

# My life as a superhero

Aki Vainio

Number of Players: 3 + gamemaster

## **Introduction:**

People are interested in super people. Its understandable. People with godlike powers can easily capture the public's imagination. However, In spite of all the publicity, these people are at the same time virtually unknown to the general public. Now, a small group of super-villains-turned-super-heroes have decided to lift the veil and become the subject of the first official book on supers.

A very free-form scenario in which you discuss the backstory of the characters and create a history for the group's colorful early days.

## Gamemaster:

Do the following:

1. Please read these pages
2. Distribute the character playbooks to the players
3. Give the players a few minutes to build the characters
4. Give the players a chance introduce their characters to each other.
5. Interview the characters in-character.

You are a super human biographer, Mark Matthews and Mary Matthews. Your mission is to initiate discussion by asking leading questions. There is no system. Your job is to see that everyone gets their say and a story of some sort emerges. Direct questions at all players and encourage them to correct each other and expand on each others answers.

Try to build some sort of a story arc. Start by talking about their first gig together and move towards the turning point where they decided to end their criminal careers.

Below is a list of questions. Use them as you wish, use your own or follow up on what a player says. Keep the time limit in mind, so keep the players in check. If necessary, interrupt the interview, saying that this is probably enough for the time being.

Example questions in a chronological order:

- Childhood and Adolescence: How did you discover your powers? What was your childhood like? What lead to criminal activities? How and when did they meet each other?
- Inaugural gig - First City Bank robbery. Whose idea, and what happened?
- First encounter with a super hero or heroes: What happened? Why did they lose the battle? What damage did the battle cause?
- Prison: What kind of security? What other super-criminals they met in jail?
- Escape: How did they manage that? Did it happen often?
- Becoming heroes: What was the motivation? Has there been a desire to return to the criminal life? The good side of being a superhero? Why did they get amnesty or immunity from prosecution for previous crimes?

Take notes, because it is part of your role, and you can use them to make follow-ups.

**Hint:** If you want to make this a bit more interesting for yourself, play this as though you are in fact a supervillain yourself, gathering information so you can sell it forward.

## The brain:

You are a former villain, currently a superhero. You continue to work with the same three-person group. Although there has been plenty of disagreements over the years, you consider your partners your close friends. Today you are being interviewed by the well-known super-humans biographer Matthews, who is writing a book on you.

You are the brains and leader of the group. However, you are not just a classic academically trained genius, but rather as a self-taught, laterally-thinking rebel. Despite this, you are the group's superego. You try to keep the group in line and focused on the objective.

You get your way by reasoning with the other members of the group. You try not to ridicule the others, due to friendship, despite them being basically savages who resort easily to violence.

Customize your character by selecting from the following:

**Name:** Flag, Shift, Roach, Anti, Shard, Sextant, Corpus, Gray Matter

**Gender:** Male, female, unknown, not determinable

**Apparel:** skin-tight spandex, camo, punk, formal

**Dominant color(s):** black, green, purple, brown, white, gray

**Body:** Thin, muscular, sensual, good condition, smooth

**Origin:** Mutant, equipment, armor, accident, extraterrestrial, magic, artificial

**Powers and other:** (select as many as you feel like, or rely on the character's intelligence being enough): the energy of impact, armor, flight, finely-tuned senses, laboratory, force field, speaking in tongues

**Your goal is to bring up the following during the interview:**

\_\_\_ an embarrassing detail on the Muscle

\_\_\_ an embarrassing detail on the Elemental

\_\_\_ correct a story told by another character

\_\_\_ introduce a long time nemesis

\_\_\_ reveal another character's romance

\_\_\_ bring up the personal philosophy of the character and how it motivated taking part in the book

Otherwise, take part, have fun and freely introduce new details to bring the other characters into the story. Make notes and try to answer the questions of the interviewer well. Prompt the other players to participate. Remember that your character has an ego, but you don't need to have one. Mistakes and failures are fun. Use them.

## Muscle:

You are a former villain, currently a superhero. You continue to work with the same three-person group. Although there has been plenty of disagreements over the years, you consider your partners your close friends. Today you are being interviewed by the well-known super-humans biographer Matthews, who is writing a book on you.

You are the muscle and the leader of the group. You don't think about things too much. You are more inclined to take action.

You get your way mostly by grunting and displaying your physical superiority.

Customize your character by selecting from the following:

**Name:** Maul, Sharkskin, Wrath, Parapet

**Gender:** Male, female, unknown, not definable

**Apparel:** skin-tight spandex, camo, punk, costume, does not need to wear for the

**Dominant color(s):** black, green, purple, brown, white, gray

**Body:** Muscular, fat, muscular, human mountain, gangly

**Origin:** Mutant, equipment, armor, accident, extraterrestrial, magic, artificial

**forces** (in addition to pure physical strength, select one or more) resistance, healing, energy absorption, fearlessness

**Your goal is to bring up the following during the interview:**

- an embarrassing detail on the Brains
- an embarrassing detail on the Elementals
- correct a story told by another character
- introduce a former member of the group
- boast about all the physical trauma you have endured
- tell about all the physical trauma you have dealt out

Otherwise, take part, have fun and freely introduce new details to bring the other characters into the story. Make notes and try to answer the questions of the interviewer well. Prompt the other players to participate. Remember that your character has an ego, but you don't need to have one. Mistakes and failures are fun. Use them.

## Elemental:

You are a former villain, currently a superhero. You continue to work with the same three-person group. Although there has been plenty of disagreements over the years, you consider your partners your close friends. Today you are being interviewed by the well-known super-humans biographer Matthews, who is writing a book on you.

You are the hero and the leader of the group. You may not always be quite on top of the situation, but when you are, your solution just works. When you were younger, you were more rebellious, but now you can see that its more important to solve the other problems and then take down the existing social order.

Customize your character by selecting from the following:

**Name:** Fractal, Capracan, Incinerator, Primal Fire, Grenadier, Cyclone

**Gender:** Male, female, unknown, not defined

**Apparel:** skin-tight spandex, camo, punk, costume, no need for

**Dominant color(s):** black, green, purple, brown, white, gray

**Body:** Thin, tight, solid,

**Origin:** Mutant, equipment, armor, accident, extraterrestrial, magic, artificial

**Powers:** (choose one area in relation to which you have a number of power), fire, earth, water, air, electromagnetic energy

**Your goal is to bring up the following during the interview:**

- an embarrassing detail on Muscle
- an embarrassing detail on Brains
- correct a story told by another character
- a group ritual, which seems odd or funny from the perspective of an outsider
- confess on something the other characters don't know
- provoke the Muscle to attack the Brains

Otherwise, take part, have fun and freely introduce new details to bring the other characters into the story. Make notes and try to answer the questions of the interviewer well. Prompt the other players to participate. Remember that your character has an ego, but you don't need to have one. Mistakes and failures are fun. Use them.