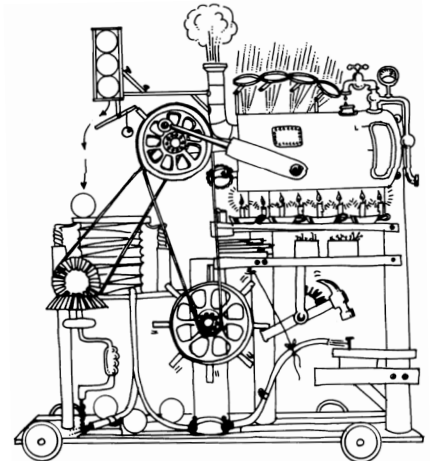
SCIENCE/TECH: Knowledge of physical and natural sciences. The ability to operate and invent technology.

10: Downloading a pirated movie without getting a computer virus.

15: Running lab tests on crime scene evidence.

20: Defusing a complicated time bomb.

25: Creating and implanting a virus in an alien mainframe.



SNEAK/STEALTH: You use this ability when hiding, skulking, slipping through shadows, tiptoeing, etc.

This ability is opposed by the Notice ability. This means that you roll for how well you are sneaking or otherwise trying to go unnoticed. That roll becomes the target number that anyone would roll to Notice you.

SUPER HERO FUN Game Rules

You will find these rules to be minimal. Hopefully, you have played other tabletop RPGs and can simply pick up this game and begin playing. Even so, it might be worth the 184 seconds it takes to read these brief rules.

Dice: This is a d6-based game. This means that you will need lots of six-sided dice. 9d6 is the most anyone should ever need to roll at one time. When you roll your dice for a particular reason, you will add them all together.

Time: Super Hero Fun uses a 10 RPM combat clock. That means that there are 10 rounds of action in a minute. So one round represents about 6 seconds.

Actions: Each character can take two actions on their turn, each round. An action can be a movement (see Foot Speed on page 1), an attack (mental, melee, or ranged), activating or deactivating a super power (like Vanishy), or do some other action that takes only a couple seconds to perform. If you aren't sure, ask the GM (Game Master-The guy narrating the game.) The GM may say that a certain task takes a few actions or a few rounds to perform. If you are unconscious, you still get 2 actions, but those actions can only be used to recover damage since you can't act (see Healing below.)

Combat: A conflict does not necessarily have to involve violence but all the best ones do. As soon as someone is about to assault someone else, the combat has begun and we start with step 1:

Step 1: Roll Initiative. Roll your Initiative Dice (Agility+Initiative d6s) and add them up. Highest goes first second highest goes next. And so on. The GM rolls for the bad guys and includes them in the order.

Step 2: Surprise Round. If everyone is aware of the situation then skip this step. If not, then begin with a surprise round. In the surprise round everyone can take only 1 action. Any characters who were caught unaware (due to a failed Notice roll or other reason) can take no action this round.

Step 3: Normal rounds. Everyone gets a turn, following the initiative order established in step 1.

Attacks: Attacks can be Melee (hand to hand), Ranged (fired or thrown), or Mental (mind to mind). Melee and ranged attacks require a 'to-hit' roll. Attack dice are rolled and compared to the target's stats to see if the attack hits. Attack dice are the attacker's Brawn+Melee Attack dice or Agility+Ranged Attack dice. To hit a character, your attack must equal or exceed 10+their Agility+their Dodge (meaning the numbers in the boxes, not rolling actual dice). Misses are rare in Super Hero Fun but it does happen. If it is a hit, and not a miss, then the target has the option to Dodge. If they take this option, they lose an action from their next turn. Obviously they cannot dodge more than twice per round since they cannot steal more than two actions from their next turn. When dodging, the character rolls his or her Dodge dice (Agility+Dodge d6s) and if it is higher than the attack roll they dodge the blow.

Damage: If a character is hit, either because they chose not to dodge or failed to dodge, the damage dice are rolled. For Ranged attacks the damage is determined by the weapon used. For melee, use Brawn+Melee Damage d6s. If a one-handed weapon is used in melee, add another d6. If it is a truly huge weapon that can only be hefted with two hands, add two d6. The target rolls to resist the damage using the appropriate dice. The resist total is subtracted from the damage total. If there is any damage remaining, it is applied to the target's damage chart. For example, if the damage total is 20 and your resist total is 18 then 2 damage is recorded on your Damage chart. Use a pencil to mark off two damage. You suffer a -2 to all dice rolls until that damage is healed. If more damage is taken, it is added to the existing damage. You cannot suffer more damage than the last S in UNCONSCIOUS. You'll be back in action in just a few rounds.

Healing: Superheroes recover fast. To heal a point of damage, a character can simply not take one of their actions. This brief inactivity allows them to recover a little. They can forego both actions and heal two damage. Obviously, someone unconscious is not taking action and recovers from 2 damage each round. It is possible to heal that last point of unconsciousness and then take an action (usually getting to one's feet).