

PLAYING SCENES

If my superhero is in the scene I play my superhero. If my neighbor's superhero is in the scene I play their inner voice, treating it as seasoning. We all get to say what happens, ask questions, add details, and play supporting characters as desired. (If we disagree about what happens we work it out; we're all adults here.) We all work towards an answer to the Question but it's okay if we don't find one; anyone can suggest when a scene ends, but respect those who want to play on.

WHEN SHIT HAPPENS

During scenes, when my superhero attempts something from this list, any player (including me) can call it out, and we pick a third player to narrate the answer. They make it hurt. They make it a price I might want to get out of paying.

WHEN I DO SOMETHING MUNDANE

How do I fail to fit in?

WHEN I SEARCH FOR A LEAD OR CLUE

Whose help do I need to reveal a secret?

WHEN I CONVINCED SOMEONE

What concession or promise do I have to make?

(If the 'someone' is another player's superhero, they get to say.)

WHEN I SAVE SOMEONE

Who or what do I have to sacrifice?

WHEN I FUCK SOMEONE

What complication arises?

WHEN I RESIST MY INNER VOICE

What do I need to do to ignore it and silence it for now?

WHEN I RESORT TO VIOLENCE

What collateral damage do I cause as I defeat my foe?

WHEN I RESORT TO VIOLENCE AGAINST ANOTHER PLAYER'S SUPERHERO

What do I have to do to win? (They get to say, and even if I rewind I need their permission to take them out of the game.)

When shit happens, I don't *have* to pay the price! I may 'rewind' and say how I get my way. But then I either *let my inner voice drive* (the player on my left will immediately frame an extra scene for me) or *succumb to my burden* (the player on my right will frame.) They won't reverse my fortune—I get my way!—but...

Inner Voice: they frame a scene where the Question is "What have you done at the behest of your inner voice?" Did I go too far? Did I do something I'll regret? Etc.

Succumb To My Burden: they frame a scene where the Question is "How has your burden gotten the better of you?" Did I use drugs? Did a loved one get fridged or damseled?

THE END: We end when it feels right or, when time runs out, we wrap things up. It's okay if we never found out what happened to The Paragon and we're left wondering. We each narrate a short epilog about our superhero.

WE ARE *HEROWATCH*...

WE MOVE UPON THESE TERRESTRIAL SHORES AS BENEVOLENT *GODS*, BUT OUR FOREBEARS FEAR US AS PRIMITIVE TRIBES FEAR *THE STORM*. THEY EMBROIL US IN SCANDAL, CONTROL US WITH POLITICS, TURN US AGAINST EACH OTHER.

AND NOW, FIRST AMONG US, *THE PARAGON*, HAS VANISHED.

IS THIS *THE END* OF HEROWATCH?

OR WILL WE SHOW THEM ALL WHAT IT MEANS TO BE...

SUPERHUMAN

A STORY GAME OF TROUBLED SUPERHEROES

FOR 3-5 MATURE PLAYERS

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COVER ART BY
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INDEBTED TO
EPIDIAH RAVACHOL, RON EDWARDS,
VINCENT BAKER, ROSS COWMAN,
BEN ROBBINS, JOHN HARPER

PLAYTESTED BY
JOHN AEGARD, NATHAN BOVE, SIMON
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DOWNS, ANDY ERNST, VICTORIA GARCIA,
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MY TROUBLED SUPERHERO

It helps to take turns reading the rules aloud (including the 'We are Herowatch...' boxes on the previous page) as we go. First we fill out this page.

SUPER NAME	HUMAN NAME
SUPER LOOK	HUMAN LOOK
POWERS (CHOOSE TWO) <ol style="list-style-type: none">1. Animal Spirit2. Brilliant Mind3. Combat Master4. Elemental5. Flight6. Lightning Reflexes7. Media Icon8. Mind Control9. Mind Reader10. Paranormal Awareness11. Regeneration12. Rich13. Shapeshifting14. Super Strength15. Super Vehicle16. Telekinesis17. Teleport18. Tricks Up My Sleeve19. Unbreakable20. Unseen	BURDENS (CHOOSE ONE) <ol style="list-style-type: none">1. Achilles' Heel2. Addict3. Amnesia4. Arch Nemesis5. Broke6. Can't Control It7. Cripple8. Dead9. Doom Hangs Over Me10. In Thrall11. Involved In Scandal12. Jekyll / Hyde13. Outsider14. Recently Outed15. Someone Depends On Me16. They Always End Up Dead17. Too Old For This Shit18. Too Young For This Shit19. Trapped In A Shell20. Under A Death Sentence

NOTES

Then we take turns telling each other what we know about our characters so far.

INNER VOICE

We each ask the player on our right to tell us about what drives them and what drives their 'inner voice.' An inner voice may be their subconscious, a symbiote or parasite, a mental illness, negative self-talk, someone or something haunting them... It might broadcast feelings, images, or flashbacks; be inner monologue; appear in dreams or hallucinations... And what the inner voice craves is a distortion of what the superhero craves. I'll play their inner voice.

MY NEIGHBOR'S INNER VOICE IS ...	<i>If a superhero craves... their inner voice craves...</i>
MY NEIGHBOR'S INNER VOICE COMMUNICATES BY ...	Truth Exposure Justice Blood Liberty Anarchy Patriotism Nationalism Redemption Oblivion Order Discipline Utopia Anarchy Defense War <i>For example</i>

FRAMING SCENES

We take turns framing scenes, going clockwise. On my turn, I have someone ask me a Question. At first, they are asking me one of these Questions:

- "Why are you keeping a secret from me?"
- "Who gets hurt if your secret identity is revealed and why?"
- "What can't you forgive yourself for?"
- "Why did I lie to get you into Herowatch?"
- "Why are you so driven to find out what happened to The Paragon?"
- "Why am I in love with you?"

MY SUPERHERO'S Q & A

Once they have asked a Question I don't just immediately say the answer. I frame a scene to find out or lead up to the answer. I say *when* the scene is (whether it's a flashback, flash-forward, or now; if we do a lot of time jumping we can use notecards to keep track.) *Where* is it? *Who* is there? *What* is going on? And I provide a sensory detail or two.

When I have answered at least one Question, the Questions for following scenes can be about anything: a loaded question that builds relationships and/or creates problems, another question from the list, plot driving questions, or even simply "What happens next?"