

HEROES ARE MADE, NOT BORN

Once you have your players gathered together, you start the game, using the shpiel at right. Keep it snappy, and keep the players moving. If they start getting bogged down asking questions right now you'll waste a huge amount of time explaining rules that are easier to see in context.

2 First, let's figure out roughly who's on which side. I can only play one villain, and we don't want them too terribly outnumbered in this first scene. Hands up who else is going to play a villain, or panicking bystander, or other source of trouble for our stalwart heroes?

If your group is four or more people (including yourself) then you'll also need to use the shpiel at left, to get a decent balance of antagonists in order to make the first scene interesting. Once folks see the system in action they should get accustomed to providing that balance themselves (or not, which can make for more dramatic scenes, once people have the rules acumen to survive being outnumbered).

Now that you've got everyone thinking about creating characters for the scene at hand, you give them the tools to do so. Use the shpiel at right. Again, keep things snappy and don't give people too much opportunity to agonize over their options.

1 Okay, folks, the game is played in Scenes. I create the first one, and it's an armed robbery at Nova Labs, the premiere developer of cutting-edge super-technology. You'll need a character in order to play, so let's make some. They'll need some reason for being there, like they're trying to steal something, or they're trying to save hostages, or they are a hostage.


3 You'll need a Persona, so when these get to you pick one and pass them on. <Pick up the personae and pass them to your right> And you'll need either super-powers or some mundane skills, so pick one and pass them on. <Pick up the powers and skills, and pass them to your left> Let's get those around the table quickly, and then I'll show you how to combine them and fill them in.

ASSEMBLING A CHARACTER


Choose Powers

GODLING		Casually overpower mortals <input type="checkbox"/>
Super-strength <input type="checkbox"/>	Inspire Awe <input type="checkbox"/>	
Super-speed <input type="checkbox"/>		
Invulnerability <input type="checkbox"/>		
Laser Eye-beams <input type="checkbox"/>	Divert large flying objects <input type="checkbox"/>	
Flight <input type="checkbox"/>		


Choose Persona

SEDUCER		
Pout <input type="checkbox"/>	Sensual <input type="checkbox"/>	
"You know you want to" <input type="checkbox"/>	Understanding <input type="checkbox"/>	
	Vindictive <input type="checkbox"/>	
	Sly <input type="checkbox"/>	
	Greedy <input type="checkbox"/>	


Combine

GODLING		Casually overpower mortals <input type="checkbox"/>	SEDUCER	
Super-strength <input type="checkbox"/>	Pout <input type="checkbox"/>	Sensual <input type="checkbox"/>		
Super-speed <input type="checkbox"/>	Inspire Awe <input type="checkbox"/>	Understanding <input type="checkbox"/>		
Invulnerability <input type="checkbox"/>	"You know you want to" <input type="checkbox"/>	Vindictive <input type="checkbox"/>		
Laser Eye-beams <input type="checkbox"/>	Divert large flying objects <input type="checkbox"/>	Sly <input type="checkbox"/>		
Flight <input type="checkbox"/>		Greedy <input type="checkbox"/>		

Cross out three

GODLING		Casually overpower mortals <input type="checkbox"/>	SEDUCER	
Super-strength <input type="checkbox"/>	Pout <input type="checkbox"/>	Sensual <input type="checkbox"/>		
Super-speed <input type="checkbox"/>	Inspire Awe <input type="checkbox"/>	Understanding <input type="checkbox"/>		
Invulnerability <input type="checkbox"/>	"You know you want to" <input type="checkbox"/>	Vindictive <input type="checkbox"/>		
Laser Eye-beams <input type="checkbox"/>	Divert large flying objects <input type="checkbox"/>	Sly <input type="checkbox"/>		
Flight <input type="checkbox"/>		Greedy <input type="checkbox"/>		

Number

GODLING		Casually overpower mortals <input type="checkbox"/>	SEDUCER	
Super-strength <input type="checkbox"/>	Pout <input type="checkbox"/>	Sensual <input type="checkbox"/>		
Super-speed <input type="checkbox"/>	Inspire Awe <input type="checkbox"/>	Understanding <input type="checkbox"/>		
Invulnerability <input type="checkbox"/>	"You know you want to" <input type="checkbox"/>	Vindictive <input type="checkbox"/>		
Laser Eye-beams <input type="checkbox"/>	Divert large flying objects <input type="checkbox"/>	Sly <input type="checkbox"/>		
Flight <input type="checkbox"/>		Greedy <input type="checkbox"/>		

4 So they click together like this, see? Now you have fifteen abilities in three columns. The first thing you do is pick the three of those fifteen that you like least, and just cross them off. Other characters with these modules might have those abilities, but you don't. <Ostentatiously cross of three things at random> Now you number each column, starting from one and going up to as many abilities as you have left in the column. It doesn't really matter how you number them. <Off-handedly number your columns, starting from the bottom and proceeding straight up> 1... 2... 3... 4... and so on. Pencils down when you're done. <Put your pencil down and look around expectantly>