



TINY SUPERS

PLAYER'S GUIDE

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INTRODUCTION

Tiny Supers is a minimalistic table-top roleplaying game that delivers a satisfying gaming experience without books upon books of rules and options. You will not find classes, levels, or experience points in Tiny Supers—instead, you create organic characters that grow through roleplaying. While Tiny Supers does assume its players are familiar with the table-top roleplaying, newcomers and veterans alike should be able to easily understand the basic mechanics of the game.

GETTING STARTED

You will need at least two players: one to act as the Game Master, and one to act as a Super. It is highly recommended to have at least three players acting as Supers in a game. Each player will also need three six-sided dice, or d6, called a Dice Pool. You can make do with 1d6 by rolling it multiple times, but it's easier to have three to roll at once when needed. Besides, d6 dice are easy to come by.

You should also have some paper and a pencil to write down your Super's information and notes. A plain index card generally has enough space on it to be an adequate Super Sheet, which simply lists all of your Super's information, gear, and notes.

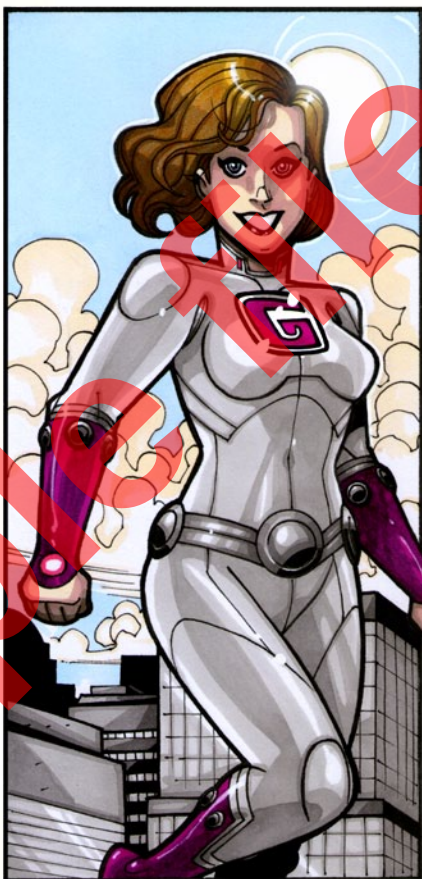
Game Masters will usually require more paper in order to keep their thoughts and plans in order, as well as information on Non-Player Characters, or NPCs, the Supers will encounter.

Finally, Tiny Supers is truly a pen and paper game in the classic sense; however, maps and miniatures do assist in visualizing where things are so that everyone is on the same page. While maps and miniatures aren't required, they do have their place at the table.

HOW TO PLAY

Before you create your Supers, it's time to get down to the nitty-gritty of playing the game.

Roleplaying games are about storytelling, and Tiny Supers is no different. Most of the game is played simply by describing your Super's actions to the Game Master. When describing these actions, relay what you want to do, or what you're attempting to try. It is the Game Master's job to react to these actions and describe the outcome. Simple actions are typically resolved with just the Game Master's consent.



Tests

The core mechanic that runs Tiny Supers is called a **Test**, which is a roll of 2d6 from your Dice Pool. For complex actions, the Game Master will usually require you to make a **Test** to determine if you succeed at what you're doing. Tests are successful if you roll a 5 or a 6 on any of the dice rolled in your Dice Pool, unless otherwise noted by the Game Master.

The Game Master, and certain Traits selected at Super Creation, can grant you Advantage in situations. This will allow you to roll 3d6 from your Dice Pool instead of 2d6 for that particular Test, increasing the odds of success!

Other situations, at the Game Master's discretion, may put you at Disadvantage. When at Disadvantage, you will only be able to roll 1d6 to resolve your Test. It is important to note that if the Game Master declares you have Disadvantage in a situation, even if you would normally have Advantage due to a particular Trait, you still roll 1d6 for that Test. Magical items that grant Advantage are the only things which supersede this—if a magic or super science item grants you Advantage, you will always have Advantage for that situation. Why? Because superheroes. That's why.

OBSTACLES

Obstacles are challenges that usually require you to make a Test to overcome. Obstacles may include attempting to barter with a shopkeeper, pick a lock, search a room for a hidden item, or resolve a conflict with words rather than laser beams shooting out of your eyes. The Game Master may determine your roleplaying is sufficient in overcoming the Obstacle and grant you an immediate success without having to Test; however, in most situations, a Test will be necessary to determine the outcome.



SAVE TESTS

Obstacles may arise that require you to make what's called a Save Test in order to prevent something from happening to you. For example, you need to successfully leap out of the way as a trap springs, or you're climbing a rope when it snaps and could potentially fall (right next to your secret weakness that keeps you from flying). Save Tests are also used to stabilize yourself if you begin a turn at 0 Stress Capacity. Save Tests are just like regular Tests, and unless otherwise noted by the rules or the Game Master, you roll 2d6 to resolve your Test. A 5 or 6 on any of the rolled dice represent a successful Save.

Some Save Tests can be a life or death scenario—these are called Save or Die Tests. Should you fail the Save Test, your character is killed. Period. There is no preventing it. Game Masters are advised to keep these situations few and far between.

COMBAT

The Game Master will usually announce when Combat is about to begin by requesting an Initiative Test. Supers will roll a standard 2d6 Test and add up the total of their rolls. Likewise, the Game Master will roll Initiative for any enemy combatants the Supers will be facing. The highest roller will have the first turn in the Initiative Order, followed by the next highest, and so on. If there is a tie between a Super and an enemy, the Super always goes first. If there is a tie between two or more Supers, the tying Supers reroll for that position until the tie is broken.

Combat is strictly turn-based to keep things running smoothly. A round of combat begins at the top of the Initiative Order, and ends at the bottom. The next round of combat then begins, starting again at the top of the Initiative Order. This continues until the Supers have defeated their enemies, completed some objective determined by the Game Master, or until the Supers have been



killed or routed. While it can take some time to get through an entire round of combat, in-game, a full round of combat is equal to roughly five or six seconds.

During your turn in the Initiative Order, you have two Actions. You can choose to move, attack, and generally not be useless with these Actions. If you move, that is one Action. If you attack, that is one Action. You can use both Actions to move, or use both Actions to Attack if you wish. Other Actions include sheathing or unsheathing a weapon, using a super power, grabbing an item, and giving an item to an ally.

Movement is defined by announcing your intentions to move from one location to another; the Game Master determines whether you can cover enough ground to get there with that Action. This is where miniatures and maps come in handy, as they will assist in determining distance. It is also assumed that each Super can move just as far as any other Super with a single Action, unless the Game Master says otherwise. A good rule of thumb is to assume your character can move approximately 25 feet in-game with a single Action, so long as there isn't anything hindering their movement. If you are using a combat grid, 25 feet is 5 squares.

Attacking is the most important aspect of Combat. First and foremost, if you are attacking an enemy, you must be within range of your enemy to do so. A fist won't reach an enemy 25 feet away, unless you're truly fantastic, mister! Getting within range will require you to move if you are using a melee weapon.

Once you're in range, you can attack! Attacking is just another type of Test, and the Obstacle is your enemy. Usually, you're going to be using the weapon you have Mastered to attack. Any weapon type you have Mastered allows you to roll an Attack Test with Advantage, or 3d6. If you are simply Proficient with the weapon you're wielding, your Attack Test is a standard 2d6 Test. You have Disadvantage for Attack Tests while wielding weapons you are not Proficient with—this includes unarmed combat and improvised weapons.

On a successful Attack Test, you deal 1 of point damage to your enemy, unless something would modify it (like a Heavy Melee Weapon, Super Strength, or your Game Master says). Game Masters are encouraged to reward roleplaying at all times, so a particularly detailed description of an attack may score more than 1 point of damage to your enemy, if the Game Master so decides. Each point of damage removes 1 Stress Capacity from the target.

Two special Actions you can perform in Combat are Focus and Evade. When you choose to Focus, the next time you attack, your Test is successful on a roll of 4, 5, or 6, increasing your chances of hitting the enemy. Your Focus Action remains in effect until you choose to attack or until the end of combat, so the Action can carry over to other turns. There is no benefit to stacking Focus Actions.

When you choose to Evade, until the start of your next turn, you can Test 1d6 when you are successfully hit by an enemy. If your Test is successful, you evade the attack and do not take damage.



To recap combat Actions, you can:

- Evade
- Focus
- Test for an ability
- Attack
- Move

There are three categories of weapons in Tiny Supers—Light Melee, Heavy Melee, and Ranged. You can still attack while unarmed, with improvised weapons such as a barstool or a rock, or with a super power, but these are not classified as weapons.

Light Melee Weapons have the benefit of only requiring one hand to wield. This frees you up to do other things with your freehand, such as grab a potion. You must be adjacent to an enemy, or within 5 feet, to attack with a Light Melee Weapon.

Examples of Light Melee Weapons include daggers, short swords, hammers, smartcars, and other Supers. If it's a weapon you can swing with one hand, it's probably a Light Melee Weapon.

Heavy Melee Weapons require you to wield them with both hands due to them being cumbersome or just so... unwieldy. It might not matter how strong you are, sometimes it's about shape and momentum. The benefit of this is that attacks from Heavy Weapons deal 2 damage instead of one.

Examples of Heavy Melee Weapons include greatswords, warhammers, trains, cars (sedans and larger), planes, tankers, or giant space starfish.

Non-power Ranged Weapons often require one hand to hold, but two to operate, but this isn't a hard and fast rule. Judgement must be used when determining usage of a Ranged Weapon. Ranged Weapons treat all targets on the field as being within range for attack, unless the Game Master declares they are being protected by some form of cover. The downside to this is that they require one Action to load, and one Action to fire. In Tiny Supers, unless otherwise noted by the Game Master, it's assumed