

Basic Super Hero Game Setup:

Basic Premsis

A Play-By-Email Superhero game using the Savage Worlds game rules is something not entirely unusual for any sort of system. Back before the Internet began to accommodate nerds with their gaming wants and needs, gamers used letters and emails and chatrooms to play their games. When chatrooms began to grow in popularity, they started using them to accommodate this, with a case in point that AOL Instant Messenger still features a dice rolling system.

Therefore, getting this game setup to where it would be possible to utilize via a Play-by-Email setup will not take much effort beyond the original rules. Unfortunately, a key feature of Savage Worlds, a deck of cards, is all but impossible thru online means, and therefore, must be modified for our purposes. That can be determined at a later time.

The plotline for this initial run shall be a simple one, as to not only test to see how well the game is played, but to remove any kinks noticed in the system before a more concrete plotline is developed. Group is split between two sides, heroes and villains, and everyone is transported to the moon by a mysterious power. The objective, a simple game of capture the flag in order to entertain some sort of all powerful, galactic entity. So long as the entity wills it, the contenders will have all scientific problems (the absolute freezing temperatures, food, water, breathing, gravity) taken care of throughout this little game. Should the contenders have certain powers that favor areas (i.e. superhero who can manipulate water), there will be a moon lake made specifically for this. The vastness of his power should be made apparent.

The entire game will be setup on a 16x16 grid, with two command bases on either side containing a home base. The object of the game is to have a opposing team to get to the other side, grab the flag, and get back to their base. There can be random monsters around the area, treasures of weapons, etc, if one feels like it, but that can be developed later.

How Stuff Works

Players will have the option, per game day, to move one space forward, rest and recover, or attack. Moving is straight forward enough, but can be blocked by other players depending on their powers and abilities, as well as setting up a line of defense on a square. Such rules can be developed easily, and would follow Savage Worlds' rules for mass combat. Attacks can be made into the usual ambush, duel, etc that our games are used to be now. How combat will work will be discussed later, but for now, a simple setup can occur with that.

Lastly, the rest and recover option allows players to stay where there are and spend a few hours tending to their wounds, recovering points. This allows them access to make a healing roll. Heroes with abilities that allow little need for such rolls (regeneration, healing magical abilities, etc), may do such actions and still be allowed to make a move action. Such abilities, unlike others, would have first priority, allowing the player to heal before any ambush

action on them.

Character Generation

Obviously, not everyone is going to have access to these books, so character development can be done fairly easily. Firstly, everyone playing is human.. If someone wants to be a robot, or a cyborg, or a Martian, or something, let them make their own damn character. From there, we follow the basic character generation. From there, follow the instructions in the Superpowers Companion on page 1, having the players discuss their origins, their powers, and their drives.

To simplify the process for the people unfamiliar with this system, tell them to view each stat as a number from 1-5, and they can only move those numbers 5 times total. Skills can be done thru a similar thing, just anything outside that number for the stat the skill is located costs too. Players use 15 points for skills.

Players you make do not get the choice of a hindrances. Edges will be based around the players back story, so when reading it. Players must take the Arcane Background (Superpowers) and work from there. Use the rules in the Superpowers Companion for more details. Gear and other such details can be determined later.

Consequently, several archetypes could be developed for use.

Combat

Combat will be conducted in a simple manner; for each PC/NPC in combat, there will be 2 rounds. Most likely, it'll be a 4 round will occur for one day. Each round, players can do whatever they wish, following the traditional combat rules for Savage Worlds. At the end of 4 rounds, the player who is considered by the person overseeing the combat to be losing may have the choice of retreating. If so, the winning player may choose able to get in a pop shot as they leave, (roll a d6, on a 5 or 6, player scores one good hit with a ranged weapon magical or physical). If he wishes to continue, combat resumes under the next day., then rinse repeat. Players will be following under the incapacitated rule for combat, and cannot be killed, with the possible exception for players deemed "too stupid to live" by their actions.

Pacing ideas:

Have Monday-Thursday game days equal 1 day in game, in 6 hour intervals.