

STOOPLER

HEROLS

BY ZAMIEL AL'SHAITAN

**A SUPERHEROIC SOURCEBOOK FOR
RISUS: THE ANYTHING RPG BY S. JOHN ROSS**

THIS IS AN UNOFFICIAL SUPPLEMENT TO RISUS THE FAST-AND-LOOSE FREWARE ROLE-PLAYING GAME SYSTEM BY S. JOHN ROSS. (C) 1999.

THE HOME OF "RISUS: THE ANYTHING RPG" IS AT <http://www222.pair.com/sjohn/risus.htm>

THIS MANUAL, AS WELL AS THE OTHER RISUS-RELATED WORKS BY ZAMIEL AL'SHAITAN CAN BE FOUND AT <http://lordzamiel.is.dreaming.org/>

WHAT IS STOOPER HEROES?

This is an attempt to bring an enjoyable, simple to learn and play Superhero genre to Risus: The Anything RPG system. This work is based on concepts found in the Risus handbook, as well as Stacy Allston's wonderful Risus Supers page at <http://www.angelfire.com/tx2/webgamer/supers.html> (which I even "borrowed" some significant text from) ;-)

As all of my supplements, this book does NOT use "Option IV: Funky Dice" to keep it simple to learn, quick to play, and easy for people new to roleplaying to learn. As such, the "Expanded Target Number List" from the Risus handbook has been printed in the back of this manual, as well as a slight modification to character generation.

This book was created for use in a game I am personally running, so the concepts, rules and general tone of this work may not appeal to you or your group - but you get what you pay for - and this is (as always) free. ;-)

CHARACTER CREATION

Character creation follows the standard process listed in the Risus handbook, with few exceptions. Normally, a starting cliché may be of no more than 4 dice. In this superheroic genre, the dice cap for a newly created character's cliché has been raised to 6. Cliché may be improved to as high as 10 dice through standard advancement.

SAMPLE SUPERHERO CLICHES

These clichés are divided into 2 tables. The first, are things that "normal" humans could do, learn, or have, and the second are those things outside the realm of mere mortals. These clichés are intentionally vague, leaving it up to the player (and approved by the GM) for their exact effect.

So why have a "Robot Suit Guy/Gal(3)" when you can have an "Ace Anthropomorphic Trans-atmospheric WarBot Pilot(3)"?

TALENTS, PERKS & OTHER FRINGE BENEFITS

- **Acrobatic Guy/Gal**

Being able to do flipping and stuff that looks really neat in a fight and might actually be useful for something. Or something.

- **Cool Costume**

Looking cooler than the ordinary, unimaginative dolts around you; having a professional and photogenic appearance while beating the living snot out of a busload of Evil Boy Scouts; serving as a fashion template for the horribly drab and square heroes one knows.

- **Escape Artist**

Breaking out of jail when someone decides to investigate all that @#\$% property damage, escaping from the villain's evil deathtrap, impressing dumb supers of the alternate sex at parties, sneaking out of HQ to evade those relentless bill collectors.

- **Guns, Guns, Guns Guy/Gal**

Carries one or more guns, rocket launchers, grenades and pepper sprays that can be drawn from practically anywhere. Normally found carrying at least 1 gun for every finger "just in case".

- **Hotrodder/Ambulance Driver/Pilot/Bus Driver/Rickshaw Driver**

Coming up with the Car/Truck/Plane/Sub as appropriate, the mobility of said vehicle depending upon the dice roll versus the difficulty posited by the GM.

- **Idol to Millions**

Summons swarms of raving fans (said swarms increasing in intensity and virulence with the level of the cliché), getting seated in restaurants, etc.

- **Leader Guy/Gal**

Commanding; liaising with authority figures; making decisions and stuff; finding scapegoats to take the rap for one's own dreadful decision.

- **Martial Arts Guy/Gal**

Kicks stuff, punches stuff, karate chops stuff. Jumps around a lot. (see also "Super Martial Arts Guy/Gal" in the next section).

- **Rich (Filthy, or otherwise)**

Having large sums of cash to summon on demand (for bills, bribes, fines, or just stuff); Being able to pay for the repairs to your gear when it breaks. ;-)

- **Sidekick**

Discovering secret hideouts by having villains kidnap you to them; remaining helpless while awaiting the latest rescue; admiring some moron in leotards and a cape against the better judgment of your families and peers.

- **Thief/Pickpocket**

Stealing the key to those @#\$% handcuffs, picking pockets, never having to pay for Life Savers if you don't want to, relieving others of small items they didn't really need or deserve anyway.

SUPER-POWERS (IE: THINGS "NORMALS" CAN'T DO)

- **Alien Lifeform**

Looking weird, talking funny, eating funny foods, knowing funny languages, laughing at things that make the puny humans cry, having technology that silly humans won't develop for 10 centuries.

- **All-Purpose Gimmick**

Making anything you need out of your "stuff" (the utility of said creations depending upon the roll v. Cliche and the difficulty estimated by the GameMaster for said creations).

- **Android**

Looking weird, not needing to eat, drink, or go to the bathroom; sulking about one's own inhumanity. May or may not have superhuman strength, agility, computational powers.

- **Armored (Skin?) Guy/Gal**

Looks weird, hard to wound, can't go to the bathroom without a set of wrenches.

- **Big Goon**

Picking things up, throwing them, breaking them, beating people up, breaking through walls, smashing brand new BMWs because their alarms went off.

- **Controls Animals Guy/Gal**

Improbably summoning animals to do one's bidding (the rareness of the animal, the numbers required, and the absurdity of the desired task all increase the difficulty).

- **Controls Insects Guy/Gal**

Improbably summoning swarms of insects to do one's bidding (the rareness of the insects, the numbers required, and the absurdity of the desired task all increase the difficulty).

- **Controls Weather Guy/Gal**

Making rain and winds annoy other people; providing snow, sleet, rain, or hail as the occasion demands; never worrying about the weather when setting off to the golf course or fishing hole.

- **Cyborg**

Looking weird, being able to use electronic surplus for first aid, shaving one half of your face and polishing the other. Having cool death-ray gizmos that can pop out of you. (Check out that cool laser-death-eye-unit!)

- **Dimensional Travel Guy/Gal**

Transporting self and others to stupid places where the laws of physics don't work right or where John Wilkes Booth became President; finding carbon copies of superheroes for the originals to fight in a big "misunderstanding".

- **Flying Guy/Gal**

Moving in 3 dimensions, never having to fall down if you don't want to, coming in through windows instead of doors, peeking in windows way up

from the ground.

- **Freak/Monster/Thingus**

Looking weird, talking funny, not necessarily belonging to any particular species, having an uncanny immunity to venereal disease, paternity suits, and marriage.

- **Giant Guy/Gal**

Standing really tall all the time; lifting, breaking, and throwing big things, looming over stuff, noticing signs that say "minimum height to attack Tokyo", REALLY annoying people behind you in the movie theater.

- **Growing Guy/Gal**

Like Giant Guy/Gal, only you can turn it off; growing to large sizes, returning to normal sizes, possibly not losing one's clothing in the process.

- **Immortal**

Living way too long; remembering stuff that happened in the last Ice Age; not requiring an explanation about seeming young after appearing in comics for 60 years.

- **Intangible Guy/Gal**

Walking through solid objects, passing through narrow openings, always having a job when the carnival passes through town.

- **Invisible Guy/Gal**

Hiding in plain sight; sneaking into movies; evading paparazzi; eluding unwanted visits from the landlord about that overdue rent.

- **Invulnerable Guy/Gal**

Never getting killed by violence (can still get knocked down or knocked out or just knocked silly, though) and never dying due to stupid stuff like drowning, poisoning, asphyxiation, etc.

- **Magic-Using Guy/Gal**

Cast magic spells. Wear cool robes. Speak in gibberish. Belong to the high school chess club. May or may not sacrifice cats or chickens.

- **Many Bodies Guy/Gal**

Splitting into more than one body, sleeping at home and showing up at work at the same time, having odd options in the *boudoir*, occupying more than one place at a time (more places increase the difficulty).

- **On-Fire Guy/Gal**

Covering self with flames, causing other things to burn, not getting burned by normal fires, looking all weird while covered with fire.

- **Paragon of Virtue**

Giving really, really long speeches about whatever lame pet morality strikes him that day (useful in Outtalking combat), boring the bodily fluids out of anyone unfortunate enough to witness one of your "pep talks".

- **Part-Time Goon**

Like goon, but has to turn on or off (the advantage of not being a full-time goon includes being able to fit in a car and not send children screaming in terror; disadvantages include lack of goon benefits while goon is "off").

- **Psychic Guy/Gal**

Controlling people's minds (especially "normals"), making people hallucinate, fall asleep, melt brains.

- **Robot**

Looking weird, being able to "eat" with jumper cables, healing wounds with WD-40, duct tape, new batteries, and an extension cord; eating Thanksgiving dinner by plugging an extension cord into the wall.

- **Robot Suit Guy/Gal**

Drives a walking/flying tank. Shoots stuff. Usually also Rich (see above) because it costs a whole scad of cash to keep this cutting edge military-grade tech in working order.

- **Runs Fast Guy/Gal**

Running fast, doing loop-the-loops over the walls and ceiling, doing things so fast people can't see you do them, wearing out sneakers, getting speeding tickets on foot.

- **Sardonic Evil Orator**

good for trashing the moralistic spew from blind cretins who fail to recognize that the destiny of the universe will carry it no other place than underneath the grinding terror of your invincible heel! Useful in Outtalking combat; also, a necessary part of interpersonal relations in today's complicated world.

- **Stretching Guy/Gal**

Elongating the body, absorbing blows, squishing through tiny openings.

- **Shape Changing Guy/Gal**

Changing from one thing to another thing, then back to the original thing, or to a third thing entirely.

- **Shrinking Guy/Gal**

Becoming small, escaping from non-airtight containers, getting too small to see, passing through keyholes, using bugs as horses and straight pins as rapiers.

- **Sticking/Trapping Guy/Gal**

Making enemy unable to move or fight; could be spewing adhesive goo, ice, or fast-setting gelatin; or it could involve substances too vile to mention and too horrible to contemplate. May allow crawling sheer surfaces by making hands/feet sticky.

- **Strong Guy/Gal**

As Big Goon, but doesn't make you bigger or funny looking.

- **Super Martial Arts Guy/Gal**

Kicks stuff, punches stuff, karate chops stuff (trees, buildings, tanks). Jumps incredible distances.

- **Swimming Guy/Gal**

Moving through water really, really quickly, not drowning, getting laughed at by one's superheroic peers who have powers that actually serve some purpose.

- **Teleporting Guy/Gal**

Going from here to there without ever being between; coming back the same way.

- **Time Travel Guy/Gal**

Transporting self and others in both directions of the calendar (difficulty will increase with distance travelled and amount transported); doing well in the stock market with no particular background; knowing the outcome of the Superbowl early on.

- **Weapon Guy/Gal**

Has a weapon and isn't afraid to use it. Ok, it's a really COOL weapon, but it's still just a weapon.. Oh, and they can do neat stuff with it. If they lose said weapon, this cliché becomes useless until it's regained (which unless purchased with the "Sidekicks and Superfastcars" rule below, will be no later than the end of the adventure).

- **Werewolf**

Howling, jumping, clawing, self-pity trips based on the phase of the moon, tearing up your clothes, relieving oneself in public.

- **Zapping Guy/Gal**

Can attack at a distance with some stupid kind of burst of energy or stuff or something.

COMMON CHARACTER HOOKS

Note as before, this is not an attempt at an all-inclusive list, but instead just a sampling of some of the more commonly encountered hooks in the genre. As always, final approval lies with the GM.

- **Allergy**

The character has an allergy to some substance. The substance may be common and just rob the character of their powers, for example, an On-Fire Guy[2] may lose his powers when doused in water, or a rarer substance (kleptonyte vs. an Alien[5]) that harms or possibly kills the character.

- **Charge**

The character has a charge (that always seems to get into trouble) that they have to protect/rescue/bail out of jail on a regular basis. This is NOT a sidekick, they are simply a normal person with no other real purpose in life than for the GM's use as a plot device.

- **Hunted**

The character is being actively hunted by some organization, most likely in relation to their powers, ie: an Alien(2) being hunted by the FBI, a Robot Suit Guy(4) being hunted by (possibly many) military organizations for having such destructive hardware.

- **Ineffectual Powers**

Though related to *Allergy* above, this doesn't harm the character. Instead, the character's power(s) won't work on a (specified) group of objects, such as yellow objects, inorganic matter, on living matter, etc.

- **Moral Code**

The character has a strong moral code that prevents them from certain behaviors, such as killing, taking advantage of a downed enemy, etc.

- **Physical Limitation**

This is a physical defect in the character, whether by nature, accident or violence. It could be a lost limb, blindness, deafness, or any other physical loss of function. This is a hook people, so no robot-replacement-legged paraplegics (though flying wheelchairs are fine – objects that can be damaged are A-OK).

- **Secret Identity**

The character has a secret identity that they feel must remain hidden from the world, possibly to protect those they love, or maybe because they're an Alien(2) and fear the repercussions of a century of anal-probing rednecks.

- **Watched**

The character is being actively monitored by some organization, with or without their knowledge. Examples include military special crime unit(3) (knowing), or a vigilante crime-fighter(2) being tolerated by the police because he can do what the law prevents them from doing.

SIDEKICKS AND SUPERFASTCARS

Sidekicks and Superfastcars is the category that describes cliché that aren't inherent to the character, such as Blobbin the Bloy Blunder, the Ratmobile, secret Gnatcave hideouts and other groovy stuff like that.

If a character wishes such a thing, there are a few steps that should be taken. If a sidekick is being created, you can skip ahead to the next paragraph ;-) if not, a choice must be made. Can the (vehicle / base / whatever) be taken over by someone else? Could it be stolen by *Dr. Naughty's* henchmen and used against you at some time? If the answer is a (boring) "No", then expend cliché dice as usual in creating it.

If however, you want a truly autonomous object/creature/sidekick, then all cliché dice expended are TRIPLED. Thus, a Sidekick(1) would become a Sidekick(3), or a Superfastcar[2] would become a Superfastcar[6]. To denote such autonomous objects on the character record, underline their dice value (as done above).

Be warned, if an autonomous item/sidekick is lost to the player, those dice spent are LOST. The only way to recover the cliché dice is to recover what was taken. If it is destroyed (in combat, for example) it is permanently lost.

TYPES OF CONTESTS

Risus can handle any type of contest the GM allows. For instance, he may allow a character with the Cliche Accountant(6) to attempt to stop a meteor headed toward Dreadful City by proving mathematically that it could not hit, then storming off in a snit until the story makes more sense.

Some contests occur in a comics medium more often and therefore deserve specific discussion: these include Slugfests, Races/Chases, Posing Contests, and Oratory Contests.

SLUGFESTS

As pleasant to the mind as we may find the image of costumed combatants pelting one another with slimy creatures from beneath rocks, in this context a "slugfest" describes grownup superheroes engaging in the kind of fisticuffs considered beneath sane and rational people. In general, if a character hits, kicks, stomps, stabs, shoots, throws, grapples, or hammers something, the contest belongs in this category.

RACES / CHASES

Superheroes (and regular people, too) may want to defer the onset of some other type of contest, particularly the inevitable but sometimes painful slugfest. Where one character (or group of characters) wants to stay clear of another such character (or group), he can opt to engage in a chase.

A chase contests the relevant Cliche of the attacker (chaser) versus the defender (chased) until one wins. If the defender wins, he escapes; if the attacker wins, he corners the defender. The normal rules about relevant cliches, inappropriate cliches, or no relevant cliches apply.

Once one corners a target in a chase, other chase contests may proceed.

POSING CONTESTS

Characters who wish to stall the onset or progress of a fight may engage in a posing contest. Note that contestants may pit an "ugly" cliche against a "beautiful" one as if the two represented parallel traits, owing to the lack of self-criticism typical of ugly, but vain, characters.

A posing contest resolves itself with competing cliche rolls against the relevant cliches until someone wins or loses. The outcome of this contest does not affect the outcome of the contests the player(s) wanted to stall or interrupt, but once the posing contest resolves itself, neither character can invoke such a contest again during the fight.

ORATORY

When a combat looks like it will not go your way, or when you feel like stalling or boasting, a character can initiate an oratory. He can also do this between rounds.

Heroes and Villains contest their oratorical cliches. Whoever wins the contest can decide whether to prolong or cut off oratory for the rest of the fight. Note that two long-winded characters could keep this crap up indefinitely unless the GM decides to evoke **Boredom** and cut off the Oratory. Even in comic books, we have to observe *some* limits.

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This rule allows bigmouthed loser heroes to brag their way out of difficult situations if they have the actual gift of gab necessary to con some villain who intends to fry them into little black things with a crunch like overdone tempura by means of his *Inimitable Evil Ray of Death*. Also, sometimes someone may need some exposition, just to make sure that the story actually doesn't make sense. Properly explained, it won't.

Oratory also serves to move Hordes, either to calm them down, or persuade them to attack somebody. To manipulate a neutral Horde, contest the relevant Oratorical Cliche against the Horde size. The Orator must wear the Horde down to zero to get it to do his bidding (it's all or nothing, for no particular reason). If the Orator himself loses down to 0 on his Oratorical Cliche, the Horde turns against him. See Hordes.

PROPERTY DAMAGE (OPTIONAL, BUT AMUSING)

Comics lack something unless the contending supers happen to wreak great damage on the local architecture. Sometimes heroes do this as strategy, but often it just happens because the spandex-clad morons don't really care how much mayhem accompanies their self-aggrandizing rumbles and posing for the local news.

Making a contest roll by a good margin implies the possibility of property damage. If the contest involved forces that can knock down a wall (such as zapping, fighting, exploding, or grinding the universe under one's jackbooted heel), use the leftover points to contest the materials of something nearby.

For instance, *Pesto Man*, who attacks by flinging great overpowering globs of creamy sauce at his enemies, takes on *Dr. Halitosis*, who destroys his enemies with bursts of effluvial-smelling bad breath. *Pesto Man* has the cliche Zapper (4d6) and *Dr. Halitosis* similarly has Zapper (3d6). *Pesto's* roll in a contest comes up a 20; *Zapper* unfortunately only counters with a 7, leaving 13 leftover points. This 13 applies to an attack on nearby materials, such as cars, roads, walls, etc.

The GM creates such items on the spot. Some typical values might include:

- Someone's brand new car (25 points)
- Lamppost (20 pts)
- Mailbox (5 pts)
- Delicatessen (30 pts)

- Bank (35 pts)
- Street Vendor's Cart (10 pts)
- City Bus (35 pts)
- Skyscraper Wall (25 pts)
- Armored Car (40 pts)
- Little Old Lady's Wheelchair (with or without lady included) (5 pts)

Also consider that the values given in Risus for throwing things (tanks, motorcycles, etcetera) can serve as useful figures for smashing those same objects up really well. If the numbers seem *high*, cut them down (say, to 2/3 their stated value); if the numbers seem *low*, double them. Don't worry too much about realism, because comics abandoned that a *loooooong* time ago, and parody comics never had to deal with reality in the first place.

Remember, the better the fight, the more unconscionable carnage must result. A really good fight should, at the very least, do such damage to Downtown that traffic has to detour around it for days and days. Naturally, Heroes remain completely oblivious to the millions of dollars of wrack and ruin they inflict, at least until the local law decides to drag them in for it.

Do enough damage and you have a pyrrhic victory on your hands. That means the cops drag you away forever to some awful superprison where a blue-skinned slaving moron with insatiable hormones will take more than a platonic liking to you forever and ever. Fortunately, "forever" seldom lasts until the next adventure; nonetheless, slobbering same-sex assaults can do a great deal of damage to the dignity of even the most hardened comics character. So remember: Watch out for Big Blue Koko and think up an excuse to blame the property damage on some sidekick.

GIANT MONSTERS

Treat Giant Monsters like characters, except that the GM gets to make and control them and therefore does not suffer from all the limits that apply to characters.

GMs could ignore the 10-die rule for giant monsters, giving *Won Ton Goo* a cliché like Flamebreathing Walking Entree (40d6).

However, the GM should consider precisely how much imbalance he intends to use in the process of inflicting obnoxious and unbeatable monsters against his players. The GM should justify really horrendous unfairness with comparable entertaining storytelling. For instance, perhaps one really lame superhero has a power he can use only at the cost of waking

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up *Won Ton Goo* (who will wander through the fight, trampling everyone, hero and villain, into a pulp).

HORDES

The teamwork rules from *Risus* don't thoroughly approximate the numbers of worthless expendible baddies a superhero may have to trash in a given fight. Consider a Horde a body containing a number of 0d6 critters, soldiers, ninjas, agents, or whatever, and translate the number constituting the horde into their efficacy this way:

Members in Horde	Cliché:
0-3	Horde(0)
4-7	Horde(1)
8-15	Horde(2)
16-31	Horde(3)
32-63	Horde(4)
64-127	Horde(5)
128-255	Horde(6) etc...

Adding one extra d6 each time the number doubles, with no necessary upper limit.

Remember that this applies to no-die critters only, and use the normal teamwork rules for teams of actual NPCs and PCs! But when a hero has to confront a slaving Horde of Blue Meanies, telemarketers, Flyers fans, slaving fanboys, Mardi Gras drunks, cardinals, political pollsters, tofu chefs, or similar aggregate menaces, use the Horde rule. Remember, when the individual properties of the component figures *do not matter*, you probably have a Horde on your hands.

A Horde may appear in various forms, including friendly (willing to do your bidding), hostile (intent upon planting you in a pine box) or neutral (vulnerable to persuasion). A character may attempt to persuade a Horde with a relevant Oratorical skill (or the likes of "Idol to Millions").

If two characters attempt to control a Horde to rival ends, contest their Oratorical Cliches, then give the winner the command of the Horde.

CLIFFHANGERS

The Cliffhanger makes comic books worthwhile. To simulate them in a game, either end a session just as something must happen immanently (if

you want your cruelty to drive your players away forever), pause to go to the kitchen after setting up the dramatic Last Page Cliffhanger, or just declare "Cliffhanger!"

At this point, the GM can do almost any godawful thing to the players because he can take it back just as soon as the action starts up again with a "oh, wait, he's not really dead, that's just gas" or similar cop-out.

Note that the Cliffhanger also provides an excellent opportunity for the GM to go to the bathroom.

LOSING AND DEATH

In a humor story, death involves little more than a panel or two where the decedents appear in white robes, clip-on haloes, dime-store wings, and a cheap out-of-tune harp scowling at each other (or, sometimes, in the wardrobe and accessories of the Other Place).

Unlike realistic games, even the most complete death doesn't affect the character any more than the player wants it to. If he wants to come back, that's his business; he can change the subject whenever nosy other players start prying about something that is a personal matter between a hero and his undertaker.

Also, Losing may constitute a winning scenario for a game, depending on the flair a player manifests on his way down. The GM may also make some kind of loss inevitable. Comedy deals with pain, remember?

Who needs to win, anyway? *Besides* munchkins?

SAMPLE HEROES, VILLAINS AND "OTHERS"

Here lie some of the hastiest NPC's ever designed for a RPG, by myself ;-). That's half the fun of Risus – Characters can be created faster than they can be thought up (ok, well not REALLY, but you get the idea... If it takes you more than 5 minutes, you're trying too hard!)

Atom Boy (The Amazing)

Description: Atom Boy wears blue and red spandex, with a nifty atom on the chest. He CLAIMS he can shrink down to the size of an atom, but this has yet to be proven scientifically.

Cliché:

Martial Arts Guy(3)

Shrinking Guy[4]

Hook: None

Tale: Atom Boy is the result of a high school science project gone horribly awry (aren't they the best kind?) which granted him the power to shrink to miniscule sizes.

Blobbin the Bloy Blunder

Description: Blobbin is the sidekick to *Flying Squirrel Man* and worships him as a god. Blobbin's only power is to make REALLY stupid remarks, and to be kidnapped often. He has mediocre fighting skills.

Cliché:

Martial Arts Guy[2]

Sidekick[4]

Hook: None

Tale: Blobbin the Bloy Blunder was taken in (and made to wear spandex underwear, and hidden in a cave from the prying eyes of the world) by the rich playboy "Bruce". Now he hero-worships his kidnapper and fights crime alongside him. Well gee, isn't that swell?

Depression Man

Description: Depression Man appears as a worried, exhausted business man in a trenchcoat, rumped hat, and carrying a briefcase. If anyone stops and listens to his depressive rants, they will be drawn into his funk, and will eventually attempt to "off themselves".

Cliché:

Leader Guy(6)

(Psychic Guy) Mass Depression(5)

Hook: Antidepressants will nullify all of his powers until they wear off.

Tale: Nobody knows the troubles he's seen, nobody knows his sorrow.

Dr. Dew-mmm

Description: Dr. Dew-mmm dresses in green, over his dull metallic armor. Never seen without his beloved 'Dew, he is never a thirsty adversary.

Cliché:

Leader Guy(3)

Rich(4)

Armored Guy(5)

Hook: If robbed of his 'Dew, he gets all pissy until he gets more. (Operates at 1/2 dice)

Tale: Dr. Dew-mmm is an enigma. No one knows where he is from, or what his agenda is, though it has been suggested he may be a senior marketing director for 'DewCorp.

Flying Squirrel Man

Description: Flying Squirrel Man is a delusional nincompoop who prances around in the dark, "fighting crime". He thinks he's making a difference, he thinks he can "clean up the streets", but all he's really doing is bruising his knuckles night after night doing the same ol' thing.

Cliché:

Detective(2)

Rich(3)

Martial Arts Guy(4)

(All-Purpose Gimmick) Utility Belt(2)

Hook: None

Tale: Flying Squirrel Man was driven to become a "Stooper Hero" after seeing his family brutally soaked by punks with squirt-pistols. Now he walks the streets, hunting those that hunt the innocent.

Stooperman

Description: Stooperman wears red & blue, has a fancy cape, can fly, is strong as an ox (ok, a STOOPER ox) and he's an alien. All in all he's the perfect Stooperhero.

Cliché:

Flying Guy(3)

Invulnerable Guy(4)

Runs Fast Guy(2)

Strong Guy(3)

Hook: Kleptonyte robs him of his powers, and may kill him if in it's presence too long.

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Tale: Stooperman comes from an alien planet much like our own, but with great technological advances. When their planet was about to explode, young *Ken-L-Ration* was sent off to our planet in a spaceship. Now, our blue sky gives him stooperhuman powers.

AN EXPANDED TARGET NUMBER LIST...

...FOR STOOPERHUMANS, COMPARED TO FEATS OF PHYSICAL STRENGTH:

- 30: Throwing a motorcycle
- 50: Throwing a tank.
- 70:* Throwing a loaded train.
- 85:* Throwing a pile of 15,000 loaded trains / a mountain / a city...
- 100:* Kicking the Earth five feet out of orbit.

* Note: Under the dice method used, this would REQUIRE a pump.