

### MY TROUBLED SUPERHERO

It helps to take turns reading the rules aloud (including the 'We are Herowatch...' boxes on the previous page) as we go. First we fill out this page.

<b>SUPER NAME</b> INTRUDER	<b>HUMAN NAME</b> Jay LeBeau
<b>SUPER LOOK</b> close fit actionsuit I motif on face & body	<b>HUMAN LOOK</b> prematurely aged disfigured personable, charismatic
<b>POWERS (CHOOSE TWO)</b> 1. Animal Spirit 2. Brilliant Mind 3. Combat Master 4. Elemental 5. Flight 6. Lightning Reflexes 7. Media Icon 8. Mind Control 9. Mind Reader 10. Paranormal Awareness 11. Regeneration 12. Rich 13. Shapeshifting 14. Super Strength 15. Super Vehicle 16. Telekinesis 17. Teleport 18. Tricks Up My Sleeve 19. Unbreakable 20. Unseen	<b>BURDENS (CHOOSE ONE)</b> 1. Achilles' Heel 2. Addict 3. Amnesia 4. Arch Nemesis 5. Broke 6. Can't Control It 7. Cripple 8. Dead 9. Doom Hangs Over Me 10. In Thrall 11. Involved In Scandal 12. Jekyll / Hyde 13. Outsider 14. Recently Outed 15. Someone Depends On Me 16. They Always End Up Dead 17. Too Old For This Shit 18. Too Young For This Shit 19. Trapped In A Shell 20. Under A Death Sentence

<b>NOTES</b> (see comic)
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Then we take turns telling each other what we know about our characters so far.

### INNER VOICE

We each ask the player on our right to tell us about their 'inner voice.' An inner voice may be their subconscious, a symbiote or parasite, a mental illness, someone or something haunting them... It might broadcast feelings, images, or flashbacks; be inner monologue; appear in dreams or hallucinations... And what the inner voice craves is a distortion of what the superhero craves.

<b>MY NEIGHBOR'S INNER VOICE IS...</b>	<i>If a superhero craves... their inner voice craves...</i>
<b>MY NEIGHBOR'S INNER VOICE COMMUNICATES BY...</b>	Justice Blood Love Sex Honor Recognition Redemption Oblivion Order Discipline Truth Exposure Equality Anarchy Utopia Revolution <i>or vice-versa</i>

### FRAMING SCENES

We take turns framing scenes. Scene framing can go in any order but everyone has to go before we start over again. We use tokens to keep track.

On my turn, I say what Question the scene is trying to answer. At first, I am asking loaded questions to find out more about the other superheroes, such as:

- Which teammate are you keeping a secret from and why?
- Who gets hurt if your secret identity is revealed and why?
- What can't you forgive yourself for and why?
- Who lied to get you into Herowatch and why?

<b>MY SUPERHERO'S 1<sup>ST</sup> Q &amp; A</b>
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<b>MY SUPERHERO'S 2<sup>ND</sup> Q &amp; A</b>
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When everyone has answered two Questions, the Questions for following scenes can be about anything, even simply "What happens next?" Once I've asked a Question I then say *when* the scene is (whether it's a flashback, flash-forward or now; if we do a lot of time jumping we can use notecards to keep track.) *Where* is it? *Who* is there? *What* is going on? And I provide a sensory detail or two.