

THE GIFTED

A TWO-PAGE 1D6 SUPERHERO RPG, PAGE 1

---PLAYER SHEET---

June 11th, 2014, 2216 GMT. An unpredictable solar extrusion releases six waves of coloured light which envelop the Earth. For 1.2 seconds the sun (and moon) flash in six distinct hues. Those who happen to glance up at the sun or moon during those 1.2 seconds are suddenly changed. Each of them has two of the six colours permanently imprinted, stained upon their irises. You are one of the Gifted. Your Gifts bring you an assortment of super-powers the likes of which humanity has until now only imagined. Within the first year, the whole world has changed. Villains scour the globe. Fledgling heroes seek to right wrongs. Governments are in disarray. What role will you play in the new world to follow?

POWERS:

There are 6 Colours of Power: Red, Orange, Yellow, Green, Blue and Purple. Each Colour has three associated Powers:

- (1) **Red:** Flight, Blasting, Senses (2) **Orange:** Teleportation, Telekinesis, Telepathy
(3) **Yellow:** Regeneration, Acrobatics, Weaponry (4) **Green:** Shapeshifting, Conjuring, Summoning
(5) **Blue:** Strength, Speed, Toughness (6) **Purple:** Phasing, Invisibility, Illusions

The tables below give some average capabilities for each Gift by its Rank, general examples to give an idea of power-level implied.

1 Red	Flight	Blasting	Senses
Rank 1:	fly 50 mph/handle ok	quick bolts (one element)	ears and nose of animal
Rank 2:	fly 100 mph/handle well long beams	(one element)	zoom vision/hear sounds for 100 ft.
Rank 3:	fly 500 mph/handle as missile	big waves (one element)	zoom vision/hear sounds for 1 mile
Rank 4:	fly 2,000 mph/handle as bird	access to two elements	zoom or x-ray vision/hear sounds for 10 miles
Rank 5:	fly 10,000 mph/handle as bee	access to three elements	zoom or x-ray vision/hear sounds for 100 miles
2 Orange	Teleportation	Telekinesis	Telepathy
Rank 1:	port 1 mile/chance of error	levitate objects/brute force	read surface thoughts/scare animal
Rank 2:	port 10 miles/need to rest	levitate people/craft walls	read motive/scare weak-willed
Rank 3:	port 100 miles/need to focus	levitate cars/write a letter	read memories/scare normal person
Rank 4:	port 1,000 miles/small group	levitate buses/do surgery	read deep memories/scare group
Rank 5:	port 10,000 miles/crowd	levitate trains/divide atoms	implant memories/scare crowd
3 Yellow	Regeneration	Acrobatics	Weaponry
Rank 1:	heal cuts/heal in an hr	leap houses/wall-cling	simple weapons (e.g. bone claws)
Rank 2:	heal wounds/heal in 10 mins	leap buildings/wall-crawl	useful weapons (e.g. sticky webs)
Rank 3:	heal organs/heal in 2 mins	leap skyscrapers/line-sling	augmented weapons (e.g. metal claws)
Rank 4:	heal limbs/heal in 30 sec	leap miles/wall-run	toolkit weapons (e.g. electric webs)
Rank 5:	heal from bits/heal in 5 secs	unlimited leap/hovering	epic weapons (e.g. divine hammer)
4 Green	Shapeshifting	Conjuring	Summoning
Rank 1:	disguise self/vermin-shape	basic objects/takes minutes	a few animals/insects
Rank 2:	imitate face/beast-shape	large objects/takes 30 sec	lots of animals/insects
Rank 3:	perfect clone/bird-shape	complex objects/takes 5 sec	otherworldly assistance
Rank 4:	size-shift/large shape	many objects/takes 1 sec	some celestials/a large monster
Rank 5:	flesh-to-element/mad shape	any imaginable/reflexive	lots of celestials/large monsters
5 Blue	Strength	Speed	Toughness
Rank 1:	lift cars/throw people	run 100 mph/dodge attacks	club-proof/hunger and thirst immune
Rank 2:	lift buses/throw cars	run 500 mph/dodge arrows	knife-proof/suffocation and pressure immune
Rank 3:	lift trains/throw buses	run 2,000 mph/catch arrows	bullet-proof/disease and poison immune
Rank 4:	lift battleships/throw trains	run 10,000 mph/dodge bullets	explosion-proof/heat and cold immune
Rank 5:	lift islands/throw battleships	run 25,000 mph/catch bullets	nuke-proof/vacuum and energy immune
6 Purple	Phasing	Invisibility	Illusions
Rank 1:	phase an attack/momentary	cloak object/self until touched	affects one sense/small
Rank 2:	walk through fire/seconds	cloak object/self unlimited	affects two senses/man-size
Rank 3:	walk through walls/minutes	cloak others/untouched	affects all senses/bus-size
Rank 4:	float through space/unlimited	cloak others/unlimited	capable of damage/building-size
Rank 5:	adjust to super-dense body	cloak huge objects/unwilling	seeming-intelligent/army-size

HERO CREATION:

Roll 1D6 to get your first Power Colour, then pick a second Colour from those remaining. You gain **Rank 1 in all six Powers** granted by the two Colours you see. You then get **+8 pts to distribute** between the six Powers as you wish, to a maximum of 5 in any one Power.

Sample character: **Mind Maiden** (Jenny Wren) Teleportation 2, Telekinesis 3, Telepathy 3, Phasing 4, Invisibility 1, Illusions 1

Discuss and negotiate your powers with your GM and get a grip on how your superhero can use them. PCs begin with **5 Will Pts (WP)**.

Your superhero PC may need a hero-name, a normal name and secret identity. Describe your hero, what he or she looks like, and what their skill-set and background are like. What did they do before the Rainbow happened, and how has the Gift changed their life?

HOW TO DO STUFF:

The GM narrates and interrogates the players as to their PC's actions; when a PC attempts a normal roleplaying action with interesting results for failure or success, the GM sets a target number (TN) according to its difficulty, taking into account the PC's background and skills. The player rolls 1D6 trying to equal or beat the TN. When in a crisis or combat etc. (an "encounter") a PC will usually be using their powers. When using powers, add +Rank to the 1D6 roll result to get the total. In an encounter the GM goes around the table engaging the PCs narratively – each PC (or NPC) may make one Action per round. When attacked (the GM rolls the NPC's power to generate a TN) or otherwise engaged by the Encounter, the PC may make as many Reaction rolls per round as they have powers (their use must make narrative sense). You may use each power only once per round for Action or Reaction, so if you use it up for a defence roll before your turn to act comes up, you lose it until the next round for subsequent defence rolls or your Action. If you fail to defend successfully (failed roll, or being out of applicable powers) you suffer the results (loss of 1 WP in combat, or a roleplaying escalation in a crisis). If a character is reduced to 0 WP remaining, they are taken out of the conflict in a way they agree with and which makes narrative sense according to the GM; characters can be "defeated" by emotion-attacks such as taunts, and at 0 WP they give up/flee; characters smacked down in direct combat can rarely pick "escape unimpeded" as their defeat, usually being captured etc. instead.

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---GAMEMASTER SHEET---

June 11th, 2014, 2216 GMT. As the Rainbow's effects are felt around the globe, government agencies go into overdrive. There are measures in place for events such as this – incredible, atrocious measures, but orders are orders all the same. The angry kid in Detroit whose sound-wave screams destroyed a shopping mall is shot down as he flies through the streets; the hundreds of worldwide breakouts caused in prisons by Gifted criminals are either put right or kept quiet; but as the kill-count rises and the battle-lines are drawn strange things start to happen. No one planned for leaders so charismatic they could break enemy units in the field with a few well-chosen words, or super-criminals who could tank nukes with their faces. Will they let go their fears, and use Gifted to fight Gifted in the war for humanity?

SETTING IDEAS:

Organisation [government/grass-roots] [activists/observers] [human/Gifted-only/inclusive] [hidden agenda/ethical]

E.g. *The Moonrise*, a grass-roots organisation of Gifted-only activists with a hidden agenda in the upper echelons for Gifted supremacy

Villain Persona [gloating/cold] [reckless/cautious] [proud/unsure] [infamous/unknown] [new/clever] [team-member/solo]

E.g. *Moon-Queen*, a cold and cautious planner, unknown but a proud mastermind, a clever solo villain (Green/Purple Boss)

Base of Operations [state-sponsored/private] [hidden/subterranean] [urban/rural] [luxurious/spartan] [technological/rustic]

E.g. *The Moongrove*, a private, hidden copse of trees in a popular urban garden, spartan and rustic, surrounded by illusions

Tropes: [Gifted coup for institutional power] [human anti-Gifted hatred] [self-hating Gifted] [government-sponsored Gifted teams] [gangs of cash-grabbing super-crooks] [global Gifted-monitoring mega-organisation] [state run by a Gifted] [police state] [overreliance on Gifted by society] [global threats from other worlds/dimensions] [hints about what the Rainbow really was] [“medicinal” research into “remanded” supers] [vast numbers of Gifted (1 per 10,000)] [small numbers of Gifted (1 per million)] [pandemonium in the streets] [non-powered vigilantes] [overzealous use of powers causes tragedy] [shadowy Gift-“curing” drugs] [costumed heroes] [ordinary people with powers] [environmental-only heroes] [politically-important heroes] [people dying to be Gifted who aren't]

VILLAIN CREATION:

There are 5 templates for NPCs/Villains; each has 6 powers of 2 Colours, beginning at Rank 1 (just like PCs, but their bonus may differ):

Minion (1 WP, +4 power pts); **Henchman** (2 WP, +5 pp); **Commando** (3 WP, +6 pp); **Lieutenant** (4 WP, +7 pp); **Boss** (5 WP, +8 pp)

Supervillains, like PCs, use these templates as baselines and may increase their WP and power bonuses like them (see Advancement).

ADVANCEMENT:

When crafting a campaign rather than one-shot scenario carefully consider the power level. Starting PCs with +0 power bonus (i.e. 6 powers at Rank 1) is not a bad idea for a “zero-to-hero” campaign; starting PCs with +12 pp is not a bad idea for a cosmic-scale campaign. (Adjust Villains' power bonuses accordingly; keep all PC/NPC Will Points the same.) After X sessions (e.g. every 1, 2 or 3 sessions), and/or after a specific roleplaying milestone (e.g. after the group capture their arch-enemy), the GM should grant PCs +1 pp bonus to be invested in any of their (below-Rank 5) powers as they wish. **For every +3 pp gained by Advancing, characters gain +1 WP.** (These rules apply irregardless of the character's baseline template e.g. a Minion with 1 WP or a Hero with 5 WP etc.)

HANDLING A CRISIS:

In a crisis (earthquake, covert op, fire, meltdown etc.) rounds consist of PCs taking Actions, and the event responding in a way which forces the PCs to React. (I.e. in each round a PC will usually use two powers – one to Act, one to React.) In effect this means “**you can't use the same power twice in a row**”, but you can use the same two powers each round if the narrative forces you to. (With 6 powers the PCs should all be able to contribute to any emergency, but due to the nature of some powers they are usually inapplicable to certain crises without stretching the story beyond the suspension of disbelief, e.g. Invisibility in a flood.) This changes for severe crises at GM discretion (or if PC failures exacerbate the problem) e.g. flood that Reacts twice per PC as the dam keeps cracking.

TIPS:

~ Powers are always on. If a player asks to do something and it's reasonable within the constraints of their Rank, just let them carry on narrating their actions. They should only roll if it's time sensitive, really important to the story, or some kind of danger/emergency.

~ If you're unsure, ask yourself a “Yes/No” question and roll 1D6: (1) Definite no; (2-3) No; (4-5) Yes; (6) Definite yes.

~ Make the story something the players will enjoy. If they want to smack demons or blast mega-villains, don't do an espionage plot with shapeshifted mind-readers fighting super-sensitive illusionists – and vice versa. But don't be afraid to sprinkle in some weirdness!

~ You can import setting elements or character bios from other settings, or export the Rainbow and the 6-colour power system into your usual setting, using *The Gifted's* rules for it all – it's easy to come up with 6-or-so powers befitting your favourite heroes!

SAMPLE COMBAT ROUND:

--- **Mind Maiden** (Jenny Wren, 22) 5 WP, Teleportation 2, Telekinesis 3, Telepathy 3, Phasing 4, Invisibility 1, Illusions 1

--- **Blood-Blade** (Tim Burroughs, 17) 1 WP, Regeneration 1, Acrobatics 2, Weaponry 3 (bound swords), Strength 1, Speed 2, Toughness 1

--- **The Mound** (Erin Simmons, 33) 3 WP, Flight 1, Blasting 1 (green fire), Senses 1, Strength 5, Speed 1, Toughness 3

--- **Dr Phantasm** (Amir Shah, 45) 3 WP, Shapeshifting 1, Conjuring 1, Summoning 3 (ghosts), Phasing 1, Invisibility 2, Illusions 4

GM: Ok Mind Maiden, so you phase through the shutter door. The room is 100' cubed, pale fluorescent lights leaving shadows everywhere. Suddenly you hear laughter from the darkness, and as you peer forwards you are startled to find a host of horrible, grey creatures rising from the ground around you, emaciated, smoky hands clutching at you! (Rolls Dr Phantasm's Summoning, 3+3 = 6.) MM: Oh! I don't recoil or anything; I just crouch down, focus, and thrust myself psychically a few yards away, with Teleportation, aiming for a corner where I might be able to get safe. (Rolls, 4+2 = 6.) I got a 6 total. Does that hit the target? GM: That does just meet the TN; the hands fail to touch you and you find yourself in between a pillar and a truck. MM: Can I see anyone? Hear anything at all? GM: Just a red blur, as something flashes quickly past you, and a blade snicks out to slash you. (Rolls Blood-Blade's Speed, 6+2 = 8.) MM: I don't know whether to blow my Phasing! It's my best power. Go on then. I phase as soon as I see it, and let it slash right through me. (Rolls 1+4 = 5.) 5 isn't going to cut it, is it? GM:

You're not wrong. The ensorcelled blade cuts right through your insubstantial body, and a shallow slice across your chest oozes blood. Lose 1 Will Point, Mind Maiden. MM: I wince. (Marks off 1 WP – down to 4 WP.) GM: Just as you get your bearings and the red blur zips away, the van next to you is flung aside and a huge woman throws herself on you, smashing at you with unstoppable fists. (Rolls The Mound's Strength, 2+5 = 7.) MM: I look her right in the eyes and say: “STOP.” (Rolls 5+3 = 8.) GM: Your Telepathy stops her in her tracks and she stares dully at you. The red blur stops twenty feet away, resolving into a young man in a long red coat with two long swords in his hands. You're free to attack. MM: So I'm down my Teleport, Telepathy, Phasing... I'm going to reach out with my mind, grab the dude in red, and throw him into the mesmerised giant-woman. (Rolls 3+3 = 6.) GM: The “dude in red” tries to twist and turn out of your telekinetic grip. (Rolls Blood-Blade's Acrobatics, 2+2 = 4.) He hasn't got a chance – you hurl him into the dead-eyed woman and they both crash into the van she moved earlier. The woman gets to her feet, shaking her head and clear-eyed now – but the man with the swords is lying comatose on the floor. The ghosts over there begin to dissipate, moaning softly. New round!