



A Fate Accelerated hack by cobbled together from Wild Blue, Venture City Stories and Four-Color FAE

primalrungeek.com/tag/heroes-accelerated/

When you make a character for **Heroes Accelerated**, you do so just like Fate Accelerated, but with a couple of differences...you get some additional Aspects and a Power to drive your stunts. The everyday “masses” in Heroes Accelerated obviously do not have Powers and may or may not have Stunts, both of these are typically reserved for the extraordinary. Characters have a single power, but that power can define multiple effects to drive a suite of Stunts that do a bunch of related things.

It's another time, another place... a world where street gangs rule their turf with an iron hand and the tendrils of organized crime are everywhere. Pacific City is decaying...the law is corrupt and has lost control. The Cold War is at its height, every corner holds a secret and the enemies of a nation lurk in the shadows...who do you trust? The streets overflow with danger and corruption...the citizens of the shattering City don't sleep at night, fear in their hearts.

The citizens define themselves by the neighborhood or borough where they come from...districts with names like Richmond, Highpoint, the Sprawl and the Battery. Each neighborhood connected to the other by streets in disrepair, an aging subway and/or a rickety elevated train system. This is an urban landscape where life is cheap, fame is fleeting, gangs prowl the shadows in some boroughs and practically rule in others.

But a new breed of hero is starting to rise and take back this once proud metropolis; you are those heroes...steadfast, vigilant, and patriotic...welcome to Pacific City.

Aspects & Approaches

Just like Fate Accelerated, characters have Aspects that define who and what they are and Approaches that dictate what and how they do things.

Heroes Accelerated is a game of vigilantes rising from the streets to defend a city, a nation and its people, it focuses on lower-powered and masked heroes working against crime, corruption, greed and espionage on a street and city-wide level. Set in an alternate history and ambiguous era, the visuals are very much mired in muscle cars, slicked backed hair and leather clad gangs of the 1950's and 60's.

It's an alternate history where technology and ideals from various decades exist alongside one another...flip phones, bulky computers, and cutting edge science. The visuals of Pacific City are very much taken from Arrow, Gotham and Streets of Fire.

Media Influences...

- **Television:** Arrow, The Cape, Daredevil, Flash, Gotham, Heroes, Tomorrow People
- **Film:** Kick Ass, The Punisher, Streets of Fire, The Warriors

High Concept

What is the heroic persona of your character? Is he a *Vigilante Archer*, a *Crime Fighting Speedster*, an *Armored Centurion* or a *Mystic Martial Artist*?

Secret Identity

Who is your character when he isn't being a hero or vigilante, or villain? Heroes (and villains) wear masks to protect those they care about. Are you a *Rich Playboy*, a *Crime Scene Investigator*, a *Mechanically Inclined Savant* or a *College Student*?

Heroes and vigilantes wear masks not only to hide their identity, but also to protect those they care about. In association with their Secret Identity, **each player should list at least two important people** who could be affected if their identity were known to the public.

The difference between a hero and a villain is a slight one - casually taking human life is one difference. Villains kill, heroes don't...or only kill when they absolutely have to, and it weighs heavily on them when they do.

Trouble

Just like standard Fate Accelerated, what causes your hero trouble? It could be a personal weakness, or a recurring enemy, or an important obligation—anything that makes life complicated. Trouble should be more mundane and not linked or related to your Power. Does he have *Skeletons in the Closet*, a *Secret Love*, *Meddling Co-Workers*, or is he *Afraid of Heights*?

In addition to those listed here, characters also have two additional Aspects...**Origin** and **Drawback** which are tied to their Power and covered in a separate section below.

Aspect(s)

Just like standard Fate Accelerated, an aspect is a word, phrase, or sentence that describes something centrally important to your character. A standard power level hero gets 3 starting Aspects.

In this alternate reality there exists an elite level of operator that has given up guns...the idea of a sword-wielding mercenary, a terrorist with a bow and arrow or an escrima stick using vigilante is valid and scary. Guns are still predominant and a constant threat, but if someone doesn't carry a gun, be wary...they are a bad-ass, and probably have an equally bad-ass codename that they go by.

Approaches

Approaches are descriptions of how you accomplish tasks; everyone has the same six approaches as Fate Accelerated: Careful, Clever, Flashy, Forceful, Quick and Sneaky. Heroes get the normal array of bonuses (+3, +2, +2, +1, +1, +0) to distribute among their Approaches.

- **Sneaky:** Stealth, Deceit and Misdirection
- **Clever:** Intellect, Games and Puzzles
- **Quick:** Speed, Agility, and Fast Decisions
- **Careful :** Wisdom, Awareness, and the Measured answer
- **Forceful:** Strength of Body and Will, the direct approach
- **Flashy:** Charismatic, Obvious and Overt actions.

Powers

Characters have a Power and Stunts, but their Power is what makes them a hero. Stunts are created as per the normal rules

in Fate Accelerated and should be built off of the theme of their Power. Your Power provides an Origin, Drawback and Special Effects. Powers don't necessarily have to describe an innate ability within a character...Iron Man has his suit, Green Arrow his bow and Batman his utility belt and gadgets. In addition the Origin and Drawbacks act as Aspects and can be invoked and compelled while standard Stunts can't be.

Heroes get exactly one Power (there are rumors of those with multiple powers, but those are just rumors...right?) but the Power provides the theme for what's super about your hero. Powers are phrased as follows:

Because I **[was/can/have/etc.] [name the Origin of your Power]** I **[can/have/etc.] [list your Power Facts]**.. but **[name your Drawback]**.

Origin

What made you a hero? You may have been born with a power, may have some advanced piece of technology or might just be the baddest dude in the borough. Regardless of the origin, it typically takes an event (often something stressful, tragic or bizarre) to trigger it to manifest for the first time. Perhaps *The Island Changed You*, you were *Struck by Lightning*, you were *Melded with a Power Suit* or you are *Possessed by a Warrior's Soul*. An Origin...

- Drives facts about your extraordinary abilities.
- Provides justification for your Power Facts.
- Is treated just like an Aspect, but should be easier to invoke than compel.

Power Facts

Together with their High Concept a hero's power creates facts...justification and context about what they can and can't do. Power Facts don't alter the types of actions you can take, instead they give you permission to use your Approaches in new ways. A non-powered character moves at a normal pace, however the Flash with his Superhuman Speed can use his Approaches to do things that superspeed narratively allows.

While Power Facts are not aspects, just like aspects they **establish facts** in the game. You don't have to spend any fate points, roll dice, or anything.

High Concept: Crime Fighting Speedster

Because I was **Infused by Lighting** I have supersonic speed, endurance, reflexes and accelerated healing...but I can **Lose Control of My Momentum**.

Special Effects: Extra Movement, Forced Movement

Power Facts: Supersonic speed, superhuman endurance, superhuman reflexes, accelerated healing

Knowing what we know about the Flash, being a **Crime Fighting Speedster** and having the **Superhuman Speed, Superhuman Endurance, Superhuman Reflexes** and **Accelerate Healing** power facts lets the player mechanically and narratively do things with his Aspects, Approaches and Stunts within those contexts.

Drawback

All powers have limitations or weaknesses and take a toll in some way or another on a hero. A Drawback is an Aspect like any other and puts a limit on your Power. A Drawback...

- Provides context and limitations for your Power.
- Is treated just like an Aspect, but should be easier to compel than invoke.

Special Effects

A Special Effect is something extra you can pull off when you **succeed with style**. Whenever you succeed with style on a roll that utilizes a stunt associated with your power, you can forgo the normal benefits of succeeding with style to add one of your Special Effects instead. You can also spend a Fate point to add a special effect to any successful roll, even if you've

already got a special effect attached to that action. Special effects always happen in addition to the normal effects of success.

Your power starts with two special effects. If you want more, you can buy them with a stunt or refresh; each stunt or refresh you spend gets you two more special effects. If you need special effects, use the following list; you can create your own special effects using this list as a guideline.

- **Area Attack:** Attack everyone else (foes and friends) in the same zone as your target using the attack value minus two (so if you hit your target at +6, everyone else would defend against +4).
- **Extra Action:** You can split your shifts between two different yet related actions, adding a +1 to each action.
- **Extra Movement:** You can move up to two zones for free.
- **Forced Movement:** You move your target up to two zones.
- **Inflict a Condition:** You add an aspect to the target, which you can invoke once for free.
- **Scene Effect:** You add an aspect to the scene, which you can invoke once for free.
- **Stress Recovery:** You remove one box of stress.

The world of Heroes Accelerated is littered with elite secret organizations and societies...from assassin leagues to shadowy intelligence agencies and groups bent on global domination. These organizations operate on a global level, but for some reason have a vested interest in Pacific City.

Stunts

Stunts are tricks, maneuvers, or techniques that expand upon and complement your Power and enhance or change how an approach works. Generally this means you get a bonus in certain situations, but sometimes it gives you some other ability or characteristic. A stunt can also reflect specialized, high-quality, or exotic equipment that your character has access to that gives them a frequent edge over other characters.

Since you are crafting a superpower, you can spend multiple stunts worth of shifts on a single stunt; for example building a +4 or +6 instead of +2 into a single stunt that costs two or three stunts worth. So that heroes are varied and not one dimensional, +6 is the maximum allowed for any single stunt.

Science and technology push the edge of what is possible in our world. Artificial intelligence, super-soldier serums, experimental earthquake bombs, cloning, and malleable science in general are present.. As much as vigilantes represent a new level of operative, there is also a secret level of scientist that operates on an advanced level.

Stunt Rubrics

This is an expansion on the standard stunt rubrics as listed in Fate Accelerated.

Because I'm Awesome At...

This gives a flat +2 bonus for using an Approach with an action.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a +2 when I'm [pick one: Careful, Clever, Flashy, Forceful, Quick, Sneaky] and [pick one: Attack, Defend, Create an Advantage, Overcome] when [describe a circumstance].

- Because I am **The Arrow**, I get a +2 when I Quickly attack with a bow and arrow.
- Because I am **Enhanced by Super Serum**, I get a +2 when I Forcefully try to Overcome any obstacle where strength or athletic ability are of benefit.

Because I'm Good At...

This gives a flat +1 bonus for using a single Approach with two actions OR using two Approaches with a single type of action.

Because I'm [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a +1 when I'm [pick one: Careful, Clever, Flashy, Forceful, Quick, Sneaky] and [pick two: Attack, Defend, Create an Advantage, Overcome] when [describe a circumstance].

--- OR ---

Because I [describe some way that you are extra good at a specific Action], I get a +1 when I am [pick two: Careful, Clever, Flashy, Forceful, Quick, Sneaky] and [pick one: Attack, Defend, Create an Advantage, Overcome] when [describe a narrative circumstance].

- Because I **Survived Lian Yiu**, I get a +1 when I Flashily use parkour or my athletic prowess to Create an Advantage or Overcome.
- Because I'm **One of the Smartest Men on the Planet**, I get +1 when I Cleverly Overcome or Create An Advantage when I have the appropriate tools.

Dual Approach

This allows you to combine the bonuses from two different Approaches for a single type of action.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I can be [pick one: Carefully, Cleverly, Flashily, Forcefully, Quickly, Sneakily] [pick one: Careful, Clever, Flashy, Forceful, Quick, Sneaky] and [pick one: Attack, Defend, Create an Advantage, Overcome] when [describe a narrative circumstance].

- Because I draw on the **Wisdom of The Others**, I can be Quickly Clever and Create an Advantage when I have the view of a full and cloudless night sky.
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Once Per Session/Scene I May...

This allows you to do something that stretches the rules once per session.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], once per [choose one: session/scene] I can [describe something cool you can do].

- Because I am the **Fastest Man Alive** once per scene I can instantly show up anywhere I want at the blink of an eye.
- Because I was **Trained by A.R.G.U.S.**, once per session I can force an adversary to truthfully divulge the answers to a series of related questions.

Absolute Approach

This allows you to choose a single Approach; when using that Approach for an Overcome action, you can exceed what vanilla humans can accomplish. Under the **narrowly defined** conditions you can spend a Fate Point and that action is always considered a success, no roll required.

Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], whenever I [pick one: Carefully, Cleverly, Flashily, Forcefully, Quickly, Sneakily] **Overcome** I automatically succeed when [describe a circumstance].

- Because **Hulk Smash!**, I can spend a Fate Point to automatically Forcefully Overcome when brute strength is an appropriate solution.
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Boost Upgrade

This allows a character to upgrade a boost gained for succeeding with style into a full Aspect or some other benefit.

Because I'm **[describe why you are able to do this]**, if I get a boost when I am **[describe the circumstance when this Stunt applies]** I may use it to create the situational Aspect **[pick the name of the situational Aspect]** on **[pick the target (i.e. myself, the scene, the target)]** with 2 free invokes.

--- OR ---

Because I **[describe why you are able to do this]**, if I get a boost when I am **[describe the circumstance when this Stunt applies]** I may use it to **[describe the effect]**.

- Because I fight with a **Defensive Posture**, if I get a boost when I am being Careful while attacking I may use it to create the situational Aspect Defensive Posture on myself with 2 free invokes.
- Because I have **Swashbuckling Style**, whenever I am Flashy and Defend with style against a physical melee attack while wielding a dueling weapon I may use the boost to inflict a single point of stress on my attacker, immediately, as a free action.

Weapon or Armor Rating

This gives you a Weapon or Armor Rating from either equipment or some inherent quality.

A **Weapon Rating** adds to the value of a successful hit. A gun with Weapon:2 increases the value of any hit it deals by 2 shifts. A 1-hit shift becomes a 3-hit shift, a 2-shift hit becomes a 4-shift hit, etc. If your attack has a Weapon rating and ties, you inflict a hit with a value equal to the Weapon rating. This is instead of getting a boost.

An **Armor Rating** reduces the value of a successful hit. So Armor:2 decreases any hit by 2 shifts. If you hit, but the defender's Armor reduces the value of the hit to 0 shifts or below, you get a boost but don't do any harm.

Weapon ratings never add to your attack roll—just to the value of the hit you deal if your attack lands. And Armor ratings never add to your defend roll—they just reduce the value of the hit you take if your defense doesn't succeed or succeed with style.

Because I'm **[describe the reason why you have a Weapon or Armor Rating]**, I get **[pick one: Weapon:2, Armor:2]** when I successfully **[pick one: Carefully, Cleverly, Flashily, Forcefully, Quickly, Sneakily]** **[pick one as appropriate: Attack, Defend]** when I **[describe the circumstance when your Weapon or Armor Rating is effective]**.

- Because my **Iron Man Suit Has Advanced Weaponry**, I get Weapon:2 when I successfully Flashily Attack with a ranged attack.
- Because my **Skin is Lined with Adamantium Plating**, I get Armor:2 whenever I am struck with a physical attack.

Powered by Fate!

This allows a character to have an extra-powerful effect that requires a Fate point to activate or use.

Because I **[describe why you are able to do this]**, I can spend a Fate point to **[describe the effect]**.

- Because my **Spider Sense Tingles**, once per session I can spend a Fate Point to take my action before everyone else but after they have declared their intentions.
- Because I am a **Celebrity Superhero** I may spend a Fate Point to use my wealth and fame to place a situational aspect on a scene.

Sample Characters



Arrow aka Oliver Queen

Refresh: 3

High Concept: Vigilante Archer

Secret Identity: Rich Playboy

Trouble: Skeletons in the Closet

Aspects: I Must Save This City, I Have Salmon Ladder Abs, Always a Trick Up My Sleeve

Careful: +0 | **Clever:** +1 | **Flashy:** +1 | **Forceful:** +2 | **Quick:** +2 | **Sneaky:** +3

Power

- Because the **Island Changed Me** I am an expert marksman with the bow and am more athletic and agile than others...but **I Must Be Something More.**
 - **Special Effects:** Extra Action, Inflict Condition
 - **Power Facts:** Expert marksman with a bow, extraordinary athletic ability and agility

Stunts

- Because I **Survived Lian Yiu**, I get a +1 when I Flashily use parkour or my athletic prowess to Create an Advantage or Overcome.
- Because I was **Trained by A.R.G.U.S.**, once per session I can force an adversary to truthfully divulge the answers to a series of related questions.
- Because I am **The Arrow**, I get a +2 when I Quickly attack with a bow and arrow.

Stress: [1] [2] [3]

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**

Flash aka Barry Allen



Refresh: 3

High Concept: Crime Fighting Speedster

Secret Identity: Crime Scene Investigator

Trouble: Unrequited Love

Aspects: Heart of Gold, Rapidly Calculating Mind, Always a Quick-Witted Retort

Careful: +1 | **Clever:** +2 | **Flashy:** +2 | **Forceful:** +1 | **Quick:** +3 | **Sneaky:** +0

Power

- Because I was **Infused by Lighting** I have supersonic speed and accelerated healing...but I can **Lose Control of My Momentum**.
 - **Special Effects:** Extra Movement, Forced Movement
 - **Power Facts:** Supersonic speed, accelerated healing

Stunts

- Because I am the **Fastest Man Alive** once per scene I can instantly show up anywhere I want at the blink of an eye.
- Because I have **Superhuman Speed**, I get a +2 when Quickly attacking when speed is an asset.
- Because I have **Accelerated Healing** I can clear a mild or moderate consequence at the end of a scene.

Stress: [1] [2] [3]

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**

Captain America aka Steve Rogers



Refresh: 3

High Concept: Patriotic Super Soldier

Secret Identity: NONE

Trouble: Wrong Place, Wrong Time

Aspects: The First Avenger, Honest Beyond Reproach, Natural Leader

Careful: +1 | **Clever:** +3 | **Flashy:** +1 | **Forceful:** +2 | **Quick:** +2 | **Sneaky:** +0

Power

- Because I was **Injected with Super Soldier Serum** I am physically superior to others and I was given a vibranium shield...but I will **Do Anything to Protect My Country**.
 - **Special Effects:** Inflict a Condition, Stress Recovery
 - **Power Facts:** Physically superior, vibranium shield

Stunts

- Because I have a **Vibranium Shield**, whenever I **Cleverly** throw it when I **Attack** in the same zone it automatically returns to me.
- Because I am **Enhanced by Super Serum**, I get a +2 when I **Forcefully** try to **Overcome** any obstacle where strength or athletic ability are of benefit.
- Because I am **Captain America**, once per scene I can **Attack** multiple targets in the same zone when I throw my shield without having to split the shifts.

Stress: [1] [2] [3]

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**

Iron Man aka Tony Stark



Refresh: 3

High Concept: Genius Wearing the Ultimate Weapon

Secret Identity: NONE

Trouble: Inflated Ego

Aspects: Armored Avenger, Arc Reactor in My Chest, Charming Jerk

Careful: +1 | **Clever:** +2 | **Flashy:** +3 | **Forceful:** +2 | **Quick:** +1 | **Sneaky:** +0

Power

- Because I invented **The Iron Man Armor** I have an invincible battlesuit with an array of weaponry...but **Outside the Suit, I am Powerless.**
 - **Special Effects:** Area Attack, Extra Movement
 - **Power Facts:** Invincible battlesuit, array of weaponry

Stunts

- Because **I'm One of the Smartest Men on the Planet**, I get +1 when I Cleverly Overcome or Create An Advantage when I have the appropriate tools.
- Because my armor has a **Snarky Artificial Intelligence Named J.A.R.V.I.S.**, I get +1 when I Cleverly Attack or Overcome when he can scan a target and analyze their weaknesses.
- Because I am a **Celebrity Superhero** I may spend a Fate Point to use my wealth and fame to place a situational aspect on a scene.

Stress: [1] [2] [3]

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**

Iron Man sample courtesy of rickjthree via a [rpg.net forum post](#).

Black Widow aka Natasha Romanova



Refresh: 3

High Concept: Ex-Russian Superspy

Secret Identity: NONE

Trouble: Once a Spook, Always a Spook

Aspects: Agent of SHIELD, If Looks Could Kill, I've Got Him Right Where I Want Him

Careful: +1 | **Clever:** +2 | **Flashy:** +1 | **Forceful:** +0 | **Quick:** +3 | **Sneaky:** +2

Power

- Because I am a **Trained Soviet Spy**, I am an extraordinary covert agent and a master melee operative...but I have **Countless Secrets to Hide**.
 - **Special Effects:** Extra Action, Inflict a Condition
 - **Power Facts:** Extraordinary covert agent, master melee operative

Stunts

- Because I know how to **Manipulate Emotions**, I get a +2 when I Cleverly try to Create an Advantage when using seduction or similar tactics.
- Because of my **Acrobatic Fighting Style** I get +2 when I Quickly Attack mooks.
- Because I have **Cool SHIELD Gadgets** once per scene I can spend a Fate Point to place an equipment related aspect on the scene.

Stress: [1] [2] [3]

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**

Spiderman aka Peter Parker



Refresh: 3

High Concept: Webslinging Crime Fighter

Secret Identity: Student and Photographer

Trouble: With Great Power Comes Great Responsibility

Aspects: Hero or Villain?, Friendly Neighborhood Spiderman, Wise Cracks Are My Specialty

Careful: +0 | **Clever:** +2 | **Flashy:** +3 | **Forceful:** +1 | **Quick:** +2 | **Sneaky:** +1

Power

- Because I was a **Bitten by a Radioactive Spider**, I have the abilities of a spider and a sixth sense...but **Doubt Makes My Powers Falter**.
 - **Special Effects:** Extra Movement, Inflict a Condition
 - **Power Facts:** Abilities of a spider, sixth sense

Stunts

- Because my **Spider Sense Tingles**, once per session I can spend a Fate Point to take an action before everyone else but after they have declared their intentions.
- Because I can **Swing Like a Spider**, I can move two zones for free whenever I'm able to use my web-shooters to move.
- Because I'm a **Webslinger**, I get a +2 when I Flashily Create an Advantage whenever I can use my web-shooters.

Stress: [1] [2] [3]

Consequences:

- **Mild (2):**
- **Moderate (4):**
- **Severe (6):**