

# STALWART SUPERS

## ATTRIBUTES AND ADVANCEMENT

Your super has four attributes: **strength**, **dexterity**, **intelligence**, and **charisma**. You start with one attribute at **d8**, one at **d6**, and two at **d4**. Upon completing an issue, you raise one attribute a die value, up to a maximum of **d12**.

## DICE AND CHALLENGES

Roll your attribute against the difficulty set by the narrator, which scales from **d4** for easy to **d20** for complicated. If you tie, you achieve partial success or success with some drawback. Whenever you roll the maximum, you may trade the result to roll the next higher die. If you have advantage, roll twice and take the higher result; if you have disadvantage, roll twice and take the lower result. To help an ally, make the same roll; on an even number, add **+1**, but on a natural **1**, subtract **-1**. Advantages and disadvantages do not stack but they do cancel each other out.

## INITIATIVE AND ACTIONS

Each super rolls **dexterity** or **intelligence** against the enemies; the highest roll determines which side goes first. Each super and enemy gets one action per turn. You can move and make a melee attack as one action. Unless you are ambushed, rolling **charisma** before a battle gives your team advantage on its initiative rolls.

## WEAPONS AND ARMOR

Melee attacks use **strength**. Ranged attacks use **dexterity**. Two-handed weapons give advantage when causing wounds. Using two one-handed weapons gives advantage on attack rolls. Ranged weapons can hit close, near, and far targets, but have disadvantage against close targets. Unarmed attacks have disadvantage on attacking and causing wounds. Armor gives advantage on **strength** rolls to avoid wounds but gives disadvantage on all **dexterity** rolls. Attacks with superpowers could use any attribute for attacks, such as **intelligence** for energy blasts or **charisma** for mind control.

## WOUNDS AND HEALING

When you get hit, roll **strength** against it to determine if you are wounded. Each wound causes an attribute of your choice to gain disadvantage. When all your attributes have disadvantage, you are unconscious. If your whole team is unconscious, they are defeated. After each battle, unconscious supers wake up. Once per scene, you can roll **intelligence** against **d6** to heal a wound, with disadvantage on healing yourself.

## RANGES AND MOVEMENT

There are three relative ranges: close, near, and far. You can move one range increment as an action. Cover gives advantage on **dexterity** rolls to avoid ranged attacks.

## ENEMIES AND DEFENSES

Enemies and hazards are ranked from **d4** to **d20** and can be minions, villains, or nemeses. Minions only take one wound to defeat, villains require three and could also have special abilities, while nemeses are usually invincible. When an enemy attacks, roll **dexterity** to avoid it. If the attack hits you, roll **strength** to prevent taking a wound. You can use **charisma** to taunt an enemy, forcing it to attack you until another super attacks it, or misdirect it, preventing it from attacking you until you attack it. If your posse outnumbers all remaining minions or wounded villains, you may roll **charisma** to intimidate them into fleeing or surrendering.

## SUPERPOWERS AND WEAKNESSES

A team of supers is either low tier, with **3** points for each super to spend on superpowers, or high tier, with **7**. Superpowers cost a number of points based on how powerful they are. Minor abilities, like seeing in the dark or breathing underwater only cost **1** point. Enhanced attributes (rolling an extra **d10** and taking the highest) cost **2** points. Flying, regeneration, telekinesis cost **3** points. Superhuman attributes (rolling an extra **d20** and taking the highest) and non-standard attacks cost **4** points. Superpower points can also be spent on mundane things like wealth, gear, or sidekicks, each increasing in power depending on the number of points spent. Superpowers do not always advance, though supers might gain additional superpower points as they complete issues. Every super must also have a weakness, a thing or situation that renders their superpowers useless.

## ISSUES AND RENOWN

You increase your attributes and earn renown by completing issues. Each issue your team completes increases its renown by **1**. Your team can spend renown to survive defeat, recruit a powerful ally for an issue, or defeat a nemesis. Rolling **intelligence** against **d8** reveals a hint about an issue, such as what kinds of enemies to expect or what abilities would be useful. Rolling **charisma** against **d6** increases the renown gained by **1**; supers who confronted their weakness have advantage on this roll. Each super may attempt each of these rolls once per issue.