

**SUPERHUMAN  
INDUSTRIAL &  
IMMATERIAL  
INCORPORATED**

**CATALOGUE BOOK**

# SUPERHUMAN INDUSTRIAL

## WELCOME TO MIDDLEPORT

The city of Middleport is a well-known hub for superheroes - not least of all because the Stormsign Initiative is based out of the Uptown Spire! It's pretty cool, honestly, watching all these superheroes do their thing. And you might not be super-powered, but that doesn't mean you can't be a part of the action.

Lucky you, you're an employee at **Superhuman Industrial and Immaterial, Inc.**, a supercorp dealing with everything that goes into the production of being a superhero - from costume design to public opinion research, SIII does it all.

## HOW TO PLAY:

The best way to play this game is to write it out or record yourself talking through everything. *This is a dice-driven, choose-your-own-adventure game* and allows for the sitcom-style improvisation, explanation, drama, and everyday intrigue of a worker with average 9-5 in the fast-growing and expansive realm of Superhero Support.

Before you start, *choose a name*. I recommend having a generator handy, just in case you need to name additional friends, enemies, and managers on the fly.

After this, you will roll 1D6 for each question, then expand on events, and build out a story. This game is a combination of the day-to-day workweek and surviving around the extraordinary. You can stop the game at any point and continue independently writing the story of your mundane character caught up in an astounding world.

Lastly, if you think you have a better idea than the result as written...you probably do. Go with that.

# SUPERHUMAN INDUSTRIAL

## ROLL 1D6:

### You work in:

- 1. Human Resources:** Whether you deal with complaints against the Cape, the CEO, or just someone's cubicle neighbor, you're in charge of keeping everyone happy, paid, and, most importantly, out of the news.
- 2. R&D: Engineering,** public opinion research, gadget development, fabric tech, you might have a hand in any part of it. You even have a little drone you call Hoover that has taken on some semblance of digital sentience.
- 3. Construction and Cleanup:** Cars, buildings, bridges...all casualties to the Cape, and most of the time it's for a good cause. You're in charge of putting Middleport back together.
- 4. Legal:** The red tape in legal is INSANE. You support the Cape in court, lobby in congress, cover insurance claims, and keep track of all the stalkers. All of them.
- 5. Marketing and Licensing:** Every Cape needs a spin team. Do you help out with their social media? Schedule meet-and-greets? Maybe you're the one who approves the latest comic book run.
- 6. Presentation and Persona:** The costume has to be iconic, the archetype has to be sharp, the heartthrob factor is important, but how are they in front of a camera?

## AS WE TAKE A LOOK THROUGH THE OFFICE...

### Where can you find your work BFF:

1. The next cubicle over
2. In the mailroom
3. In another department
4. Running a test in their "Secret Lab" they made out of an abandoned janitor's closet
5. In a costume
6. Working security in the main lobby

### Where can you find your work nemesis?

1. In the corner office
2. Across the hall
3. One floor up
4. In a costume
5. On the other end of the call
6. Face-timing their child while microwaving fish and leaving early

# SUPERHUMAN INDUSTRIAL

## YOU GET IN +

**It's an average Monday, and you have to deal with:**

1. The Cape
2. The Public
3. The Boss
4. The Investors
5. The Cops
6. The Media

**What's going on?**

1. The Cape did something overnight
2. A new villain showed up
3. You missed a deadline
4. A portal opened up in the middle of Fulbright Park
5. That previously quashed rumor is now front-page news
6. Guess whose turn it is to get kidnapped this week...

**How bad is it?**

1. You can totally handle this.
2. Alright, maybe you need a team...
3. Time to call the Cape
4. Time to call Stormsign
5. Time to call the CEO
6. Per my last email-

**What else could go wrong?**

1. You have three meetings to rearrange
2. Your interns are useless
3. There's no more coffee, what is energy?
4. The office plants seem to have ulterior motives
5. Surprise visit from an investor!
6. Selective power outage

**Tricks Up Your Sleeve**

1. That favor you never called in
2. Desk snack
3. You actually blocked in a fake meeting on your schedule
4. That device Development left on your desk
5. You know exactly how your boss likes their coffee
6. Your office door locks

**Time to head home - what's your commute like?**

1. You can walk!
2. A short subway ride and you're home.
3. An hour plus on the subway then another twenty minutes on the bus gets you close.
4. You live in another state, and the Path is rough.
5. You bike, and the drivers are all terrible today.
6. You splurge on an Uber - it's worth it to avoid the stress.

# SUPERHUMAN INDUSTRIAL

## You've hit a snag...

1. Superhero showdown on the Highline
2. A strange eldritch beast has been spotted in the sewers
3. Stormsign's annual parade...how could you forget?
4. Filming on your block - take the long way around
5. The Supers Bowl is happening in the floating arena, and the skyways are packed
6. Villains have broken out of the downtown holding facility - maybe it's time to visit your family out of state

## **FINALLY!** YOU'RE HOME, TAKE A BREATHER.

1. Cook dinner
2. Play a video game
3. Meet a friend for happy hour
4. Do yoga
5. Do nothing
6. Work from 7 to 11 on your side hustle

## Towards the end of the day-

**You just sat down to watch your favorite cooking show when you get a call from work. You answer, and—**

1. A building has disappeared.
2. There's a burglary free-for-all happening at the MiddleMod.
3. A video has leaked "starring" one your Capes.
4. The chemical plant seems to have spit out a new villain.
5. There's a huge anti-Cape protest in front of your building.
6. A member of Stormsign has gone missing.

**Honestly...you're off work. This is a problem for tomorrow. Get some rest. You wake up and...**

1. God, Monday again?
2. The skyline's changed overnight...but at least now you're near the waterfront? Rad.
3. Huh, your glasses are missing. You're sure they'll turn up somewhere.
4. Hit snooze! Call off work. Try again tomorrow
5. You got up on time for an early run! Today is going to be great.
6. You feel strange...different...or maybe you just need to use the bathroom.

# SUPERHUMAN INDUSTRIAL

## Normal day so far, but something feels weird...

1. You decide to get a coffee, but in the elevator, you see a button for a floor that wasn't there yesterday.
2. Walking through your department, you overhear a call between your boss...and whom you suspect is a villain for hire.
3. Half the people on your team seem to be wearing the same clothes as yesterday, and they don't look like they've showered or even moved.
4. Looking out the window, it seems like the clouds have stopped moving.
5. All computers have stopped working, and there's a low, desperate whine over the intercom.
6. You could have sworn your floor's layout was different...this wall was not here yesterday.

## WHAT DO YOU DO?

1. Call the Cape.
2. Try the fire escape.
3. Find your best friend - they'll know what to do.
4. Just go back to work - someone else will sort this.
5. Honestly, it's time to go home, this is too much.
6. You did a favor for the billionaire, playgirl, philanthropist CEO once....maybe it's time to pull that string.

# WE LEAVE YOU WITH ONE FINAL QUESTION...



## How does this story end?

1. You uncover a massive conspiracy - and not even Stormsign is inculpable.
2. This is so far above your paygrade. You do what you can, but you clock out at five. Honestly...not your monkey, not your circus.
3. Another world, dimension, or plane has intersected with yours.
4. Time is a very strange and fickle thing, and someone has crossed a couple wires.
5. The corporation has been experimenting, and it's not pretty.
6. This is the last straw. You're moving out of the city. **Screw this.**

*Thank you for choosing*

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**ALL SALES FINAL**

Written by Linda H. Codega (@\_linfynn) with Mandy Szewczuk (@junketss)  
for the #BeyondSuperslam hosted by riley rethall (@jaceaddax).

Find more of Linda's work at [lhcodega.itch.io](http://lhcodega.itch.io).