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RPG Assignment:
Overpowered

SETTING

You are a powerful superhero who was forced to relocate to **Giant Apple City** after you lost control of your powers and accidentally destroyed a considerable part of your home city. Although you managed to sneak away without anyone connecting you to the incident, you decided to move. You met your companions (other players) in a support group for misunderstood superheroes; together, you try to use your powers for good and, hopefully, with as little collateral damage as possible.

GIANT APPLE CITY

The main City, **Giant Apple**, is the country's center for business and superhero activity. Recent weeks have seen a series of bizarre accidents occur in nearby cities. Though no explanation has been found for them yet, the general assumption is that superheroes were somehow involved. Because of these accidents, and others recorded throughout history, inhabitants of Giant Apple tend to be mostly distrustful of superheroes; except for those who have already been saved by them. The city is divided into **three neighborhoods** and a **downtown area**. The citizen's of Giant Apple have nicknamed these neighborhoods **Pickpocket-Hood**, **Gangster-Hood** and **Mugger-Hood**, according to the kind of crime that one can expect to find in them.

CRIME

Despite the heavy superhero presence in the city, it is extremely common to encounter criminals in the streets of Giant Apple. The criminals that one can expect to find are:

PICKPOCKETS: These thieves tend to be very smooth and their marks often don't even notice the theft at all. They are mostly unskilled in combat and their usual response to any confrontation is to run. Though there is no conclusive evidence on the matter, police suspect that these thieves are all part of an underground ring. They are mostly found in the **Pickpocket-Hood** neighborhood though it is not uncommon to encounter a few stragglers in the **Downtown Area**.

MUGGERS: These criminals know the value of intimidation. They tend to carry weapons (either firearms or knives) but are usually afraid to use them. Because they have lived the the rough life of the streets, they tend to be fairly resistant to physical damage. They are mostly found in the **Mugger-Hood** neighborhood though it is not uncommon to encounter a few stragglers in the **Downtown Area**.

GANGSTERS: These criminals are always armed and tend to travel in groups. They are also able to call in reinforcements at a moment's notice. These people will usually be running crimes such as protection rackets, drug sales and will sometimes engage in firefights with neighboring gangs on the street. They are mostly found in the **Gangster-Hood** neighborhood though it is not uncommon to encounter a few stragglers in the **Downtown Area**.

Map of Giant Apple City



SUPER VILLAINS

In addition to the low-level criminals that populate the streets of Giant Apple City, players will also encounter **Super Villains**. These are beings with powers beyond those of any normal criminal and will require a greater amount of power to be taken down. Though it is far less likely to encounter **Super Villains** than it is to encounter regular criminals, they can appear in any neighborhood. **Super Villains** fit into one of two categories:

GREED-ORIENTED: Greed-Oriented villains are really just in it for the money. They can be found robbing banks or jewelry stores and are often accompanied by goons (who are motivated by the payout and tend to not be very loyal). These villains will fight fiercely to defend their money but have a very strong sense of self preservation; it is common for them to flee the scene of a crime if they sense the odds are against them.

HAVOC-ORIENTED: Havoc-Oriented villains just want to cause as much pain and destruction as they can. Their motivations vary greatly, ranging from revenge for a perceived affront to paranoid delusions about the world. Their power levels tend to be much greater, although some of the most brutal villains have had a low power-level but were very good at orchestrating deadly plans.

SUPERHEROES

Superheroes are the great protectors of Giant Apple City; they tend to patrol the streets looking for crimes to thwart or crises to avert.

Because of the incidents that caused them to relocate, the players will usually steer clear of superheroes as much as possible, in order to avoid raising suspicion and being linked to the partial destruction of their cities. Superheroes will sometimes show up to investigate after the players finish battling an enemy.

C-LISTERS: These individuals usually have low power levels and massive inferiority complexes. Since they are either not strong enough or not clever enough to deal with criminals and disasters on their own, they tend to work as sidekicks for A-List superheroes. Though they are often brought along for major crimes and disasters, they tend to deal with minor things such as distracting the

goons or getting people to safety while the main heroes deal with the more pressing issues. They are often the target of ridicule and it is not uncommon for them to become villains in the hope of getting more recognition.

B-LISTERS: These heroes tend to work alone and focus mostly on street crimes and commonplace disasters such as car accidents and fires though they have been known to get involved with greater crimes when their enemies are involved. Though they always have super powers, these don't tend to be very outlandish; their power levels are certainly above that of any normal human but they wouldn't be anyone's first call if a giant monster attacked the city. Because of their limited potential, they tend to spend more time training than A-List superheroes. Although a few of them crave the attention and fame of the great A-List superhero teams, most B-Listers detest rigid structures and prefer to work alone. They are usually motivated by a profound sense of morality.

A-LISTERS: A-Listers are the heavy-hitters of the superhero world. These beings tend to be very powerful. They never bother with smaller street-level crimes unless compelled to for personal reasons (such as when a relative is the victim of one). Instead, A-Listers tend to focus on crimes of a much greater level, often involving a supervillains plans for world or galactic domination. It is also common for them to be called in for great natural disasters such as volcano explosions or tidal waves. A-List superheroes tend to be drawn to each other and often choose to work in large teams; these teams tend to be composed almost entirely of A-List superheroes although B-Listers can sometimes be invited to join if their abilities can come in handy (e.g the ability to talk to computers).

DISASTERS

Remarkably commonplace in Giant Apple City, disasters tend to occur on a daily basis and people have become accustomed not only to their occurrence but also to the prompt rescue by a friendly neighborhood superhero. The kinds of disasters that one can expect to encounter are:

EARTHQUAKES: There used to be some vague, barely understandable explanation that involved fancy scientific terms like 'tectonic plates' and 'asthenosphere' but the increased frequency of these events in recent years have led many to

suspect that there may be other forces at work here. Superheroes that respond to these disasters try to find ways to rescue people who become trapped under buildings.

PLANE CRASHES: There has been a recent spike in electromagnetic fluctuations emanating from the Earth's core, these fluctuations can sometimes cause a plane's systems to shut down entirely and unless the pilot is able to cope, the plane is doomed to fall out of the sky.

TIDAL WAVES: Caused by the same unusual underground activity as Earthquakes, these events tend to be very problematic for superheroes because of how fast they must react to prevent it from reaching land.

THE CHARACTERS

In Overpowered each player is a superhero who has been forced to relocate to Giant Apple City after causing an accident in the city where they used to live.

The players are superheroes unlike any that this world has ever seen; their powers are unmatched; even the weakest of the players is at least twice or three times as powerful as the strongest A-List superhero. As a result of this, their powers are very hard to control and they must be very careful when using them so that they don't accidentally cause immense amounts of destruction.

STATS

There are four stats that define a character.

RESTRAINT (RES): How much the character can control the amount of power they put into a particular action.

CONTROL (CON): How well a character can control the area affected by their attacks.

PATIENCE (PAT): How long can the character continue to use low levels of their powers without getting frustrated.

ALTER-EGO (AE): How believable is the character's 'normal' persona. How easy is it to convince others that they aren't superheroes.

How these stats work, in terms of gameplay will be explained in the combat section.

CLASSES

Each character has a superpower class, which determines the set of powers that they have access to. The characters can be one of the following classes:

MASTER OF THE MIND

These characters have telepathic abilities. They find hand-to-hand combat to be beneath them and

choose instead to attack their enemies minds. They can use the following abilities:

MANIPULATION: Play around inside a target's mind, you can force the target to relive certain memories, cause confusion, etc.

ILLUSIONS: Make your targets see things other than reality.

MASTER OF STRENGTH

These characters are very strong physically. They can use the following abilities:

IMPACT: Apply your strength to a single point. For example, by throwing a punch.

LIFT: Use your strength to lift extremely heavy objects and throw them.

MASTER OF ENERGY

These characters have unlocked the secret to manipulating the energy around them. They are able to use the following abilities:

PROJECTILE: These characters can launch the energy around them at a target.

MOLD: These characters can compress the energy into different shapes.

MASTER OF DARK MAGIC

These characters have somehow developed a link to a dangerous magical plane of existence known as The Dark Plane. They can use the following abilities:

CHAOS: Slightly bend the fabric of reality, causing it to behave in unexpected ways.

SUMMON: Call forth beings from The Dark Plane to do your bidding.

MASTER OF MATTER

These characters have control over the atoms themselves. They can use the following abilities:

REARRANGE: Rearrange the atoms of an object into whatever composition suits their bidding. They are unable to do this with living things.

TELEKINESIS: Move objects by lifting their atoms.

ABILITIES

In Overpowered, abilities represent every single way in which the players can use their powers; the players may attempt to use their powers to perform any action, as long as they justify it through one of their two abilities. For instance, the **Master of Matter** may attempt to use their **TELEKINESIS** ability to launch an enemy into a nearby building or to catch something that has been thrown at them.

Note that if a player fails to justify how they will use their power to perform an action then they are unable to perform it.

COMBINING ABILITIES

Players are also not limited to using only one of their abilities at a time. A player may choose to combine both of their abilities to perform a given action. For instance, the **Master of Energy** may use their **MOLD** ability to create a specific shape with the energy around them and then use their **PROJECTILE** ability to launch it at an enemy.

CHARACTER CREATION

Follow these steps to create you character:

1. SELECT YOUR POWERS

As you saw in the 'THE CHARACTERS' section, there are a few different kinds of powers to choose from. These powers will determine the kind of things that you will be able to do in the world. Do you enjoy the super-powered brawling of the **Master of Strength** or do you prefer launching energy projectiles from afar like the **Master of Energy**, or perhaps you prefer to alter the very fabric of reality, like the **Master of Dark Magic**.

2. ROLL YOUR STATS

Each of your stats in Overpowered consists of a number between 1 and 5:

- For your **CONTROL (CON)** stat, roll a d6. If the die lands on a six, then re-roll. Otherwise, write down the number on your character sheet.
- Repeat this step for your **RESTRAINT (RES)**, **PATIENCE (PAT)** stats.
- Your **ALTER-EGO (AE)** stat should begin at 0.

TRAVERSING THE CITY

As shown in the diagram below, each of the neighborhoods is subdivided into city-blocks. At the start of every adventure the players are placed in the center of downtown. Players are then free to move in any direction they desire. The map doesn't have pre-determined limits, so that whether the players are able to reach each of the neighborhoods and how long this takes is left to the GM's discretion.

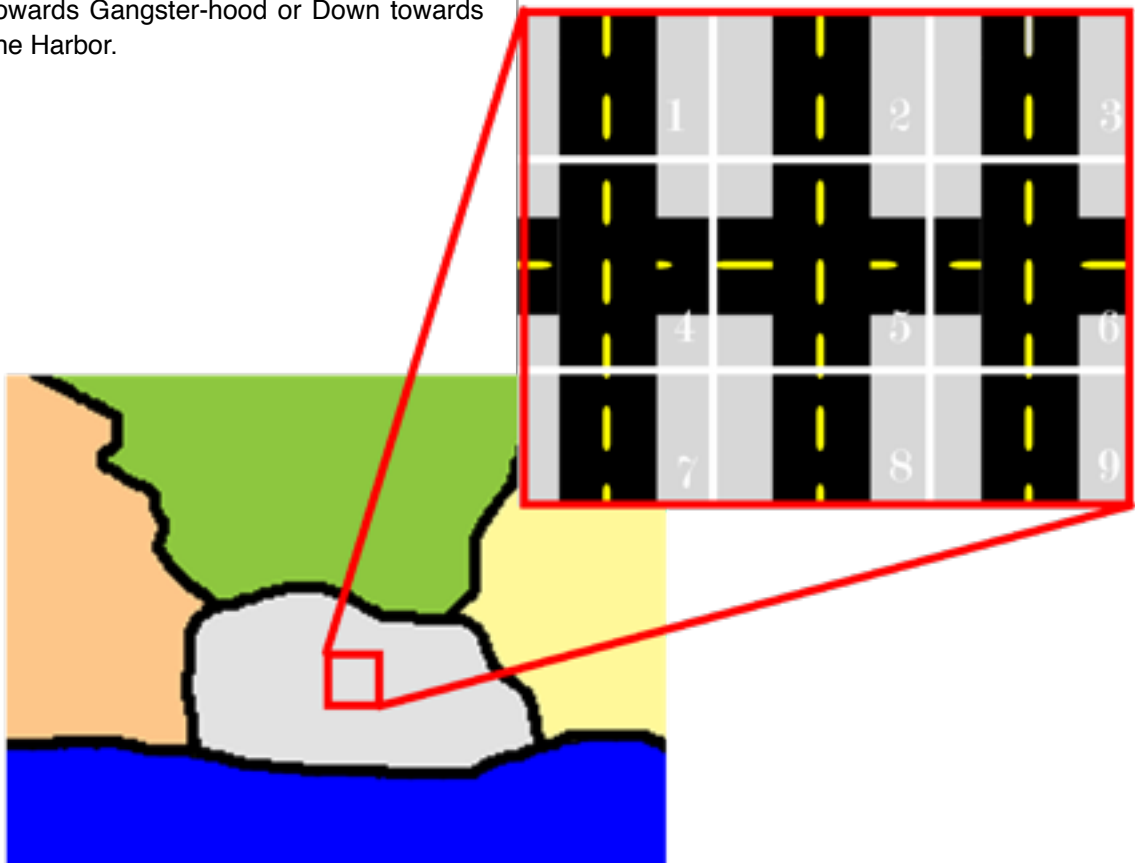
MOVEMENT

Movement in Overpowered is done on a grid; where each space on the grid is a city-block.

Encounters and events in the world generally occur within a single city block and when players move they reach the next block.

For example, using the diagram below (labeled with numbers 1 through 9 for clarity):

- If the players were on space number 5, they could move up, towards Pickpocket-Hood,; Right, towards Mugger-Hood; Left, towards Gangster-hood or Down towards the Harbor.



ENCOUNTERS

Whenever the players enter a new city-block, the GM must populate this new block with content. The rules for how this is done vary depending on which neighborhood the players are in.

An encounter, occurs when the players enter a block that has enemies on it.

DOWNTOWN

If the players are within the Downtown area, the GM must roll a d20. The outcome of the roll determines what kind of enemies the players encounter in this place

Roll	Enemies
1 - 6	None
7 - 10	Thieves
11 - 14	Muggers
15 - 18	Gangsters
19	Greed-Oriented Super Villain
20	Havoc-Oriented Super Villain

For example, if the players where in the downtown area and they the GM rolled a 13, the space they moved into would have some muggers there. What these muggers are doing is left to the discretion of the GM; whether they are in the process of committing a crime or are trying to run away from the police, etc.

NEIGHBORHOODS

On the other hand, if the players are in one of the three neighborhoods, the GM still rolls a d20 but uses the following table for determining the kinds of enemies that will be found in the new block.

Roll	Enemies
1 - 6	None
7 -18	Neighborhood Enemies
19	Greed-Oriented Super Villain
20	Havoc-Oriented Super Villain

In the table above, ‘neighborhood enemies’ means whatever enemies are most abundant there. For example, if he players are in **Pickpocket-Hood** and the GM rolls a 17, then that space will be populated with Pickpockets. However, if the players were in **Mugger-Hood** then the space would be populated with Muggers.

ANGERIN THE CRIMINALS

Because of the organized nature of crime in Giant Apple, the criminals are able to send more and more lackeys every time they encounter the player. For this reason, the more encounters the players have with the same kind of neighborhood criminal within that neighborhood, the more of them they will encounter.

After the players enter one of the neighborhoods, the **GM** must keep track of how many encounters they have had with that neighborhoods enemy type since they entered it. For example, if the players entered **Gangster-Hood** the GM would have to keep track of the number of encounters the players had with gangsters.

NUMBER OF UNITS IN AN ENCOUNTER

The number of units in an encounter should always be equal to the number of encounters the players have had against that kind of Criminal. For example, if the players have encountered Muggers five times, then the number of muggers on their next encounter would be five.

TO SUMMARIZE

When the players walk into a new block, the GM must:

- Roll a d20 to determine the kind of enemies will be encountered
- Look at the number of encounters that have been had against that specific type of enemy to determine how many of them there will be in the new block.

DISASTERS

Although they are considerably rarer than being attacked by a common criminal, Giant Apple City also sees its fair share of natural disasters. Whenever the players enter a new City Block, the GM must roll 2d20. The outcome of the roll determines which kind of natural disaster the player can expect. The possible outcomes are shown in the table below:

Roll	Outcome
2	Earthquake
3	Plane Crash
4	Tidal Wave
5 - 40	Nothing

DESCRIBING DISASTERS

When a disaster comes up, the GM will be required to describe the scene in which the disaster is occurring. For example: *Suddenly, the ground starts to shake, the buildings around you begin to fall down... etc.*

The players must then use their powers to try to save people who have gotten into precarious situations (see section 'NON-COMBAT').

COMBAT

The power of the players in Overpowered is well beyond that of their enemies. The goal of combat then, isn't just to eliminate the enemies but also to do so with the least amount of collateral damage. Character's must strive to control their powers so that they don't expend too much energy and risk damaging everything around them. Since combat depends very heavily on stats, they will be explained in more detail below.

MAGNITUDE

All enemies have a **MAGNITUDE (MAG)** stat which represents the power-level of that particular character and consists of a value between 1 and 5, where 1 is the lowest power-level and 5 is the highest. The lower the power level of that character, the more difficult it is to defeat them without causing too much damage to the environment. The **MAG** of any given character determines how much power is required to eliminate them and, in combat, is represented by the die that is rolled.

MAG	DIE
1	d4
2	d6
3	d8
4	d10
5	d20

At the beginning of combat, the GM rolls the corresponding **MAG** for the specific enemy. This number is the 'goal' that players are trying to hit them with.

For example, if the enemy has a **MAG** of 3, the GM will roll a d8. Let's assume that the number rolled is a 5, the players will be trying to roll a 5 (how the players roll is explained in the next section).

CONTROL

Every player has a **CONTROL (CON)** stat. This stat determines how much control the player has over the power that they are using.

The higher a character's **CON** is, the more control they have over the area that they are affecting with their power. Characters with higher **CON** have less trouble eliminating a low-magnitude character. The character's **CON** stat determines the kind of dice they can choose to roll for their attacks. A player may roll the die corresponding to their own **CON** stat or any of the lower ones. For example, a player with a **CON** of 3 may choose to roll either a d8, a d10 or a d20.

CON	DIE
1	d20
2	d10
3	d8
4	d6
5	d4

Players roll their **CON** after the GM has rolled the enemy's **MAG** and continue rolling to try to get as close as they can to the **MAG** value. The player may choose to stop rolling at any time. The number of times the die was rolled represents the **POWER (POW)** of that attack. The final value on the dice

obtained here represents how well the player was able to aim at the target. This value is known as the **AIM**. The difference between the **AIM** and the **MAG** values determines how much of the surroundings the character hit in addition to the enemy. For example, if an enemy rolled a **MAG** of 4 and The character rolls an **AIM** of 6 then the player will assign two **DAMAGE POINTS (DP)** to the surroundings.

DAMAGE POINTS

Damage assigned in battle is measured in **Damage Points**. A **DAMAGE POINT** is a single unit of damage. The majority of the low-level criminals in the world are able to withstand a single damage point (but those with greater **MAGNITUDES** may survive more than one hit. The character can choose to subtract the value of their own **RESTRAINT (RES)** stat from the **DAMAGE POINTS** that they are assigning to the environment.

A SINGLE ATTACK

- The GM rolls the enemy's **MAG** die
- The player rolls their **CON** dice to determine the number of **DAMAGE POINTS** that they are assigning to the environment.
- The players choose whether to subtract their **RES** from the **DAMAGE POINTS TO THE ENVIRONMENT**.
- Players subtract the value of 1 damage point from the enemy's hit-points and make a note of the amount of **DAMAGE POINTS** assigned to the environment.

PATIENCE (PAT)

The patience stat is a number between 1 and 5 and it represents how many times the player is able to do something as frustrating as limiting their powers. After attacking **PAT** number of times during an encounter, the character must roll one more die for their **CON** for every subsequent attack. For example, if a character has a **PAT** of 5 and they attack, then their sixth attack they will have to roll an extra **CON** die, on their seventh they'll have to roll two extra **CON** dice and so on.

ROLEPLAYING IN COMBAT

As explained before, in the character section, the players must justify any attacks that they do through the abilities that they have. If they are unable to do so then they relinquish their turn and the next player may attack. For example, if a player simply states "I attack X" then the attack is negated. However, if that same player (assuming that they play the **Master of Matter**) were to state "I use my **REARRANGE** ability to turn this car into a metallic ball and then use my **TELEKINESIS** ability to launch it at then enemy. In this case the player would be able to attack. Note that this doesn't change the rules for how damage is calculated.

A FULL COMBAT ENCOUNTER

During a combat encounter, the players take turns attacking the enemies they are engaging. A turn consists of a single attack and an attack ends as soon as the Damage to the environment, for that single hit is calculated. Players continue attacking while there are still enemies on the field. Once all of the enemies on the field have been eliminated, the combat encounter is over.

DAMAGE TO THE ENVIRONMENT

Whenever damage is done to the environment, the GM should describe how the player's attack affected the environment. For example, if the **MASTER OF THE MIND**, used their **ILLUSION** ability to attack their enemies and assigned **15 DAMAGE POINTS** to the environment, then the GM might describe the damage to the environment as "Everyone within a 2 mile radius is now hallucinating".

The following table shows the different levels of damage to the environment, in relation to the total number of **DAMAGE POINTS** assigned to the environment during this combat (by all the players).

DAMAGE POINTS	LEVEL	Person
0 - 10	Minor Damage	Citizen
10 - 20	Low Damage	C-List Superhero
20 - 30	High Damage	B-List Superhero
30 - 40	Major Damage	A-List Superhero

After a battle is finished, a person will be drawn to the scene to ask questions about what happened. As shown on the table above, the kind of person that will be drawn to the scene depends on the amount of damage done by the entire party to the environment. For example, if the players did a total of 16 damage the environment, then after the fight they would be approached by a C-List Superhero. The higher the person is on the list, the more skeptical they will be and the more difficult it will be for players to convince them. The most difficult to convince are the A-List superheroes, since they tend to be highly intelligent and distrustful.

SPECIAL ABILITIES

Enemies also have certain effects which are either always active or which get activated when certain conditions are met. A few examples of these are abilities that give immunity to certain powers (such as the **Master of Dark Magic's** power), abilities that prevent a creature from being destroyed and abilities that take away the player's patience. For more information on these abilities, look at the 'Enemies' section of the paper. Which contains a sample of the kinds of enemies that one can expect to find in the world of Overpowered.

DEALING WITH INQUISITIVE PEOPLE

After the battle, players must talk to whoever was drawn to the scene and try to convince them that nothing has happened or that the players weren't involved. In order to do this, **the last player to land an attack** must give an explanation for the destruction that exempts the players from any suspicion.

EXPLANATION: The player must then give an explanation for what has happened that doesn't involve anyone in the party. Based on this explanation, the player may receive the following bonuses from the GM.

BELIEVABILITY (BEL): Up to +7 for being incredibly believable.

QUALITY (QUA): Up to +7 for high-quality Roleplaying.

ALTER-EGO (AE): + the character's **ALTER-EGO** stat.

The GM then rolls a die to determine whether the inquisitive person believed the explanation. The table below shows the different dice that should be rolled for the different inquisitive people.

Person	Die
Citizen	d6
C-Lister	d8
B-Lister	d10
A-Lister	d20

If the total bonus obtained by the player is greater than or equal the GM's roll, then the person believed the excuse. For example, if the GM rolled a 7 because the inquisitive person was a C-Lister and the player got a bonus of +3 for **Believability**, a bonus of +2 for **Quality**, and the player's alter **ALTER-EGO** stat is 3(3 + 2 + 3); then the inquisitive person believed the player's excuse.

ESTABLISHING YOUR ALTER-EGO

The players' powers are already great beyond belief and won't increase anymore. Their **ALTER-EGOS** on the other hand, become better established and more believable as they become more experienced at hiding their powers. Every **fifth** time that an inquisitive person believes a the player's explanation about an incident, that player's **ALTER-EGO** becomes better established and the stat increases by 1. In practice, the **ALTER-EGO** effectively becomes the player's level and by having it upgrade as players get more effective they get at convincing people means that players associate much of their character's personality with this .

NOTORIETY

One of the most important things that players need to keep track of is their notoriety. Although the players spend their time trying to be good, help others and stop crime, they must do so while hiding the full extent of their powers; otherwise people might realize that it was the players who caused the incidents in those cities.

The **NOTORIETY** is a stat that is shared by the entire party of players. At the beginning of the game (Character Creation), the party's shared **NOTORIETY** starts with a value of zero (0). This value is incremented every time that an inquisitive person doesn't believe an excuse that a player gives. The amount by which the notoriety gets increased depends on the inquisitive person that didn't believe you excuse. As shown in the table below:

Person	Value
Citizen	+1
C-Lister	+2
B-Lister	+3
A-Lister	+4

For example, if the party's notoriety was 20 and the player told an excuse that wasn't believed by a B-Lister, then the notoriety would increase by 3, leaving it a 23.

BEING DISCOVERED

If the party's notoriety stat ever reaches a value of 100, then the players will be discovered by Giant Apple's Superheroes and all of their efforts will have been for nothing. Giant Apple's citizens will realize that it was the players who caused the accidents in the nearby cities and will run them out of town. The players will never be allowed back into town and will likely become wanted criminals. If this ever happens then the **GAME WILL END**.

NON-COMBAT

At several points during the game, the players may find themselves in situations where they would like to use their powers for particularly intricate tasks. While, in general, for non-combat actions players are usually given free reign over their powers and simply succeed at whatever they attempt; there still may be situations where the player is doing something so intricate and delicate that it should carry the same risk as combat itself. For such situations, the following is an adaptation of the combat mechanics to be applied to non-combat scenarios at the GM's discretion.

NON-COMBAT APPLICATION

The following are the step-by-step instructions for using the combat system for non-combat situations. Please note with particular care the change to the first step:

1. The GM selects a difficulty level for the action
2. The GM rolls the action's difficulty die
3. The player rolls their **CON** dice to determine the number of **DAMAGE POINTS** that they are assigning to the environment
4. The players choose whether to subtract their **RES** from the **DAMAGE POINTS TO THE ENVIRONMENT**.
5. The player assigns no damage to the target unless doing so was the goal all along or they missed their CON roll.
6. **DAMAGE POINTS** are assigned to the environment.

SELECTING A DIFFICULTY LEVEL: The following is a table adapted from the **MAGNITUDE** table for combat.

DIFFICULTY	DIE
1	d4
2	d6
3	d8
4	d10
5	d20

Rate the difficulty of the action that your players are trying to perform. Remember that the most difficult actions for Superheroes of the caliber that your players control, are usually small intricate actions. For example, for the **Master Of Energy** it would be easy to **MOLD** a giant ball of energy and use it as a **PROJECTILE**; but would have much more trouble creating a string out of energy trying to thread it through a needle.

DISASTERS

Another example of a situation in which the GM might want the player to interact with the NON-COMBAT mechanic is when Natural Disasters Occur. These disasters can occur spontaneously when the players walk into a new City Block. A Sample description of the players interacting with this mechanic is shown below:

*A Tidal Wave assaults the city all of a sudden, the waves are crashing through the buildings we see this one wave approaching us through the alley. I [the **Master of Energy**] try to **MOLD** energy ball into something as thin and manageable as possible. I launch it as a projectile at the wave, trying to hit only the Wave and not the things around it so that it evaporates and people can be safe.*

This situation illustrates very well the kind of scenario in which you would want to be able to limit your players powers for gameplay purposes. In this specific case, the player would probably have to enact a 'combat encounter' against the wave. This would limit the player and make the natural disasters feel much more exciting and engaging.

SAMPLE ENEMIES

PICKPOCKETS

Street-Level Pickpockets

The grunts of the world of theft.

MAG = 1

HIT POINTS = 1

SPECIAL ABILITY = Patience Steal 6: When you eliminate this enemy, roll a d6. If you roll a 6, subtract 1 from your patience stat until the end of combat. (For example, if your patience was three, your patience becomes two until the end of this combat encounter).

Pickpocket Lieutenants

“By the time I realized they’d taken my wallet, they had already put it back”

MAG = 1

HIT POINTS = 2

SPECIAL ABILITY = Patience Steal 4: When you eliminate this enemy, roll a d4. If you roll a 4, subtract 1 from your patience stat until the end of combat. (For example, if your patience was three, your patience becomes two until the end of this combat encounter).

Pickpocket Queen

“Yes! Bring all shiny things to me!”

MAG = 1

HIT POINTS = 4

SPECIAL ABILITY = Cunning (Immune to Master of the Mind)

MUGGERS

Dark Alley Muggers

Hand over your wallet and no one gets hurt.

MAG = 2

HIT POINTS = 1

SPECIAL ABILITY = Tough as Nails 6: When you eliminate this enemy, roll a d6. If

you roll a 6 it doesn't get eliminated. (For Example, if you attack this enemy and then you roll a 6, it isn't eliminated).

Midday Carjacker

“Not even superheroes can outrun a car when I'm driving it”

MAG = 1

HIT POINTS = 1

SPECIAL ABILITY = None

Mugger Kingpin

“Don't throw away the wallets, we can sell them back to them.”

HIT POINTS = 4

MAG = 3

SPECIAL ABILITY = Fearless (Immune to Master of Dark Magic).

GANGSTERS

Disposables

Their job is to get crushed by the Superhero so the boss can get away.

MAG = 1

HIT POINTS = 1

SPECIAL ABILITY = Saved By the Bell (if you would eliminate this creature, end the combat encounter

Muscles

“His bicep is thicker than my head!”

MAG = 3

HIT POINTS = 2

SPECIAL ABILITY = Tough as Nails 4: When you eliminate this enemy, roll a d4. If you roll a 4 it doesn't get eliminated. (For Example, if you attack this enemy and then you roll a 6, it isn't eliminated).

The Don

“Capisce?”

HIT POINTS = 2

MAG = 2

SPECIAL ABILITY = Shield of Goons (Immune to Master of Energy)

GREED-ORIENTED SUPER VILLAINS

Mastermind

“You think you stand a chance?”

MAG = 1

HIT POINTS = 1

SPECIAL ABILITY = Outsmart (The first time this enemy would be eliminated, it isn't and each player loses two patience)

Crash Test Dummy

“I've had worse”

MAG = 4

HIT POINTS = 4

SPECIAL ABILITY = No Pain (Immune to Master of Strength)

HAVOC-ORIENTED SUPER VILLAINS

The Enrager

“You mad, bro?”

MAG = 1

HIT POINTS = 3

SPECIAL ABILITY = Enrage (when this goes down to one Hit Point, one player loses all of their patience.)

The Destroyer

This is the end of all things

MAG = 5

HIT POINTS = 5

SPECIAL ABILITY = Vulnerable to Chaos (Takes double damage from Master of Dark Magic)

FOR THE GM

ADVENTURING

Like in most comic-books, adventures in Overpowered usually begin simply by patrolling an area, taking-out some criminals and finding some clue on them that will lead you to their boss. Though there are certainly many different ways of creating content as a GM for Overpowered, a good first adventure to lead your players through is to allow them to wander the streets of Downtown for a while and then, after one of the battles that they will surely have gotten into, you can allow them to discover a some clue that leads them into one of the neighborhoods (if they were fighting pickpockets, into **Pickpocket-Hood**; if they were fighting muggers into **Mugger-hood**, etc.) and then allow them to explore the hornet's nest, finding themselves surrounded more and more by whatever criminals reside in that neighborhood. Eventually, finding their leader bringing down the entire organization.

ABOUT MAPS

As you saw in the map for Giant Apple City, the game was created with a map layout designed to generate that feel of 'Heroes on Patrol' at the beginning of every adventure. However, it was also left intentionally bare and without any scale so that you, as a GM will get the flexibility of deciding which direction you might want to take the players in and what kind of map features you would like to have there. Additionally, you can make the different neighborhoods of the map have as many or as few different city blocks as you wish, depending on the experience you are trying to generate.