



**WITH
GREAT
POWER...**

**A FIASCO PLAYSET BY
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MMO2 WITH GREAT POWER...

CREDITS

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BOILERPLATE

This playset is an accessory for the Fiasco role-playing game by Bully Pulpit Games.

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For more information about Fiasco or to download other playsets and materials, visit www.bullypulpitgames.com.

If you'd like to create your own playset or other Fiasco-related content, we'd like to help. Write us at info@bullypulpitgames.com.



“When you play, play *hard*.” - Theodore Roosevelt

THE SCORE

"SUPERHEROES WERE BORN IN THE MINDS OF PEOPLE DESPERATE TO BE RESCUED."

- JODI PICOULT, "THE TENTH CIRCLE"

There's nothing more chaotic than a superhero team. Take a bunch of A-Type personalities, give them all the power to punch holes in reality, then give them differing goals, beliefs and ideas. With that, you've got a bit of a fiasco on your hands...

MOVIE NIGHT

Watchmen, X-Men: First Class, Watchmen

RELATIONSHIPS...

1 ROMANCE

- ◻ Husband & wife
- ◻◦ Significant others
- ◻◦ Rescuer
- ◻◦ Crush
- ◻◦ Secret lovers
- ◻◦ One night stand

2 FAMILY

- ◻ Parent and child
- ◻◦ Uncle/aunt & nephew/niece
- ◻◦ Following in the family footsteps
- ◻◦ Siblings
- ◻◦ Cousins
- ◻◦ Dysfunctional family

3 THE TEAM

- ◻ Hero and sidekick
- ◻◦ Teammates
- ◻◦ Rivals
- ◻◦ Team leader and subordinate
- ◻◦ Co-leaders
- ◻◦ Mentor and protégé

4 THE PAST

- Teammates in prior organization
- ◻ Clone of the other
- ◻ Creator and Created
- ◻ Former enemies
- ◻ Caused the accident that created the other's powers
- ◻ Secretly betrayed the other

5 FRIENDSHIP

- Just for show
- ◻ Fought in the war together
- ◻ Best Friends
- ◻ On-again-off-again friends
- ◻ Friendly rivalry
- ◻ Fair-weather friends

6 ENEMIES

- Frenemies
- ◻ Bad Blood
- ◻ Fought in massive battle against one another
- ◻ Want the same girl
- ◻ Heard bad rumors about the other
- ◻ Anti-hero and hero

...ON A SUPER-TEAM!

NEEDS...

1 TO GET LAID

- By the leader of the team
- To come out of the closet
- To gain the upper hand
- To get promoted
- By the one you've never had the courage to tell
- For the first time

2 TO GET REVENGE

- Against those who murdered your family
- By committing a coup
- Against the one who broke your heart
- Against your arch-enemy
- And it doesn't matter how many bodies you have to climb on top of
- Against your teammates who never believed in you

3 TO GET OUT

- Of this superheroing business
- Of this city
- Of this dysfunctional team
- Of this debt secretly owed to a supervillain
- Of a relationship that's turned weird
- Of this prison

4 TO GET EVEN

- ◻ With the newspaper columnist who smeared you
- ◻◻ With a rival
- ◻◻◻ With your best friend who wronged you
- ◻◻◻◻ With your costumer
- ◻◻◻◻◻ With those bastards for not giving you due
- ◻◻◻◻◻◻ With humanity

5 TO GET FAMOUS

- ◻ "Because I'm just as good as the rest of the team."
- ◻◻ "To prove you all wrong."
- ◻◻◻ "So I'll quit getting walked all over."
- ◻◻◻◻ "So my parents will accept me."
- ◻◻◻◻◻ "So everyone knows my name."
- ◻◻◻◻◻◻ "No matter the cost."

6 TO GET RESPECT

- ◻ By saving the city
- ◻◻ From yourself, by finally doing it once and for all
- ◻◻◻ From everyone by atoning for your mistake
- ◻◻◻◻ Through stealing someone else's thunder
- ◻◻◻◻◻ "I don't need respect. I walk alone."
- ◻◻◻◻◻◻ Because you have nothing left to life for

...ON A SUPER-TEAM!

LOCATIONS...

1 HERO HEADQUARTERS

- The conference room
- Practice room
- Power core
- The super computer
- Flight deck
- Shrine

2 NEW YORK CITY

- Central Park
- Madison Avenue
- The Statue of Liberty
- Battery Park
- The Empire State Building
- The Newspaper Building

3 THE SUBURBS

- An empty parking lot
- A dingy convenience store
- Public housing
- A tavern by the river
- A crowded mall
- A subway terminal

4 RESIDENCES

- The flat the two of you share
- ◻ The penthouse at the highest point in the city
- ◻ Your parent's house
- ◻ The loft with an amazing view
- ◻ A moving van converted into an on-the-go crimefighting vehicle
- ◻ A lavish mansion in the country

5 NEMESIS' CASTLE/HQ

- Laboratory
- ◻ Superweapon Mounting Platform
- ◻ The Dungeon
- ◻ Subservient Village
- ◻ The throne room
- ◻ A balcony overlooking a sorry sight

6 THE SCENE OF THE BATTLE

- Times Square
- ◻ A crowded baseball stadium
- ◻ A restaurant that is far too nice
- ◻ In a field in the middle of nowhere
- ◻ The local high school
- ◻ A bowling alley

...ON A SUPER-TEAM!

OBJECTS...

1 SUPER POWERS

- Body of fire
- ◻ Master of magic
- ◻ Negative energy control
- ◻ Laser vision
- ◻ Flight
- ◻ Shapeshifting

2 WEAPONS

- A suit of powered armor
- ◻ A weapon of the gods
- ◻ A portable anti-aircraft cannon
- ◻ Electricity-producing gloves
- ◻ Nunchucks
- ◻ One large grappling hook-like claw

3 VEHICLES

- Rocket boots
- ◻ A stolen Air Force jet
- ◻ A hoverboard
- ◻ A flying car
- ◻ A motorcycle
- ◻ A pair of mechanical wings

4 DANGEROUS

- ☐ A portal to the Negative Dimension
- ☐◦ A nuclear warhead
- ☐◦◦ Imprisoned alien queen
- ☐◦◦◦ Zeus's lightning bolt
- ☐◦◦◦◦ A deadly robot you built yourself
- ☐◦◦◦◦◦ The Gauntlet of Unlimited Power

5 VALUABLES

- ☐ The keys to Hero Headquarters
- ☐◦ The Hope Diamond
- ☐◦◦ The evidence of one hero's betrayal
- ☐◦◦◦ The Golden Fortune Cookie of the Dalai Lama
- ☐◦◦◦◦ Einstein's Brain in a Jar
- ☐◦◦◦◦◦ An acorn of Yggdrasil

6 SENTIMENTAL

- ☐ A broken samurai sword
- ☐◦ Your first costume
- ☐◦◦ The mask of the first villain you defeated
- ☐◦◦◦ A picture of someone from your past who you can't seem to remember
- ☐◦◦◦◦ The costume of a fallen comrade
- ☐◦◦◦◦◦ A tear-stained love letter

...ON A SUPER-TEAM!

A SUPER-TEAM INSTA-SETUP

RELATIONSHIPS ON A SUPER-TEAM

For three players...

- * The Team: Hero and sidekick
- * Enemies: Want the same girl
- * Romance: Significant others

For four players, add...

- * The Past: Caused the accident that created the other's powers

For five players, add...

- * Friendship: Friendly rivalry

NEEDS ON A SUPER-TEAM

For three players...

- * To get even: With those bastards for not giving you your due
- * For four or five players, add...
- * To get respect: through stealing someone else's thunder.

LOCATIONS ON A SUPER-TEAM

For three or four players...

- * Hero Headquarters: The flight deck

For five players, add...

- * The scene of the battle: a crowded baseball stadium

OBJECTS ON A SUPER-TEAM

For three, four or five players...

- * Valuables: The evidence of one hero's betrayal.