WITH GREAT POWER...
MM02 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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“When you play, play hard.” - Theodore Roosevelt
"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!
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!
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.