

1. Defend: (target) from (obstacle) at (location).	Combat Round Checklist
	• Roll for the Star Hero action (if not redirected last round).
2. Escort: (target) to (location), keeping safe from (obstacle).	• Each player acts in initiative order, highest to lowest.
	Action Test:
3. Investigate: source of <u>(obstacle)</u> at <u>(location)</u> . (caused by <u>(target)</u>)	 Mundane/Marvelous first ("Using your catchphrase & power for +1 die?")
	 2nd attribute based on approach ("Using you profession for +1 die?")
4. Repel: (target) at (location) , complicated by (obstacle).	• Player: Rolls the dice & determines level of success or failure
	• Narrator: Describes results.
5. Rescue: (target) from (obstacle) at (location).	• End of Round Recap
	 Sum up the Sidekicks' actions.
6. Thwart: (target) creating/doing (obstacle) at (location).	 Narrate the NPC actions/reactions.
	 Note any remaining obstacles.
STAR HERO	
	NOTES & INITIATIVES
Name:	
Profession:	
Weakness:	
(superpower) (superpower)	
(superpower) (superpower)	
Star Hero Action Chart	
1. Freaks out, tries to flee, or breaks down sobbing and weeping.	
2. Posing, flexing & waving for any cameras, audience, or reflection.	
3. Reverts to old professional skills and habits instead of superpowers.	
4. Destroys anything that looks dangerous or expensive.	
5. Over-the-top use of power to handle a minor threat.	
6. Directly engages the most obvious and impressive threat.	
Name:	
(superpower) (superpower)	