

The Hero Instant - Character Creation

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It is fun to think up new Super Hero (or villain) ideas! This game allows you to quickly and easily transform your ideas into fun, playable characters.

Every character in this game is made up of just three things: Hero and Drama Traits, Ability Scores and Powers.

Here is an example of a character sheet:

Superhero Name **Firebike Mike**

Player Name **Jackie K.**

Normal Identity **Leonard Orrin**

Step 1

Hero Traits

Protects Life Hero Pts.

Thrill of Danger

Imaginative

Step 2

Drama Traits

Prideful

Extra Susceptible to Cold

Loves Animals Beyond Reason

Step 3

Perception Stealth

Aim Dodge

Strength Toughness

Influence Self-Control

Step 4.5

Initiative

Movement

Step 4.5

Note also that Mike's Initiative & Movement are better when he's on his bike.


Step 4

10 Power Set #1 **Driving** # of Powers **6**

Power Set #2 **Fire** # of Powers **4**

Level 1	Special Vehicle: Cycle	Touch of Fire (+2 dice)
Level 2	Excellent Driver	Flame Blast (ranged)
Level 3	Air-based Veh. Proficiency	Flamethrower (90 arc)
Level 4	Special V.: Speed Upgrade	Fire Power Upgrade 1 (+1d)
Level 5	Tactical Speed Increase 2	
Level 6	Special V. Power: Touch of Fire	
Level 7		
Level 8		
Level 9		
Level 10		

Step 5



Step 1: Choose or Roll Hero Traits

Hero Traits are meant to be things that define the best qualities of your hero. These are aspects of your hero that are easy to role-play and can be applied to all kinds of situations. As a player, you should be trying to manifest these traits all the time to ‘refill the well’ of your Hero Points.

Here are some examples in three rough categories. These are only examples, and you are encouraged to come up with your own.

Priorities (Choose or roll 1d10, or define your own)

1. Protecting all Life
2. Liberty for All
3. Exposing / Defeating Injustice or Evil
4. Receiving the Accolades of my Fans
5. Seeking / Advancing Knowledge
6. Promoting a Cause or Institution
7. Being a Paragon of (a specific) Moral Value
8. Solving the World’s Problems
9. Protecting the Weak and Innocent
10. Avenging the Victims of Evil

Personalities (Choose or roll 1d10, or define your own)

1. Never Gives Up
2. Loves Drama and/or Danger
3. Optimistic
4. Helpful
5. Aggressive
6. Respectful
7. Calm & Patient
8. Imaginative
9. Forgiving
10. Enthusiastic

Quirks (Choose or roll 1d10, or define your own)

1. Quippy - makes little jokes all the time.
2. Humble or Shy
3. Always Hungry - and will eat nearly anything
4. Vain - any reflective surface is a good reason to check yourself
5. Bouncy - rarely stands still
6. Dreamy - keeps head in the clouds
7. Smart-alec - Mouths off, especially to authority
8. Cynical - sees the worse side of everything
9. Laughs inappropriately - especially at bad news
10. No sense of humor - growls and scowls when others laugh

The Game Mechanics of Hero Traits

Each Hero Trait represents a bit of good karma. Anytime you do anything that fulfills one of these traits, you may check the box next to that trait on your character sheet, if it hasn't already been checked. Anytime you need a little extra boost on a dice roll, you can 'spend' one of these check marks to ...

- a) **Before you roll**, add an additional die to your action, OR
- b) **After your roll**, re-roll your lowest die, OR
- c) Add 3 spaces to your Movement for one Action. (This is called a 'Dash')

The game is designed such that you can use and then regain Hero Traits frequently throughout a session. Don't be shy about using them, and don't be shy about doing heroic things to regain them so that you can use them again!

Step 2: Choose or Roll Drama Traits

For each super-hero character, you must also choose (or rolls randomly) three Drama Traits.

Drama Traits work differently than Hero Traits. These also represent aspects of your character, but these aspects are things that would make your Hero's life MORE complicated and harder if they were all-of-a-sudden important to the story. These are things about the hero that can get the hero into trouble, or make trouble for the hero down the line. All of these things are fair game for the GM to use to crank up the drama of a particular scenario. Think of them as story-hooks that would make your character miserable if they went awry.

Here are some examples in three rough categories. These are only examples, and you are encouraged to come up with your own.

Dark-sides (Choose or roll 1d10, or define your own)

1. Pessimistic
2. Prideful
3. Careless
4. Distant
5. Suspicious
6. Disrespectful
7. Angry
8. Impatient
9. Vengeful
10. Egotistical

Secrets (Choose or roll 1d10, or define your own)

1. A Home with Family, Friends and/or a Pet
2. A School or Workplace
3. A Rival (in or out of costume)

4. A Prized Possession
5. Connection to an Institution (like a Church, or a Government)
6. A Romantic Interest
7. A Past Failure or Crime
8. A Personal Problem
9. An Enemy
10. A Debt You Owe to Someone (or *Something*)

Limitations (Choose or roll 1d10, or define your own)

1. Blind or Deaf*
2. Physical Disability*
3. Communication Difficulties (unable to speak or write, not fluent w/ local language)
4. Physical / Biological Requirement (a'la an addiction, or needing water to breathe)
5. Emotional / Spiritual Requirement (prayer at dawn, or Linus' blanket)
6. Unlikely physical weakness (kryptonite, light from a red star, etc.)
7. Unlikely emotional triggers (phobias, or strong ethical codes)
8. An Obsession
9. An Object that you need in order to be a Hero.
10. A Time, place or other situation that limits your character.

Remember, Hero and Drama Traits describe who your character is at his or her heart! Selecting these randomly can be fun, but make sure you end up with a set of traits for a character you will enjoy playing.

*In the super-hero genre, any disabilities can be overcome via super-powers. For instance, maybe your hero is blind, but has a radar-sense that pretty much overcomes the blindness. There are still minor drawbacks to his blindness, but not a lot.

The Game Mechanics of your Drama Traits

When you've spent your last Hero Trait, and your die roll was still too low, don't fret! You can always reach into that dark place and activate one of your Drama Traits.

There should be an easily accessed pile of Drama Tokens in the play area for all the players to use. You can give the GM a Drama Token anytime you feel your Hero really needs to try his or her best to accomplish something. When you do, tell your GM which of your Drama Traits you are spending against - this gives the GM permission to make that Trait an important part of this (or some up-coming story).

Give the GM a Drama Token (and tell him which Drama Trait you're using) to:

- a) Re-roll a die AND add +1 die to your roll, OR
- b) Multiply your Movement by 2 for one Action. (Another form of 'Dash')

When you do this, the GM will collect a Drama Token - noting which Drama Trait was used and why - to use against you later on. What's the worst that can happen?

Step 3: Understanding Your Ability Scores

These ten ability scores are listed below; 8 'basic' ability scores and 2 additional scores called Move and Initiative. The first 8 ability scores are broken into pairs that represent flip sides of the same coin: your ability to act on the world in some way, and your resistance to the world acting on you in the same way.

All Superheroes START with values of 3 in the first eight basic ability scores. Superheroes are always tougher, faster, smarter and stronger willed than most non-heroes, who have scores of only 1 or maybe 2.

- **Perception:** Your ability to notice things AND make mental connections.
- **Stealth:** Your ability to stay hidden AND to obscure facts.

- **Aim:** Your ability to hit a target.
- **Dodge:** Your ability to avoid being hit.

- **Strength:** The power of your physical body.
- **Toughness:** Your ability to withstand damage from most sources.

- **Influence:** Your strength of personality and ability to command attention.
- **Self Control:** Your ability to remain resolute, and to avoid mental damage.

Finally, there are two ability scores that have to do with movement and speed. **Super Heroes start with a Movement rating of 3 and an Initiative rating of 3.**

- **Initiative:** How quickly you arrive to a Scene, and resolves timing issues.
- **Move:** How far you can move (in spaces on the map) for each Move Action. Each space equals about 2 meters, or 5-6 feet.

Non-super-powered characters have 0 to 2 in each of these ability scores. Most normal adults will have a 1 in most scores, but there might be a tough guy or an Olympic athlete with a Strength and Self Control of 2, or an infant with 0 strength and 0 movement.

Super-powered characters get bonuses (additions and subtractions) to their ability scores based on the Super Powers they choose. Some Power Sets have increases (or decreases) to your basic ability scores. These enhancements are listed at the top of the each Power Set. Power Sets also have Powers that you can choose to take to improve your ability scores. For example, if you imagine your character being super-strong, you can take powers that give your character super-strength!

The Game Mechanics of your Abilities

For the basic eight abilities - Perception, Stealth, Aim, Dodge, Strength, Toughness, Influence and Self-Control - you will use one of these as a basis for each Action you take and roll a number of ten-sided dice equal to your score. You might also have powers that add to the number of dice you roll. The total on the dice you roll is added up and compared to a difficulty number provided by the GM. If your roll is equal to or over that amount, you will be successful. If your roll is lower than the difficulty number, then you will not be successful.

Your Initiative Ability score is the number of dice you roll when you arrive at a scene. The higher you roll, the faster you arrive, giving you more time to accomplish your heroics. It is also used to break ties if two Actions happen at the same time.

Your movement score is simply the distance you can move in a single Move Action (we'll tell you more about different kinds of actions later on.) A "1" Movement is about 6 feet, or 2 meters if you prefer. This game will never require more precise measures than that.

Step 4: Choose one (or more) Power Sets

Each Power Set is a list of discrete powers defined around a single theme. A Power Set might be "Fire Powers" and include controlling flame, throwing fire blasts or fireballs, or even 'summoning' fire monsters. The "Robotics" Power Set can include building robots, controlling robots or even being a robot yourself or having bionic parts.

You can select just one Power Set or mix-and-match several. For example, "Detective DeWolfe" is a genetically modified wolf who is also a police detective. He has two power sets: "Detective" and "Animal". You don't want to be a criminal with Detective DeWolfe on the case!

Wait! "Detective" powers? Isn't that a skill?

Nope. This game does not have skills - everything is a super power. Can your hero operate a vehicle better than an average driver? Yes! He (or she) has Driving powers and can perform awesome super-heroic feats behind the wheel. Can your character be a private detective? Yes! In fact, he or she is a Super-Detective and can find clues no normal human might find.

What if I have an idea for a character, but the Power Set doesn't exist?

Some of the Power Sets are quite similar to one another, which is OK, but if you find that the exact theme you're looking for is not (yet) on the list, simply choose a similar Power Set and talk to your GM about re-skinning it to suit your vision. The

possible list of Power Sets is almost endless, and we'll be adding new ones as fast as we can!

Step 4b: Your Power Sets adjust your Ability scores

Most of the Power Sets include an automatic adjustment to one or more of your Ability Scores. The "Flight" Power Set, for example, provides a +1 to your character's Influence Ability, +1 to Movement, and +2 to your Initiative. Swooping in is always awe-inspiring, and we can assume that you get there faster flying. Once you have chosen your Power Sets, update your Ability scores with the adjustments from those Power Sets. Don't worry, you can always increase your Ability scores later with powers.

Step 5: Choose Powers in each Power Set

In this final step, you decide how many levels you want in each of the Power Sets.

For a standard super-hero game, each character starts with 10 total levels of powers. However, your GM may have other ideas for the game, and will tell you how many levels you can have total, and may also limit the number of levels in any given power.

You'll notice that each of the Power Sets has a handful of powers at each of the lower levels for you to choose from, and then fewer choices at the higher levels.

When you select your powers from a Power Set, you must start with a level 1 power. Once you have a Level 1 power, you can select a power from Level 2, and so on. However, on Level 2 and above, you can select a power at that level OR from any level below. This means that you don't need to worry that you're skipping by a power you want because you can always choose that power at the next level.

Note also that many Powers can be taken more than once, up to specified number of times. This generally allows powers to become better, or more powerful.

For example, 'HearthFire' will start the game with 10 Levels of powers. Her player decides she wants 4 levels of "Flying", and 6 levels of "Fire" powers. She wants to be a character that can save people from fires. She chooses her 4 levels of "Flying":

- *Flying 1) Basic Flight (a Movement power to get around.)*
- *Flying 2) Primary Ability scores Upgrade: Influence (to give her a more commanding presence.)*
- *Flying 3) Fly Others (so she can fly another character with her.)*
- *Flying 4) Tactical Speed Increase 2 (improves her Movement score while flying.)*

And then six levels of "Fire":

- *Fire 1) Control Fire (so that she can put out fires with a touch.)*
- *Fire 2) Control Fire (repeated to increase the size of fire she can control)*
- *Fire 3) Flame Blast (so she can use her fire powers at Range)*
- *Fire 4) Body of Fire (to turn her body into a living flame)*
- *Fire 5) Control Fire (repeated again. She can keep taking this up to 10 times, even though it is a Level 1 power.)*
- *Fire 6) Control Fire (And repeated again for a total of 4 levels in Control Fire! She can take control of a very large amount of fire indeed.)*

Don't forget Step 4b!

Remember also that the "Flying" Power Set also provides Ability score enhancements. Hearthfire gains +1 Influence, +1 Movement, and +2 to her Initiative just for having at least one level in "Flying". The "Fire" Power Set actually reduces her Stealth Ability -1 because it's easier to see the person playing with fire!

If any of your selected power sets or powers provide an ability score enhancement, remember to record those changes on your character sheet.

Step 5a– Alternate Character Creation: Semi-randomly Generated Powers

Creating characters should be fun and stress-free. Character creation is stressing you out, use this simple, fun and cooperative method for making characters:

First, roll the dice to select Hero Traits and Doom trait from the list above.

Then, make a deck of cards, each card with the name of a Power Set. The deck should have two cards for each Power Set. Shuffle and deal a hand of five (5) cards to each player in your group.

Each player:

- Selects ONE of the Power Sets from the cards dealt to them. They can select randomly if they like. This is their character's first Power Set.
- Roll a d6 and adds three to the roll. The result is the number of Levels they must use from this first Power Set.
- Select a second Power Set from their cards **FOR THE PLAYER TO THEIR RIGHT**. The remainder of that characters power levels (1-6) are taken from this second power set, selected for the character by a friend!