

Punches & Plans

A hack of John Harper's *Lasers & Feelings*

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You are a supervillain. Your mission is to destroy all superheroes, achieve your goals, and gain power.

Players: Create Characters

1. Choose a style for your character: detached, cautious, reckless, intelligent, disciplined, savage, or charismatic.
2. Choose a role for your character: Mastermind, Mercenary, Acrobat, Ex-hero, Leader, Grunt, or Experiment.
3. Choose your number, from 2 to 5. A high number means you are better at **Punches** (combat, physical activities.) A low number means you're better at **Plans** (planning, stealth, social.)
4. Select villain type

1. Acrobat	4. Brick	7. Martial artist	10. Psychic
2. Blaster	5. Controller	8. Metamorph	11. Speedster
3. Brawler	6. Gadgeteer	9. Mystic	12. Mastermind

5. Give your character a cool villain name. Like Dr. Evilfingers or something.
6. Each villain starts with 3 hp.

Clothing and Equipment: a weapon of choice, evil vehicle, supercomputer, or heavy weapon (ex: laser of death).

Player goal: Get your character involved in crazy Villain adventures and try to make the best of them.

Character goal: Choose one or create your own: become the best villain, rule the world, unite the villains, defeat all superheros, defeat a nemesis, prove them all wrong, or create your own.

Players: Create the Henchmen

As a group, pick **Two Strengths** for the henchmen. Henchmen: disguised, armored, well-equipped, ex-military, intimidating, influential, or super loyal.

Also, pick **One Problem**: weak (not very powerful,) cowardly (will run from battle,) clumsy (will make accidental mistakes,) or foolish (not very bright.)

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

⇨ If you're using **{Punches}** (combat, physical actions,) you want to roll under your number

⇨ If you're using **[Plans]** (planning, stealth, social,) you want to roll over your number.

0 If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

1 If one die succeeds, it you barely manage it. The GM inflicts a complication, harm, or cost.

2 If two dice succeed, you do it well. Good job!

3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

! If you roll your number exactly, you have **{Punching} [Plans]!** You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions: What are they really feeling? Who's behind this? How could I get them to do what I want? What should I be on the lookout for? What's the best way to do this thing? What's really going on here?

You can change your action if you want to, then roll again.

Helping: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: Create a Villain Adventure

Roll or choose on the tables below.

HEIST TABLE

You want to	
1. Rob	4. Bribe/take over
2. Steal	5. Manipulate
3. Destroy	6. Ordinary citizens
a	
1. Bank	4. Rival
2. Mayor/president	5. Superhero/vigilante
3. CEO	6. Local civilian
Which will	
1. Grant many riches	4. Make you famous

2. Allow you to take power	4. Show them all
3. Give you a cool weapon	5. Allow you to defeat a superhero

GM: Run the Game

Play to find out how they defeat the threat. Introduce the threat by showing evidence of its recent badness. Before a threat does something to the characters, show signs that it's about to happen, then ask what they do.

Call for a roll when the situation is uncertain. Don't pre-plan outcomes. Let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers.