

Heroes are not always right. Villains are not always wrong.

Family: love and lies in Indianapolis, Indiana.

A couple of mechanical points to be aware of up front:

- Their heroes will be constructed using points, all at about the same amount. The total value for a hero does not correspond to categories like “super-powered” vs. “trained normal” vs. “agent.” Their heroes can be conceived in any way and still have the same number of points.
- The point total and the rules for using it are faithful to the comics in terms of how heroes — especially the most famous ones — were initially introduced. They were surprisingly less “super” than you might think, without most of their perceived signature abilities or concepts, and very light on explanation or justifications.

In the [Characters document](#), look through the chapters “The Basics” and “Special Effects” — you don’t need to study them in detail at this point, just get a basic idea of how the mechanics work in play. Read the first two sections of the “Hero Making” chapter, “Three Corners” and “Unconventional Notions”, and start working on the three corners for your hero. It doesn’t need to be totally finalized before our next session on the 12th, as long as you have some solid ideas. If you’re unsure about anything or have questions or want to bounce an idea off me, like “can I play an alien from the planet Kornax” or whatever, let me know.

Feel free to read through the rest of the “Hero Making” chapter and “Structural Mechanics” and start tinkering with points if you want, but it’s definitely not necessary. We’ll work on the points-building together on the 12th. If you do, here’s a bit of advice from the game designer himself: the text uses the term “powers” to refer to both the fictional powers (“web swinging”) and the mechanical widgets that you use to build those powers (“Flight”). It’s probably more helpful to think of the fictional descriptions as Powers and the mechanical widgets as Components, keeping in mind that a Power may have more than one Component.

Finally, I’d like at least one person to read the [Play document](#) before our first play session on February 9.