



QUICK DEMO KIT

by:

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Here's what I usually say to run a quick demo of *With Great Power*... This is written from memory. Also included are the four hero cards and one villain card. I print them on 4-inch-by-6-inch cards, with the HeroMachine picture on one side and the Aspects on the other. I also include 3 paper clips for each hero, used to mark Suffering. You'll need one deck of playing cards. For this demo, which focuses on Enrichment scenes, I like to prepare 5 cards for each player make sure they have at least one 2 or 3, one Ace or King, and a few cards in the middle. Envelopes help with this considerably. For the GM's hand, just draw 7 cards, plus an extra 4 per player. For a 15-minute demo, I usually give each player a single Enrichment scene and that fills up the time.

"*With Great Power*... is a game of melodramatic superhero stories. Thus, we begin with melodramatic superheroes. You can each choose a hero, and then I'll explain how the game works.

"First, Justice Patriot—dubbed by the media as the X-Patriot. Justice was raised to be a superhero. Both his parents were superheroes. In the fight that killed his mother, Justice fell into a coma for five years. He awoke to find his superhero license revoked and that his father had retired from superhero life and been elected mayor. Constance Carrier, a lawyer that Justice is attracted to, is

helping him to regain his license and resume the good fight.

"Next, Deborah Sullivan was an honest cop who raided a mad scientist's laboratory, was enveloped in a yellow, mutagenic gas. When she came to, she found her body turned to solid stone. She was a freak—a monster made of Debris! But even though she's had her badge revoked and has not yet gained a superhero license, Debris is committed to fighting the good fight.

"The Stalwart is the defender of Truth and Honesty. He's saved humanity from deadly peril innumerable times and is respected worldwide. Unfortunately, The Stalwart is dead. About a year ago, The Stalwart died while saving the world from his arch nemesis, Perjury, the Lord of Lies. His sidekick, Earnest Squire, having decided that the world *needs* The Stalwart, has donned the Armor of Truth. Claiming that he is The Stalwart, returned from the dead, Earnest Squire struggles to defend the truth, while living a lie.

"Finally, we have Purge, son of the arch villain Perjury. Purge refuses to follow his father's footsteps to villainy and is dedicated to being a superhero. His power of purging light can dispel illusions, drugs, toxins, and mind control. Purge believes that no one, not even his father, Perjury, is beyond redemption. As the son of a dangerous

supervillain, Purge has not yet been granted a superhero license.

“Now that you’ve chosen your hero, take a moment to look at the back of the card. There are 3 aspects listed. An aspect is any discrete unit of ‘story-stuff.’ The first one answers the question ‘How does your hero excel?’ and describes their superpowers. The second one answers the question ‘Why does your hero fight the good fight?’ The last one answers the question ‘Who is important to your hero?’ These three aspects define your hero. In this demo, we’re each going to take a turn introducing one of our aspects to the story.

“Let me talk about the story for a moment. This is a superhero game and we’ve got to imagine that our game is being written and illustrated as an imaginary comic book. So everything we do in the game has to be described as a reader would see it on the page.

“There’s one other thing you need to know about aspects before we get started. Whenever the story puts your aspects under more stress, their level of Suffering increases. Those words on the left side of the card: ‘Primed,’ ‘Risky,’ ‘Threatened,’ ‘Imperiled,’ and ‘Devastated’ are the levels of Suffering. Something that is ‘Primed’ has just entered the story, while a ‘Devastated’ aspect has been completely overwhelmed by the stress of the story. Each time your Suffering increases, it might manifest in a different way. At the bottom of each aspect box is a small example of how Suffering might manifest for this aspect. It’s not required—it’s just there to get you started thinking about it.

“There’s one other card here. *<hold up the Thought Balloon card>* One of the great things about comics as a medium of communication is that you can show what someone is thinking just as easily as what they’re saying. Just put it in a thought balloon. If you ever need to show the reader what your hero is thinking, just grab this card, hold it over your head and say ‘Does Connie realize I’m not the *real* Stalwart?’ We’ll all know that your hero is thinking this.

“Right now, your aspects have no Suffering because they haven’t entered the story. To bring them in, just pick an aspect and ask yourself: ‘What kind of scene could introduce this aspect to the reader?’ Anyone want to go first?

At this point, if no one has any ideas, I do a sample Enrichment scene with Perjury. Usually using his Power of Lies to find out how The Stalwart (if he’s in play) has come back from the dead. I like to have him impersonate someone in Connie’s office, describing how the artist has drawn telltale crackles of energy streaming from his eyes to let the reader know that this is indeed Perjury.

Whether this is a player’s or the GM’s Enrichment scene, play it out until you reach a decision point, where the scene can end in one way or another. Perhaps they’ve asked Connie to help them, or are trying to save someone from an onrushing subway train without anyone knowing that they’re superheroing without a license. When the decision point is reached, I say: “Great! Before that happens, we’re going to use the cards to decide how the scene ends. How does your character want the scene to end?” Then the player will state what their hero wants out of the scene. “Okay, this is your hero’s Stakes for the scene. If you win the card play, the scene will end that way. As GM, I get to define how I want the scene to end. If I win, not only do you *not* get your Stakes, but also this other thing happens.” Define something that would make life difficult for the hero, but interesting for the reader.

“Now that we each have set our Stakes for the scene, we’re each going to select a card from our hand. This represents how much you, the player, want your character to get his Stakes. We’ll compare our two cards and the higher of the two cards will win his Stakes—the scene will end the way they want. The lower of the two cards will take *both* of the cards into their hand. In either case, your Suffering will automatically increase by one level, because you’ve shown the reader that this aspect is important to the story.

After you compare cards and resolve the Stakes, don’t forget to play out the resolution of those Stakes. Skipping the ending of the scene just because you know how it’s going to play out is a big no-no. There needs to be description of what the reader sees on those pages.

PERJURY

<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Lord of Lies</h2> <p>ASSET: POWER, MUNICIPAL</p> <p>Perjury is the master of illusion. He has the power to make things look, feel, taste and sound, real.</p> <p>Purge shines his light dissipating all the lovely illusions</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>The Voice</h2> <p>ASSET: POWER SCALE: MUNICIPAL</p> <p>Perjury's voice has a hypnotic quality. Most people are unable to resist him</p> <p>Through the screaming it was hard to be heard.</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Thugs</h2> <p>RELATIONSHIP: MINIONS SCALE: MUNICIPAL</p> <p>Perjury never likes to do any heavy lifting. there are always people you can pay - or at least make them believe that you have paid them, to do your dirty work for you.</p> <p>"Oh yeah, well, the guy with the snake tail says he'll pay us double NOT to work for you."</p>

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POWER**



PERJURY

MUDSLIDE

PRIMED

1

RISKED

2

THREATENED

3

IMPERILED

4

DEVASTATED

Power of Ooze

ASSET: POWER, MUNICIPAL

Mudslide has been turned into a living liquid form, he can shift his shape with ease.

Held tight by Justice's telekinetic grip, Mudslide could not move.

PRIMED

1

RISKED

2

THREATENED

3

IMPERILED

4

DEVASTATED

Give them the Slip

ASSET: POWER SCALE: MUNICIPAL

Mudslide is very good at getting away.

"He's slipping down the drain!"
"Yeah but we got that pipe sealed."

PRIMED

1

RISKED

2

THREATENED

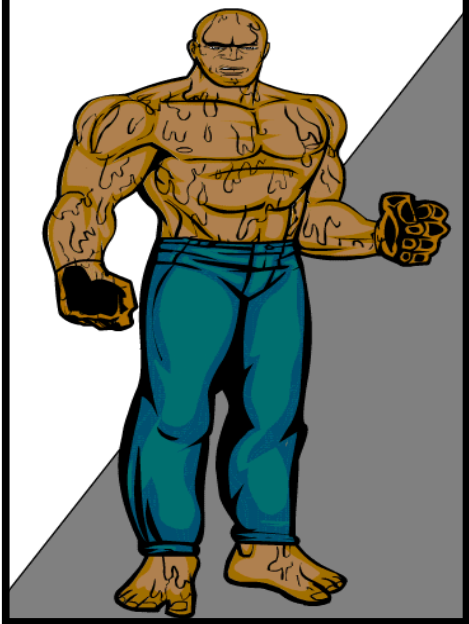
3

IMPERILED

4

DEVASTATED

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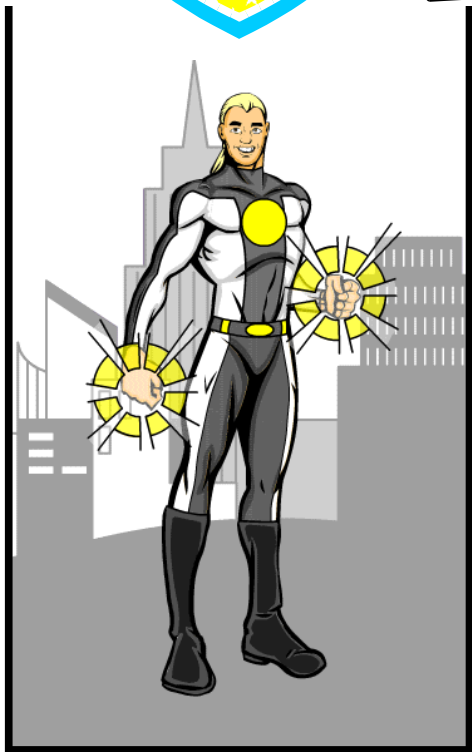


MUDSLIDE

PURGE

<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Purging Light</h2> <p>ASSET: POWER SCALE: MUNICIPAL</p> <p>John emits a glow that reveals illusions, and exposes lies. As Purge, John can channel this light, to burn out the effects of drugs or toxins and mind control.</p> <p>Weary from purging the poisonous gas, Purge feels the prick of Dr. Venom's toxic dart. Hands shaking John pulls it out. Only a dim glow emits from his hands as he tries to burn out the poison,</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>"No one is beyond Redemption"</h2> <p>MOTIVATION: CONVICTION SCALE: PERSONAL</p> <p>John believes that people aren't born bad. If they realized how much hurt they were causing they would stop. He believes his father will one day see the error of his ways and become a better person.</p> <p>"Stop! You don't want to do this. You don't have to hurt him!!" Mudslide grins maliciously. . "Yes. Yes, I do."</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Constance Carrier</h2> <p>RELATIONSHIP: FRIEND SCALE: PERSONAL</p> <p>Connie is a lawyer who works Heroes for Free. Connie is trying to get John a Hero's License, an uphill battle since Perjury is John's father. Connie admires his desire to be a hero and has no doubts about his integrity.</p> <p>Connie walks down the street oblivious that the mud patch she just walked past is actually Mudslide!</p>

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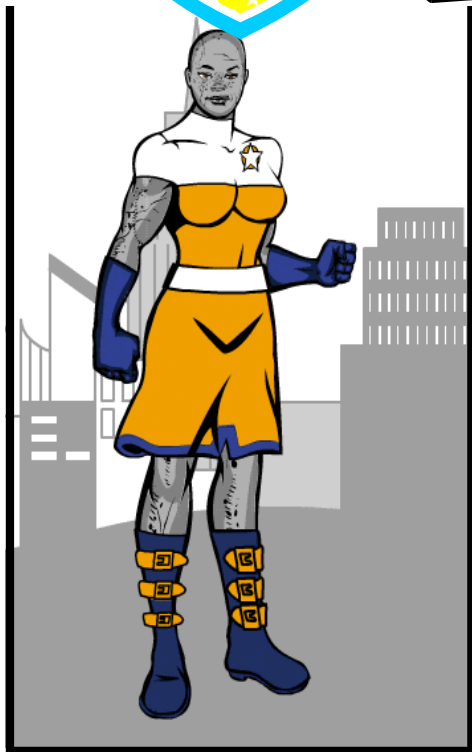


PURGE

DEBRIS

<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>"They see me as a Monster."</h2> <p>MOTIVATION: CONVICTION; PERSONAL</p> <p>Debbie is a huge walking gray rock. She knows what people see</p> <p>"So, I was wondering if I could give you a call later." "Why? You need you furniture moved?" "No, I like you."</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Might of Stone</h2> <p>ASSET: POWER, MUNICIPAL</p> <p>Debris' biological make-up has been altered to form living concrete. She now has super strength, stamina and endurance. She draws in the qualities of the stone around her. She heals when she touches concrete.</p> <p>The wrecking ball catches her off guard, hitting her hard and hard sending her flying into the air.</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Constance Carrier</h2> <p>RELATIONSHIP: FRIEND; MUNICIPAL</p> <p>Connie is a lawyer who works for heroes for free. Debbie and Connie were friends before Debbie turned into Debris. Connie has worked to get a the Hero's License for Debris and has filed a suit with the city to get Debbie's job back at the Precinct.</p> <p>Connie walks down the street oblivious that the mud patch she just walked past is actually Mudslide!</p>

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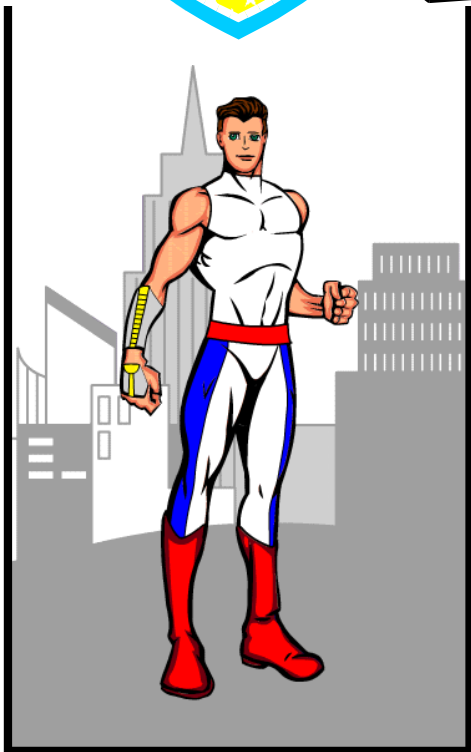


DEBRIS

JUSTICE PATRIOT

<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>Telekinesis</h2> <p>ASSET: POWER, MUNICIPAL</p> <p>Justice can fly, and lift things with the power of his mind</p> <p>Justice concentrates on Mudslide, trying to lift the wet girth from the ground. Mudslide roars and Oozes, giving Justice a headache</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>"Never give up the good fight!"</h2> <p>MOTIVATION: CONVICTION; PERSONAL</p> <p>Justice was raised a Hero and was a member of the Liberty League from Birth. His Mother died protecting the city from the toxin that took her life. Justice plans to live no less valiantly</p> <p>"You mother didn't have to die." Had she "retired," she'd still be alive.</p>
<div>PRIMED</div> <div>1</div> <div>RISKED</div> <div>2</div> <div>THREATENED</div> <div>3</div> <div>IMPERILED</div> <div>4</div> <div>DEVASTATED</div>	<h2>The American</h2> <p>RELATIONSHIP: ROMANCE; MUNICIPAL</p> <p>James Patriot was The American before Dr. Venom killed his wife, and nearly killed Justice. James has retired since and is now Governor. James considers Justice retired as well. He's been trying to keep Justice from getting his license hoping that Justice will come to his senses.</p> <p>"You're The American! Why can't you remember that?" "Why, can't you forget that!"</p>

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JUSTICE PATRIOT: THE X-PATRIOT

EARNEST SQUIRE: THE STALWART

PRIMED

1

RISKED

2

THREATENED

3

IMPERILED

4

DEVASTATED

The Stalwart Suit & the Helm of Integrity

ASSET: POWER SCALE: PERSONAL

The Stalwart is well known for his suit that is bullet proof and loaded with gadgets to improve his physical abilities. The Helm of Integrity protects The Stalwart from mental attacks, illusions and lies. He can see and hear the truth while wearing the Helm.

Wayne stands before the Stalwart, Earnest steps back and then adjusts the Helm. Wayne disappears.

"Not Funny! Perjury!" Earnest Shouts.

PRIMED

1

RISKED

2

THREATENED

3

IMPERILED

4

DEVASTATED

Defender of Truth

MOTIVATION: DUTY SCALE: NATIONAL

The Stalwart has a sacred Duty to expose all lies and protect the truth. Lies corrupt. Lies even kill. The world needs a defender from those that would rule corrupt it. The Stalwart is that Defender.

"Hello...Mr. Stalwart? This is Mrs. Squire...I know you're busy...but I was hoping I could talk to you about my s-son?"

PRIMED

1

RISKED

2

THREATENED

3

IMPERILED

4

DEVASTATED

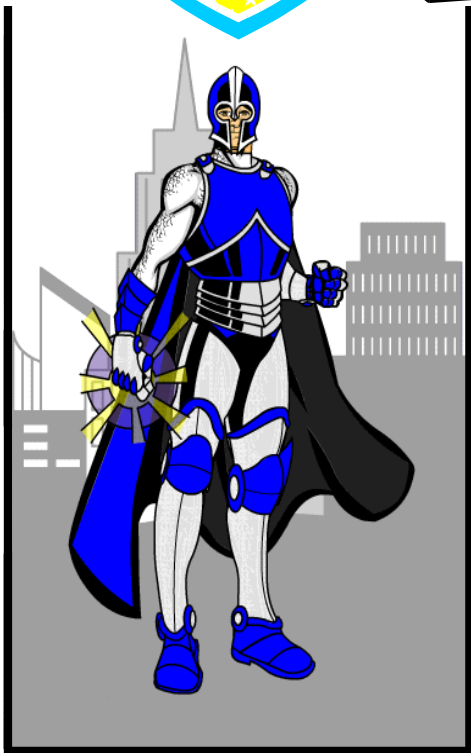
Constance Carrier

RELATIONSHIP: ROMANCE SCALE: MUNICIPAL

Connie is always being rescued by The Stalwart. Earnest watched in frustration as Wayne kept his distance. Now that Earnest is The Stalwart, he has a chance with Connie as long as she never finds out who he really is!

Connie walks down the street oblivious that the mud patch she just walked past is actually Mudslide!

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POWER**



EARNEST SQUIRE: THE STALWART

LIBERTY BELLE

<p>PRIMED</p> <p>1</p> <p>RISKED</p> <p>2</p> <p>THREATENED</p> <p>3</p> <p>IMPERILED</p> <p>4</p> <p>DEVASTATED</p>	<h2>Amazing Vitality</h2> <p>ASSET: POWER, SCALE: MUNICIPAL</p> <p>Belle can Lift Up a Car, out race a car, Throw a car and get back up if she were hit by a car. and she heals very fast.</p> <p>Belle's arm was still sore. She broke it hours ago. It should have healed by now.</p>
<p>PRIMED</p> <p>1</p> <p>RISKED</p> <p>2</p> <p>THREATENED</p> <p>3</p> <p>IMPERILED</p> <p>4</p> <p>DEVASTATED</p>	<h2>People are basically good.</h2> <p>MOTIVATION: CONVICTION; SCALE: UNIVERSAL</p> <p>Villain's don't want to be bad, they need help, or understanding. Given a chance even the most hardened criminal would choose to be good.</p> <p>"You don't want to hurt him." "Yes, I do."</p>
<p>PRIMED</p> <p>1</p> <p>RISKED</p> <p>2</p> <p>THREATENED</p> <p>3</p> <p>IMPERILED</p> <p>4</p> <p>DEVASTATED</p>	<h2>The American</h2> <p>RELATIONSHIP: FATHER SCALE: NATIONAL</p> <p>James Patriot, The American, is Belle's Father! Her mother kept this knowledge from her but now Belle knows who her real father is, and just why she is so strong. She looks forward to getting to know him.</p> <p>"Excuse me miss, I'm terribly busy right now." "But, it's me, Belle, your daughter..."</p>

**WITH GREAT
POWER**



LIBERTY BELLE