

21 Cats  
2 Dogs  
Quality  
Assurance

# FRIENDLY NEIGHBORHOOD **SUPER HERO**



25c

*A solo RPG about protecting, befriending and improving a community*



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## FRIENDLY NEIGHBORHOOD **SUPER HERO**

*A solo RPG about protecting, befriending and improving a community*

*All over the world, Heroes gather to fight space invasions, dimensional threats and demonic overlords. Sure, you could be out there fighting those too... Except... Who would save kittens from your neighborhood's trees, or help that particularly kind elder when she needs to cross the street?*

*I mean, sometimes you **have** to fight alien invasions! You just try your best to prevent the aliens from landing their ships on top of the local bodega, completely destroying the store; or from draining all the power right when your community is gathering to watch the final episode of that disappointing fantasy tv show!*

*No matter what kind of hijinks are going down, you always have your community in mind - after all, you're their Friendly Neighborhood Superhero!*



Catscratcher Studio  
May, 2020

# 1- Hello, And Welcome To The Neighborhood!

## What This Game Is About:

*Friendly Neighborhood Superhero* is a **solo tabletop RPG** about Heroes who love their communities, doing their part to make things better and to make people happier. Players will portray a small time, well-meaning Superhero who tries their best to protect their Neighborhood, caring for its people and their problems. The Hero  **fights crime and helps citizens on their mundane struggles.**

Through their actions, they will **achieve solutions and build their reputation**, leaving a mark and bringing positive change to their Neighborhood, even when not particularly successful at their superheroics.

This game aims to capture the community-building (and weird adventure) feeling of Hawkeye by Matt Fraction, David Aja, Javier Pulido, Steve Lieber, Jesse Hamm, Francesco Francavilla, Annie Wu, Matt Hollingsworth, Chris Eliopoulos and Alan Davis; with the cozy relationships from Hannah Blumenreich's Spidey comics; the outlandish fun of an episode of Teen Titans Go and the optimism of My Hero Academia.

Through your victories (and your blunders), you'll come up with ways to improve the living conditions on your Neighborhood, permanently solving problems according to your superhero methods, or inspiring the community to do so - after all, not all heroes wear a cape!

## What this game is **NOT** About

This game is not interested in creating grimdark power fantasies.

It is **not** a game about deep tactical combat: its simple systems are aimed at the creation of fun situations and fun ways to solve them.

This game also **does not** accept bigotry of any kind. Racism, sexism, homophobia, transphobia - if you subscribe to those or any other kind of bigotry, we don't want you playing any of our games. Your favorite superheroes would be ashamed of you.

Catscratcher Studio // 2020

## The Sleepy Gazette

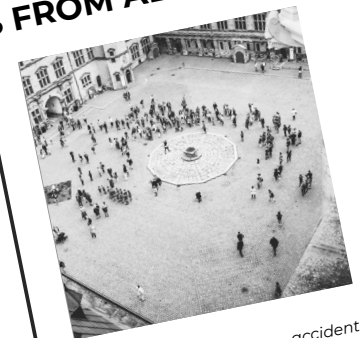
Your Fresh Morning News

yr. 2020

25c

### MASKED PERSON OBLITERATES SQUARE TO SAVE KITTENS FROM ALIENS

Last Sunday morning, May 24th, multiple rumors surfaced around a missing cat. Reportedly, the cat was spotted being abducted by aliens on the local square. Shortly after, an unnamed masked vigilante stormed the place, using powerful fire blasts to knock out every alien (and destroy everything) on their way. No humans were hurt. The cat was safely recovered. The aliens promised never to return.



20 minutes before the accident, when the square was still standing. It was a (mostly) peaceful day.

## How This Game Works:

A session (or A Day In The Life) of *Friendly Neighborhood Superhero* requires solving problems generated by **dice** and **tables**. As situations present themselves, players will create scenes to move closer to a solution, **rolling a number of d6** equal to whichever of their Hero's **Attributes** is more fitting to the intended action.

If at least one dice scores a **5 or a 6** on **Standard Rolls** (rolls which use an Attribute not Resisted by their opposition), or a **6** on **Resisted Rolls** (rolls which use an Attribute their opposition Resists), the action is **Successful**.

When their rolls **Succeed**, Heroes make **Progress**, moving closer to solving the problem at hand. When they **Fail**, Heroes acquire **Drawbacks**, causing some sort of complication - and increasing the negative reputation brought by that failure.

Players then use the Progress they built to **Solve a Problem, rolling a number of d6 equal to their number of Progress Points**. When they Succeed, Heroes earn **Achievements**, finding answers for their Neighborhood's issues. Heroes will also earn **Experience Points (or XP)**, which they can spend to develop new skills and to acquire bonuses, making them better at doing their jobs and reaching their goals.

A Hero's daily goal is to come up with answers for their Neighborhood's problems. A Hero's journey goal is to think about **how** they're solving those problems, what Reputation they are trying to build, and what are the changes they want to achieve and inspire.

The campaign ends **when any of the Reputations, be it an Achievement or a Drawback, reaches its maximum value**. That represents the Hero completing their journey, either by solving the problems they set out to solve, or by inspiring and enabling their Neighborhood to solve their own problems for the time being.

## To Play This Game, You Will Need:

- A copy of this book
- A dice set (or dice rolling app) containing at least one d6 and one d20
- A printed copy of the Character Sheet
- Printed copies of the "A Day In The Life", "Fighting Crime" and "Helping Neighbors" Sheets are recommended, but not mandatory
- Writing implements of choice
- A journal (or a writing app) for keeping track of character names and situations is recommended, but not mandatory
- Around 30 minutes per game session
- Friends to play the game with are optional!

## 2- Creating Your Hero And Their Neighborhood

### Your Hero

There's something special about you. Maybe it's in your bloodline, maybe you found an ancient relic that gave you power, or maybe you just trained very hard until you were strong enough to strike fear into the hearts of that superstitious cowardly lot called "criminals". Maybe you just have a very kind heart and would do anything to help those you love.

*Friendly Neighborhood Superhero* is intended to be played with a character who cares about people and has their Neighborhood's needs in mind at all times. The game is mainly inspired by Spider-Man and *Boku No Hero's* Midoriya, so when you create your Hero, try to make them kind, loving and altruistic - or at least give them a journey that relates to those themes!

To create your Hero's background, you'll need to answer these questions, noting the answers on your Character Sheet:

#### 1. Choose a **Name**, **Pronouns** and a **Secret Identity**:

Some Superheroes like to name themselves by choosing an indicative word coupled with their pronouns, such as *Spider-Man*, *Wonder Woman* or *Super Them*. Other Heroes name themselves by choosing indicative terms alone, such as *The Flash*, *Hawkeye* or *Storm*. Some Heroes choose their names purely for the drama, such as *ADAM X*, *THE X-TREME* or *SHATTERSTAR*. So really, pick whichever naming convention you feel comfortable with, as long as it's a nice representation of your Hero and how they portray themselves!

Some Heroes prefer to preserve their identity so their loved ones are protected from their antics. If that's how your Hero rolls, pick a name for your secret identity. If your Hero is a public figure who believes they can do more good by putting their face out there, your secret identity and your heroic name can be the same!



**2. Create a Signature Ability:**

There's something your Hero is particularly good at, which they employ to great effect during their heroic activities. **What** is your Signature Ability?

You are allowed to have whatever gadgets and skills you want as part of your superhero methods, but there's **one** thing you're **extremely** good at - enough to tip the scales in your favor whenever you employ it well.

You may use the following groups to pick your abilities, roll d6s to randomly pick from a group, or use them as inspiration for your creation.

First, determine your Signature Ability's Origin:

1	Magic
2	Tech
3	Training
4	Mutation
5	Lineage
6	Accident

Now, determine what the **Ability** is:

1	<b>Gadgets</b> Building And/Or Controlling Robots, Grappling Hooks, Weapons Of All Kinds, Electronic Devices, Mechanical Armors and Anything in Between	2	<b>Energy</b> Energy Blasts, Control And/Or Creation of an Element, Light & Shadow, Mystic Arts, Creating Energy Constructs
3	<b>Tricks of the Mind</b> Mind Control, Telepathy, Telekinesis, Sensing and Influencing Emotions, Hypnosis	4	<b>Special Effects</b> Shapeshifting, Talking To Animals, Invisibility, Teleport, Healing
5	<b>Enhancements</b> Super Strength, Speed, Intellect, Flight, Endurance, Quick Reactions, Claws, Regeneration, Steel Skin	6	<b>Performance</b> Martial Arts, Handling Weapons, PARKOUR!, Being Very Good At Things a Human Could Actually Do

Take these options as **suggestions** - your Hero is unique, and it's up to you to figure out what best suits their story and methods, detailing the options presented! You can also roll two d6 to mix and match the results. Rolling **Gadgets and Energy** can mean your Hero created or found a suit that enables them to control and generate fire; while rolling **Enhancements and Special Effects** can mean your Hero's Signature Ability of turning into a giant bear gives them super strength and endurance!

Whenever your Signature Ability **seems extra appropriate** for handling the problem at hand, it gives you **one extra dice** for that roll.

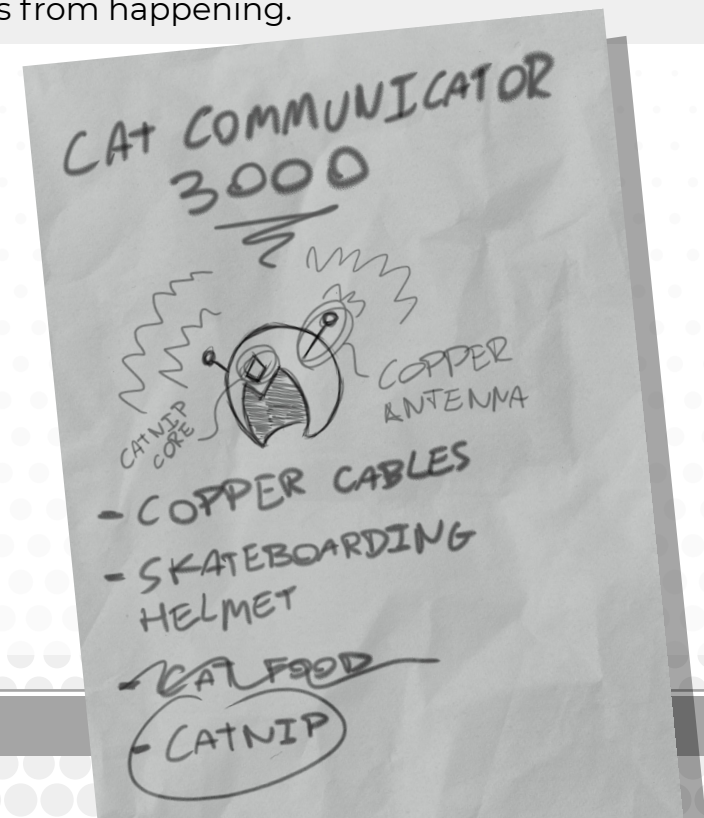
By “extra appropriate”, we mean having a Signature Ability called “Talking To Animals!”, and your problem required you to defeat an army of angry cats - maybe you could use your Ability to convince them to choose good instead of evil (which would still be pretty hard, since cats are masters of their own lives and would probably not listen to you anyway). That same Ability would not concede the extra dice if you were required to fight an army of robots - no, not even animal-shaped robots.

In *Friendly Neighborhood Superhero*, you’re both player and game master, so feel free to decide where your bonuses are applied - you are encouraged to come up with fun, creative ways to make your Signature Abilities count!

By spending Experience Points, you are able to develop your skills into new Signature Abilities, granting you more choices for handling problems!

When facing a particularly tough Situation, a Hero can go **SUPER!!!**, describing a way in which their Signature Ability was employed to its maximum effectiveness, making it work even when circumstances are against it. When you do so, you may **add to the roll a number of dice equal to your Ability Power Level**. Every Ability starts at Power Level 1. Should you fail your test after going SUPER, add points to the respective Attribute’s Drawback equal to your Ability Power Level. You can only go SUPER a limited number of times throughout your journey, but these uses are recoverable by spending Experience Points.

You can choose to go *SUPER* **after** seeing the results of a roll, using the ability to get that extra edge and prevent bad things from happening.



### 3. Allocate your **Attribute Points**:

Attributes are a Hero's main characteristics. They determine what they're good at and inform the actions they can take. By choosing Attributes to create scenes with, Heroes set the tone to their story and to how they will be seen by their Neighborhood. Each Attribute has **two Reputations**, which are built up according to the results of their actions: an **Achievement** for when they solve problems, and a **Drawback** for when they fail. Choosing to act with an Attribute is also committing to its reputations, and to the consequences they bring. A Hero in *Friendly Neighborhood Superhero* has their abilities measured by the following Attributes:

- **Power**: Your physical strength and endurance, the magnitude of your special powers, the amplitude of your gadgets' effects. Use Power when you try to solve problems by **meeting them head on, overwhelming them with your abilities**. Some sample Power actions include jumping real far, lifting heavy objects, breaking through doors, punching someone in the face and knocking them out, energy-blasting people in the face and knocking them out, conjuring winds to safely get a kitty down from a tree.

- When you succeed at solving a problem through the use of Power, people learn to rely on the sheer force of your abilities and criminals fear being on the receiving end of your strength, which brings about a sense of **Security**.

- When you fail at solving a problem through the use of Power, you cause **Destruction**. When left unchecked, your unrestricted force causes some problems - which might scare your neighbors and break public property. Your neighbors are probably worried about your methods, and would possibly feel safer with you out of the streets.

- **Skill**: Your mastery over your abilities, your control of your body and of the execution of your plans. Your effectiveness. Use Skill when you try to solve problems by **acting with precision and finesse, creating the best opening and acting on it**. Some sample Skill actions include doing parkour on top of buildings, moving stealthily, throwing ninja darts, fighting with grace, shooting things, jumping from branch to branch until you finally reach the kitty so you can bring it down from a tree.

- When you succeed at solving a problem through the use of Skill, people believe you are capable and know what you are doing, and they come to respect your **Effectiveness**.

- When you fail at solving a problem through the use of Skill, you earn **Discredit**. When a Hero falls on their back, misses their shot or fails to sneak past their enemies due to loud noises that get everyone's attention, people start questioning if you really should be putting yourself (and the Neighborhood) at risk. Everybody's probably laughing at you.

■ **Mind:** Your ability to assess a situation and plan your way out, accounting for every variable. Your resourcefulness, your wits, and your knowledge. Use Mind when you try to solve problems by **analyzing and calculating, making things go according to your plan**. Some sample Mind actions include hacking computers, setting traps, analyzing a situation and coming up with a plan, solving math problems, conjuring a spell, recalling important information, piloting a flying drone so it can reach a kitty and safely bring it down from a tree.

■ When you succeed at solving a problem through the use of Mind, people believe you are able to come up with a solution for every problem, no matter how hard, keeping the community feeling safe through a sense that everything is under your **Control**.

■ When you fail at solving a problem through the use of Mind, you commit a gross **Miscalculation**. Your plan goes terribly wrong, and it moves you further away from a solution. Your neighbors know your heart is probably in the right place, but you're not the best person to ask for help regarding complex situations... It's hard to get people to trust what you have to say.

■ **Heart:** Your ability to empathize with other people, to read a room and figure out every motivation. How easily you can form relationships and understand people's needs. Use Heart when you try to solve problems by **connecting with people, by doing or saying the right thing to motivate them or to destabilize them**. Some sample Heart actions include understanding people's emotions, speaking words of encouragement, intimidating criminals, tranquilizing hostages, creating illusions to make criminals see the things they fear the most, assuring your neighbor you will return their kitty down from that big tree safe and sound.

■ When you succeed at solving a problem through the use of Heart, people know you really care about them and you always know which words they're needing to hear. Your actions make people trust you and dream of becoming like you, because you are their **Inspiration**.

■ When you fail at solving a problem through the use of Heart, you put your foot in your mouth due to your **Misreadings**. You sure tried to help, but ended up bothering the person you were trying to help, or amusing a person you were trying to intimidate. You probably said something that made the person you were trying to connect with feel very embarrassed - or even worse, you probably just embarrassed yourself.

Each one of these Attributes starts with **One Point**. You also start with **Three Points** to distribute among them as you see fit - **5** is the maximum value for any Attribute.

You may want to **create a story** that explains **how** and **when** you became a Hero. Use all the answers you came up with so far to determine in which situation you acquired your abilities. You may also take this opportunity to create allies, a rogue gallery, a uniform, a secret base - go to town! If you prefer, you can come up with your Origin first, and use that as a guide to answer the previous questions instead! Writing the story down for further reference is not necessary, but recommended!



## Your Neighborhood

There are many special places in the world, but none like the one you call home. Maybe it has special characteristics one can only find there, maybe what makes it special is how ordinary it is. **It is cartoony: weird, over-the-top adventures happen in it all the time.**

When developing your Neighborhood, keep in mind this game is about building a community and caring for each other, so try to create structures and characters who are nurturing, loving and united!

Create your Neighborhood by answering the following questions (and whichever other questions you find relevant). You may want to note those answers down for further reference.

**1. Name your Neighborhood.** Write its name on your Character Sheet. Some ways to name the place you live in are:

- Through its Size and Importance (such as *Metropolis* or *Smallville*)
- Through its Mood (such as *Gotham*)
- Through its Geography (such as *Laketown* or *Central City*)

**2. Describe your Neighborhood.** Some questions that may help bringing your community to life are:

■ **Geography:** Where is it set? What's the weather like? What are its main landmarks - either human-made or natural? Is your Neighborhood a small part of a big city, or is it a small, separate place?

■ **Politics:** What sort of government runs your Neighborhood, and how does its people feel about it? Is your Neighborhood rich, poor, or somewhere in between? What are its main economic activities?

■ **Customs:** What are your Neighborhood's most important cultural activities? What are its most important celebrations? What's a typical day like in your Neighborhood?

■ **Something Special:** Is there something extraordinary in your Neighborhood? Does it harbor a government facility which conducts secret scientific experiments? Is it the home of alien refugees? Was it the setting of an ancient magic war, its powers still felt to this day? Is it just a small town in which people love and respect each other?

Catscratcher Studio // 2020

# The Sleepy Gazette



yr. 2020

Your Fresh Morning News

25c

## THE ANNUAL CAT PARADE BRINGS JOY BACK TO THE CITY



Define which sort of **Relationship** you have with your Neighborhood, picking one of the following options to use as a building block, or using them as inspiration as you create your own:

■ **Legacy:** Your family has lived in that community for a while, and they taught the reasons it is worth your love and your protection. **What are those reasons?** You fight to keep safe that which your community stands for.

■ **Belonging:** You come from outside that community, but as soon as you stepped inside it for the first time, you were taken aback by how well received you were. It's people. It's sights. You finally found a place to call home. **What is it about that place that makes you feel welcome like nowhere else ever did?** You fight to protect it and to make sure more people can feel that particular warm embrace.

■ **Activism:** It was brought to your attention that there was one particular place in which the people were downtrodden. They needed a light, and you took it upon yourself to become it. **What is the thing that corrupts the system, the one thing you fight to free that people from?** You fight to break the shackles of crime and oppression, to make that place worthy of the people who live in it.

After you're done creating the background for your adventures, you're ready to help your Neighborhood by roleplaying through *A Day In Your Superhero's Life!*

# 3 - Playing Through A Day In The Life

A Day In The Life of a Superhero - especially a Friendly Neighborhood one - is never quiet! During your game sessions, you will:

- Generate Problems
- Use your Attributes to create scenes
- Build Up Progress towards a solution
- Spend your Progress to Solve Problems

Follow these rules to generate each day's adventures and to discover how to handle them:

## Creating Your Day

**1. Create a scene** to describe how your day started, and how problems just had to show up and interrupt your routine. Your Neighborhood is lucky you're always available for them! You may roll 1d6 to use one of these prompts:

- |   |                                                     |
|---|-----------------------------------------------------|
| 1 | You were Enjoying Your Hobby, when suddenly...      |
| 2 | You were On Patrol, when suddenly...                |
| 3 | You were On Your Day Job, when suddenly...          |
| 4 | You were Hanging With A Loved One, when suddenly... |
| 5 | You were Running Errands, when suddenly...          |
| 6 | You were Caring For Your Pet, when suddenly...      |

**2. Roll to discover what was the first problem you had to deal with.** Each day has **two phases: Solving A Crime** and **Helping A Neighbor In Need**. Let's find out which happens first!

■ Roll 1d6. If you score a **1, a 2 or a 3**, your first problem is a **CRIME**. If you score a **4, a 5 or a 6**, your first problem is a **NEIGHBOR NEEDING HELP**.

■ Go to the Table for the result you rolled (Page **25** for **Fighting Crime**, Page **26** for **Helping Neighbors**), and follow the instructions to create the problems you will need to solve!

Continue your opening scene by describing how that situation came to your attention. Did one of your contacts call you on your secret hero phone? Did one of your neighbors knock on your door, asking for help? Did you see an explosion from your window and immediately jumped towards danger?

You may instead roll for both tables at once, creating a huge situation in which the Neighbor Needs Help **because** of the Crime, and both happen at the same time!

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**SPANDEX WEARING PERSON SAVES CAT FROM EVIL TREE**



When fighting a Crime, you will need to build up Progress to solve **two** problems: one test to defeat the **Leader** of that Crime, the person who's in charge and calling the shots; and one test to defeat their **Method**, the henchmen, plan or tools they're using to reach their **Goal**.

Leaders and Methods have one Attribute to which they're particularly **Resistant** - it's not easy to convince a Robot to see the error of their ways through a **Heartfelt** talk, or to defeat a Ninja master in a clash of **Skill**. If you choose to tackle a Crime problem through an Attribute they Resist, you make a **Resisted Roll: your dice only Succeed on a result of 6**. If you do still Succeed, you earn **1 extra Experience Point** for facing the danger head on and overcoming great odds!

When Helping a Neighbor, you only need to succeed in one test: solving that **Neighbor's** Problem.

Helping Neighbors is all about building a connection to your community - and, according to the **Personality** of who's asking for your help, there may only be one way to easily impress them. Geeky scientists may be easier to impress with a display of **Mind**, "while determined athletes would be impressed by your display of **Skill**. If you choose to help a Neighbor through any of the Attributes they are **not** Impressed by, you make a **Resisted Roll: your dice only Succeed on a result of 6**. If you do still Succeed, you earn **1 extra Experience Point**, for showing your Neighbors there are other ways to solve problems and they should always keep their minds and hearts open!

**3. Build Up Progress.** Once you've find out what problems you'll need to deal with, create scenes describing what actions your Hero is taking towards handling those issues. The solutions to your problems need to be earned bit by bit! When you take action, pick the **Attribute** that better fits **what** you're trying to accomplish (and **how** you're trying to accomplish it). **Roll a number of dice** equal to that Attribute's value (adding one dice to the pool if you're able to employ your Signature Ability in a especially appropriate way), and check the results.

- If your roll Failed, describe how your actions created complications. Add **1 Drawback to that Attribute's** tracker. When your roll fails, you also get to choose between earning **1 XP or adding 1 dice to your next roll**, representing what you learned from your mistake and how it prepared you to do better. Create a new scene and roll for it. Repeat this process until you Succeed.

- If Successful, describe how your action got you closer to a resolution. Earn **One Progress Point** (how much closer you are to finding an answer to that problem and being able to execute it) and **mark that Attribute's Streak** (your opposition starts becoming aware of your plan, **Resisting** that Attribute until you make Progress with a different Attribute). If your roll was Resisted, you also **earn 1 XP**.

**4. Solve Problems.** When you feel you've made enough Progress, you may try to take decisive action, handling that problem for good. Each Progress brought you closer to the solution you were searching for. **Roll a number of dice equal to your current Progress Points.** Choose an Attribute to orient that action - not using its value, but considering its Streak and if it is Resisted. Create a scene to describe how you used that Attribute to attempt solving the issue at hand.

- Whenever you **Fail at Solving a Problem**, create a scene describing how your plan was foiled, bringing you back to square one. **Lose all your Progress Points and your Streak.** Repeat the process to try again.

- Whenever you **Succeed in Solving a Problem**, create a scene describing how you handled the issue. **Earn 1 Achievement Point** for the Attribute you chose to perform the Decisive Action with. If your roll was **Resisted**, you also **earn 1 XP.**

- Repeat the process until you've completely solved the current problems. Create a scene to describe your results, then move on to the **Second Phase of your day.**

Regardless of the result of your rolls, it's important to create scenes to keep things interesting and dynamic! Throw new challenges at yourself! A good rule of thumb is to always make the environment react to your scenes, providing yourself with more opportunities to develop the story! Failing can bring fun consequences, and you can base your scenes on the respective Drawback your Hero earned by failing: did they fail when making a Power roll? Destroy some stuff and have them deal with it!

Catscratcher Studio // 2020

# The Sleepy Gazette

yr. 2020

Your Fresh Morning News

25c

## LOCAL HERO MANAGES TO SEND DEMONS BACK TO HELL

But was it worth trading our internet for it?



**5. Create the Second Phase of your Day.** After you've solved the first problem that troubled your community on that particular day, you're ready to move on to the next. Every day has **one Crime** and **one Neighbor needing Help**, so for your second problem, roll on the table you didn't use for the first to determine what happened!

When you create your second situation, decide how you're going to weave it into your day: did it come up **just** as you solved the first problem, or was it revealed to be **part of the same master plan**? Maybe you had just finished foiling a bank robbery when your elderly neighbor grabbed your arm and asked you to rescue her kitty from a tree - or maybe the bad guys kidnapped that kitty because they heard you were allergic, and they intend to use it as a weapon against you! Feel free to take liberties while bringing your Situations together, everything is permitted as long as they maintain the Attribute modifiers and help you creating scenes!!

■ Repeat the “Building Up Progress” and “Solving Problems” steps until the second phase is solved. After you're done with both phases, it's time to finally get some rest and *Call It In For The Day*!

You may want to write down how every scene developed and who were the people involved, so you can reference them later and contextualize them in your Neighborhood's story to figure out how each situation relates to it! Answer questions such as “how does the community react to a bank robbery?”, “who led the robbery and how did they do it?” and “what was the name of the kitty those evil bank robbers kidnapped, and how can I make it up to such a precious ball of fur?”. You may check back on the information you came up with while creating your Neighborhood to relate all problems to the bigger picture!



## 4 - Calling It In For The Day

You did it! You finally got through that day and... Oh no, tomorrow will bring more troubles for you to solve, isn't it? Well, what really matters is you made a difference for today, and you'll work your best to make a difference tomorrow as well! Follow these steps to wrap up your session:

**1. Create a scene to end your day:** You can go back to your place and rest up (if there is still time to sleep before the sun rises!), or check up on your neighbors who were affected by the recent troubles. **Recover from your Streak and set your Progress back to 0.**

**2. Permanently Solve A Problem:** Your actions were enough to create a permanent solution to one of the things you handled on that day - or to inspire your Neighborhood to do so. **Choose One** between the **Crime "Goal" or Neighbor "Trouble"** you just solved. Write your choice down (or mark them on their respective sheets if you printed them). Create a **permanent solution for that issue**, a way for your Neighbors to never need to worry about that again. Whenever you generate your problems for the day, if that situation comes up again, **your solution grants you One Extra Dice in every roll.**

■ Use your Attributes and Achievements to orient the solution you came up with! If you choose to solve the "**Find Missing Pet**" Neighborhood Problem after just earning a point of **Control** by solving problems with your **Mind**, think about a Mind/Control related solution! Maybe you developed an app so everyone could track their pets at any given time! Or maybe, if you earned a lot of **Simplicity** Drawbacks before succeeding, your Geeky neighbor came up with that idea themselves, to compensate for your shortcomings! If you solved a "**Bank Robbery**" Crime by using **Power** and earning **Security**, maybe you scared all criminals from ever touching a bank again - or maybe, if your Signature Ability is about casting magic spells, you set up protective runes around the place, knocking out anyone who would try to do it harm! Be creative and have fun!

When Permanently Solving A Problem, try to think of ways to solve their causes, not just their consequences! If you choose to put an end to Bank Robberies, it may be easier to come up with a solution to protect the banks, but you could instead create a way to generate jobs and redistribute wealth so banks don't even need to exist in the first place! (or better yet: you could destroy capitalism)

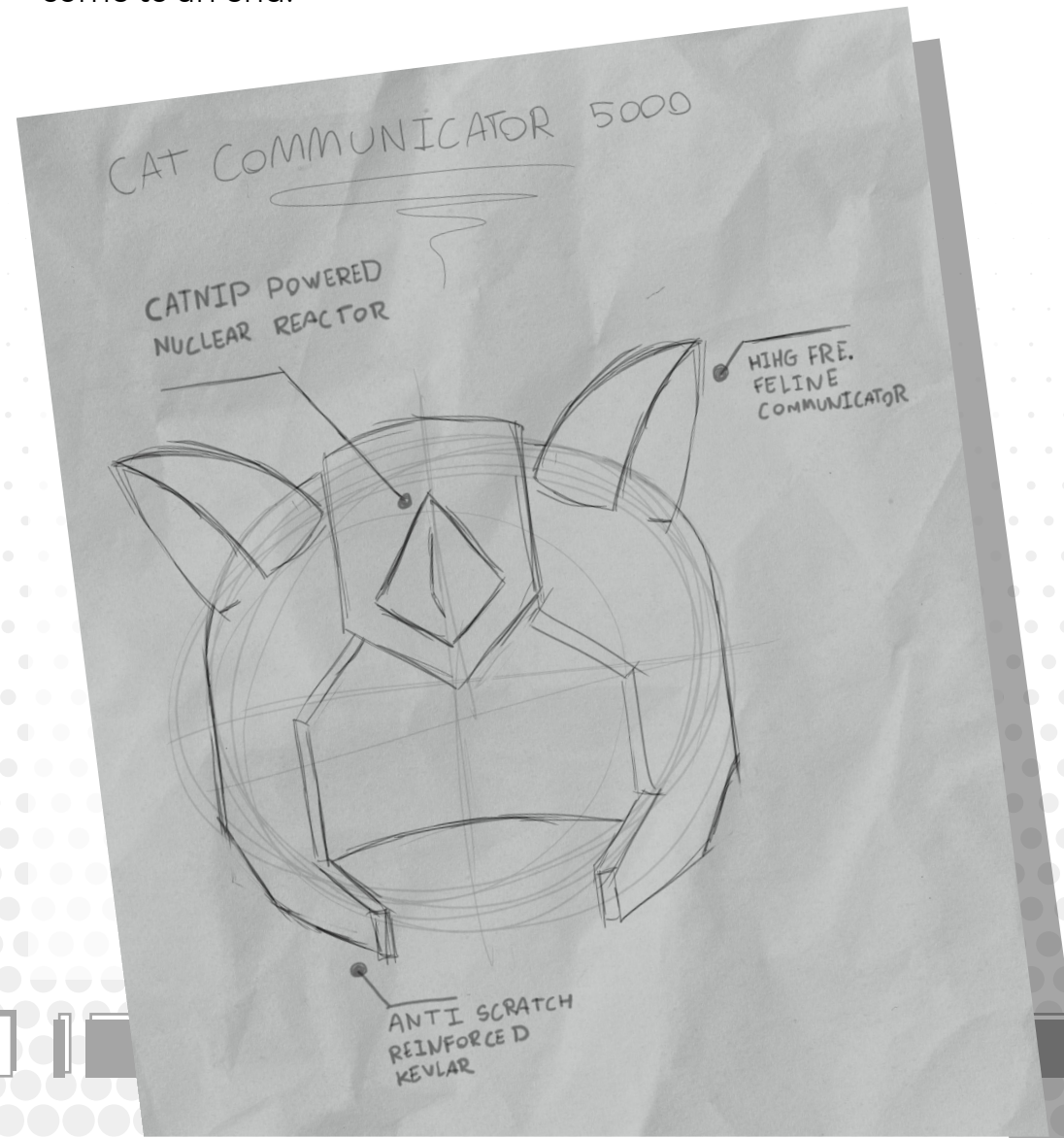
**3. Spend Experience Points:** Through your adventures, you'll grow as a Hero, earning Experience you can spend to improve your skills, right your wrongs or further improve the Neighborhood's living conditions. The ways you can spend your XP are:

3xp	Choose an Attribute to <b>recover 1 Drawback</b> point from
4xp	Recover 1 <b>SUPER</b> Point
5xp	Increase your <b>Signature Ability Level</b> by 1 Point
5xp	Create a <b>Permanent Solution</b> for a problem
10xp	Increase one <b>Attribute</b> by 1 Point
10xp	Choose an Attribute to <b>earn 1 Achievement</b> in
10xp	Acquire a <b>new Signature Ability</b>

Whenever you Spend XP, you can create a **Training Montage** between sessions. Narrate scenes to show how you acquired your new skills or improved the ones you already had; or spent some time making up for the consequences of your failures and coming up with new solution for your community's problems!

Now go to sleep! You've done enough for the day! Try to get some rest so you can *do it all over again...*

Keep helping your Neighborhood until **one of your Reputations reaches 10**. When you do, your journey has come to an end!



## 5 - Ending Your Journey

After a long time of fighting crime and helping neighbors, you can finally stop and see how your actions changed your Neighborhood. When **one of your Reputations reaches 10**, it means you have done all you could for your community, either by achieving improvements or by showing ways your neighbors can contribute to a happier, peaceful life - even if through your shortcomings.

When you've earned 10 Points in a single Achievement, it means you have reached a larger, long term solution for all of your Neighborhood's problems through acting according to that Reputation. **It's time to create a scene about the ending of your journey, detailing all the changes brought by the Reputation you built.**

The Achievement in which you've earned 10 Points in is how you made the most important changes and created the most lasting impacts - but if you have earned **at least 5 Points on other Achievements, you've made enough progress to make minor lasting positive effects through them as well.**

### Ending Your Journey Through Power:

■ **Security:** After being stopped by your Power at every chance, criminals have given up trying to terrorize your Neighborhood. No matter how many magic artifacts or hidden treasures or scientific advancements it houses, it's just not worth to try. Every villain knows this is your block, and they're not willing to risk running into you. Moreover, you acquired such a mastery of your Powers you're able to help your neighbors with it even when you're not there. **Describe how your Powers have transcended you, effectively putting an end to crime and to Neighborhood's problems. How did you use your Powers to achieve that peace?**

■ **Destruction:** Your adventures have taken a toll on your Neighborhood, and it's impossible to walk a block without seeing at least one new "landmark" created by your Powers. Villains are afraid to be accidentally destroyed by you, as are your neighbors. Luckily, that also came for good, for there is no other Neighborhood as resilient as yours! **Describe how your Neighborhood developed ways of protecting themselves from any kind of destruction, and of helping each other recover when Destruction strikes. How did you help them rebuild, resist, and implement ways of teaching new Heroes how to control their Powers?**

### **Ending Your Journey Through Skill:**

■ **Effectiveness:** Your abilities are legendary, and your name is said with reverence even between the world's most famous Heroes. New generations want to learn from you, and your peers want to fight alongside you - because they know you'll have their backs, and because they can help you carry that weight. Now, there are more Heroes around to protect your community, and their abilities can help solve the things even you couldn't. **Describe how a new Super Group formed around you, based on your Neighborhood and led by you. How did your methods and abilities orient a new way of fighting crime and solving problems? What Heroes are part of your group, and how do they cover your blind spots?**

■ **Discredit:** All the times you got yourself in trouble for not being particularly good at kicking ass and taking names were a lesson to your Neighborhood: superhero work is hard, and only those prepared should engage in it. That's why you inspired the best generation of Heroes that ever lived, taking your failures as a showcase of what **not** to do. **Describe how the next generation of Heroes prepared themselves to take your place and avoid your mistakes. How did you and your community help in that process? What sort of measures did your Neighborhood implement to make superhero work easier and safer?**

### **Ending Your Journey Through Mind:**

■ **Control:** Your journey as a Hero allowed you to understand the Neighborhood and its problems like nobody else. You know every little detail about it, and you have a detailed plan to solve any issue that may ever show up. It's important to you that your community is able to live a happy life without any chaotic interruptions. **Describe how you planned contingencies to protect your city from harm. What are the systems and organizations you've put in place to assure nothing bad ever happens to your city, stopping every alien invasion before they even enter atmosphere and rescuing cats from trees before they even climb them?**

■ **Miscalculation:** The way your plans always failed showed the Neighborhood that properly analyzing situations can prevent a lot of harm. Things can be unpredictable and chaotic, and your journey showed the importance of always being prepared, and of adapting quickly when things go off track. **Describe how your Neighborhood developed new tools and organizations to assess situations and to find solutions for every one of its problems. How did you help them come up with ways to quickly respond to the issues that arise, finding the most adequate manner to solve them?**

## Ending Your Journey Through Heart:

■ **Inspiration:** Among all your great accomplishments, none compare to the most important of all: you made your Neighborhood feel seen, appreciated and understood. Sure, it was nice that you were able to defeat the villains and rescue all those cats from trees, but the reason those deeds meant so much was because your neighbors knew that, to you, they mattered. Even the villains felt seen, and you showed them there was another way. **Describe how your actions brought your community together and inspired love and peace. How did you, your neighbors, the redeemed villains and the new generation of Heroes work together to turn the Neighborhood into a more kind and accepting place?**

■ **Misreadings:** The way you were never quite able to understand anybody's feelings - but still kept trying to - was actually something that came for good! It's true, you were the cause of many awkward circumstances, but that just showed how important it is to acknowledge people's feelings, and how, by understanding the causes of problems, it's easier to actually solve them. **Describe what measures your Misreadings inspired the community to take in order to better understand people and solve their problems. What sort of social programs did your journey help kickstart, and what did those programs accomplish?**

Now, your journey has ended. You can use one of these pre-written endings, or come up with more personal endings for the stories you created.

You fought bravely and rescued cats. You grew as a Hero and made your Neighborhood a better place: people are happier and safer than before you started. You left your mark, and your Neighborhood will never forget you!



### What comes next?

Even though your Hero's journey came to an end, it doesn't mean you need to stop playing! The Neighborhood lives on, and it will always have new stories to tell. Some options for new campaigns include:

- **A New Generation:** Portray a young Hero who grew up in the Neighborhood, watching your past Hero veteran achieving their goals. How was your young Hero inspired to take up the fight? And if the Neighborhood was left in a better state, why is this young Hero needed? Did evil rise again? Why did cats return to getting stuck on top of trees? It's **your** time now, and the Neighborhood needs you!

- **The Spark Of Change:** After hearing about how your retired Hero was able to improve the conditions on their Neighborhood, new Heroes start rising to defend their communities, believing they can bring change as well. Play as one of those Heroes. What are their community's problems, and how did what happened a few blocks away inspire you to fight for change?

- **The Endgame:** Your veteran Hero did all they could for their Neighborhood, and now it's time to set their eyes onto bigger targets. Start the game over, keeping your background and choices but resetting all progress and evolutions. You can use the same prompts as before, but **make it bigger**. It's not just about your Neighborhood anymore: it's about the entire **reality**. Move your Attributes back to their initial values - you did improve them throughout your journey, but now, the threats are more dangerous and ready to face you, and your lower values reflect that!

- **Rising Back:** Even if it's hard to believe, you were defeated. Evil won. Cats are stuck on trees. You've lost your powers, your gadgets, your ladders to save cats from trees - but the Neighborhood still needs you. You'll embark on a new journey, fighting for yourself as much as you'll fight for the ones you love. You'll need to pick yourself back up and work towards the strength you once had. Life is not about how hard you can hit: it's about how many times you can get up after being knocked down by cats stuck on top of trees.

Or you can just create a new Hero and a new community to protect! No matter what, the Neighborhood will always welcome you back!

# ***APPENDIX***



**Optional Rules:**

Ways to change up the dynamics of the game, enabling the creation of different experiences - such as playing the game cooperatively or with the help of a Facilitator!

■ **Handling A Crisis:** One way to keep things interesting, especially when going through subsequent playthroughs, is to give your Neighborhood a **Crisis**: something awful that is happening to it and that you, as the Hero, **must** solve. You can **roll 1d4 to pick an Attribute**. Mark the Attribute you rolled.

Your Journey only ends when you reach that specific Benefit - and whenever you earn a point in that Drawback, you earn 2 Points instead.

You may use the “Fighting Crime” and “Helping Neighbors” Tables to help coming up with the reason why your Neighborhood is facing a Crisis in that department. Maybe if you rolled “Power”, it means crime is rampant on your Neighborhood, and the only way to handle it is through achieving maximum Security. By rolling on the “Fighting Crime” table, you can determine a **Leader and a Method** who are orchestrating that crime spree, **making every roll Resisted whenever you need to face that Leader or that Method directly**.

■ **Playing With A Facilitator:** While *Friendly Neighborhood Superhero* is a solo game, it doesn't take much work to play with a Facilitator: someone who helps directing the story and throws new challenges at the Hero! With more people thinking about ways to build the narrative, you get more possibilities (and more options for hijinks, which is always nice). When you play with a Facilitator, the major change is:

After a Hero creates a scene and makes their roll, **the Facilitator gets to create a follow up scene**, choosing which of the Hero's Attributes to challenge.

If players are more comfortable with traditional RPG dynamics, the Facilitator can take the responsibility of describing the results of every roll - although sharing the duty of creating the story is the preferred way to play, the **best** way to play is whatever works best for your table! As such, even though the mechanics allow the game to be played with no previous preparation, the Facilitator may choose to generate the problems for the Day before each session, preparing a cohesive story to bring to the table, or even **picking** options from the tables in order to craft the story they want to tell!

■ **Sharing Stories & Interjective Play:** An option for sharing the gaming experience while still keeping the individuality of the Hero journey is to play as if **Heroes gathered at their Super Group's Headquarters, and are sharing the stories of what happened last night in their respective Neighborhoods.** That way, the game can acquire a fun campfire-like dynamic, in which players can boast about their deeds and laugh about each other's misfortunes. When you play by Sharing Stories, make the following adjustments:

■ Players will take turns roleplaying through their Days as usual. Once one Hero's day ends, the next Hero in line describes theirs.

■ The Heroes who are listening to the tale can ask questions about the actions and scenes, to help developing the story.

■ Each Player gets TWO chances to interject on the other players' stories: adding a complication to a Crime, and making it easier to help Neighbors in Need. Every player has to use both interjections through the day, and a single Hero can only receive one kind of each interjection.

■ Every player gets **one chance to complicate a Crime**, making it harder to solve (but also granting more Experience when the Hero succeeds!). Whenever a player creates a scene and declares which Attribute they're using to Fight a Crime, a listening Hero can ask questions to **make that Attribute RESISTED for that scene.** They should detail how they learned about a secret plan or gadget or monster the villains brought along on that particular day, something that the Hero wasn't expecting and was enough to counter the chosen Attribute. For instance, if a Hero declares they're using Skill to move stealthily and get a drop on villains who kidnapped a cat, another Hero can say "oh, but I heard those particular villains were wearing infrared goggles to prevent anyone from sneaking up on them!", making things harder for the Hero...

■ That also awards the listening player **one situation in which Neighbors will be made easier to help.** Instead of **creating a rumor to complicate the scene, create a rumor to make one Attribute stop being resisted for the next scene.** For instance, when dealing with a Geeky Child, who usually is only impressed by Mind, a player could say "oh, but I heard that kid is actually a huge fan of parkour!", making it so that the Hero can now impress them by using Skill to rescue their cat!



■ These rules can also be used while Playing With A Facilitator to add a new layer to the dynamic: upon agreement, the Facilitator can choose to **complicate a Crime, Resisting** an action and allowing the Hero an opportunity to **lower the difficulty of a Neighbor's plea**, making a roll **stop** being Resisted.

The session ends after all Heroes have told the others about their Day.

After a session of Shared Play is through, Heroes can either go back to their Neighborhoods, or fight crime together in a session of *Cooperative Play*...

Whenever choosing any of the cooperative play options, remember to discuss and respect the boundaries of everyone involved - the table should be a safe space for all, with the ultimate goal of having a nice time together! Make sure to choose the safety tools more appropriate to your group and have fun!

■ **Cooperative Play:** If you want to play this game as a Group of Heroes, working together to improve the same Neighborhood, you can use the rules for Cooperative Play by making the following changes:

■ Work together to create a **single Neighborhood to which all Heroes belong**.

■ **Create a Name and an Origin for your Group.** How did the Heroes meet, and why did they start working together? What are their common enemies? Do they have a base of operations and a mentor?

■ To play, **follow the rules as written:** roll together to create the problems for the day, and pick Attributes to take action. There's no need to set an order of initiative, but a **Hero can only act again after every Hero has acted**. When creating and determining the results from scenes, **Heroes share their Reputation and the Progress Pool**, so one's actions will affect the entire group. Work together to describe the results of actions and to create follow up scenes and challenges!

■ This style of play can work with players alone, without the need of a GM, but it can also be played with the help of a Facilitator - to which all the Facilitator rules apply. When there's a Facilitator present, **they get a reaction scene for each of the players' actions**.



# A DAY IN THE LIFE

## SIMPLIFIED RULES & GAMEPLAY FLOW

### 1. Starting Your Day:

Roll 1d6 to create a scene about how your day started:

1	You were Enjoying Your Hobby, when suddenly...
2	You were On Patrol, when suddenly...
3	You were On Your Day Job, when suddenly...
4	You were Hanging With A Loved One, when suddenly...
5	You were Running Errands, when suddenly...
6	You were Caring For Your Pet, when suddenly...

### 2. Something Happened! :

Roll 1d6 to find out what!

On a **1, a 2 or a 3**: It's a **CRIME!**

Go to the "FIGHTING CRIME" TABLE to discover what the Crime is!

On a **4, a 5 or a 6**: **A NEIGHBOR NEEDS HELP!**

Go to the "HELPING NEIGHBORS" TABLE to discover what the Trouble is!

You may instead roll for both tables at once, creating a huge situation in which the Neighbor Needs Help **because** of the Crime, and both happen at the same time!

### 3. How to Solve Problems:

Use the "Fighting Crime" and "Helping Neighbors" Tables to generate problems. Create scenes by **performing and describing actions that will move your Hero closer to a solution. Pick the Attribute that better fits your action, then roll a number of dice equal to that Attribute's value.**

### Rolling Dice:

■ If your chosen Attribute is **not Resisted**:  
Your roll **Succeeds** if any of your dice scores **a 5 or a 6**.

■ If your chosen Attribute is **Resisted**:  
Your roll **Succeeds** if any of your dice scores **a 6**.

If you can use your Signature Ability in a way that **gives you an edge** to create the scene you intended, **Roll 1 Extra dice**.

■ You can spend **1 SUPER Point to add more dice to your roll**, equal to that Ability's **Power Level** - you may do so **before or after** seeing the results of your rolls.

### Checking Your Results:

■ If your roll **Failed**:  
Mark **1 Point of Drawback** for the Attribute you failed with. Create a scene describing a **complication** brought by your actions.

At least you learned something! Choose between **earning 1 XP or receiving 1 Extra Dice for your next roll**.

■ If your roll **Succeeded**:  
Earn **1 Progress Point**; mark your Attribute's **Streak** box. That Attribute is **Resisted** until you make Progress with another Attribute.

If you Succeed on a **Resisted roll**, earn **1 XP**.

### Solving Problems:

Create scenes until you've acquired enough Progress Points. Describe how you're employing your Progress to put an end to the issue, and **which Attribute** is leading that action. **All rules for rolling dice apply, but instead of using your Attribute's value, use a number of dice equal to your Progress Points.**

■ If your roll **Fails**, lose **all your Progress Points and start building them up again**.

■ If your roll **Succeeds**, you have **Solved that problem!** Acquire **1 Achievement for the Attribute you solved the problem with**. Move on to the next problem or to the next part of your day!

### 4. Oh, no! Something Else Happened! :

If you just solved a Crime, it's time to **Help A Neighbor!**  
If you just Helped A Neighbor, it's time to **Fight A Crime!**

■ Decide whether (and if so, **how to**) connect both Problems.

■ Repeat the process until all problems are handled and you're ready to **Call It In For The Day!**

### 5. Calling It In For The Day:

You did it! You made it through the day! Now all that's left to do is...

■ Create a scene to wrap your day up. **Recover from Streaks and Reset your Progress**.

■ Choose between a **Crime "Goal"** or a **Neighbor "Trouble"** to solve permanently. Describe that solution, and mark your choice of problem down. **Whenever it comes into play again, every roll receives one extra dice to solve it.**

**Spend Experience Points** according to the following table:

3xp	Choose an Attribute to <b>recover 1 Drawback</b> point from
4xp	Recover 1 <b>SUPER</b> Point
5xp	Increase your <b>Signature Ability Level</b> by 1 Point
5xp	Create a <b>Permanent Solution</b> for a problem
10xp	Increase one <b>Attribute</b> by 1 Point
10xp	Choose an Attribute to <b>earn 1 Achievement</b> in
10xp	Acquire a <b>new Signature Ability</b>

### 6. Keep At It:

Play through new **Days until one Reputation reaches 10, then End Your Journey**.

# "FIGHTING CRIME" TABLE

You will need to Build Up Progress **Twice**: to defeat **The Leader** and **The Method**!

*There's... (Roll a d20 for Leader)*

<b>LEADER</b>		Resisted by
1	An Alien Conqueror	POWER
2	A Warlord From A Different Time	POWER
3	An Elemental Entity	POWER
4	A God	POWER
5	An Extradimensional Invader	POWER
6	A Blood-Thirsty Mercenary	SKILL
7	A Sea Pirate	SKILL
8	A Lightning Speedster	SKILL
9	A Human Weapon	SKILL
10	A Fallen Hero	SKILL
11	A Quirky Genius	MIND
12	A Space Pirate	MIND
13	A Smart Animal	MIND
14	An Alien Weaponsmith	MIND
15	An Evil Mastermind	MIND
16	An Avatar Of Fear	HEART
17	A Killer Robot	HEART
18	A Demon Tyrant	HEART
19	An Alien Hivemind	HEART
20	A Mad Sorcerer	HEART

*Trying to... (Roll a d20 for Crime)*

<b>GOAL</b>	
1	Rob a Science Facility
2	Control The Authorities
3	Destroy The City
4	Build A Doom Device
5	Poison The Water Reservoir
6	Hijack Public Transport
7	Plant Bombs At The Town Square
8	Kill The Crops
9	Steal The City Supplies
10	Hack All Systems
11	Kidnap All Pets
12	Dig A Giant Hole
13	Steal From The City Museum
14	Bring Eternal Darkness
15	Open A Dimensional Portal
16	Awaken Unspeakable Evil
17	Build a Giant Robot
18	Conjure a Mystic Force
19	Move The Neighborhood Through Time
20	Hypnotize The Townsfolk

*Through... (Roll a d20 for Method)*

<b>METHOD</b>		Resisted by
1	Stealing The Souls From Civilians	POWER
2	An Army of Dinosaurs	POWER
3	An Army of Mutants	POWER
4	An Army of Alien Juggernauts	POWER
5	An Army of Ghosts	POWER
6	Laser Traps	SKILL
7	Ninja Masters	SKILL
8	Ruthless Mercenaries	SKILL
9	The Mafia	SKILL
10	An Army of Alien Assassins	SKILL
11	Booby Trapping Hostages	MIND
12	War Drones	MIND
13	Scientific Warfare	MIND
14	Evil Wizards	MIND
15	An Army of Genius Aliens	MIND
16	Terrorizing Civilians	HEART
17	Mind Controlling The Authorities	HEART
18	An Army of Robots	HEART
19	An Army of Animals	HEART
20	An Army of Vampires	HEART

You may also use the "Helping Neighbors" Tables to determine the Age and Personality of the Crime's Leader!

# "HELPING NEIGHBORS" TABLE

You will need to Build Up Progress **Once**: to **solve a Trouble!**  
 To create a Neighbor, roll a d20 for Personality. Age and Occupation can be rolled for or chosen!

The local... (Roll a d20 for Personality)

(Roll a d20 for Occupation)

Needs your help... (roll d20 for Trouble)

## PERSONALITY

Impressed by

1	Feisty	POWER
2	Rebellious	POWER
3	Snobby	POWER
4	Ambitious	POWER
5	Daring	POWER
6	Practical	SKILL
7	Overworker	SKILL
8	Worried	SKILL
9	Determined	SKILL
10	Insecure	SKILL
11	Geeky	MIND
12	Overthinker	MIND
13	Anxious	MIND
14	Creative	MIND
15	Curious	MIND
16	Quiet	HEART
17	Lonely	HEART
18	Caring	HEART
19	Delicate	HEART
20	Protective	HEART

## OCCUPATION

1	Politician
2	Journalist
3	Entrepreneur
4	Activist
5	Community Leader
6	Athlete
7	Scientist
8	Scholar
9	Writer
10	Teacher
11	Cook
12	Security
13	Artist
14	Performer
15	Superhero Fan
16	Conspiracy Paranoid
17	Animal Lover
18	Caretaker
19	Student
20	DIY Enthusiast

## TROUBLE

1	Rescuing A Trapped Pet
2	Finding Their Way Home
3	Paying Their Bills
4	Escaping a Burning Building
5	Overcoming Bullying
6	To Make TV Night Happen
7	To Win A Competition
8	Beating a Videogame Level
9	Impressing Their Friends
10	Carrying Their Groceries
11	Rebuilding Their Business
12	Recovering A Robbed Item
13	Finding A Missing Person
14	Doing Research
15	Preparing For An Important Presentation
16	Building A Project
17	Babysitting
18	Petsitting
19	Cooking An Important Meal
20	Acquiring A Rare Gift

## AGE

1	Child	2	Teenager	3	Young Adult
4	Adult	5	Elder	6	Being To Whom Time Is Meaningless

# FRIENDLY NEIGHBORHOOD **SUPER HERO** (CHARACTER SHEET)

**Name**

**Pronouns**

**Secret Identity**

**Neighborhood Name**

**Notes**

**Achievements**

*Security*

*Effectiveness*

*Control*

*Inspiration*

**Attributes**

**Power**

*Streak*

**Skill**

*Streak*

**Mind**

*Streak*

**Heart**

*Streak*

**Drawbacks**

*Destruction*

*Discredit*

*Miscalculation*

*Misreadings*

**Progress**

**Experience**

**Signature Ability**

Lvl.

Lvl.

Lvl.

Lvl.

Lvl.

**SUPER!!!**



Thank you so much for playing our game!

We would love to hear about your experiences with it, so feel free to leave us a review, or tweet us at @catscratcherdev! How was your Hero's journey? What did you think about the game? How many kitties did your Hero save? What are your favorite pieces of superhero media? Whatever you have to say, we want to listen - and we hope to see you again for our next game!

Stay safe and have fun!

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