

FOR THE PLAYERS

The basic idea

What I have in mind is a real super-team campaign, as good as any comic book you've read. As you build a character, keep in mind a few facts about comic-book hero teams. 1) Resistant defenses are actually pretty rare in the comics. 2) Nobody can stand up to every villain – instead, they specialize and use teamwork. 3) Members of teams, while they may disagree, will at least be willing to work together. 4) Team *image* is an important issue.

So what sort of team is it? The high-profile, well-funded hero team whose every move is in the public eye. You might have a base downtown with neat gadgets, lawyers and doctors on retainers, and lots of fans. The game will start with the events that bring you together. Look good for the cameras and watch your ass – the press can be murder. This does not mean you must all play Mr. White America Goody-Twoshoes, but you do exist in a media context.

Character creation guidelines and context

We start at 250 points; characters' Ratios should not exceed 120 and I recommend 110-115. Killing Attacks, Piercing, Damage Reduction, and a few other nasties are not permitted. Mind Control is not permitted unless heavily modified.

There is NO unifying "origin" for superpeople. Superpowers come from anywhere. Accidents, "just born with it," technology, magic ... the world is a surprising place. Think of all the neat origins of Marvel characters in the early 60s.

Please: no armored Iron Man clones, misunderstood mutants struggling to control their powers, or ninja assassin mercenaries. However, I am sympathetic to villains-gone-straight, extremes on the age spectrum, and any power or costume that looks cool.

You should link your character to an institution of some sort. Anything at all: police, high-powered university research program, garbage collection company, amateur astronomer's club, fraternity/sorority, Japanese Secret Service, etc, etc.

Comics you might want to read (these are the main influences on my campaign style): X-Men 97-142, Avengers 100-200, Alpha Flight 1-25, Liberty Project 1-8, Elementals (original) 1-12.

Lastly

Basically, the plan is to Have Fun. Your characters will be the MAIN characters in the story, and you have some problems and puzzles to solve right away. Make up some PCs you can develop and respect; I've got some enemies for them to meet ...